

THE ESSENTIAL GUIDE TO CLASSIC GAMES

retro GAMER



ENDURO RACER: THE DIRT KING

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HANNO LEMKE ON CREATING EA'S
THRILLING 3DO ONE-ON-ONE RACER

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GAMING'S UNSUNG HERO

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INCREDIBLE STORY OF JANE WHITTAKER

A GAME OF TWO HALVES

HOW THE COLLYER BROTHERS TOOK
CHAMPIONSHIP MANAGER AND THEIR
FOLLOW-UP TO THE TOP OF THE TABLE

GOLDENEYE

RARE'S NINE BEST BOND AGENTS
DELIVER THE TOP-SECRET INTEL BEHIND
THE N64'S LEGENDARY SHOOTER



KARL HILTON ON



DAVID DOAK ON
LEVEL DESIGN



STEVE ELLIS ON

PLUS

WARTHOG

OH MUMMY

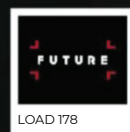
COMMODORE 64

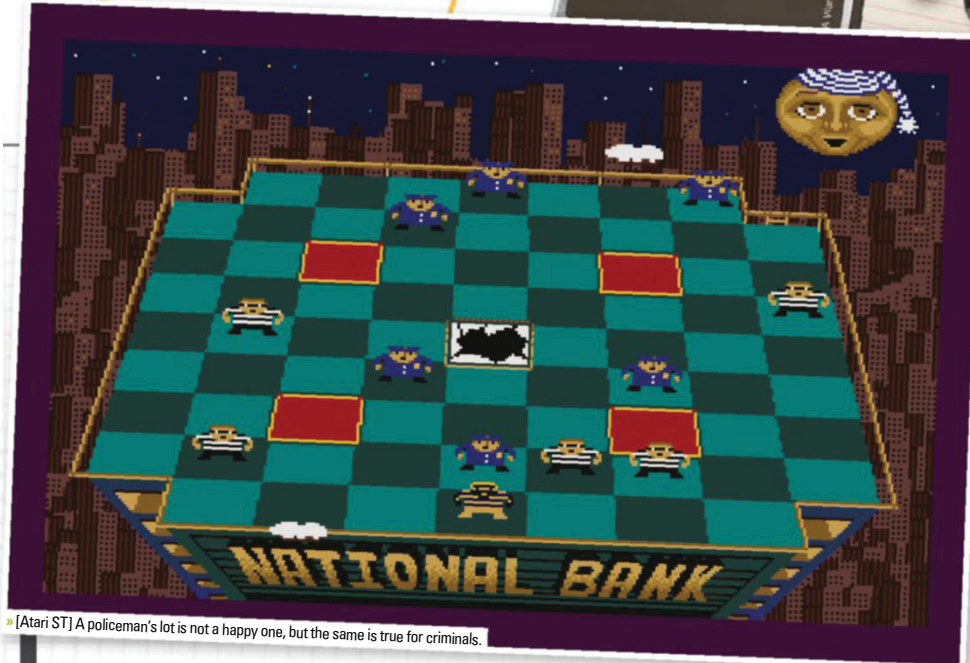
WRESTLING GAMES

THE STORY OF MUD

KINGPIN: LIFE

OF CRIME





· HOMEBREW HEROES ·

We chased *Cops And Robbers Chess* developer Kevin Scott onto a rooftop for a little chat about how it was resurrected and where the idea for a two-player strategy game on the Atari ST came from

First off, where did the idea for *Cops And Robbers Chess* come from?

My brother-in-law, Larry Scott and I were discussing how we could put a new twist on a chess-type game. We came up with the idea where you push pieces off a skyscraper, but wasn't sure how that could make sense? Then we realised that if it were cops and robbers on the roof of a bank, it would fit. And the ideas just kind of went from there, like having a skylight in the middle they could fall in as well, and exhaust fans that would blow a piece up in the air.

And what lead to it being resurrected for release?

Cops And Robbers Chess was very close to being done but was shelved, so I really wanted to go back and finish it. And especially since the art work done by Larry on that game was so awesome, I felt it really stood out to me as a unique and fun game. Also, I

wanted to add clouds which would help to keep pieces from gravitating too much toward the centre.

Did you find it difficult returning to a previous project?

Yes and no. Because I'm a developer full-time for a company that writes software for the background screening industry – frssoftware.com – it's hard to find time to write code when I get home since I'm usually braindead by then. But it wasn't as bad as I thought it would be because I had added a lot of comments in my code. So it was pretty easy to pick it back up. Comment your code, people!

What sort of feedback have you had so far from Atari owners?

Well, the only commercial game we sold was *Cops And Robbers, Too!* through JV Enterprises and we have received some good reviews on that game over the years. But the shareware games we have released have had limited responses. Hopefully, we will hear from some devoted Atari fans regarding *Cops And Robbers Chess*. That is the real motivator to continue developing games, if people play and enjoy them.



Finally, does Outland Quest Software have any future plans you can tell us about?

I know lots of people say this, but I'm really excited about how many of the classic games from years ago are making a comeback on the handheld and tablet scene. One thing I think there could be more of are 'tabletop' or 'pass-and-play' type games. For example, when my wife Beverly and I go out to eat and are waiting for our food, we love to play Jenga on my phone. It's a fun pass-and-play-type game. I think *Cops And Robbers Chess* is a great example of that as well. Since there are some great Atari ST emulators for Android, you can play it with a friend now, but I would love to create other types of games like that, so we'll see. Keep an eye on our website at outlandquestsoftware.com.



» [Atari ST] One of the criminals does a Marilyn Monroe impression.

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COPS AND ROBBERS CHESS

» PLATFORM: ATARI ST » DEVELOPER: OUTLAND QUEST SOFTWARE » DOWNLOAD: KIKSTART.EU/OUTLAND-QUEST » PRICE: FREE

A robbery at the National Bank has led to a stand-off after the police arrive earlier than the villains had planned for. Now everybody is on the roof and the only chance of escape for the crooks is pushing the rozzers off to their death, but it seems that their adversaries are putting aside thoughts of serving or protecting and are going with the same plan.

A human player takes charge of each side and must keep their own group safe while both dealing with the opposing minions and allowing for the way their own characters will move when pushing. Although the initial temptation is to simply storm forwards and nudge opponents towards a ledge or the open skylight, that won't prove successful in the long run because it leaves pieces exposed, so players will only succeed by planning ahead and trying to goad their opponent into making a mistake.



» [Atari ST] What goes up must come down with a surprised expression.

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Score **84%**

