

Commando

Opis: The player takes control of a soldier named Super Joe,[1] who starts by being dropped off in a jungle by a helicopter, and has to fight his way out singlehandedly, fending off a massive assault of enemy soldiers. Super Joe is armed with a sub-machine gun (which has unlimited ammunition) as well as a limited supply of hand grenades. While Joe can fire his gun in any of the eight directions that he faces, his grenades can only be thrown vertically towards the top of the screen, irrespective of the direction Joe is facing. Unlike his SMG bullets, grenades can be thrown to clear obstacles, and explosions from well placed grenades can kill several enemies at once. At the end of each level, the screen stops, and the player must fight several soldiers streaming from a gate or fortress. They are ordered out by a cowardly officer, who immediately runs away, although shooting him in the back awards the player bonus points. Along the way, one can attempt to free prisoners of war as they are transported across the screen by the enemy. In the NES version, there is a more powerful machine gun upgrade, as well as "glasses" to let the player view all the hidden bunkers and an unlimited grenade upgrade (the player will lose these upgrades after losing a life).

Komentarz:



Commando

Opis: You are Super Joe the cracked combat soldier of the eighties battling against all odds to defeat the advancing rebel forces. Equipped with only an M60 machine gun and six hand-grenades you carry out your lone crusade, forcing your way into hostile territory. Mortars, grenades and dynamite rain from the skies and explode around you. Enemy bullets fly past you in all directions, trenches, cliffs and lakes block your path. Rebel forces appear from caves, strong holds and troop carriers to stop your progress. You must show no mercy. You must not retreat. You must keep pushing yourself further and further into enemy lines, collecting supplies of hand-grenades from defeated outposts, until you reach your final objective, the fortress. Have you got the skill and stamina to defeat the enemy?

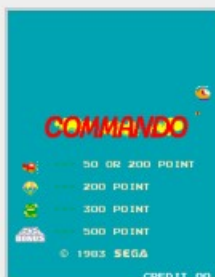
Komentarz:



Commando

Opis: Several levels await your super-tough Commando in this arcade conversion. Armed with only a standard rifle and a few grenades you must take on hordes of Nazis. Some are wandering around in the open, while others have picked out hiding places, which you must approach from certain angles. Trees, rivers and bridges create a varied combat-like terrain and must be incorporated into your thinking. Extra grenades can be collected, and will definitely be required, as they allow you to kill from distance and thus avoid some enemy shots.

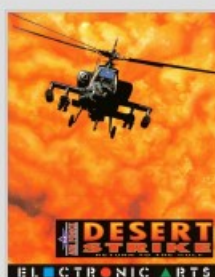
Komentarz:



Commando (Sega)

Opis: You control a tank that shoots at airplanes.

Komentarz:



Desert Strike: Return to the Gulf

Opis: Manual: <https://www.lemonamiga.com/games/docs.php?id=462> Desert Strike, is a shoot 'em up inspired by the Gulf War and depicts a conflict between an insane Middle Eastern dictator, General Kilbaba, and the United States. The player controls an Apache helicopter and attempts to destroy enemy weapons and installations, rescue hostages and capture enemy personnel, while managing supplies of fuel and ammunition.

Komentarz:

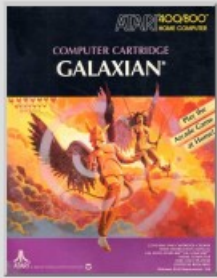
Desert Strike: Return to the Gulf



Desert Strike: Return to the Gulf

Opis: The story follows the player, an AH-64 Apache pilot in a conflict inspired by the Gulf War, General Kilbaba takes over a small Arab Emirate and plans to... and the player must open way for ground troops by disabling most of his defense... finally take on the "Madman" himself.

Komentarz:



Galaxian

Opis:

Komentarz:



Galaxian

Opis: The Galaxian Fleet has invaded and it's up to you to stop them. There's two-way action in this game; as you fire at them, they're firing back at you! All that is required of you is quick reflexes and an accurate aim. Can you destroy the Galaxian Fleet before they destroy you?

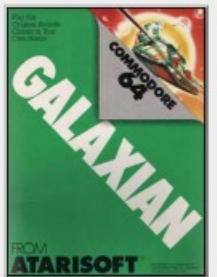
Komentarz:



Galaxian

Opis: Galaxian expanded on the formula pioneered by Space Invaders. As in the earlier game, Galaxian featured a horde of attacking aliens that exchanged shots with the player. In contrast to Space Invaders, Galaxian added an element of drama by having the aliens periodically make kamikaze-like dives at the player's ship, the Galaxip.

Komentarz:



Galaxian

Opis:

Komentarz:



Galaxian

Opis: Galaxian (ギャラクシアン Gyarakushian?) is an arcade game that was developed by Namco and released in October 1979. It was published by Namco in Japan and imported to North America by Midway that December. A fixed shooter game in which the player controls a spaceship at the bottom of the screen, and shoots enemies descending in various directions, it was designed to compete with Taito Corporation's successful earlier game Space Invaders (which was released in the previous year, and also imported to the US by Midway Games). The game was highly popular for Namco upon its release, and has been a focus of competitive gaming ever since. It spawned a successful sequel, Galaga, in 1981, and the lesser known Gaplus and Galaga '88 in 1984 and 1987 respectively, as well as many later ports and adaptations. Along with its immediate sequel, it was one of the most popular games during the golden age of arcade video games.

