

Stormlord – A Video Game Review

Reviewed and Written By:
Katie B.

Game Title: *Stormlord*

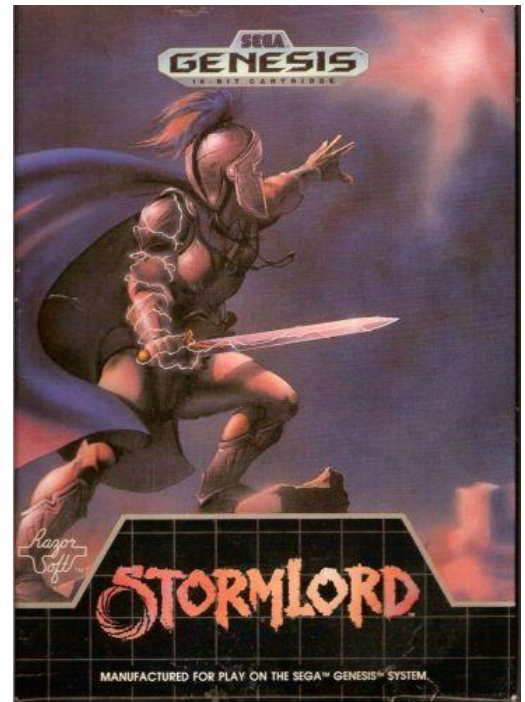
Year: 1989 for Amiga, Commodore 64 *et al.* (and others)
1990 for Sega Genesis / MegaDrive

Genre: Action/ Adventure/ Fantasy / Strategy Platform

Number of Players: 1

Rating: 13+ years old to Adults (PG 13)

Violence: Mild violence; Comic Mischief;
Brief nudity and sexuality; Sexual Themes



→ **Language Disclaimer:** The following video game review has been written in *English*.

If you cannot speak or read English, please have this document translated in your preferred language. **NOTE:** It cannot be guaranteed that the translator you use will translate everything or all text correctly 100% (percent) to your language of preference!!

→ **Disclaimer:** The following video game review is **very LONG** and **very detailed**!!

→ **Warning:** Due to brief nudity and sexuality, **viewer discretion is advised**! (PG 13+ years)

Terminology Note:

The name **GENESIS** is the American name given to the European / Japanese MegaDrive. Both the Genesis and the MegaDrive are the same video game console.

Note: This video game review has been written from a Canadian perspective using an American Sega Genesis. Things written in this review may or may not be the same on European or Japanese versions of the same game.



Introductory Summary:

Hello and welcome to the video game review!

In this review, we will explore 3 parts, which are:

- Part 1: Basic Information,
- Part 2: The Hidden Glitches, and finally,
- Part 3: The Writer's Review.

Part 1: A Basic Run Through...

In this part of the review, we examine the game in basic description, and talk about its areas briefly. This section gives readers a good idea what the game is and what it's all about.

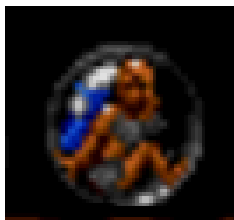
(**Note:** If you already know about the game, please skip ahead to Part 2 of this review).

The Game Backstory:

An evil Queen named *Badha* (which is spelled as B-a-d-h) (who is also referred to as "*The Rotting Crone*") has plagued the land (which is called "The Realm") in eternal darkness and has captured and imprisoned the Faerie (Fairy) Princesses entombed within bubbles scattered throughout The Realm.

Goal:

The goal of the game is to embark on a quest throughout the cursed Realm and set forth to free the trapped Faeries from their bubbles, as you play as *Stormlord*. As you travel throughout The Realm in search of the imprisoned Faeries, you vanquish foes and evade traps, while using enchanted items you find on your journey.



Game

Above: A typical Faerie (Fairy) trapped inside of a bubble.

Above: When a Faerie is freed, she'll flutter away like this.

Stormlord is a game that takes place in a strange medieval-like land, only known as “The Realm”, and as the game’s title suggests, you play as Stormlord: An elderly bearded magician-like mountain man, whose only dressed in a loincloth, a Viking helmet, furred boots, and a navy blue cape. Stormlord, a man who was born from lightning, and who controls the storm (as his name implies), descends from the skies to embark on a quest to find and rescue the trapped Faerie Princesses from their bubbles.

RIGHT: Stormlord as featured on the Sega Genesis title screen.



LEFT: The in-game version of Stormlord (as seen in the Sega Genesis version).

(Enlarged to show details)

As you play *Stormlord*, you will encounter many foes on your quest such as malice *magicians*, *killer bees*, fierce *dragons*, *man-eating Venus fly traps*, *jumping Goblins*, *knife-wielding Gremlins*, *flame-engulfed Demons*, *hatching Gargoyle eggs*, and many more, all of which can be either avoided, lured away (with the use of an object), or killed using Stormlord's two awesome weaponry including his magical throwing Stars and Throwing Broadswords.

The Difficulties:

Stormlord offers four (4) difficulty settings which are featured on the Options Menu. The game difficulties are: **Normal** (which is the easiest form of gameplay), ***Hard*** (which is a quite difficult mode), **Hardest** (even more difficult than the Hard mode) and the most extremely hardest mode is called **Maniac**.

In **Normal mode**, a player can vanquish foes with ease and can get through levels without too much difficulty. In this mode, players are given a lot of lives to start with, and the time (represented by the **Sun icon**) seems to move more slowly when completing each level. Normal mode also allows Stormlord to have a **2 hit-point system**, which means if Stormlord is struck or attacked by an enemy, Stormlord will make a sound of distress (which sounds like “*uggh*”) will be heard, and when that happens, a player can continue onward with the quest. If you get hit a second time, Stormlord will crumble into a skeleton, but will then be reborn from the lightning storm. This 2 hit- point system is good, so that lives will not be wasted as much.

Hard mode is the next available playable difficulty offered in *Stormlord* and in this difficulty, things begin to get a little tricky. What makes this mode more difficult than Normal is the fact that some things have changed and that this time Stormlord is only given 1 hit-point. This means, that if Stormlord is attacked by an enemy he will have an instant death, and must be re-spawn from the storm. This can be annoying because you can see the “*GAME OVER*” screen quickly, esp. if no cheat code was entered for maximum number of lives. Another change in the game when playing the Hard mode is the fact that normal foes (that were once easy to kill in the Normal mode) take a few more hits to kill and some can even re-spawn. In this mode, you must take your time and try to plan out your next attack

or strategy carefully; otherwise enemies that can be destroyed quickly can overwhelm you.

In Hard mode, you'll want to destroy foes quickly, but you'll want to do so with fewer attacks, rather than with many. (In short, when playing *Stormlord* in Hard mode, it's better to know when to attack foes, and when it's better to dodge or avoid enemies altogether. When players play this mode, it often wants you to use flight, rather than fight).

Hardest mode is the next difficulty in *Stormlord* and it is even more challenging to play. Like Hard mode, Hardest mode offers Stormlord the same 1 hit-point system, which is instant death. This time, fewer lives to start out with are given and the time (the Sun) seems to deplete more quickly. Enemies featured in Hardest mode take forever to kill; it can be difficult to avoid them. Many foes quickly re-spawn and players can experience the “*GAME OVER*” screen more rapidly. In this mode, Stormlord's magic throwing Stars have seemed to fail, and they cannot penetrate enemies! It will take for ever to kill even the smallest of foes with the Star magic, so the best form of attack is to constantly use the throwing Broadwords. Gameplay is about the same in Hard and Hardest mode, but it seems that more obstacles and traps await you in The Realm.

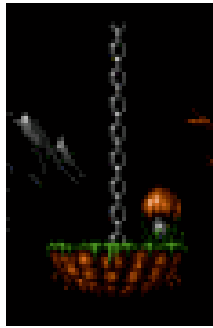
The last and final difficult mode in *Stormlord* is called **Maniac**, and in this mode, everything is going crazy! Maniac mode makes killing foes (generally speaking) almost impossible to kill. For this challenging mode of gameplay, players will have to stick to the throwing Broadwords, rather than the throwing Stars for weaponry because at this point, Stormlord's magic Stars do not seem to faze foes (so, it's not wise to even use the Star magic). Even the smallest of enemies (such as the little *Caterpillars* that pop from the ground (represented by a “hoe-oh” hooting noise) must be killed by multiple Broadwords – and that's difficult since such monsters are tiny to begin with!!

This mode is extremely difficult because Stormlord has very few lives to start out with, and like Hard and Hardest mode, he only has 1 hit-point to deal with. This mode is frustrating since a lot of foes rapidly re-spawn and multiple of them can attack you at once. This mode also makes players really dodge enemies (if you can), but it also makes you input cheat codes for a lot of time and maximum lives. Getting off level 1 is extreme, and that is one of the easiest stages!!

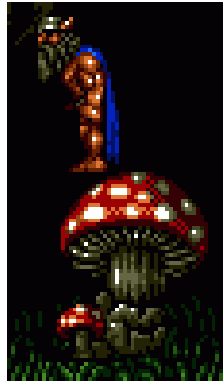
The Landscape & the Landmarks:

What makes *Stormlord* such a bizarre game must be the fact that it has such odd landscaping in the background and has even stranger landmarks scattered in every level. Throughout The Realm, you will see such weird objects, each with an unusual twist to them. Such things include:

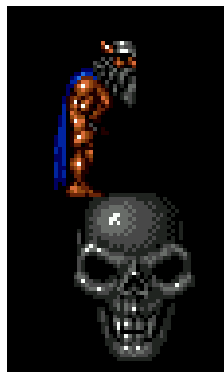
- ***Hanging plant baskets*** – which are used as platforms to reach higher grounds.



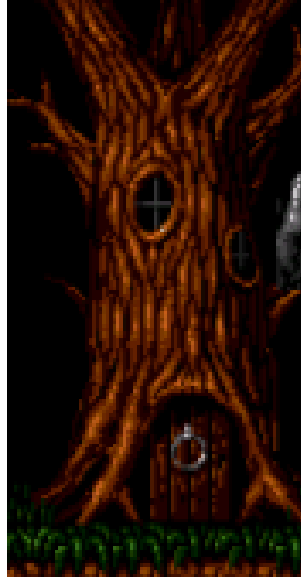
- ***Mushrooms and toadstools*** – which can be crouched or jumped onto and walked over.



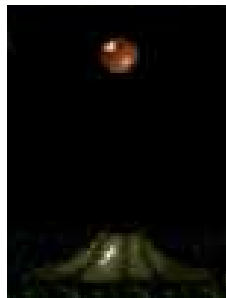
- ***Large sinister looking skulls*** – These obstacles can be walked or jumped upon and can be walked over.



- *Spooky looking hollow trees* that have tiny doors and windows on them.



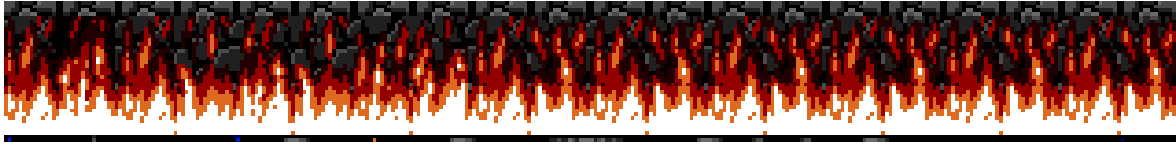
- *Small ground volcanos* that pop pebbles (which can cause damage to you).



