

COMMODORE FREE REVIEW

ITS MAGIC 2

Tom, the little tomcat, has gained a lot of experience already in his first adventure (It's Magic), his journey to the outside world. After he returned to the Dream Islands and was celebrated as a great hero, he since lived happily at his master's place, the wise wizard who taught him being a good magician as time passed.

Now the Dream Islands - there, all animals live together peacefully - are in danger. And what Tom doesn't know yet is that he himself is conjuring up this danger by mistake! More about this you will get to know in the intro... But one thing is for sure: The Dream Islands will be pushed into chaos and the only one who can save them is our little Tom!

It's Magic 1 was already nice, but It's Magic 2 tops it by all means and is on its way to become a true C64 classic amongst the jump 'n runs. In the picturesque intro you are introduced to the background of the game. A saveable high score and a fastloader are also onboard, but as the loader can also be disabled, the game perfectly runs on your FD-2000, HD or RAM-Link!

Minimum system requirements: C64 or C128 in C64 mode, 1541/1571 Floppy, Joystick.

Also compatible with: 1541 Ultimate, SD2IEC, uIEC/SD, IEC-ATA, 1581, CMD FD, CMD HD, CMD RAMLink.
This game is PAL only!

While in It's Magic 1 Tom had to proceed against his enemies with shots and had to find magic items for finishing one level, now in It's Magic 2, he has advanced his magic skills so far that he can just vaporize the enemies by jumping onto them, just in the very style of Giana Sisters! Additionally there are of course magical helpers like invulnerability or time stoppers that ease Tom's life in the fight against the occupants of Dream Island.

In the game there are five worlds in total, each with an own, precisely drawn multicolour graphic set. Also in contrast to its predecessor It's Magic 2 provides music during the gameplay, two compositions in every world. As hardly any other game, It's Magic 2 uses the ability of the C64 to display also hires elements in a multicolour charset. This way you will be able to discover hires elements embedded in the levels (like the dinosaur skeleton in level 1) that enhances the overall quality of the game graphics significantly.

REVIEW

Released in 2000 this follow on to its magic 2 features 6 worlds with 5 different levels with approximately 40 different monsters in the game, each level has different graphics and in game music

Loading up this sequel to version 1 (how can anything get much better)



We are greeted with WELL MORE OF THE SAME REALLY There does seem to be more visual details in version 2 and wow even more scrolling clouds in the borders we also see the score screen has updated along with the timer and lives



Version 1 score board



Version 2 Score board



Something else has changed we can now jump onto alien creatures and kill them in part one this would result in our hero suffering a life loss, you bounce onto a creature and kill it then bounce off, as is the case in other games like this one.

The other thing is we now don't have an option to fire from the start

Graphics 9/10

Sound 8/10

Gameplay 9/10

Overall 9/10 and a bit