Komentarz:

Galaxian

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Komentarz:



Makai-Mura

Opis: Japan version of Ghosts 'n Goblins. It is a platform game where the player controls a knight, named Sir Arthur, who must defeat zombies, ogres, demons, armored giants, dragons, and other undead creatures in order to rescue Princess Prin Prin, who has been kidnapped by Satan, King of Demon World. Along the way the player can pick up new weapons, bonuses and extra suits of armor that can help in this task.

Komentarz:



Manic Miner

Opis: Manic Miner is a platform video game originally written for the ZX Spectrum by Matthew Smith and released by Bug-Byte in 1983 (later re-released by Software Projects). It is the first game in the Miner Willy series and among the early titles in the platform game genre. The game itself was inspired by the Atari 800 game Miner 2049er.[1] It has since been ported to numerous home computers and video game consoles.

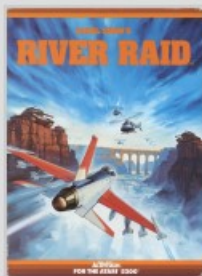
Komentarz:



Manic Miner

Opis: The player controls a miner named Willy. The game consists of 20 levels/caves. In each cave there are various objects that Willy needs to collect before he runs out of oxygen. As soon as all objects are found, Willy needs to go to the exit area. While collecting the objects, Willy needs to be careful not to touch any enemies, such as spiders, robots, penguins, slime, etc. Also he should not fall too deep, otherwise he dies. For each 10.000 points the player gets an extra guy

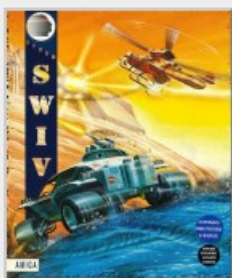
Komentarz:



River Raid

Opis:

Komentarz:



SWIV

Opis: S.W.I.V. is a vertical scrolling shooter and an unofficial follow-up to Sales Curve's conversion of the side scroller Tecmo arcade game Silkworm. One player controls a helicopter and the other a jeep, with the jeep transforming into a boat when the vehicles pass over water. As well as a host of blaster fodder the game also includes a mid-level enemy inspired by the "Goose" enemy from the earlier title Silkworm. Pieces of this enemy would fly onto the screen and assemble into one vehicle before commencing to fire at the players' vehicles. When destroyed the "goose" would drop power-ups.

Komentarz:

Spelunker

Opis: In this game, you are a spelunker who climbs deep down mountain caves in search for treasure. The levels consist of many platforms, connected to each other by a riding cart, ladders, ropes, etc. You'll have to time your jumping well, because a slight fall will lead to your death, and the abyss is near! You should jump over various obstacles, avoid ghost-like enemies, climb on ropes, and use inventory items such as dynamite to create obstacle-destroying explosions that will bring you nearer to the desired treasure.

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Komentarz:



Spelunker

Opis: A miner has to find the exit to a world of wonders that is deep in the ground. During his journey he has to collect bombs to destroy rocks in his way, collect keys to open doors and pick up little potions that refresh his timer. Treasure chests can be opened for bonus items.

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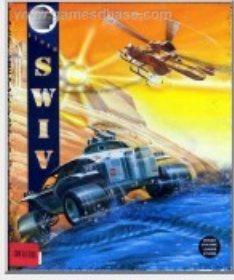
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Spelunker

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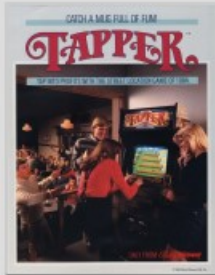


Swiv

Opis:

SWIV is a 2D vertically scrolling Shoot 'em up game originally released in 1991 for the Commodore Amiga, Atari ST, Commodore 64, ZX Spectrum and Amstrad CPC home computer formats. It was converted to the Game Boy Color in 2001. The game was considered a spiritual successor to Tecmo arcade game Silkworm, which The Sales Curve had previously converted to home computer formats in 1989. The Game's heritage is evident from the game design whereby one player pilots a helicopter, and the other an armoured Jeep though SWIV is not an official sequel, as noted by ex-Sales Curve producer Dan Marchant: "SWIV wasn't really a sequel to Silkworm, but it was certainly inspired by it and several other shoot-'em-ups that we had played and loved." [1] In the game's own manual (for the Amiga, at least), however, it was explained that "SWIV" was both an acronym for "Special Weapons Intercept Vehicles" and also short for "Silkworm IV" (even though there was not a Silkworm II or III). Fans commonly refer to it as "Silkworm In Vertical".