- *Acid Rain* (that only drops from the clouds in some areas, but not the entire sky).



- *Pits of fire* (which resembles candlestick or lighter flames burning).



- And, finally, *giant half nude statues of Faeries* sitting on giant urns (?).



These landscapes and landmarks are quite odd and playing *Stormlord* can be quite difficult because if you do not find or locate the Faeries in a particular way, pattern, or order, you will find yourself stuck, and will not be able to advance any further or to the next level. The first Faerie that you see and come across may actually be the last one to get (in order to win the level), so be careful when you free her from her bubble.

RIGHT:

Level 10 of *Stormlord* is shown.

In this level, the *first Faerie shown is actually the last to rescue in order to win*. So before you rescue her, it's wise to look elsewhere for other Faeries and then come back later.



As you travel in The Realm, there are also many different magical items or objects that you will come across that may aid you on your quest. Such items are:

- Skeleton Keys. 
- Umbrellas. 
- Honey Pots. 
- Buckets of Water. 
- And, Winged Boots. 

However, not all these items mentioned are used in every level! Some of the items listed are used, while others demonstrated in level are for show only and should not (or do not) get picked up or used, period! (The objects that are seen in level but do not get used or picked up are “*trick*” items, which means that they are there to throw a player off course!!). It is wise to take only the objects that are necessary to the quest and leave all other items alone on the ground, otherwise picking up the wrong or un-necessary item could cost you to not finishing the level correctly, and that could be a major mistake. (So, think carefully when choosing these items).

This can be difficult because knowing what item to pick up, where to find the item, or where to place the item can be tricky. Sometimes you can be tempted to pick up an item at the start of the level (esp. one that you might need), but at the same time, you know you shouldn't retrieve it, or use it because you might find the same object elsewhere, you might need it later, or in some cases, you might need to exchange it for another object (and in *Stormlord* you can only pick up one of these magical items one at a time).

Other landmarks that are helpful to you and that are often seen scattered often throughout *Stormlord* are small triangular skull engraved platforms. If Stormlord jumps or steps upon this platform, he will turn and face the direction he will be going automatically and upon this action, Stormlord will then summon and call upon his mighty pet Eagle *Thortos* to help him fly across The Realm. This Eagle can carry Stormlord and can fly him short or long distances depending on where the bird is headed.



ABOVE: The Eagle platform is demonstrated.

ABOVE: The Eagle carries Stormlord and flies him through The Realm.

Sometimes, during game play, you will often see a trapped Faerie in a hard to reach area hanging just over head, and most often, these platforms are held by thick chains, that Stormlord cannot go through. However, since you cannot walk through chains or thick objects, but Thortos the Eagle *CAN*, this makes rescuing harder to reach Faeries more successful!



ABOVE: Stormlord has spotted a Faerie, but he cannot pass through chains or thick objects...

ABOVE: ...Once Stormlord uses the correct Eagle platform; he can then pass through chains and other thick obstacles to rescue hard to reach Faeries.

Other times, Thortos the Eagle can fly Stormlord through **WALLS** and will send him to the other part of the Realm (which is the second half of the level), where more trapped Faerie bubbles await your presence. However, before you step foot on a platform that you know will take you to the other part of The Realm, it's always a wise and a good idea to always adventure forth to look for trapped Faeries, since sometimes the Eagle makes only one-way flight trips. If you fail to do so, the bird does not allow Stormlord to go back to retrieve the lost Faerie if you accidentally forgot her. This can actually make you lose the level, and you cannot advance any further.

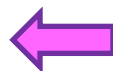
The Magical Objects:

As mentioned before (as featured in the **Landscape and Landmarks** section of this review) there are many different objects that Stormlord can encounter and can use on his quest. But what are these objects used for? Here's a complete run through of each.

Skeleton Keys:



These golden yellow Keys are scattered throughout The Realm (both found in outdoor and indoor locations) and their function is obvious: **Keys open many locked doors** found throughout the game, which allows a player to rescue the trapped Faerie within or to retrieve another item behind the door. However, like the “trick” objects, **there are many “trick” doors as well**, which means, that some doors should not be opened because players can actually find another way *behind* them. In some places, a player will see a door, but sometimes the ground Stormlord is standing upon might actually break and give away, allowing him to actually fall *behind* the locked area and retrieve whatever it was that is locked away, leaving the door useless. This allows Stormlord to free the Faerie or to get the object behind the door easier.



RIGHT:

A “trick” door is shown, and displays how sometimes a player can go ***behind*** the door, instead of opening it.

However, some “trick” doors are also false doors, in which they lead to nowhere or to nothing... and if you accidentally walk or jump into a door, opening it can actually waste the Key. Once the door is unlocked, both the door and the Key will vanish on screen and if this is the case, this could mean a (possible) level failure.

Here's a few Frequently Asked Questions (FAQs) about Keys:

FAQ #1: What do I do if I have found a Key, but have actually found a way inside the locked area without opening the locked door? What do I do with the Key in my inventory slot?

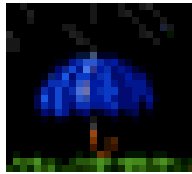
Answer: Keep the Skeleton Key until you have come across and found another door that doesn't allow Stormlord to go behind it. (Most likely, another door you come across in the same level will not allow you to go behind it a second or a third time.)

FAQ #2: I have a Key in my inventory slot, but I have found another Key on the ground... what happened here? Do I need both of them or can I just use the one I already have?

Answer 1: If you already have picked up a Key and you have spotted another one, then there must be **TWO** doors to open somewhere!! (And, in some levels a Faerie can be trapped behind TWO doors). In order to open both locked doors, you must open one door at a time. (**One Key per door**). So, using the Key in your inventory slot will only open up **ONE** door, but not both of them.

Answer 2: Another possibility is that you might have forgotten a locked door earlier on as you were adventuring, and it is possible that you might have forgotten where that door might have been. Try adventuring as far back as you can until you come to the locked door... once opened, continue onward the way you were going and pick up the second Key. If you traveled back as far as you could go, and no locked door was found, then perhaps there is a locked door up ahead somewhere (and may require 2 keys) or you might have goofed up and now you can't go back.

Umbrellas:



Sometimes you will see a tiny blue Umbrella sitting on the ground in most outdoor (and also seen in a few indoor castle levels as well), found throughout *Stormlord* and most of the time, you might actually wonder to whether or not you need to pick it up, or if it's sitting on the ground just as a "trick" item. 99% (percent) of the time the Umbrella actually *IS* a trick item, but it does come in handy when there are *raindrops falling*...

So, if you are playing *Stormlord* and if you see raindrops falling from the clouds, remember to find, pick up and carry the Umbrella with you because this rain, believe it or not, is **ACID RAIN** (and although this rain looks like it's harmless), it can actually poison Stormlord and cause him damage and death depending on the difficulty mode you selected. Once Stormlord is equipped with the Umbrella, he can freely stroll into the Acid Rain without damage or loss of a life.



Honey Pots:

During the entire game, Honey Pots can be featured in both indoor and outdoor levels, and you will often see them scattered across The Realm featured in many different numerous locations. You can generally spot the Honey Pots either lying on the ground in the wide open, or can sometimes find them locked behind a door, which will require a key in order to retrieve this item. Like the Umbrellas, you actually wonder to what their functions are and whether or not to pick them up, or to just leave them alone. Most of the time you will need the Honey Pots for one reason only, and this reason is to ***lure away the killer bees*** that can be seen throughout The Realm (which are usually swarming around a trapped Faerie bubble).

So, how do you use the Honey Pot to lure away the killer bees that are swarming around the trapped Faerie? The answer is simple really: Just place the pot on top of a platform (where another item might be) and ***switch*** the pot for the item. In doing so, the killer bees will see the Honey and will fly over to the sweetened liquid. However, when you switch the Honey for the other item, make sure that you either move or make Stormlord jump out of the bees' way, or

otherwise, he'll get stung and death can occur! (They don't call them *killer* for nothing!!)

However, sometimes Honey Pots will be found in levels where there are *NO bees*, period, and if that is the case, the Honey Pots are not always considered as “trick” items. In this case, (as mentioned before), you might have to use the Honey Pot to switch it for another item that may be important for your quest. On the other hand, some Honey Pots lying on the ground or behind doors can actually be “trick” pots, and they should be avoided.

Here's a tip to remember:

If you're playing *Stormlord*, and notice bees swarming around a trapped Faerie, you can be sure that there's a nearby Honey Pot for you to lure them away... just remember to switch it with another object for the pot, otherwise, the Honey Pot will be useless to you. So, for example: if you notice a key sitting on a higher platform and bees are swarming around the trapped Faerie bubble, go look for the Honey Pot and once you have obtained the pot, switch it for the key. The bees will instantly fly to this sweet treat, leaving the Faerie unguarded for your retrieval rescue.

Buckets of Water:



In the indoor castle levels (which are levels 2 and 5), you can sometimes spot a large silver coloured pail, which are Buckets of Water. These Buckets of Water (sometimes called “*Fluids*”, “*Liquids*” or in some versions “*Fuel*”) are found only in select locations and their function for their use is simple: These water filled jugs **help to put out and extinguish flames**, but can only put out **BLUE flames** (as seen spewing out of the mouths of the dragon-like statue heads) found throughout the castles. Like Honey Pots, the Buckets of Water must be switched with other objects to turn the blue flames on or off (depending on the situation at hand).

Most of the time, when an object (which is needed in the level) is placed near the dragon-like statue heads, the blue flames will be turned **OFF**. The minute you retrieve this item, and switch it with the Bucket of Water, the blue flames are turned **ON**, and if Stormlord does not move or jump away from such flames, damage and death can occur to him if he's standing next to them. Other times, the opposite can happen, in which the Buckets of Water extinguishes and turns off the

blue flames for good, so that Stormlord can safely walk past them or on top of them without damage or death.

However, some places featured in the castle levels do not provide the Bucket of Water required, and so this can be challenging to avoid, since blue flames cannot be turned off or on. The only way that Stormlord may obtain an item near the blue flames, is to quickly duck (just under them) and then quickly leap up and obtain the object. Then, you can continue onwards, and no damage or death will be presented to Stormlord.

Winged Boots:



Throughout *Stormlord*, Winged Boots can be found featured on level 2 and are found scattered on every level thereafter. These little curled slippers (that look a bit like Mercury's shoes) aid Stormlord in a great deal: They can't make Stormlord fly, but they **CAN** allow him to ***JUMP higher and further***, making him get over higher obstacles with ease. Like Honey Pots, Winged Boots may also be found in The Realm, either by lying out in the open, or can be found behind locked doors, in which a Key is needed to retrieve them.

Winged Boots however, like all objects, can only be used one at a time and can be switched with all other items. However, before you finish using the Winged Boots make sure you completely grab or obtain items or rescue trapped Faeries on higher platforms; otherwise you cannot go back and get them (since Stormlord's jumping ability isn't too great and he cannot jump all that high (for that matter)) .

