

THE RETRO UNIVERSE ZINE

ISSUE 3

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PREFACE

One of the things I love talking about is history, particularly computer and video game history. That's one of the reasons I made this zine. I just got to thinking, though, that I would love to be involved in the magazine business, at least with an online magazine, working for a mag like Retro Gamer or something along those lines.

I'm going to keep doing this zine for as long as I possibly can though, and I don't feel like I'm supposed to be glued into one particular area when covering retro stuff. . . as long as it's retro-related, it's cool, and I hope you guys are cool with that too.

As I learn more and more about writing and publishing, I wanna take you guys for the ride, so just sit back and relax, grab some tea or coffee, and let the good memories come flooding back!

Emulation Station

X-Men(Arcade 4 players)

Intro

I have fond memories of this game. I remember going to a Chuck E. Cheese's and playing it at their arcade. Me and 3 of my friends all played together and beat it. It took tons of tokens, and probably a lot of my parent's money, but the experience was amazing. We had a tough fight with the last boss, Magneto, but that was how Konami did things in regards to the difficulty of their beat 'em ups.

Character Selection

The greatest joy in any X-Men game is being one of the X-Men, and you get choose from 6 different ones in this game! I believe you can choose from Wolverine, Cyclops, Colossus, Nightcrawler, Dazzler and Storm. Great selection, although I felt it was missing a few good picks as well. I grew up watching the Saturday morning cartoons, and the X-Men cartoon was one of the greats. Just take a look at this opening! Link: [X-Men Opening](#)

I personally feel that we also should've gotten Gambit and Jean Grey, but I know that game development is a very huge undertaking, so there's that. In any

case, playing as all the different X-Men with your friends makes things so much fun.

Control

As per the vast majority of Konami games, the controls are excellent, with a jump button, an attack button and a special button. Dead simple, but we're not going for something like Street Fighter or Virtual-On here. Makes the game a joy to play because it requires 2-3 seconds of learning and then you're in the zone.

Graphics

I feel in the graphics department it was excellent for its time and it still holds up to this day, due to it being 2D art. While I don't think it has Konami's greatest artwork, which I feel that honor belongs to the Teenage Mutant Ninja Turtles Konami beat 'em ups, this art still holds its own.



Figure 1: X-Men Japanese Flyer

Sound and Music

The sounds and music really make the game come alive, as all the character's attacks are voiced, and the bosses, as per the usual for Konami, have their own intro speech, which just makes it seem so awesome. The music too, stands out, due to the fact that it's highly energetic and reminiscent of the cartoon. I read online that one of the music composers also worked on a Final Fantasy game, so it makes sense that they knew how to compose something that you would remember years later.

Final Thoughts

If you haven't played the X-Men arcade game, what are you waiting for? I give it a solid 5/5, and that's not just nostalgia speaking. I honestly love beat 'em ups and this one is one of my favorites, along with Streets of Rage 2, Final Fight and Turtles in Time.

Podcast Power

The Retro Hour

Quick Review

If you've never heard of any British micro-computers, these guys are the ones you wanna learn from! They also happen to cover other great retro systems, such as the SNES, Genesis aka Mega Drive and so on. They also do interviews and at Christmas, they do a little Jeopardy style quiz on each other.

Final Thoughts

Whatever podcasts you listen to, I would certainly give this one a try. They're super entertaining! Link: [The Retro Hour](#)

Youtube Spotlight

Jeremy Parish

Quick Review

Thinking of getting into retro gaming, but don't know the full history behind the game you want? Jeremy Parish provides the answers you seek! His videos are very informative and have a very laid back style. He goes into great depths about the finer details of every single game he covers.

Final Thoughts

Give him a look and you'll be pleasantly surprised.

Link: [Jeremy Parish](#)

INTERMISSION

A picture of one of the first games ever made, XO, a Tic-Tac-Toe style game. Developed in Cambridge.



Figure 2: Tic-Tac-Toe

Musical Missives

Shovel Knight Soundtrack

Quick Review

This soundtrack is one of a kind, it has both slow beats and energetic pulse pounding tunes! You can definitely hear the influences of games such as Mega Man, Castlevania and many other 8-bit masterpieces in this album.

Final Thoughts

If you've never heard of Shovel Knight before, Yacht Club's premier game, you should give it a go and also get the soundtrack! There are so many good tracks on it! Link: [Shovel Knight OST](#)

BBS Backlog

Digital Distortion

Intro

I recently created an account at Digital Distortion because I thought the name sounded interesting. It seems they keep a good list of games and active players on it. Sadly, it seems I was the 12th member on it, so it doesn't appear to be very active.

Other Stuff

I did like their intro screen and main menu screen. It seems like it has the potential to be great. I'd say give them a call, they also apparently support ssh! Here's what their main menu screen looks like!



Final Thoughts

I think everyone should join this BBS, I wanna see more people compete against each other in the games that they have on there.

Outro

As always, hope you enjoyed this issue. Questions, comments and other stuff can be directed to mhj@sdf.org!