

# OUTRAGE



**O**utrage is a run and gun shooter 30 years in the making. From its humble beginnings in the bedroom of a 1980s teenager to its final release in the now infamous year of 2020. Outrage started in The Shire and finally reached Mount Doom and the full backstory, included in the manual, is nothing short of epic and absolutely worth reading before you start playing.

In Outrage, you play as an 80s action hero, you've awoken to find your base decimated. Your friends and family are dead, killed by the strange creatures that now surround you. Outraged, you grab a gun and a box of ammo and seek revenge.

As I mentioned it's a run and gun shooter. It has five levels and at the end of each level awaits a boss. Sounds

simple enough but let me assure you its anything but. Because Outrage is as hard as nails. And to get through it, you'll want to trade run and gun for tip-toe and shoot as to ensure you only spawn one enemy instead of three, if you get swarmed you're guaranteed to lose a life. And in the early stages, losing lives just isn't acceptable because some bosses can instakill you and drain your extra lives in seconds. But dying is part of the game, part of the fun to some of us. And you do get a satisfying sense of accomplishment when you master a level.

Enemies all have a distinct look and attack pattern, with new enemies being added the further you progress through the game. More often than not they'll produce a coin, the harder the enemy the more the coin will be worth, and you'll want to collect every last one.

Because throughout each stage are shops that pop-up seemingly at complete random. What I found cool was Outrage made me hang around the shops farming enemies for coins before I went in. Yes, I was farming Metroid style and I loved it.

The shops are where you'll purchase extra lives, health refills, bombs, rapid-fire (which is a must), as well as the three different ammo types that increase your damage output and are essential for beating the bosses.

The graphics are awesome, each level has its own theme, from your standard jungle to an ice planet with crystals. There's definitely that classic desire to push on to see what the next level looks like. The sprite animations are all just as good, whether it's your rocking 80s mullet blowing in the wind or a giant fire



# NEW GAME REVIEW



Just enjoying the view!

-breathing dragon, the whole game is just a feast for the eyes. And I haven't even begun to talk about the sound and music!

There are three sound effects, shooting, collecting a coin and dying. But over the top of them bellows a magnificent soundtrack filled with tunes you'll be humming for days. The soundtrack really pushes this game into overdrive!

I'm so glad this game finally got released, its action-packed with responsive controls and its difficulty forces you to think methodically as opposed to running in and hoping for the best. Because if you do that, you will die. So draw the curtains, take the phone off the hook, survive the learning curve and for the love of all that is holy, watch out for the pipes!



Our hero is in a very spooky looking place



The Cartridge version

## SPECIFICS

**FORMAT** COMMODORE 64 (DISK AND CARTRIDGE)  
**YEAR** 2020  
**CREDITS** BERND BUCHEGGER, COSMOS DESIGNS  
**PRICE** DIGITAL DOWNLOAD 4.99 EURO, DISK VERSIONS FROM £7.99 TO £24.99, CARTRIDGE VERSION STARTING FROM £40 **WEBSITE** [WWW.OUTRAGEGAME.COM](http://WWW.OUTRAGEGAME.COM) + [PSYTRONIK.NET/NEWSITE/INDEX.PHP/C64/30-OUTRAGE](http://PSYTRONIK.NET/NEWSITE/INDEX.PHP/C64/30-OUTRAGE) + [WWW.PROTOVISION.GAMES/GAMES/OUTRAGE.PHP](http://WWW.PROTOVISION.GAMES/GAMES/OUTRAGE.PHP)



TOM WEDLAKE



What's a grumpy looking dragon



There's different artwork for different versions, this is the disk version



Show me your hands!

## SCORE

### GRAPHICS

Varied with great animation. A real sight to behold

10

### AUDIO

Nice sound effects, but the soundtrack is like a non-stop 80s montage!

10

### GAMEPLAY

A Steep learning curve shouldn't put you off playing one of the best shooters ever released on the Commodore 64

10

### STAYING POWER

It could take many hours to master each level. A satisfying challenge time after time

10

### OVERALL

A remarkable game with an equally remarkable backstory, it should not be missed!

10