The Level Layout:

Throughout *Stormlord* there are 10 challenging levels, so complex that you must try and think of a plan ahead of time in order to succeed and to advance to the next level. Throughout the game, for most of these levels (which are levels 1, 3, 4, 6, 7, 8, 9, and 10) you will travel outdoors, while only two of them (which are levels 2 and 5) are featured in a medieval styled castle. However, all of the levels must be completed in a particular manner before you can move onward or before advancing to the next level. Once all the Faeries are found and rescued (indicated

by a number ratio at the bottom of the screen (next to the Faerie icon)), you will move to the next level.

If you have successfully obtained all the Faeries in the level, you will be rewarded with an end-of-level ***Bonus Stage!*** Failure to do so, and Stormlord will be stuck in the level and a level skip cheat code might have to be entered. (In doing a level skip, you will not receive a Bonus Stage).

As Stormlord you must use different magical objects you find and you must know what Eagle platforms to use and what ones to avoid or to ignore. During gameplay, you will often find yourself walking Stormlord down a ***LONG*** pathway (which seems to be never-ending) just to obtain an item that you might need or to free a lone Faerie. In doing so, you will find yourself having to turn *around* and will have to re-walk the same pathway over again to wind up back where you were originally (before using the Eagle platform or the object you found). This can be frustrating to a player at times, because as you stroll down one of these long paths, hordes of enemies come from out of nowhere (either by falling from the skies, or by flying towards you) and at this time you have to either do one of two options which are:

#1) to rapidly fire your weapons while you kill invading foes (as they come towards you)...

#2) ... Or try to avoid on coming enemies entirely, by making Stormlord crouch down, or hide yourself under a “floating” platform overhead (and let the foes fly or jump *OVER* you).

Sometimes avoiding enemies can work, but you must take caution when you take cover and hide because some enemies can land, fall, or actually jump on top of you and can cause damage or kill you depending on the gameplay mode.

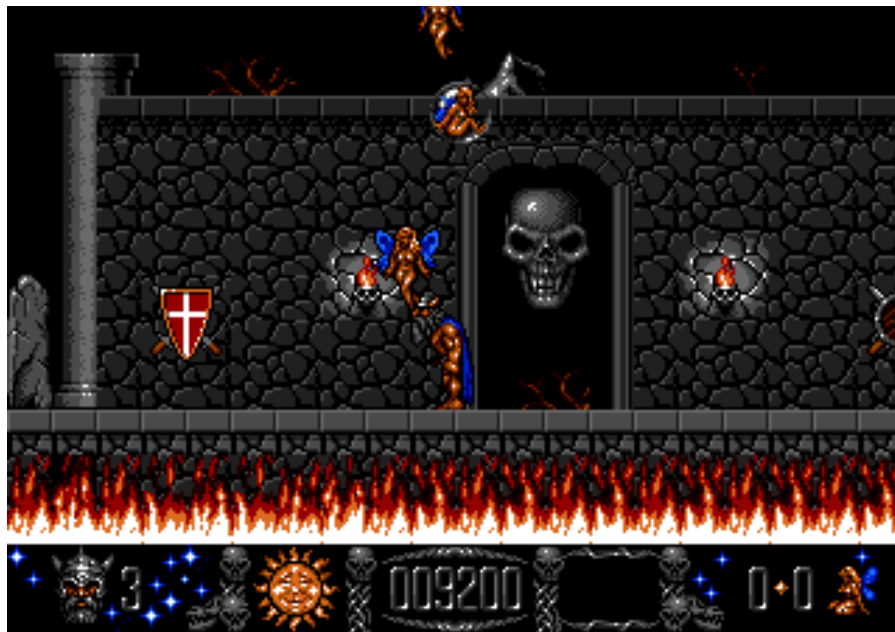
So, it's best to kill some foes, while you dodge them and avoid others if you can.

Here's a Tip:

When I play *Stormlord* and when I am walking down long paths (the ones that seem to take forever), I try to duck and dodge the incoming foes (if I can) when they come towards me, but at the same time, I always like to constantly fire a weapon as I walk. This way, the incoming enemies are in direct line of your attacks and you can take fewer hits while you move forward.

The Bonus Stage Levels:

As mentioned before, if you are successful during a level and find and free all the trapped Faeries from their bubbles, you will be rewarded with a Bonus Stage at the end of the regular level. The goal of the Bonus Level is simple: Pop as many of the falling Faerie Bubbles as you can, by making Stormlord walk back and forth to touch them. Since this is a Bonus Level, it doesn't matter how many Faeries you can rescue, but you will want to save and pop as many Faerie bubbles as you can, before the Faeries fall to their deaths in the boiling fire pits below. If you pop a lot of Faerie bubbles during the Bonus Level, you will be rewarded with many extra 1-up (lives). The more bubbles you pop (and the more Faeries that fly free), the more lives you win... if you don't free a lot of them, (and a lot of the Faeries die) then no bonus will be given.

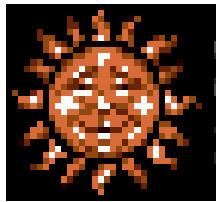


ABOVE: The end-of-the level Bonus Stage (as seen on the Sega Genesis).

Pop as many Faerie bubbles as you can, before the Faeries fall to their deaths in the hell-fire below.

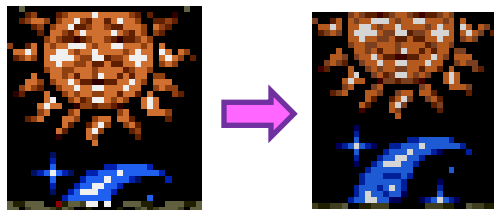
The Time Limit (The Sun and the Moon Icons):

When playing *Stormlord* you may have noticed an icon of a smiling Sun (as featured on the bottom of the playing screen (featured next to the high score)). This Sun icon is the level time limit that Stormlord will need in order to be successful and move onwards to the next level.



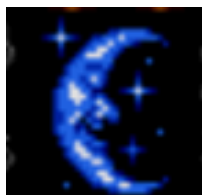
ABOVE: The Sun icon is displayed.

As you play the game, you might see the Sun icon slowly shift upwards, and upon this action, you will see (slowly but surely), a small blue Crescent Moon icon which will be revealed.



ABOVE: As more time depletes from the Sun, the Moon icon will slowly be shown in the time limit slot.

However, when you see the Sun icon slowly depleting and the Moon icon is filling in its slot, that means, you will actually want to hurry up and find and rescue the trapped Faeries before the Moon comes out because this indicates that the time is running out.



ABOVE: The Moon icon is shown.

Having the Sun icon means that Stormlord has a lot of time, while having the Moon icon actually means ***TIME'S UP***, and that can mean level failure and if this is the case, you can see the “*GAME OVER*” screen. So, what do you do when you see the Sun shifting upwards and the Moon is coming out? The Answer is simple: Keep your eye on the Sun time slot (from time to time now and again) and try to finish the level as fast as you can. The longer you doddle and goof around, the more the time will be wasted, and the Moon will come out.



LEFT:

A *Stormlord* screenshot demonstrates that if the Sun (time) is depleted and the Moon icon appears, this will result in the “Game Over” screen.

So, what happens if you are playing the game and you notice the Moon is coming out, but you need extra Sun (time)? The answer is simple: Anytime during gameplay that you need some extra time, you can just input a cheat password for extra Sun (time) on the Pause screen and upon doing this password; the Sun icon will go back to the slot, allowing Stormlord more time to look for trapped Faeries. Then, players can take their time, and won't have to be rushed through this difficult game.

Part 2: The Hidden Glitch Goodies and Gems

When the Sega Genesis version of *Stormlord* was made back in 1990, there were a few hidden glitches and a few hidden gems (which are referred to as “Easter eggs”) that were found throughout the game. Some of these were added for a little bit of fun, while some of them are bizarre. There are even a few of them that shouldn’t have been there in the first place and are considered as a real pain in the neck, but either way, let’s take a look at *Stormlord’s* Hidden Glitch Goodies and Gems!

Hidden Glitch Goodie #1

The first couple of Glitch Goodies that we come across *doesn’t* actually start in the game just yet. The first of these “Easter eggs” to be found, are actually about the game’s very own protagonist, who is none other than Stormlord, and about his poor graphic design. Earlier on, as mentioned before (at the beginning of this review), it was stated that Stormlord was dressed only in a few simple articles of clothing (which were listed as a loincloth, a helmet, a cape, and some boots). However, when we take a greater look at Stormlord’s clothing apparel, we can actually see that Stormlord is actually ***barefoot*** (in game), and this is a Hidden Glitch Goodie because on the main title screen (when we see a more detailed piece of concept art depicting Stormlord), we notice that he is clearly wearing footwear.



LEFT:

The Concept Art of Stormlord is shown and clearly depicts him as wearing footwear...

RIGHT:

...The Sega Genesis in-game version demonstrates Stormlord as a barefooted hero.



Another simple footwear Glitch must be when Stormlord picks up the Winged Boots. When the Winged Boots are equipped (as seen in the item inventory slot), we **DO NOT** see any footwear on his feet, and once again, notice that Stormlord is walking around barefoot. We can clearly see that we have retrieved the item and that we have this item in the inventory slot, but such item is not seen (animated) on the character's feet (in game), period! This is a small glitch because while we carry the Winged Boots, but see that Stormlord is barefoot, we find we are still able to allow him to **JUMP** higher... (This is strange because since Stormlord remains as barefoot, yet he has these Boots, we see that he is not wearing anything...)

The final Hidden Glitches about Stormlord's poor design must be about his cape (as seen behind him). When controlling Stormlord on screen, we notice that his blue cape he wears does **NOT** move when he walks or when he jumps. The cape also does **NOT** flow or get blown by the wind whenever Stormlord gets flown by his Eagle.

Both the footwear and the cape designs are considered Hidden Glitch Goodies because they do not show proper development of this character, and it seems that Stormlord was rushed a bit in his design.

Hidden Glitch Goodie #2

The second *Stormlord* Hidden Glitch Goodie that we can often find scattered across the entire Realm, are those giant half nude Faeries which are sitting inside of what looks like urns. These beautiful (but bizarre) giant Faeries (as mentioned before in the ***Landscapes and Landmarks*** section of this review) are also considered to be Hidden Glitches, and have a few reasons to why they are considered as this. One reason why these Faeries are considered to be a Hidden Glitch Goodie, is because no one (who had ever played this game before), actually knows to what their purpose or function is (if anything).

Another reason to why such Faeries are considered to be a Hidden Glitch, is because when you play *Stormlord* and when you come across one of these giant Faeries, no one knows if they are actually a giant life-like **statue** of a Faerie (which actually demonstrates to the player what the Faeries look like when finding the smaller versions), **OR** if the giant ones are actually **alive and are living**. What

makes these giant Faeries bizarre is the fact that (if they are considered to be alive), they do not move their bodies, faces, or even flutter their wings.

