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Bomb jack 2 c64

Description [edit] This is an arcade game that was very popular on video game machines in the 80's. The player controls Jack's super hero and attempts to deactivate the bombs. If all bombs are hit in a certain order, the player receives bonus points. The correct order is indicated by flashing bombs. Different enemies like robots, ufos and mustaches move around the field and subdue life from the player when they touch him. After a certain time or a certain number of points appear flying, a circle in the shape of additives, which must be collected in order to activate. There are every 5 different background screens where -except 5 screen- there are always platforms. At higher levels (from level 6): The number and speed of enemies increases, and the availability of bombs worsens walls and additional platforms. Extras: B: Bonus Points (raises bonus multiplier for properly deactivated bombs) E: Extra Life P: Enemies turn to faces for a few seconds that can be collected (and this time they are also harmless). Design [edit] In Bomb Jack you move in every level on the screen without scrolling. The graphics are multicolored and there are background graphics on each level that display the famous place (e.g. sphinx). Enemies move very smoothly just like Jack himself, with whom you can also flutter a little in the air once in a while. Animations are well designed. The collision query does not start immediately after the jack is displayed. Therefore, you can often touch enemies when they appear without harming. During the game, the melody is continuously played in the background. This changes when you catch p and enemies become harmless. When the level is above another melody is played. That's how Jack dances a little bit. Directions[edit] Control: Joystick left/right: Jack left/right Motion Fire: Jump from ground Fire + joystick up: higher jump from the ground Fire in the air: floating (delaying landing) Bonus point table level 1: Flashing Bomb Points 50,000 23 22..000 22 21.000 21 20.000 20 Solution[edit] It depends on the first bomb collected, which the bomb must first be deactivated: The order itself is the same at the level, but the starting point can be freely selected by this. The codes[edit] version by Remember contains the next statement and storing the best result also the following trainer: unlimited force, no query collision with enemies, with C= key to the next level. C64-Wiki user vote (10=best vote): 6.56 points with 39 votes (rank 568). You must be logged in to vote. C64Games 9 October 21, 2007 - Top - 10,843 falls Lemon64 6.8 October 21, 2007 - 88 votes Kultboy.com 7.8 8 000 July 28, 2008 - 21 votes ASM 10/10 Edition 5/86 ZZap64 47% Edition 6/86 Critics[edit] Werner: In my opinion this game is too difficult. But he gets 8 points from me. Jodigi: Finally converting a 1-1 arcade game. This is a very good game, in the video game machine as well as on the C64. Robotron2084: Say it's a No.1 conversion from a machine as sprites are at least twice as big as the entertainment arcade model, which makes the targeted bomb collection a matter of luck and causes unnecessary frustration. Also there Magnetic Fields 2 as background music, although it may be nice- do not correspond to the original. Without oversized sprites, the game would be a big hit, so I give it 7 out of 10 points. Goondoc: This entertainment arcade conversion is not a 1:1 route! A very strong mistake was made, which unnecessarily aggravates the game. This is the top edge. It's too low down or the top two platforms are too far up, so getting by (jumping) while the platform is busy (robots) becomes impossible. This is different on the arcade machine and simplifies the collection of bombs in the right order. However, not all levels are affected by this error because the level design does not have platforms at this height anywhere. Shakermaker303: I don't know the slot machine version and vote without notice. This is partly really very difficult due to the large enemies. On the other hand, it is designed quite well, the music is ok, and the steering is quite funny. I played with this game and gave it 8 points. Camailleon: The game reminds me of playing evenings with my dad when I was little where I outbid each other's scores time and time again. Also I do not know the arcade version and therefore I can only say something about the C64 version. And it's great fun! Miscellaneous[edit] Cover [edit] Drive back cover version of Encore... Diskette[edit] Highscore [edit] Camailleon - 445,250 (05.08.2012) Werner - 281,750 (25.11.2007) Robotron2084 - 247.440 (16.11.2007) #2 Werner #3 Robotron2084 Links [edit] Jack Wikipedia: Bomb Jack Videos Video on YouTube Download video in C64-longplays.de 40.9 MB Seeing, as my brain wasn't completely shut down I still remember the late 80's on my Amstrad CPC 464 arcade port game 'Bomb Jack'. This is a game that requires the player to jump up and float about getting rid of all the bombs on the screen before they are used to blow up historical places of interest, which is made more difficult by enemies on the screen. It was such a good game that unfortunately many thought the C64 version could have been much better, and thanks to Retrofan and its overhaul, this latest version of the Bomb Jack DX C64 looks like it. Bomb Jack DX is the complete new port of the popular 80s arcade game to the Commodore 64. Already from the previous beta we saw last year, the game came even further, with not only full reworked music and sound effects OneBitman. But also 2 player mode, high score saver, arcade like increasing bomb-o-meter, new fading colors, nicer animation works for Jack, new platform characters, game over display, better Bomb Jack Logo, optimized animations and much more! Links : 1) Source Bomb Jack II Review SummaryYou can not accuse the game that it is not and for having the courage to try something different. In its current form, it is an interesting game. However, it did not light up at that time. I certainly won't do it now either.... Looking for convenient C64 emulation? C64 Forever is the perfect one-click gaming