THE RETRO UNIVERSE ZINE
ISSUE 4

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PREFACE

So far I've finished 3 issues in quick succession, and my plan is to get out as many as I can, as well being as quick as I can, because I find that the process of continually writing keeps me on my toes and is fun to boot. In the plans are theming issues(As in a specific subject for a theme, although a colorful or interesting design theme would be good too!), another zine dedicated to Linux and BSD, and possibly a website! One column I'm thinking of putting in would be one for text adventures or choose-your-own-adventure style games, written in things like Twine or Inform.

Emulation Station

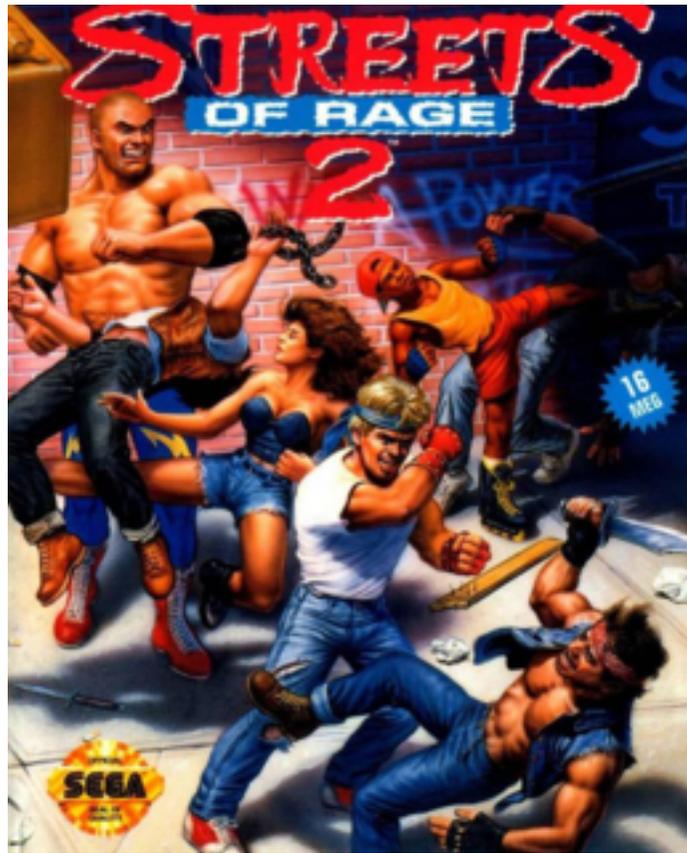## Streets of Rage 2

Intro

Figure 1: Streets of Rage 2 Box

My all-time favorite beat 'em up. Streets of Rage 2 has it all, flashy special attacks, kickin' music, and 2-player mode is the best! I know, I'm biased. This is a truly spectactular game, and I'm glad that it can be easily bought nowadays.

So the story is that there's a Mr. X(Yes, that's his name), and he has a crime syndicate that's taken over the city. Law enforcement evidently can't do anything, so it's up to the 4 heroes to kick butt and take names.

Now, when this came out, it was a smash hit. I certainly remember the first

time I played it, I was blown away by the graphics, playability, music and sound and just everything.

Characters

You can choose between 4 different heroes, as stated above. You get the big brawler Max, nimble Blaze, balanced Axel and quick Skate. There's a character for everyone! Each character has their own idle animation, "dashing" attack and so forth. In 2-player mode, you can also vault off each other!

Controls

The controls are very tight and super responsive, as per most of Sega's titles. It's a definite improvement from the first title as well. The third title has even more varied controls, but things are still just fine as they are in this one. You can walk in 4 directions, jump, attack, back-attack(Accomplished by hitting jump+attack at the same time), special attack(Done by going forward, forward+attack in quick succession) and super attack. Amazing that they could put that much in using only 3 buttons. In a way, I suppose this scheme influenced titles like Virtua Fighter.

Sound and Music

There's an infinite amount of things that could be said about the sound and music of this game, but the primary thing is this: Yuzo Koshiro. Yuzo Koshiro was the main man in charge of the music, and his music just blows everything away. I believe his style of music was way ahead of it's time, and was a hidden influence in today's electronic genre. Most people have never heard of him, but he's done lots of music for many, many games of renown. I've included a live concert he did in Paris in a link.

Link: Streets of Rage: Live in Concert

Graphics

The graphics are just pure fun, animated with the utmost care. They're very superior to the first game's graphics, and they have a sort of "grime" feeling to it that gives it an edge. You can feel a sort of urban sprawl/decay in all the artwork, like that the city where they're in goes on forever, with no end of bad guys. From robots to bikers, each is crafted to give off a certain vibe, and each stage evokes a feeling.

Final Thoughts

If you've never played this game, now is your chance to do so! It's very easy to get, along with lots of other classic Sega titles, in the collection I've linked below for each and every current system. Overall, this game breaks the 5 star meter and can't be recommended enough.

Link: [Sega Genesis Classics for Nintendo Switch](#)

Link: [For Steam](#)

Link: [For PS4](#)

Link: [For Xbox One](#)

Web Weavings

Doomworld

Intro

So you've played Doom, right? The eternal shooter, which is still going to this day. Say you've already beaten the game like a thousand times, but now you're bored of it, well, here comes Doomworld! Doomworld is a messageboard, but so much more. With Doomworld, you can find online matches, source ports, map editing, tips and tricks and new levels to download.

WADs

What are WADs? WADs are basically all the data that is used in a level in Doom. In this case, there's a smorgasbord of WADs on Doomworld to find and play with. I recommend the following MegaWADs: The Ultimate Torment and Torture, Doom the Way ID Did, Sigil and many more.

Source Ports

Source ports are basically engines that allow you to run Doom in a modern way, without having to use something like DosBox or some other method of DOS emulation. It also makes it easy to try other levels. The recommended source ports are chocolate doom and gzdoom, which should allow you to run the vast majority of levels on Doomworld.

Final Thoughts

A great website wholly devoted to a cult game, it deserves it's place in history.

Link: [Doomworld](#)

Youtube Spotlight

Digital Foundry

Quick Review

Digital Foundry is one of a kind, they often feature historical perspectives on games and examine all the ports and technological milestones concerning games as well. Most of their stuff is 30 minutes or longer, so you'll be learning a lot. One of their most recent videos was about the original Mortal Kombat, and how it differed in every single home port compared to the arcade release.

Final Thoughts

Check them out, you won't regret it in the slightest!

Link: Digital Foundry

INTERMISSION

A picture of the Sega Dreamcast, a fondly remembered console.

Figure 2: Dreamcast

Musical Missives

SID Anthology Volume 1

Quick Review

For Commodore 64 enthusiests, I heard that there's no greater name when it comes to music scene than Chris Huelsbeck. So yeah, you can find some of his albums with his work on Bandcamp, and it just sounds awesome. I can't recommend it enough. I was never really into the SID music scene to begin with, having more experience with the SNES, Genesis and NES music scenes, but this has helped me find a newfound appreciation of the work going into that scene.

Final Thoughts

If you've never heard music like this before, now's your chance to get it and really find what you like.

Link: Chris Huelsbeck's SID Anthology Vol 1

BBS Backlog

Manic Modem

Quick Review

I'd say this BBS is average so far, but they didn't give me a user number, so I don't know how big their community is. They seemed to have some files and door games though.

Final Thoughts

They have a website too, so check them out there!

Link: Manic Modem Website

Outro

As always, you can reach me at mhj@sdf.org. I hope you enjoyed this issue!

Figure 3: Manic Modem