The strangest things about these giant Faeries (considering the fact that they don't move) must be the fact that only their long blond hair is actually seen *moving* (by blowing in the wind). (And, if these giant Faeries are considered to be just statues, the moving hair is odd, since *sculptures* don't have realistic moving body parts).



The only thing that we actually do know about these giant Faeries are that they are just only seen as (beautiful) obstacles in Stormlord's way. (Surprisingly enough, you *can* jump on top of their heads and walk on and over them).

Here are some fun facts about the Faeries:

#1) In the 1989 *Amiga* version of *Stormlord* (in which the Genesis version was ripped from), the original version of the Faeries (both the giant ones and the smaller versions that you free from trapped bubbles), were all *featured in full body nudity* (which meant that the Faeries breasts were revealed and had showed nipples, and that other feminine body parts were exposed (including slight vaginal areas and parts of the bums were shown)).

Because of this brief sexuality and nudity that was featured in game, *Stormlord* had a questionable game rating (esp. for younger players). When this game was to be released on the Sega Genesis version a year later (in 1990), *Sega of America* ordered the *Razorsoft* company (the company that created *Stormlord*) to cover up the nudity, otherwise Sega would not licence *Stormlord* and would not allow it to be on Sega's consoles.

In this agreement between Sega of America and **Punk Development** (a division of *Razorsoft*), all the versions of *Stormlord* (which are including the American Sega Genesis and the European & Japanese **MegaDrive** versions) all have the Faeries' feminine body parts covered up in bras and panties... even the tinier Faeries trapped in bubbles are covered up (although they could not be seen nude in the first place).

So, why were the Faeries developed in full nudity to begin with? The answer was simple: Anything that has nudity or sexuality (generally speaking) actually sells or makes sales (better than non-nudity games) – and not only that, but in some cases, *Stormlord* was targeted to adult players (in which majority of these were young men)... And, since this game was on Sega Genesis, which is family entertainment for all ages, (which included young children and adults) they didn't want *Stormlord* to be considered as an adult game anymore. Other reasons included: That they wanted *Stormlord* to have a new target audience and they also didn't want to offend any female players who also played this game.

(Also, in my opinion, since I **AM** a female player who actually **DID** play *Stormlord*, I think that the bras and panties covering up the Faeries breasts and butts look 10 times as better than the nude versions!! They actually look great this way, and actually makes playing *Stormlord* more enjoyable for all players! And, by adding the bras and panties to the Faeries, they still have that cute sexiness to them that the developers wanted them to have in the first place).



ABOVE: The 1989 Amiga Version of the *Stormlord* giant Faerie is demonstrated in full nudity...



ABOVE: ...One year later in 1990 the Sega Genesis version of the same giant Faerie gets covered up with a bra and panties.

#2) The second fun fact about those giant Faeries is the fact that when Stormlord jumps upon their heads, Stormlord makes a high pitched **wolf-whistle**, which can be heard in the game.

➔ So, with that in mind, does that mean that Stormlord is a dirty-minded old man who is considered to be a perverted pig?

The answer to this question is hard to say. Developers thought that since these giant Faeries sitting on these urns are ideally cute and sexy (and since they have a highly sexual look to them), they thought that making Stormlord wolf-whistle at them whenever he jumped on top of their heads was added as a bit of fun. Some people believe that the developers have a sick mind behind this wolf-whistle and with all this sexuality in-game, that it's highly outlandish and disgusting.

However, to be honest with you, I actually think that adding this wolf-whistle "feature" in game for Stormlord to use whenever you come into contact with these Faeries, is actually hilarious! (I mean, the first time I ever played *Stormlord* I actually had to hear it again (because it was just that funny!)). But still, since Stormlord *IS* a **fictional character**, I don't see any harm in adding this whistle to the game, and I see no offence to anyone or to females in generally... This just means, that Stormlord knows what a beautiful woman is (even if others feel that this is peculiar or feel this is a highly sexual motivation) even for a video game character.

#3) Another fun fact about these giant Faeries is the fact that sometimes items (such as Keys), can be found on top of their heads. This is added for a bit of fun, because often times, in order to retrieve this item (whatever it might be), you actually need to **JUMP** higher, and in doing so, you need to get the Winged Boots. What makes this funny is because after you get the Boots and jump upon the giant Faerie's head, (not only will Stormlord wolf-whistle at her), but once you switch the item for the Boots, the Boots will remain on the Faerie's head!! (That is, until you re-pick up the Boots again, or in some cases, just leave this object alone). So, in short, you are leaving a pair of old (smelly) boots on top of a Faerie's head!

Hidden Glitch Goodie #3

The 3rd Hidden Glitch Goodie comes from Stormlord's death sequence that can (often) take place in the game. On a particular level (believed to be Level 4), when Stormlord steps upon a tiny floating platform (that can crumble) and break away (and can cause him to fall into a 2-inch pit of fire below), there is a Glitch that can often take place and can cause multiple deaths to you, which also includes draining all of your lives. This Hidden Glitch that takes place is also a pain in the neck, and since you cannot escape this continuous death sequences that will occur, you often lose in the level (considering it's an easy one), and will see the "*GAME OVER*" screen faster.

So, what do I exactly mean about this one? Well, the answer is simple: In Level 4 in a particular spot where Stormlord must jump over a simple pit of fire, occasionally the platform above the boiling flames will crumble beneath his feet, and from time to time, it will send him to his death in the hell-fires below. When this happens, *SOMETIMES* he will re-spawn from the storm... However, when he does so, sometimes the storm will re-spawn you *IN* the *FIRE* and since it does so *OFF SCREEN*, there is nothing you can do to get out of it. (So, in short, you must hear Stormlord's screams of agony and pain until all of his remaining lives drain to *ZERO*!! This is a really annoying Glitch that should *NOT* happen, but for some reason it does, and this is frustrating, especially since you cannot escape or make Stormlord re-spawn from the storm on solid ground!!

Another problem about this Glitch is sometimes it can take place in other levels, and while you try to jump over such a small fire pit, *hordes of foes* will come flying towards you at high speeds! Most of the time, you will die (since in some cases Stormlord *CANNOT* jump and fire at the same time). This is a problem because since hordes of foes are coming at you at once while you try to jump over a simple pit of fire, they can often kill Stormlord and make him fall into the flames below. If this should happen, the same annoying Glitch can happen and cause you agonising death, until you lose all of your lives (since you cannot evade or escape from it).

So, what do I do when I know this particular part of the level is coming up? How do I avoid dying over and over again in the fire pit? This answer is simple: I just stand on top of the floating platform above the flames, and while I am still over solid ground, I purposely allow the floating platform to crumble. Stormlord falls onto the grassy ground in safety and then, I can just jump over the pit normally with ease.

However, when hordes of monsters come towards me, and I want to attempt the same jump over the fire pits (in other areas or on other levels), I just allow Stormlord to be **killed** by the flying foes while I am standing on solid ground. Why? The answer is easy: Once I know that the flying foes are coming towards Stormlord and kill him on the solid ground, they usually **disappear** or **fly away**, and if this is the case, Stormlord is free to quickly jump over the fire pits with ease, and he does not need the use of the floating platform overhead.

However, you should take caution when performing this neat little trick of mine, because (sometimes) foes will continuously attack you and **WILL NOT** disappear or fly away, and this is a problem because they can still knock you into the hell-fires below. Other times, if the floating platform overhead did not crumble (and vanish from screen), then sometimes another Glitch can happen, in which Stormlord will **bump his head** off the underside of this platform and can **knock himself** into the flames!! (ARGGH!!!) >_<

Hidden Glitch Goodie #4

The next “Easter egg” that we can find in *Stormlord* happens to be a small simple glitch. Sometimes when you are playing this game, you can actually *grab* an item behind a locked area or behind thick chains! This doesn’t happen too often, but when it does (rarely), it’s a bonus because this means that Stormlord doesn’t need to find and use an Eagle platform or look for a key to open it.

So how exactly does this work? On a particular level, if Stormlord jumps onto a chained platform and sees an item, it has appeared that he cannot reach it... However, if he gets close enough to this item and if a player hits the **Action** button just at the right timing, Stormlord can retrieve this item with ease. You still cannot go through walls, thick chains, or other obstacles, but this Hidden Glitch is actually worth it. (Just don’t be fooled by other “trick” items or “trick” doors. They can still throw a player off course).

Hidden Glitch Goodie #5

Another short hidden “Easter egg”, which is also a simple one, is actually a music glitch. When playing Levels 5 and 10 (which have the same music tracks), sometimes, a player can hear that the music on these levels **turns off** (after playing through some of the music loop) and only sound effects can be heard thereafter.

I personally have noticed that when I played the game, esp. on these two levels, the music shuts itself off after playing through part of the music, or not playing it at all. What is strange about Levels 5 and 10 is that only the music track featured in them will (and actually does) go quiet, and no other levels have this glitch. Once the levels are finished or are skipped ahead to the next, the music re-plays once again for all other levels. So, if you have played *Stormlord* before or if you have experienced this before during gameplay, fear not. The volume on your Sega Genesis or on your T.V. is fine, and that this music glitch only happens once in a while (rarely).

The Final Part: Part 3 – The Writer’s Review.

By now, we have learned a great deal about the game *Stormlord* as a retro Sega Genesis game. We have discovered the backstory, took an in-depth look at the game’s many features, including the difficulties, the level layout, and its bizarre landscape and landmarks. We have also explored many of the game’s “Hidden Glitches and Gems”, found throughout it, and had even looked at the fun facts associated with it.

In this part of the review, I’ll discuss parts of the game from my (the writer’s) point of view. I’ll talk briefly about my likes and dislikes about the game, and then, I’ll give the game a final score of stars. Now, it’s time to get right down to business, and to actually read the part of this article, we actually came to read! Welcome to the final part of the review: **Welcome to The Writer’s Review!**

Stormlord is a strange and weird Sega Genesis game for its time, which was a “one hit wonder” back in 1990. It must be one of the fewest games to be an action/ adventure game that was also considered to be a strategy or puzzle game as well back when this game was released. What is awkward about this game is that it’s also one game that not a lot of people have played, or even know about, and for those people that actually do know it, it remains as a (confusing) mysterious game. *Stormlord* is also one of those games, where you have to always know what you are doing at least 2 or 3 steps ahead of yourself because it is easy to goof up or fail at a level at any given time, and this can be aggravating, since the levels aren’t really all that difficult in gameplay. I know for myself, this game can be extremely challenging and it can be hard to remember what to do, in terms of picking up magical items, or in remembering particular patterns for rescuing Faeries.

What makes *Stormlord* a fun game to play might be the simple fact that this game is different from all the other run of the mill fantasy quests, other games before it. However, this game is **NOT** all that fun after a while, and can get boring after a few times playing it. This is because for people that have played it, about 90 to 95% (percent) of all players who played this game, could not beat it or did not finish it. Many people who played it had given up on it too early, or did not know what they were doing in the first place! (And, I have to admit, this game is frustrating at times for these very reasons).

Other times, people did not want to play this game because it was a type of “get the item” “and place it somewhere” type of game, and those are tough to figure out because the “*GAME OVER*” screen can arise at any given time (even on easy stages!). Other times, many people who played this game, have given up on it because they run out of time in levels. A lot of the time though, this game makes you input (simple), but long passwords in order to succeed, and a lot of the time, since *Stormlord* offers a level skip cheat, many people use it to advance further.

