From SMUG “Beeline” Jan 1984

EMU JOUST From Mytek - (Review copy sent, price not known yet). This is

an arcade game par excellence. The graphics are superb, the speed of play

is fast, the game is challenging and has many levels. The top 5 scores are

remembered and displayed after each game with the name of the person who

has scored it. The point of the game is to fly your emu round the screen

and fight the vultures. The person whose lance is the highest wins the

fight. Another ripper game from Mytek and it also supports the A-T

joystick! - Tony Williams.

From SMUG “Beeline” Feb 1984

EMU JOUST REVISITED This program from Mytek was briefly reviewed in last

months BeeLine, what was not mentioned however is the great variety of

scenarios for the game. For the first three stages, the number of

opponents increases, then a scenario called EGG WAVE takes place, followed

by BEWARE THE FLAME (with superb flames), next one of the roosts

disappears, and more scenarios including another EGG WAVE, and less roosts

follows (The Editor would love to know what happens after frame 9, this is

the highest he has obtained after MANY hours of fascinating gaming). I'd

rate this as probably the best game yet for the MicroBee. S.M.U.G. members

can obtain this Mytek program through the group at a discount.

Review in MBUG's “Catcher” Jan 1984

-EMU JOUST

This is an arcade game that is bound to make anyone smile. You are a

knight flying on a magic emu and you joust with the dreaded vulture

knights. You flap your emu's wings to -fly and you must pounce upon a

vulture knight from above face-on. He turns into an egg. If you don't eat

the egg, it hatches and turns into a more cunning kni9ht. The graphics are

simply brilliant even if they are a bit on the small side. This program is

joystick-compatible (not 'compatable') or else you can pound the hell out

of your keyboard. Well worth buying.

Courtesy of Alan Laughton of the Microbee Software Preservation Project