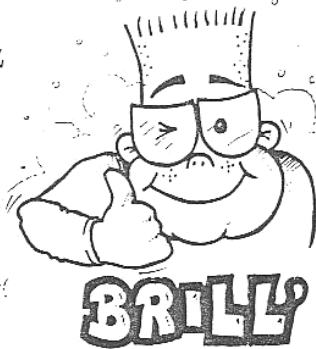


SOFTWARE

SOFTWARE TITLE : SAMBER
 COPYRIGHT : EAGLEWARE INTERNATIONAL
 THE YEAR : 1997
 PRODUCED BY : LEPSI DEVELOPMENTS
 PROGRAMMED BY : MIROSLAW ZIELINSKI
 GRAPHICS : LUKASZ NIEMCZYK
 : MIROSLAW ZIELINSKI
 MUSIC : GRZEGORZ STRUMINSKI
 LEVEL DESIGN : MIROSLAW ZIELINSKI
 FORMAT : DISK ONLY
 RELEASE DATE : NOW
 PRICE : £7.00 (INCLUDES SLEEVE DESIGN)
 AVAILABLE FROM : COMPUTER SCENE



SAMBER... Reviewed by Vincenzo Mainolfi

A few weeks ago I asked my good friend and C64 BOSS (Richard) if he could send me a game to review. After asking, I thought that there wasn't going to be any games worth reviewing and maybe it was a waste of time asking. HOW WRONG I WAS!!!

Let me introduce you to.....SAMBER. A wonderful game that is going to set you "die-hard" Commodore 64 game players alight!!

On loading Samber (strange name!) you are greeted with a well drawn picture of, well, I don't really know what they are, but they certainly are haunting!! Accompanying the picture is a THUMPING piece of music which sounds quite like an ERASURE sound (I love it). A quick press of the fire button and it's onto the game.

First sight of level one tells us that Samber is a Platform game (YIPEEE) and what a platform game it is. Do you remember the VERY OLD platform game called "MONSTERS" where you have to dig a hole to let the monsters drop through? Well Samber is a revamp of the same game but with MUCH BETTER graphics and playability.

Using your joystick, you control a very small sprite and run around the screen searching for these little blue packages (I don't know what they are!!). Once you have collected all the packages, it is onto the next level. The thing is, it's not that easy because there are a load of baddies running around the screen trying to kill you. This is where your digging powers come in. When a baddie gets close to you, all you need to do is to dig a hole and the baddie will fall away and leave you with the freedom you deserve. The only thing with digging a hole is that you also set a trap for yourself and can't move until the hole is mysteriously filled by the invisible hole filler!!

The main sprites and baddies are GREAT and certainly give character to the game. As for the background graphics, what can I say.....I LOVE MY COMMODORE 64. They are well drawn, very colourful and make up a great screen using trees, snow, cars, buildings and plants. Samber resembles the great platform game called "Jumpman Junior" but with MUCH BETTER and CLEARER graphics. I love these type of graphics as they work well with platform games.

The music is GREAT too, what with a Michael Jackson hit on the first ten levels (Billy Jean). Every ten levels the music changes (there are 30 levels) and on level 11 the music turns into a BRILLIANT "Rob Hubbard" sound-a-like beat which ROCKS the game. The music in the GAME OVER screen is WONDERFUL to listen to, though I really can't work out the picture that comes with it!! It's a well drawn cartoon picture of a man sitting on a hobby horse, god only knows!!

All in all Samber is a WONDERFUL game and will certainly inject a bit of game playing spirit into the Commodore 64 public. I just can't get my hands off it!! Send those cheques off now as you will only regret it later.

LASTABILITY : 91% (You will play it 'till you drop!!)
 GRAPHICS : 85% (Well drawn and fun)
 MUSIC/FX : 89% (some GREAT pieces of music that are a music for the C64 music lovers out there)
 PLAYABILITY : 85% (Good, but you have to be FAST)
 PRESENTATION : 82% (Instructions wouldn't have gone a miss)
 OVERALL VALUE : 89% (It's all there)
 VALUE FOR MONEY : 91% (£7.00 is not asking much for SAMBER, BUY IT)

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