Now, I’ll quickly talk about my likes and dislikes about the game.



The Likes:

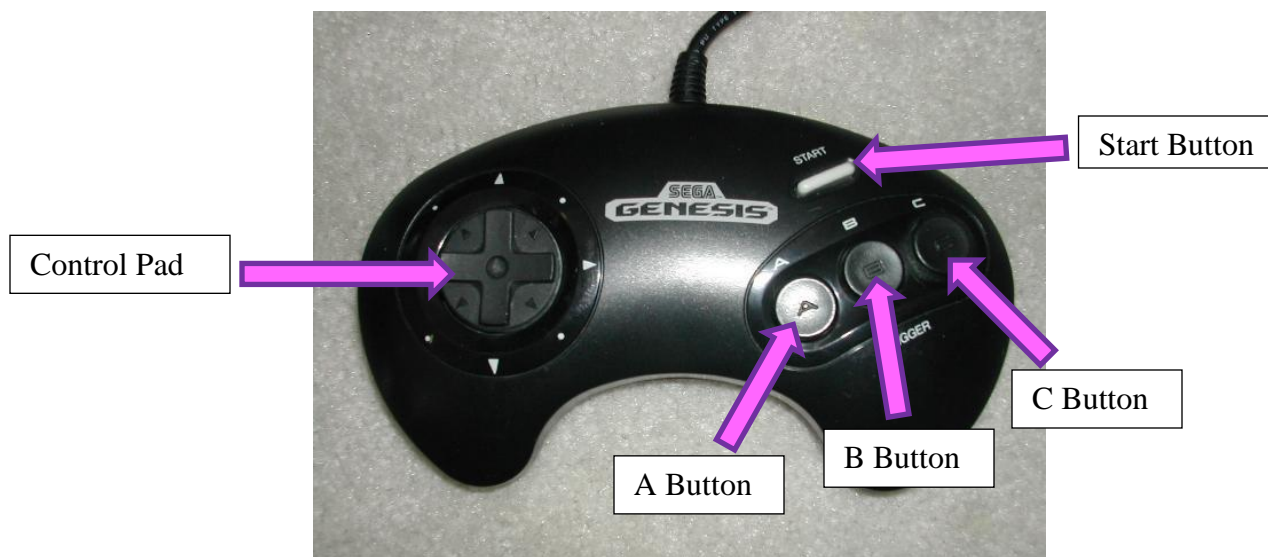
Like # 1: The Button and Control Layout.

One thing that I really like about this game, is that *Stormlord* has very easy buttons and controls to master, and it also offers players 6 different button layouts to choose from (as seen in the Options Menu). What I really like about this game is the fact that although the gameplay is challenging to play, the button layout is not.

There are 3 buttons in *Stormlord* for gameplay, which are: The **Action Button** (which is used for picking up/ switching objects), the **Fire Button** (which makes Stormlord fire his weapons), and **Jump Button**, (which allows Stormlord to jump).

I know for myself, that when I always play this game, I like to use ***Button Layout #6***, (generally speaking).

The button configuration (for Layout #6) which is: The (A) Button for Action, the (B) Button for Fire, and the (C) Button for Jump, while using the + (Control Pad), makes the game also simple to figure out.



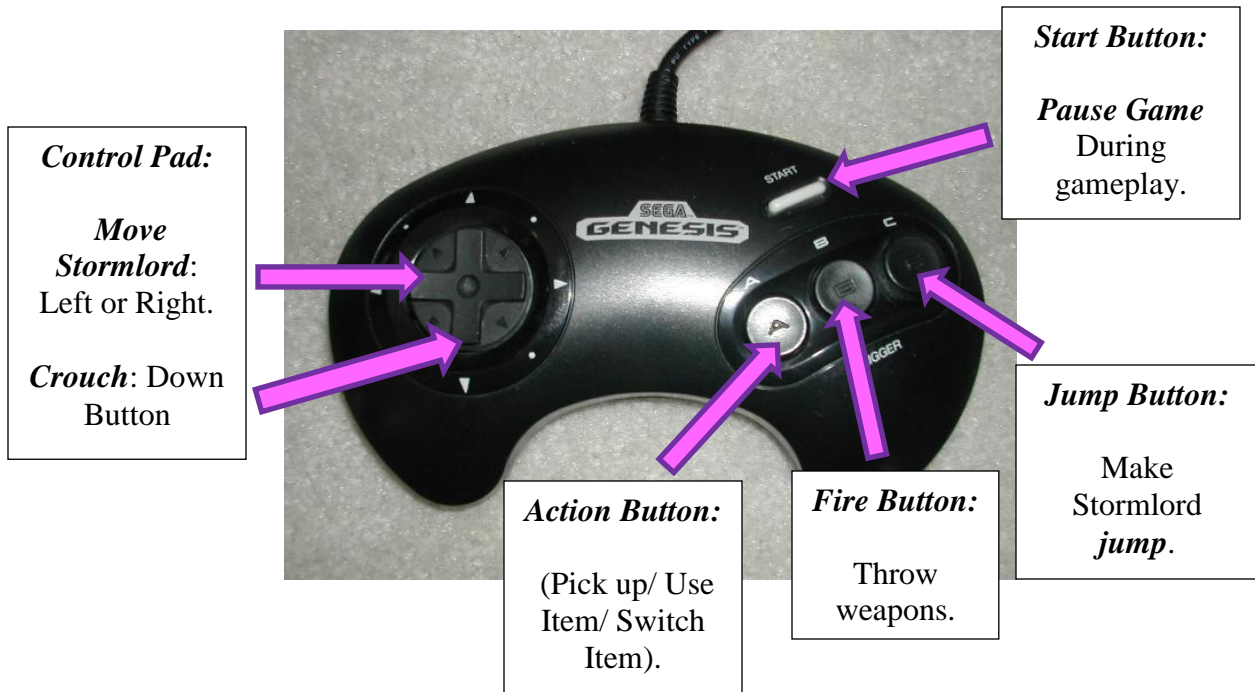
Above: The classic styled Sega Genesis Controller and button layout is shown.

Note: For this review I'm going to talk about the game using ***Button Layout #6***.

However, when playing *Stormlord*, you may choose any of the Button Layouts, that you like, and you do not have to go by what I have listed. I like to use Button Layout #6 because it is the easiest to use, and the simplest to remember, but if you like or have another Button Layout that you like to use, then use whatever Layout that suits your game playing needs.)

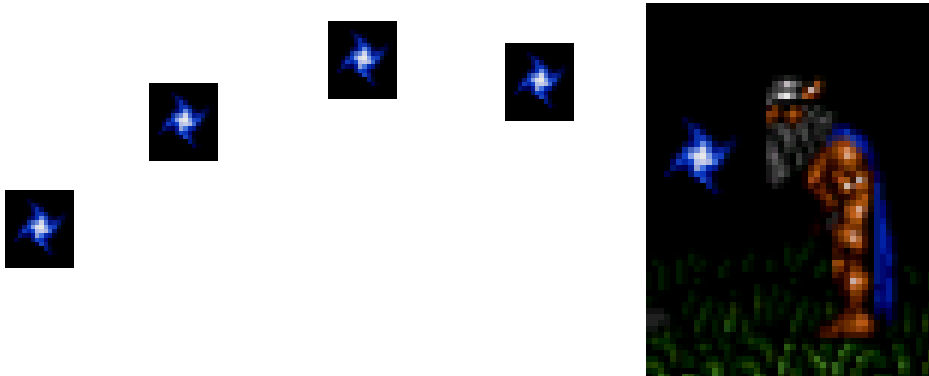
Nevertheless, all button functions (Action, Fire, and Jump) are the same, regardless of Button Layout.

The simple A, B, and C buttons make playing *Stormlord* easy, and you can also create your own simple 2-button combos. This is great because as you combine the buttons together, you can create your own fighting combos to go up against foes as you encounter them on-screen. What I like about pushing 2 buttons at once (along with the Control Pad) is the combinations of attacks you can make *Stormlord* perform.



ABOVE: The classic Sega Genesis controller is shown and **Button Layout #6** for *Stormlord* is demonstrated.

For Example: If you repeatedly tap the (B) Button to Fire weapons, Stormlord will throw (tiny) single shots of his Throwing Star Magic. This magic can be either thrown short or long distances depending on how the Button was hit.



However, if the same (B) Button was pushed and this time was ***held down***, Stormlord will fire is more powerful Throwing Broadwords. These swords can travel further and faster than the Throwing Stars and they can damage and kill tougher enemies better.



What I also like about these attacks for the Fire Button is that you can also make Stormlord ***crouch down*** or ***jump*** while you throw a weapon. This makes evading enemies easier, when necessary. You can also fire a combination of either Throwing Stars, or Broadwords, or you can fire both weapons at once to create a powerful arsenal of weaponry!

Like # 2: The Sound Effects and the Music

The 2nd *Stormlord* like that I have must be the awesome sound effects and the music that fits the game well. The sound effects are great for this fantasy quest game and it actually makes playing *Stormlord* more enjoyable. For example: sometimes Stormlord will encounter an evil mage (wizard), and upon doing so, the foe will make a “***yoink***” magical sound. Other times, you might encounter some jumping Goblins and you might hear a jumping sound effect which sounds like “***boing-oing***”. Sometimes, a player can also hear enemies with two sound effects, such as those Gargoyle eggs that fall from the skies. The dropping eggs will make a simple falling noise, but if the Gargoyle eggs hatch, then the Gargoyles make their own noises which sounds like: “***cab-braa***”. Other sound effects include: Caterpillar enemies (which are represented by an owl’s hoot), makes a sound like: “***hoe-oh***”, the sound of the opening door sounds like “***man-ney***” and the freed Faeries sound like rushing water, which sounds like “***wootur***”.

I also like some of the music selections that *Stormlord* has to offer. My favorite tracks of the entire game are for ***Level 2***, ***Level 3***, ***Level 4***, and the ***Bonus Stage Level***.

- ***Level 2*** is a great music track, and I often hear myself humming to the tune itself. It's a very recognizable tune! The Level 2 music is also a very cool sounding track which seems to suit an indoor castle type of level very well. What I like about Level 2 music is the fact that it was created using electronic sound mixers, electronic keyboards, organs and percussion.
- The next favorite track of mine is music for ***Level 3***. I like it because it sounds like action/adventure "war" music. I like Level 3's music, because it starts off as electronically played with keyboards, organs, and sound mixers the first time you listen, and then in the 2nd or the 3rd loop of the same music, you can hear other parts of the music being replaced by percussion instruments (such as cowbells, and xylophone) are added to the mix. The Level 3 music is one of my favorite tracks and it is awesome for an outdoor level, which suits it well.
- ***Level 4*** music is another favorite track of mine, and like Level 3, it also sounds like "war" music. It is great, because it starts off a bit spooky and then mixes sounds for a friendlier tune of music. I like how it starts off "dark" and whatnot, and then goes on feeling like you are in some kind of "warzone", but still being a great track for an outdoor type of level. Like Level 3 music, the music in Level 4 also has that music loop in which new sounds are added or replaced, but the same tune is heard throughout.
- ***The Bonus Level*** is also my favorite music track found in *Stormlord*. What I like about this track, is the fact that it's a short and simple percussion tune with cowbells and xylophone added to the mix. The Bonus Level has a simple tune to it which also makes the Bonus Level more fun!