experience! Comes with over 200 pre-installed C64 games and demoscene production! Download Now Bomb Jack II has been viewed 18534 times since 2003. Direct link to this page: Sister Lemon Amiga website. Made in Sweden by Kim Lemon 1998-2021.Friends: Password Generator, Onlinespel Commodore 64 - 1986 Also available on: Amstrad CPC - Commodore 16, Plus/4 Here's a Bomb Jack II video game! Released in 1986 on the Commodore 64, it is still available and playable with DIY. This is an action game, set in an arcade theme and was released on Amstrad CPC and Commodore 16, Plus/4 as well. Comments and reviews We may have multiple downloads for several games when different versions are available. In addition, we try to send manuals and additional documents if possible. If you are missing the user manual and you are the owner of the original manual, please contact us! With just one click, you can download at full speed! Commodore 64 VersionDownload 37 KB Download 35 KB Download 9 KB Fellow retro players have also downloaded these games: Bomb JackDOS, C64, Amiga, Amstrad CPC, PC-882002Mighty BombjackDOS, C64, Amiga, Atari ST1990Jet Set WillyC64, Amstrad CPC, Atari 8-bit, Atari ST, Commodore 16, Dragon 32/641984Vegas JackpotC64, ZX Spectrum, Atari 8-bit, VIC-20, BBC Micro, Commodore 161984Alone in the Dark 2DOS, Mac, PC-981994 This article has many problems. Help improve it or discuss these issues on the discussion page. (Learn how and when to delete these template messages) This article's lead section may be too short to adequately summarize your key points. Please consider expanding lead to provide an accessible overview of all important aspects of the article. (April 2016) This article requires additional citations for verification. Help improve this article by adding quotes to reliable sources. Uns out-of-commissioned materials may be challenged and removed. Find Sources: Bomb Jack News · newspapers · books · scholar · JSTOR (April 2016) (Learn how and when to delete this template message) (Learn how and when to delete this message template) Bomb JackArcade flyerDeveloper(s)TehkanPublisher(s)TehkanDesigner(s)Michitaka TsurutaKazutoshi Ueda[1]Platform(s)Arcade, variousRelease1984Genre(s)PlatformMode(s)Single-player, multiplayerArcade system1 × Z80 @ 4 MHz Bomb Jack[2] is a platform game released in arcades in 1984 by Tehkan (later known as Tecmo). Then came two official sequels: the console and computer titled Mighty Bomb Jack, and the arcade game Bomb Jack Twin[3] and Bomb Jack II, which was licensed only for home computers. Gameplay Arcade version, Round 1 Bomb Jack is a hero, can perform high jumps and float in the air. Its aim is to collect all the red bombs on the Antagonists in the game are enemies such as birds and mummies, which, when lowered at the bottom of the screen, can turn into things like flying saucers and balls that float around the screen, allowing Jack to lose his life if he touches them. Collecting bombs will increase the bonus counter at the top of the screen (collecting lit bombs increases it more). When the counter is fully full, a round bouncing P appears, and once collected, it will turn all enemies into bonus coins for a short period during which Jack can pick them up. Other similar bonuses include B (Bonus), which increases the point multiplier (up to 5x), E (Extra), which gives you extra life, and rare S (Special), which grants free play. In the game there are five different screens, each of which has a separate scheme of platforms (the fifth has no platforms). There is a special bonus to collect from 21 to 23 lit bombs in a row, with 24 bombs each round. Ports Amstrad CPC and Commodore 64 versions 1985: SG-1000, PC-88 1986: Amstrad CPC, Commodore 64, ZX Spectrum, Commodore 16 1988: Atari ST, Amiga 1992: Game Boy 1996: PC-98 2003: Java ME Version Commodore 64 uses magnetic fields Jean-Michel Jarre Part II. On May 15, 1984, the game machine named Bomb Jack as the third most successful unit of the year. Crash magazine awarded the Sinclair ZX Spectrum version a 92% rating with the comment Great arcade conversion, don't miss it,[6] while Zzap!64 was less enthusiastic about the Commodore 64 version, which gave it 47%. A Commodore user reported that the Amiga version 6 out of 10 should be able to do better in a four-year arcade game. Spectrum version took 2. Legacy Sequels Bomb Jack II is a licensed sequel created for 8-bit home computers by British game publisher Elite Systems in 1986. The game took 2. on the UK sales lists, behind the leaders. Music was the theme of ThunderCats animation - as strange a choice as you might think, since the game was originally supposed to be a tie-in for this series, but was disgusted to follow Bomb Jack. Mighty Bomb Jack was released in 1986. The game was largely identical to the original game in almost all factors, except that the same screen layouts from the first game in the same order were now combined in a continuous map-like form by scrolling through fragments. Mighty Bomb Jack received less favourable reviews than the original game[Bomb Jack Twin was released in 1993 by NMK. In this release, two players could play at the same time. [citation needed] Re-releases 2004: PlayStation 2 (Tecmo Hit Parade) 2005: Xbox (Tecmo Classic Arcade) 2007: Wii Virtual Console (NES version) 2009: Wii Virtual Console (Arcade version) 2012: Virtual Console 3DS (NES version) 2014: PlayStation 4 (part of the Arcade Archives series), Wii U Console (NES version) 2019: Nintendo Switch (part of the Arcade Archives series)[11] References ^ 59の開発来、20の質問. Beep (in Japanese). No. 11. SoftBank Creative. October 1985 (Translation by Shmuplations. 2020-06-03 in Wayback Machine). ^ Bomb Jack (ボンドッッッ, Bon Jakku) ^ Bomb Jack. International Arkady Museum. Accessed 5 Oct 2013. ↑ a b Review - Bomb Jack. Zzap!64 (28): 14. June 1986 Access 2014-06-23. ^ Game Machine's Best Hit Games 25 - 日ードルルTV来ード機 (Table Videos). Game machine (in Japanese). No. 236. Entertainment Press, Inc. May 15, 1984. p. 29. ↑ Review - Bomb Jack. Failure (27): 20-21. April 1986 Accessed 2014-06-23. ↑ Review - Bomb Jack. Commodore User (28): 14. 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