

HOMEBREW HEROES

- Fishing indie waters for the freshest catches

Who would have imagined we would be on the verge of playing new Dreamcast games online in 2022? I certainly didn't! All this and more in another packed Homebrew Heroes!

MALASOMBRA

PLATFORM: NES

RELEASE DATE: Q2 2023

After four years of hard work, team 4MHz is on the home stretch with their ambitious NES adventure game *Malasombra*. *Pixel Addict* grabbed the team for a chat and was provided with some exclusive images.

Malasombra is the name of the villain in the game and he has done the most heinous thing you could ever imagine. Kidnapping your future wife at the altar and turning everyone present into toads. The absolute cheek!

Luckily, our hero Pirou is an aspiring magician and he will be required to put his magical skills to the test to defeat the great Malasombra and restore peace to the kingdom. To do this requires our help of course. The aim of the game is to acquire the pages of a grimoire (a Magicians manual) to acquire new abilities and defeat the evil magical beings (wizards, witches, etc) and ultimately Malasombra himself.

So how did the idea for the game *Malasombra* come about? The team tells us that:

"*Malasombra* was born from a spontaneous work of pixel art designs for Amstrad CPC. From there, and without being a serious project, the team began to devise a possible story for a videogame. Soon we came up with a story with apprentice wizards, evil wizards, and princesses to rescue. We combined *The Princess Bride* with *The Lord of the Rings*, plus *Cauldron and Johan and Pirluit* (a comic created by Peyo, known for being where the Smurfs were born) all into one. Soon we started to produce designs, sprites, and backgrounds where the



No idea what that creature is.



You'd want to run away from an angry fish too!

adventure would take place. Quite quickly we produced characters and backgrounds.

In the early stages of development, we saw that the project was becoming more and more ambitious and we decided to port all the work done to NES. This was a system unknown to us until then, but where we knew we would have the necessary potential for a game of this magnitude.

Initially, we started with tests in *NesMaker*, but soon we decided that we could take better advantage of the potential of the NES by getting into programming. So in a few months, we went from some screenshots for Amstrad CPC to developing our game engine for the NES".

The very fact that 4MHz has developed a game engine for the NES means they must have plans for more NES titles in the pipeline. The team tells us: "Now that we know the NES in depth we would like to

Hey, this is a non-contact sport isn't it?!



Car football inside a volcano.

port some of our previous games from the Amstrad. *Operation Alexandra*, *Baba's Palace*, or the *Lost Treasure of Cuauhtemoc* would be the most likely candidates.

Of course, we would like to remaster *Malasombra* on other modern platforms, but that's another matter".

Malasombra is due to hit the NES in early 2023 and we will be hoping to bring you a review of the game when it's complete.

DRIVING STRIKERS

Format: Dreamcast

Release Date: Q4 2022

The talented coding team of Luke Benstead and David Reichelt have been busy developing *Driving Strikers* throughout 2022. *Driving Strikers* is a football game played with cars, clearly inspired by *Rocket League*. It can be played as a solo game against the computer or as a multiplayer experience, but (and this is really exciting) not just locally!

The most exciting part of this game is that the guys have been working tirelessly to get the game up and running online using the Dreamcast modem, and we are happy to report they have finally succeeded!

The Dreamcast Channel aired a live stream of the online game which you can view at: <https://youtu.be/F-DKE82xVm8>

Needless to say, this is an absolute game changer. Imagine a glut of new Dreamcast games that can be played online. Forget the year 2000, the time for Dreamcast gaming is NOW!