So, what about music tracks for the other levels and the rest of the game? Well, for ***Level 1*** (which also plays on level 6) and ***Level 5*** (which is also heard on level 10), I just don't like them, and it seems that Level 1 and Level 5 music just doesn't fit the game, as great as the other tracks. In fact Level 1 music is too "dark" and spooky sounding for this game, and does not fit well, with all the other "fun" and friendlier tracks! I also don't like music for Level 5 at all because it doesn't fit *Stormlord* period! Level 5 music sounds like an odd track and seems that the music composers had just thrown anything together to make a tune for the game.

So, want to hear the *Stormlord* music tracks for the Sega Genesis Version? Well, here they are (in order).

Note:

To view link press and hold down **Ctrl** (Control button) on Keyboard and click link with **Left Mouse Button**. The link will open and take you to the YouTube site.

All the tracks were found on YouTube and all of the links to the videos were working as of **August 15th, 2014**.

Please Note: These links are subject to change without notice. Links can be either removed by YouTube, or by their YouTube poster without notice!

Intro/ Opener/ Main Title Screen: <http://youtu.be/RzFqzU5ySQw>

Level 1 & 6: <http://youtu.be/eyRxFyBBPII>

Level 2 & 7: <http://youtu.be/tAFB6hJaIyg>

Level 3 & 8: <http://youtu.be/gYJkbtq49MU>

Level 4 & 9: <http://youtu.be/JInBm4msQLo>

Level 5 & 10: <http://youtu.be/ug532UoUiYI>

Bonus Level: http://youtu.be/4im3uC-M_5A

Game Over: <http://youtu.be/x-7mSnKR67o>

High Score: <http://youtu.be/E10YtyidhiE>

Ending: <http://youtu.be/jTMeS9qYtvU>

Happy Listening!!



Like # 3: A Variety of Enemies

The 3rd *Stormlord* like that I have about the game must be the awesome varieties of enemies that appear. (Yes, you did read that right. I actually like the *Stormlord* enemies). While it's a good idea to have a variety of enemies in a game, all with unique attributes to them, it's actually a **bad idea** to have the enemies respawn quickly or gang up on the player! What makes this idea a like, is that *Stormlord* offers some strange looking enemies that also has a great appearance and attack pattern to them. Some foes you encounter in the game will actually make a noise; while some do not and are silent. Most foes ***can be killed***, but some cannot and must be avoided or lured away, so that Stormlord can pass without being killed. So, on the quest throughout the darkened Realm, what are some common enemies that a player can expect? Here's a small sample:

- **Evil Mages (Wizards)**: dressed in a blue cloak, which carries a skull staff in hand. They often follow Stormlord, and can attack with a magic white fireball.

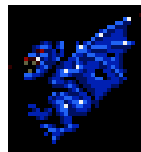


- Hooting **Caterpillars** that pop their heads from the grassy ground. They are small, poisonous and quite deadly, so avoid these little buggers and kill them quickly!

- **Flying Green Dragons** that attack in hoards.



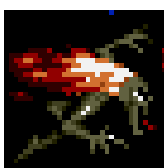
- **Blue Gargoyles** which hatch from falling eggs and attack in hoards.



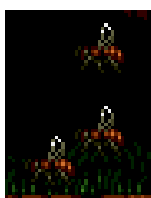
- **Jumping Goblins** that will attack in hordes and jump over and onto things, including you. Take cover and fire at them when you see them. Don't allow them to jump all over you, as results are fatal!



- **Dreaded Draconian Fire Dogs**: Falling flamed engulfed demon hordes.



- **Killer Bees** that guard trapped Faeries, which also like the taste of ***Honey***.



- **Pearsbteh**, (pronounced as PEARS-tey). A ***man-eating*** Venus fly trap, which hungrily “eyes” you and waits patiently for you to either fall on top of it, or for you to step upon it. Its objective is simple: it wants to feast on your flesh. Since you ***cannot*** kill this pesky perilous plant, simply jump over it, to avoid being devoured!



- And, a host of other foes such as 2-inch **skeletons**, **knife-wielding gremlins** and more!



Like # 4: The Realistic Graphics

The 4th and final *Stormlord* like that I have for this game is its awesome realistic graphics! For the Sega Genesis version, it's the only version (other than the Amiga version) to have very realistic landscapes and level graphics for a game of its time, back in the early 1990s. I love how outdoor graphics for landscaping looks so incredibly real, it's unimaginable! Everything that you'd find in reality looks awesomely detailed. Everything from the grass, to the mushrooms, to the spooky-looking trees, to the sky, to everything in-between looks realistic! Even those giant half-nude Faeries sitting on urns look real. Even the indoor castle levels look great! The castle walls look like cracked stones. Tapestry looks like material hanging from the walls. Old wooden doors look like aged doors found in a castle. Even those blue-flaming statue heads look like stone figures. The creators of *Stormlord* really had outdone themselves for this game graphically!



LEFT:

The *Level 1* Screenshot is shown.

This is a typical level display for the outdoor levels of *Stormlord*. As you can see, all the outdoor features appear to be highly detailed!

RIGHT:

A Typical indoor Castle type of level has been displayed.

Everything in this type of level looks very medieval and shows realism within all objects, including stone walls, tapestry, wooden doors and more.



Like all games, there are also dislikes. Since *Stormlord* was considered to be not too bad of a game, it didn't have many dislikes, but there are some.

Now, let's quickly take a look at all of my dislikes...



The Dislikes

Dislike # 1: Too Difficult or Hard Gameplay

So, for my first dislike, I've chosen to talk about the game being either too difficult or a hard game to play overall. As I had mentioned before, a player can choose his or her own difficulty setting in the Options Menu, but for those who had never played *Stormlord* and are new at it, then, you'll have no idea on what to do, where to go, or the order in which to get the Faeries. This game can be extremely challenging to a player that has no idea to what they are even doing, so it's best (and a good idea) to actually watch someone else (who's experienced in it) to show a new player, or it's best for a new player to watch a YouTube video on it, otherwise, you'll find yourself repeating the same level **OVER** and **OVER** again, if you're not careful.

I know for myself, I actually **DO** know what I am doing in the game, and I can finish the entire thing, except all for level 9, which makes **NO SENSE** whatsoever. Things actually get more challenging after level 3, in which new foes appear and new challenges arise to the game. Things get even trickier in Level 5 (a castle level) because there are so many rules in order to play the level out correctly, and not only that, but Level 5 (one of the longest levels in gameplay) also offers 2 doors, where a single Faerie lays, and in order to free her, you need to go back and forth to obtain 2 keys. If you manage to get past Levels 1 to 5, you might also have a difficult time on Level 6, 7, 8, 9, and 10.

So, with that in mind, here's a little run-down of what to expect in level difficulties for levels 6 to 10.

Note: If you have played *Stormlord* before and if you already know about the levels of the game from 6-10, you may actually skip ahead and may advance to Dislike #2 of this section. However, if you have never played *Stormlord* before and would like to learn about what to expect on these levels, then, please read ahead!

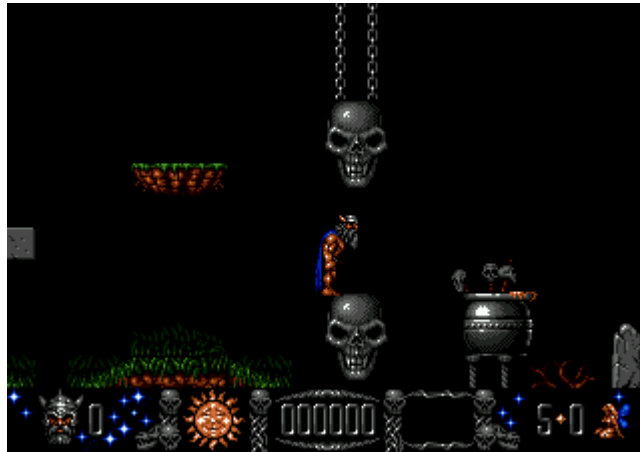
Level 6:

Level 6 has many Eagle platforms to select from and if you don't know what one to jump upon, Stormlord will be taken either **TOO** far, (in which he can't go back), or if Stormlord jumps upon the wrong one, the Eagle will repeatedly take him **BACK** to the **START** of Level 6. This can be a pain in the butt on this level, since both the platforms are ***side by side*** at the beginning of the stage. So, when I play Level 6, I typically just try to jump over both platforms, and then adventure forward as far as I can go, get what I need and then return to the platforms. I choose the correct one and then, I move onwards to the next half of the level – however, it's **NOT** easy to just jump over the two platforms, because overhead, is a hanging platform (held by chains) and often, Stormlord will sometimes bump his head on the bottom of the platform and will step upon one of the two platforms. So, how do I overcome this problem? I try to carefully ***jump in-between the two platforms and onto the other side!*** This takes a great deal of practice, and yes, even experienced players get sent back to the start of level 6, but with all the right timing, you can do this neat little trick of mine in no time!

What also makes Level 6 a difficult level, is because this is the only level in the entire game, which makes you travel from **RIGHT** to **LEFT** this time, while most other levels (either before or after it) are going **LEFT** to **RIGHT**, and for a side-scrolling game, traveling from the right side of the screen to the left side of the screen for the entire level, is not typical (generally speaking).

Level 7:

If players can manage to get to Level 7, they'll now start to see many things getting quite difficult and you will notice that there are no platforms to walk upon or grass to stand on. In fact, the *entire ground is one huge pit or void*, and it seems that only the some of the tall platforms and some of the larger mushroom caps are shown (which indicates to players that Stormlord is high off the ground).



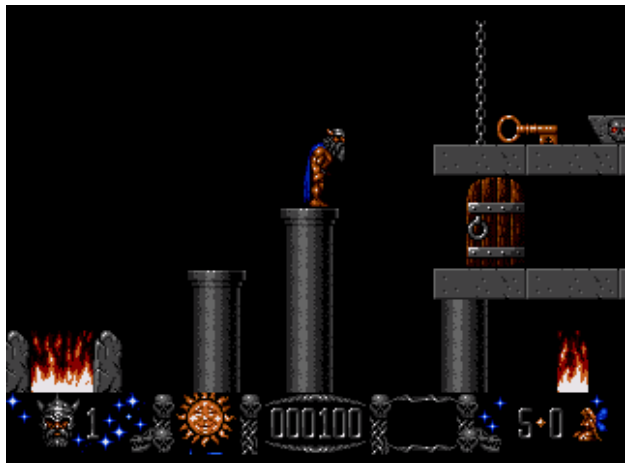
ABOVE: The beginning opener for Level 7 is shown.

Level 7 is also difficult (not only for this reason), but the entire level makes no sense whatsoever to the landscaping. Giant skulls need to be walked on and jumped over; some items have no purpose (only to use them to switch for items); and in a particular area, Stormlord can *retrieve a key through a chained platform!!*

RIGHT:

A Screenshot of Level 7 is shown.