Komentarz:



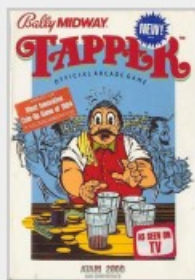
Tapper

Tapper

Opis:

The Tapper game screen features four bars. Patrons arrive periodically at the end of the bar opposite the player and demand drinks. The player must draw and serve drinks to the patrons as they slowly advance towards the player. If any customers reach the player's end of the bar, they impatiently grab the player-as-bartender and toss him out the far end of the bar, costing the player a life.[6] The player serves customers by filling a mug at one of the four taps. Once the mug is full, the player releases the tap which automatically slides the mug towards the advancing customer. Customers catch mugs that are slid towards them, as long as they are not already drinking a beer, or otherwise distracted. If a mug is not caught by a customer (whether the customer is already drinking or distracted, or if there is no customer), then it falls off the bar on the other end, resulting in a loss of a life for the player. If a customer does catch the mug, though, then he or she is pushed back some amount towards the opposite end of the screen. The goal is to push the customer completely off the screen, but if they are not then they will stay and consume their drink in place. When a customer finishes his drink, he slides the empty mug back towards the player, after which the customer resumes his advance on the player. The player must collect the empty mugs before they reach the end of the bar and fall to the ground, as a mug falling to the ground costs a life. Periodically, customers will leave tips on the bar for the player. These tips can be left at any place on the bar. The tip will appear after a specific number of empty mugs are released by the customers, and will appear wherever the customer who releases the required mug is standing. For example, in all levels, the first tip is left by the customer who returns the second empty mug, and will be left beside wherever this customer is standing. By collecting the tip, the player earns extra points and initiates "entertainment" for that level (dancing girls on the wild-west level, cheerleaders on the sports level, etc.). While the entertainment is active, some fraction of the customers will be distracted and stop advancing towards the player, but they will also stop catching mugs. To complete a level the player must clear the entire bar of customers. Once this is done, the player is presented with a short vignette in which the bartender draws a drink for himself, drinks it, then tosses the empty mug into the air with varying (usually humorous) results, such as kicking it and shattering it or having the mug fall atop his head and cover it. As the game progresses, the customers appear more frequently, move faster along the bar, and are pushed back shorter distances when they catch their drinks. In addition, the maximum number of customers per bar gradually increases until every bar can have up to four customers at a time. In between levels of different settings, the player is presented with a shell game-type round. In this segue, the player is presented with a single bar that has six cans of beer or root beer sitting on top of it. A masked villain shakes every can except one and then pounds on the bar, causing the cans to shuffle their positions. If any other shaken can is picked, it explodes in the bartender/soda jerk's face, after which the right can is revealed. If the player selects the unshaken can, the hero is shown smiling and a message reads "This Bud's For You" (on the Budweiser version) or "This one's for you" (on Root Beer Tapper), and the player is rewarded with extra points. There are four settings for the game, each setting lasting for two to four levels. The settings of the game are: - A western bar with cowboys (2 levels) - A sports bar with athletes (3 levels) - A punk rock bar with punk rockers (4 levels) - A space bar with aliens (4 levels) After completing all the levels, 13 in all, the player starts at the first again, harder than the first time through, and with some minor variations.

Komentarz:



Tapper

Opis:

You are a frenzied bartender trying to keep the never ending flow of thirsty customers well watered. You'll have to keep slinging sodas and occasionally guess which cans of soda the Soda Bandit has shaken. As if that's not enough work for one bartender, try covering four different bars with a different crazy crowd in each bar. There's the Old West Saloon, the Jock Bar, the Punk Rock Bar, and the Space Bar. Keep the sodas coming, but not too fast. You'd better be sure you've got a customer without a drink at the bar or the drink will slide right off the bar and no self-respecting bartender throws drinks away. Keep your eyes open for the empties the customers sling back your way.

Komentarz:

Tapper

Opis:

Tapper, also known as Root Beer Tapper, is a 1983 arcade game released by Bally Midway. The goal of the game is to serve beer (or root beer) and collect empty mugs and tips.



Tapper

Komentarz:

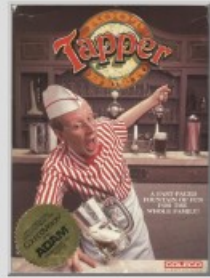


Tapper

Opis:

Side-splitting, soda-slinging laughs and spills! Five belly-busting screens of Soda Fountain Fun, including 4 mad-capped bar rooms of soda-starved, clamoring cowboys, sports fans, punks and space creatures, plus a head-spinning Soda Bandit Bonus Round! Just try to keep your cool as hot-headed, crazy customers blitz your bar for another cold one.

Komentarz:



Tapper

Opis:

Tapper is an action game where you're a beer tapper (barman) and have to serve beer to demanding customers. There are four customers, each has its own lane lengthier than the previous one, whom you have to keep at bay. If they reach the end of the lane without receiving their beer, you're a goner; if you miss one and accidentally spill beer needlessly you lose a life and should one of them throw you back the mug and you fail to catch it, you lose a life as well.

Komentarz: