



COMMERCIAL RELEASE!

# Game Review



The very nice boxed edition of Advanced Space Battle. Once they sell out they'll be gone forever!

*"Advanced Space Battle is the first ever videogame where I've needed to reach for the instruction manual."*



Scene group Role released *Advanced Space Battle Music Collection*, featuring eight stunning tunes by Yogibear/Protovision. We recommend you download it, and it's free!

<http://csdb.dk/release/?id=51652>

**Game:** Advanced Space Battle  
**Publisher:** Protovision  
**Developer:** More Gore Software  
**Release Date:** 2007 (Final print run March 2014)  
**Available:** [Protovision](#) (disk, digital download)  
**It's a bit like:** [Space Battle Deluxe](#)  
**Score:** 9/10

The battle ships in outer orbit burned in the night sky: glorious, horrifying, silent fireworks.

*"Sir, we've lost the main fleet. The enemy has launched a counter attack. Central Command reports that most of the outposts have scuttled production centres and are fleeing."*

A wounded cruiser, pounded by heavy lasers, streaked through the atmosphere, pin wheeled and exploded. There would be no survivors.

*"Yes, fleeing. But fleeing to where?"*

## Game Overview

Based on a tabletop board game, Advanced Space Battle puts you in control of a homeworld, a small fleet and some factories.

Your goal is to conquer as many of the 36 worlds as possible within the turn limit (or until your opponent has been defeated) by battling other players, Deep Jones (the computer opponent) and the mutants (violently transformed natives of neutral worlds).

Advanced Space Battle contains two games in one. The classic game is an enhanced version of [Space Battle Deluxe](#) (which is still available as a free download from the Protovision website) only with better graphics and a much improved interface. You are also limited to playing against the computer opponent, Deep Jones.

However, the advanced game is human multiplayer only and contains many additional rules which changes the strategies required to beat your opponent.

The game accepts joystick, keyboard and mouse input and is played using a windows based graphical user interface.

Advanced Space Battle has reached it's final production run. Protovision have only just released the final 23 physical boxed copies (however the digital download will continue to remain available). Released as both 3.5 and 5.25 inch floppy disk versions and fully boxed with high quality packaging and professionally printed instructions, you'll need to get in quick!

## Ant - 9/10

Solid strategy games on the C64 may sound like an unlikely occurrence given the machine's relatively low specs and grindingly slow disk access, but surprisingly deep 4X games are still possible.

Advanced Space Battle (or ASB between friends) is a great example of this.



At its core the Classic version of ASB is relatively straight forward: send fleets to other planets, beat the inhabitants (sheer numbers is the only deciding factor in battles), produce more ships so you can send more fleets etc.

And I was a little sceptical of this simplicity at first (the Advanced game has more options but can only be played against real humans, the C64 having its hands too full to also play Deep Jones) but later, as enemy forces amass, natives mutate and go to war and you start losing planets there is a real sense of urgency and terror.



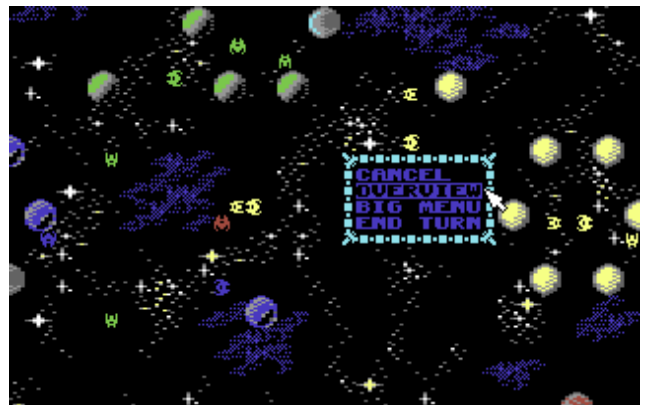
Deep Jones thinking.

So while simple in concept the underlying complexity really makes the Classic game stand out.

Unfortunately luck does play a large part in this game (also Deep Jones isn't overly smart and it receives some distinct advantages to offset this). There were times where a series of unfortunate events (from my chosen starting planet to the actual random events in-game) meant that it was clear by around turn 15 that I couldn't possibly win.

Seeing as Deep Jones is permanently set to be a bit of a thicko the difficulty level is determined by galaxy type selected at the start of the game. For the record I was regularly getting my butt kicked on the easiest galaxy configurations.

The user interface for strategy games is vitally important and, for the most part, ASB's are suitably functional with common actions requiring minimal key presses. I do like that there are number of different ways to view the same data and that there are practical uses for both the Tactical and Galaxy Views.



Advanced Space Battle Galaxy view.

However, some options are hidden a few layers deep in key presses (why do I have to select Big Menu first before I can hit a function key to eventually get a view of ship production across the galaxy?). This can get a little frustrating and also meant that it took me a while to remember I could abandon entire planets.

Minor UI issues aside, I found Advanced Space Battle to be a very enjoyable,

surprisingly deep strategy game with enough options to keep you playing for some time (even more so if you have a friend to play the Advanced version with). Neat touches (like the ability to generate graphs from the game logs, and a special mention for the selection of great tunes you can listen to in-game) round out this excellent C64 strategy game very nicely.

Pro-tip: Play this on an emulator that provides auto-turbo disk access.

**POLYGAME - 9/10**

A few years ago, I discovered something wonderful. It was the board game RISK. Sure, I'm only a few decades late to the party but I found myself addicted and my poor relatives to this day are forced to sit down and beat me at a game every time I go down to visit. I say beat me, because I don't have a brain that works too well when it comes to wartime strategy, or any strategy, for that matter.

Advanced Space Battle is RISK in space. Okay, that's an extremely general comment. Both games at their core are about domination (countries and planets, not kinky, middle-aged married men), with the player aiming to spread their fleets across the "board", knocking out any armies that stand in their way.



**Butcher attacks natives. Look out!**

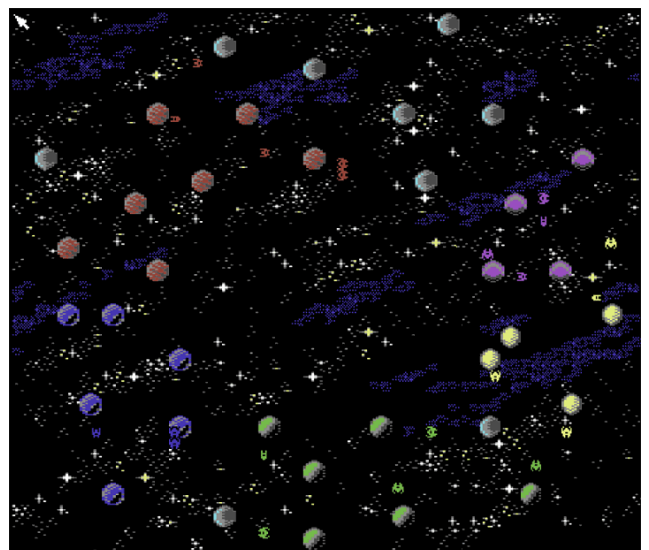
Advanced Space Battle is the first ever videogame where I've needed to reach for the instruction manual. Sure, the menu navigation etc. is as obvious as Liberace, but you'll need to know the rules to understand the game.



**A graph, indicating some unpleasant news for Deep Jones. Sophisticated!**

There's far too much to say about ASB, way more than can fit in these few words I was allocated, but I can tell you it's an incredibly deep strategy game that is ideally suited for more than one player (though, I have no friends and found it to be a heap of fun in 1up mode), has fantastic visuals and an epic soundtrack and even a fool like myself can win his first game after a bit of a look-see at the manual.

Aliens, mutants, a space monkey-Humphrey Bogart-like CPU enemy and RISKy gameplay. What more could you want?



**Advanced Space Battle contains a Galaxy Map approximately four screens in size!**