This is the only part in the entire game, where Stormlord can obtain a key through a chained platform in order to open the door below.



What also makes Level 7 bizarre and quite tricky is the fact that Stormlord must solely rely on his pet Eagle, and he must do so with caution: Not choosing the right Eagle Platform will result in a level failure, which does not allow Stormlord to advance further. However, if all the platforms are chosen correctly, Stormlord will fall onto the last Faerie bubble and he'll progress to the next level.

Level 8:

The next difficult level is **Level 8** and that is because at the start there is a pair of Winged Boots. 99% (percent) of the time, players are tempted to obtain these boots at the start, but they **SHOULD NOT**. Once you have figured out that you need to avoid the item and move on, (to obtain it later), the rest of the level is not so bad thereafter.



LEFT:

The starting of **Level 8** is shown.

In the beginning of the level, we can see a pair of **Winged Boots** that trick us to pick them up **FIRST!** However, in order to rescue the first Faerie, we must **leave** the Boots, **find Honey** and then return later to retrieve them. This forces us to think about the situation at hand, before we do anything that could result in a level failure.

Level 9:

Level 9 is a bit strange and one of the hardest levels to complete in *Stormlord*. The reason for its strangeness is because it virtually is all over the place. You start off on some platforms in the beginning, and then, you wind up looking at such a bizarre landscape, you just don't know what to do next. Stormlord can't actually jump that high or that far, so in this level, you need to call upon your Eagle friend: But take so with caution.

Thortos the Eagle will take Stormlord across the Realm with ease, but will often place him in the middle of no man's land, and will leave you stranded. The bird will drop you off in a strange place where you can neither walk nor jump, and this makes getting around difficult, since you can't go anywhere. As mentioned before, Thortos the Eagle *can travel through walls*, and since that is the case, he can fly Stormlord *through doors*: However, you should take warning when he does so, *because most of the doors featured in Level 9 are trick doors*, while some are not, and the ones that are not, will require a key.

The problem with this level is that you'll need to pay attention to the doors that you see, because there are virtually almost ***NO keys*** in the entire level, and with that in mind, you'll want to actually keep the keys for later and try to unlock a door that is most important. If you fail to do so, Stormlord will fail this level and cannot advance to Level 10 (the final level). Level 9 is also bizarre because there is this huge gap in the middle of the Realm and like Level 6, in Level 9 you will travel ***RIGHT to LEFT***, which makes this level harder to play.

In the middle of the level, all you have to get around are these tiny platforms that float in the air: Some are strong and can hold Stormlord's weight, while some do not and will crumble under his feet, which can send you to your death below! And, speaking of death, when you play this level, ***expect to die a multiple number of times***. Often, Stormlord will die in this level and a lot of lives will be lost. You'll find yourself always having to stop and pause the game, just to enter the cheat code for maximum number of lives. This is frustrating, but it does help in a long way, but just not the way you would expect as a player.

Also, the locations of the lost Faeries are challenging, since there are 8 of them, this time. At the start of Level 9, you can easily reach and rescue the first one, but the 7 remaining ones aren't that easy. In fact after you get the first one, an evil mage (wizard) enemy will appear and will block your path. And, if that wasn't bad enough; it's easy to kill and eliminate the wizard with one of your weapons, but then you'll notice that there's a *Pearsbteh* (that man munching moss) growing on top of a giant urn, and it's difficult to jump over that flesh-eating plant without stepping on it. And, if things couldn't get any worse! So, in this case, what can you do to avoid both of these horrific foes? You can either get *harmed or killed by a wizard*, or you can get *eaten alive by a hungry Venus fly trap*, but either way, you'll lose a life regardless of what way you choose, making Stormlord shafted anyway you look at this situation at hand.

I know for the most part, that there actually IS a way around both of these enemies, without taking, or causing any death or damage to Stormlord.

I know for myself, every time I have ever played this game, and have actually tried something that I think might work, my plan always seems to fail, and I end up dying and losing a life. In short, I know you can avoid both of these foes, but I am not sure on how to get past them.

RIGHT:
The beginning start point of **Level 9** is shown in this screenshot.

An Evil *Mage* (*wizard*), blocks your path while trying to attack you with magic.



Pearsbteh, the man-eating Venus fly trap, hungrily waits for Stormlord to step foot upon it.

Not only that, but if you manage to get past these two fiends (alive without damage or death) and find your way advancing further, you'll come across hordes of foes such as those falling (and hatching) **Gargoyle eggs**, hooting **caterpillars**, and **flying green dragons** that will come towards you at top speeds and they can't be avoided or lured away, so you are forced to kill them with all costs. And, if you thought that these hoard enemies were bad, think again.

This time, Level 9 also offers other traps such as **ground volcanoes** that pop multiple pebbles (even higher than normal), long and huge **pits of fire**, **Killer Bees**, and **Acid Rain** that also cannot be avoided. There's **NO Honey Pot** to use in Level 9, so Stormlord **MUST** get **stung by the bees**, and there's **NO Umbrella** either **to protect him from the acid raindrops** that fall from the skies, so damage, death, and the loss of (many) lives will (and may) occur. This is annoying because although we want to do things properly to avoid losing lives, or killing ourselves in the game, Level 9 kind of forces us to do things in the opposite manner. However, if you do manage to find a Honey Pot or an Umbrella, you'll find that picking them up are actually useless, because by time you've advanced beyond the Bees or the Acid Rain, you'll find yourself not needing the magical item anymore, so grabbing it, will be a complete waste of time at that point.

I know for myself, I've always found Level 9 to be a pain in the butt, and the most difficult to play because of all the reasons I have already mentioned above. I always have attempted this level when I've played *Stormlord*, but I always seem to have failed it, no matter how careful I was. I can manage to rescue most of the Faeries, but I tend to waste a lot of lives and find myself entering the cheat code for life re-fills. I also can't seem to recall what doors need to be unlocked or what ones to avoid, as there are many trick doors throughout this level. The same thing can be said about the Eagle platforms.

There are so many platforms in this level to summon Thortos the Eagle, but as mentioned before, choosing the wrong platform can send Stormlord to the middle of nowhere, or can send him in the wrong direction. This is also difficult, because although Thortos the Eagle can fly through thick walls or doors with ease, he can sometimes drop off Stormlord behind a locked area – in which a key **should NOT be used** considering you need the key for later, and most often, it's a trick door to begin with.

The other problem that a lot of players might run into is that you need to carefully think or plan out your strategy well, otherwise you will run out of sunlight (time). The Sun icon can deplete often in this level, and makes you always input a cheat code for more time.

➔ For the most part, I only could get so far into Level 9 before giving up, and have only successfully rescued all 8 Faeries only **ONCE** and only if I was lucky!! Other than that, I've always just used the level skip cheat code and have just advanced to the last level. Then, it's a faster, easier way around it, and I don't have to worry about taking on Level 9 all that much (or not at all), for that matter!

Level 10:

Level 10 is the last level in the entire game of *Stormlord* and it's also the longest and the most challenging out of all the levels combined. This time, The Realm is back to "*normal*" and there is a lot of ground to walk upon and grass to stand on, and at this point, you could say that Stormlord is back down to earth.

In this level, you'll find yourself taking **LONG** strolls down the pathways, as well as, **LONG** flight trips you'll take from your mighty winged friend, Thortos. The reason Stormlord will travel down these long pathways and take long flights with his mighty pet Eagle, is because the 6 lost Faeries in this level are scattered all in different locations: ***Each one is further away from the last***, and so getting them is a bit of hard work. This is also the last level, which is the most challenging, and what makes Level 10 the hardest of them all is the fact that the **FIRST** Faerie that Stormlord comes across is actually the **LAST** to free, in order to succeed and to win the game!

Most of the time, you'll need to rely on Thortos the Eagle for help, rather than walk through The Realm yourself, and, this is because there are many trick doors to be found. However, although there **ARE** keys found throughout this level, there's ***not that many*** of them, and it's actually better (and a good, wise idea) ***to save the key and use it for later***. Why? Because you will find, that most of the Faeries in Level 10 are locked behind areas, and so, with that in mind, you'll need to ***keep the keys for the Faerie doors***, and ***not so much the regular locked doors*** you'll come across. Since Thortos the Eagle ***can fly through walls and doors***, you'll need to solely rely on him taking you across The Realm for this purpose.

Another problem that you might face as you free-lance through Level 10, is the fact that (as mentioned before), you'll often come to a regular locked door and you might see a Faerie behind a locked area, but you have no idea to if you use the key on the regular door, or ignore it completely and use it for the Faerie door instead. I know I've run into this problem before, but it's **not a matter of picking the correct door**: ***It's the problem of picking the correct Eagle Platform*** to take in order to ***fly through the walls*** and advance further into the Realm. So, what do I mean? I mean, since Level 10 is so long and offers so many Eagle Platforms to choose from, you can often find yourself with one of two problems (which are):

Problem 1: The Eagle Platform you jump upon might not take you far or actually take you behind the locked door (in which you need to save the key) to rescue the trapped Faerie...

Or

Problem 2: The Eagle Platform you stepped upon took you in the wrong direction, and now you must re-locate the first one and try the flight pattern again.

I know for myself, I've actually experienced both of the above problems, and that it was a pain in the butt. That's because if you don't recall what Eagle Platform you selected previously, this can be frustrating. For most of the time (if this should happen), Thortos the Eagle will take Stormlord on ***extremely long*** flight trips, and for most of the time, these will take you back to the start of the entire level, or they will take you to a place you might get stuck in, and cannot advance further (esp. in an area that still has a locked door **AND** you don't have a key for it, since you used it previously for freeing a trapped Faerie)... So, always take caution for the level, and try to number the Eagle Platforms (in your mind) as you come across them, if you can.

Also, you'll notice that there's not that many foes in this level, but you'll often find that the ones that you do come across, will constantly re-spawn and you'll notice, that most of the time, they will often try to ***follow and pursue you***. For the most part, it'll be those evil mage (wizards) often ***chasing after you***. The evil mage (wizards) won't really attack Stormlord (unless necessary), but they will try to pursue after him, which can be frustrating and bothersome. It's also these evil mage (wizards) that do the most re-spawning in this level, and that also stop at nothing to prevent you from finishing your quest. When such enemies lose sight of you, they will fire a white fireball from their magic staffs.

This small fireball can be avoided or dodged away with a quick jump or with a fast duck to the ground, but take warning: It may be small in size, but it is extremely fast in speed, and such a magic attack can travel far distances even off screen, when you no longer see the enemy wizard. So, when you see or notice an evil mage (wizard) following Stormlord, it's best to kill him off, so that you can continue your quest alone and in peace by yourself. (Nosy wizards, stop following me and leave me alone!)

Another thing to take notice of, (since Level 10 is quite long and puzzling), is the fact that this level will always have you exploring ahead, rather than make you always jump upon the Eagle Platforms. This is because you'll often find yourself being curious to know what lies ahead of you, and if this is the case, you might be tempted to adventure forth.

