

Cuba 1898 - A new Amiga game from Iron Gate

[News english](#) -> [Cuba 1898 - A new Amiga game from Iron Gate](#)

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<http://www.indieretronews.com> write:

Another Amiga game to get us through the rest of the weekend, as thanks to a heads up from Saberman on his holiday return, he has told us Iron Gate has released the action platformer game ' Cuba 1898 ' for the Commodore Amiga. This game developed by jojo073 with music by Ricardo Vieira, is a new game that has been developed using backbone, graphics made in Deluxe Pain V, set with a 16 colour palette at 320x256 resolution.

As noted by the story description : You are a soldier recruited in the peninsula that has no money to pay the license and therefore must fight in the overseas provinces. For a few years now, the bandits are ravaging the rural areas of the island of Cuba. Some of these bandits are funded by the government of the United States that has put its expansive gaze on the island. US troops have landed on the island and are committing pillage where they pass. Your mission is to fight these troops and kill them... The game features plenty of enemies to defeat, a soundtrack by Ricardo Vieira, 4scenarios such as a port, Havana, Palm Grove, and the beach, and inspirations to Konami's late 80's game of Green Beret.

- A500 supported, A1200 Recommended

<http://www.xente.mundo-r.com/jojo073/pages/cuba1898.html>