I know for myself, every time I have ever played this game, Level 10 had always been the longest level for Stormlord to adventure through, and it had also seemed to be never ending. So, what exactly does this mean? The answer is simple: Level 10 has so many pathways and tracks that always seem to lead on to other areas or seem to look interesting to you. Most of the time, this level makes you want to travel down one of these long paths, just to explore the weird landscape ahead of you, if anything and it is tempting to do so. Sometimes a path will lead onwards, and you (the adventurous one) might want to know what lies ahead. However, it's not always a good or a wise idea, to wander on pathways that track off elsewhere because they could lead to nothing, to nowhere, or could be blocked by a barricade, thick wall or a door, Stormlord cannot pass through. Not only that, but you might end up getting lost, or wasting time – in which the Sun seems to deplete a lot in this level.

So, before you get lost and wander off to look for Faeries, ask yourself some questions like these, which may include:

- 'What's lying up ahead?' Or...
- 'Should I go adventure forth?'

If you can successfully answer "yes" to these questions, then travel onwards. Most likely, you will be heading in the right direction and on the right pathway, esp. if you have found several Faeries.

However, if you haven't found or located the Faeries (or any for that matter), going down a long path that tracks onward to a new area might not be a good idea to adventure down it, just yet. Try backtracking first, but most important try to remember the landscapes or landmarks, if possible and try to summon Thortos the Eagle, to help you get further.

Dislike # 2: The Level Loop

The second dislike that I have for *Stormlord* is a simple one, which is also annoying and bothersome: This game has a **Level Loop** to it. So what exactly is a Level Loop? The answer is simple: A Level Loop is something that this game has, in which a player may experience, which is: If a player plays through *Stormlord*, but **DOES NOT** beat the game (by at least completing the last level (Level 10)), they will replay through the **ENTIRE** game all over again, and will restart through Level 1!! So, in short, if a player cannot beat the game, and they actually play through all the levels and **skip Level 10** (due to whatever reasons), they will be sent back to Level 1 again. The game will then go through **ALL** the levels and will **loop over and over again**, until the player has beaten and completed Level 10.

So, what exactly does it mean to experience a Level Loop? If you have experienced a Level Loop while playing *Stormlord*, it actually **could mean nothing**: You just have to replay (or skip) through Levels 1 to 9, until you get back to Level 10, or it could mean, that you **actually failed the entire game**, without seeing the **GAME OVER** screen, and now, you have to replay the entire game back from the start. This Loop is annoying and for the most part, 99% (percent) of all players who had this happen to them actually will **NOT** want to replay the entire game back from the start (Level 1). Instead, most players will just quit the game and will shut off the Sega Genesis altogether, and since *Stormlord* was such a difficult and challenging game to play in the first place, many players will not return to it, will **NEVER** beat it, or will **NEVER** finish the game to at least see the ending.

Dislike # 3: A Poor and Lousy Ending

The 3rd Dislike that I have about *Stormlord* was its really poor, lousy ending that you'll receive after you beat through Level 10, and virtually win the game. The whole ending is a complete joke, and if playing *Stormlord* wasn't challenging enough (not to mention gathering all the Faeries on top of it in order to beat the game and win), they pull this cockamamie ending, with happy cheerful music, and at the end of this dark fantasy quest, players can hear this music and will see a bright picture in the background, with a sheet of scroll paper that reads the following:

“The Darkness has been lifted from The Realm”

“The Legend of Stormlord will be told for centuries”

THE END



ABOVE: The Ending screen on Stormlord displays a bright colourful ending with cheerful music and an ending message on a scroll paper.

Then, the scroll moves upward and says: **Adaptation by Punk Development** and that's all we get! We see a message paper that basically tells us (in a nutshell) that:

‘You saved everyone and that the curse and the darkness are gone. You are a hero and that’s it. The End...’ Yay!

But, players who played the game (must be thinking):

‘You mean to tell me, that I went through hell just to rescue some Faeries in a cursed land, wasted numerous lives, got killed like 2 million times, and all you can give to me is a crappy 1 minute ending?! ’

And the answer to that is: *Yes*.

But that’s not all. The end story is so cheap, that it *doesn’t mention other end credits*, including the development team, the voice actor of Stormlord (if any), or anything else game related that players would have expected to see. In fact it’s so boring, that it *doesn’t show* Stormlord defeating the evil witch queen, The “Rotting Crone” herself, Badha, (the old hag woman who was responsible for capturing the Faeries and placing them in bubbles in the first place!)

So, in short, *you really go on a quest for nothing*: The whole point of the entire game was to play as Stormlord, to pursue the evil queen, free the trapped Faeries, and to kill the witch once and for all, but it turns out, that Stormlord actually forgot his main objective (*to kill Badha the witch*), and instead, that’s the end of the game.

The ending was so poor, that we don’t know to what actually happens to the Faeries in the Realm after the darkness was lifted. Yes, we see them flutter away *IN* game, but what about afterwards? We don’t see any Faeries flying around and using their magic to restore the land (which is what they are supposed to do); instead, we just get a message that says the curse was lifted and do not see any evidence of the Realm being restored, period. Also: what happens to our hero Stormlord? What do we make of him? After all the Faeries are saved, what becomes of his fate? We do not know, and all we get from the ending is that Stormlord’s tale will be told by centuries... But who will tell it? There are no other “human” inhabitants in The Realm as far as we know, but for some reason, somebody will know our story and remember Stormlord, but we just don’t know who.

And, then there’s the evil “Rotting Crone” Badha, herself. What happens to her after the Faeries were saved? *Since Stormlord didn’t kill her in the end*, we have no idea to her story, except that she is somewhere hidden and that she is still alive because during game play *we do not encounter her, period*. In fact, there’s *NO* evidence of her whatsoever! That’s right!

The main villainess that we pursued (or at least tried to) is **NOWHERE** mentioned in the entire (Sega Genesis) game of *stormlord*, except for the game's manual (mentioned a tiny bit in the prologue)!!! And, that's it. We don't see her in an introduction, nor do we see her in the ending of the game, and that actually makes players wonder to if she actually existed in the first place!

The ending is so poor, that we don't see any evidence of other creatures (good or evil) being vanquished entirely or if they have been lifted from the curse and is now living in peaceful bliss and harmony. Such creatures as the jumping goblins, the caterpillars, the bees, the mage (wizards), or Pearsbteh (the flesh-eating plant) are just some examples to name a few. These creatures *may or may not have been influenced by Badha* to stop and try to kill Stormlord – and in fact, they might have had a *will of their own to do evil*, or might have been part of the cursed Realm, and were *not even evil to begin with*. And, then there was Thortos, your mighty winged Eagle friend. No one knows if the Eagle carried Stormlord away never to be seen again, or if he went on living his life as a normal Eagle.

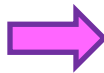
So, in short, the ending was so poor and lousy, for the most part, I could have done without it and instead would have liked a FMV (cut-scene) if it was possible to see what exactly would have happened next (if anything).

Dislike # 4: Stiff and Slow Movement

The 4th *Stormlord* dislike that I have is that the entire game has slow movement and Stormlord himself, is stiff in his actions. Stormlord moves too slowly when he walks, jumps, and crouches, and the stiff movement even continues when he dies! In fact, when Stormlord gets killed by an enemy or by a group of foes, his flesh and clothing are instantly gone, and he crumbles to a pile of bones, in which only his skull remains. Then, if the player has any lives left, and Stormlord is re-spawn from the storm; his “resurrected” pose is really stiff. The process of these actions is quick, but the moment he is resurrected, he'll quickly turn back “flat” and his stiffness will return again.



Stormlord's death



Stormlord's resurrection poses (after death)

Dislike # 5: No Sequel for Sega Genesis

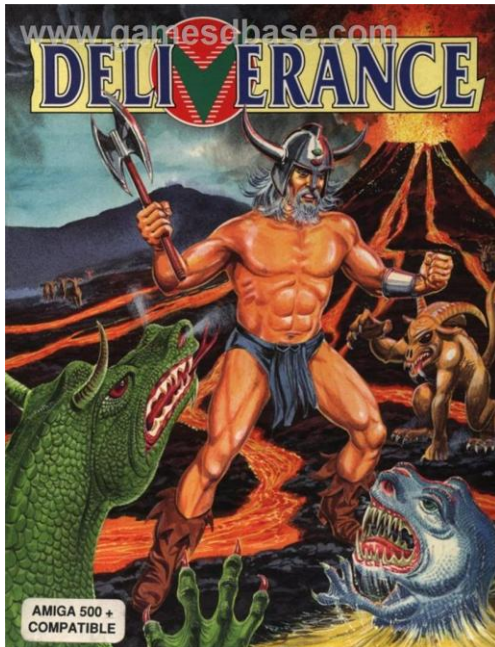
The 5th dislike that I have about *Stormlord* is that there was ***NO*** sequel ever made for the ***SEGA GENESIS version!*** Yes, there actually is a second *Stormlord* game entitled: ***Deliverance: Stormlord II***, but there was never a sequel made or produced for the Sega Genesis, period. Also, the 2nd *Stormlord* game does not make much sense, and it's considered as a non-canon game, which means that it really does not follow the original game or story: In short, the 2nd game is completely different in almost everything to it except one thing: Stormlord in the 2nd game rescues the trapped Faeries once again. This time, however, Stormlord actually does what he was supposed to do in the second game *Deliverance: **He goes on a mission to kill the "Rotting Crone" Badha, once and for all.*** This time, Stormlord gets a new appearance and a new mission, but however; this game is only for the Amiga systems, and various compatible computer consoles, and in my opinion, this game really has nothing to do with the original or anything from the first game.

This is a dislike, because since the first game had a port on Genesis, but not the 2nd game, a lot of people could not experience this game on home consoles (esp. the newer generation of game players, who was just experiencing the Sega Genesis or the Super Nintendo for that matter)... and not only that, but it's also a dislike because since I don't own an Amiga, Commodore, or other older various computer gaming systems (before the time of the Sega Genesis), I was not able to play *Deliverance: Stormlord II*.

(To be completely honest, since Stormlord wasn't really a great a seller on Sega Genesis, and really didn't do all that well on the console, (considering it was a poor developed title, among other things) I didn't even know there was a sequel, let alone a Stormlord II, (for that matter) until I researched it further).

Another reason (that I can think of) why *Deliverance: Stormlord II* was on Amiga and other computer consoles and not the Sega Genesis, is because the developers of the 2nd game were back to their old tricks again! The sequel Stormlord (*Deliverance: Stormlord II*) had contained a lot of nudity and sexuality. In the second game, there was a lot of full-body nude statues of women showing breasts, nipples, and other feminine body parts – in which they were highly detailed (at the time) for an early game. Since the developers didn't want to cover up the nude women, Sega of America did not allow Stormlord II to be on the console at the time – which is another reason it might not have been a part of the Sega library of games.

In fact, the second game was not as exciting as the original (since I actually watched the entire game on YouTube), *Deliverance: Stormlord II*, (in my opinion) was a complete flop and a failure as a sequel.



ABOVE: Various front covers for *Deliverance: Stormlord II* is shown.

So, in short, is it really worth playing *Deliverance: Stormlord II*?

The answer is: *No*.

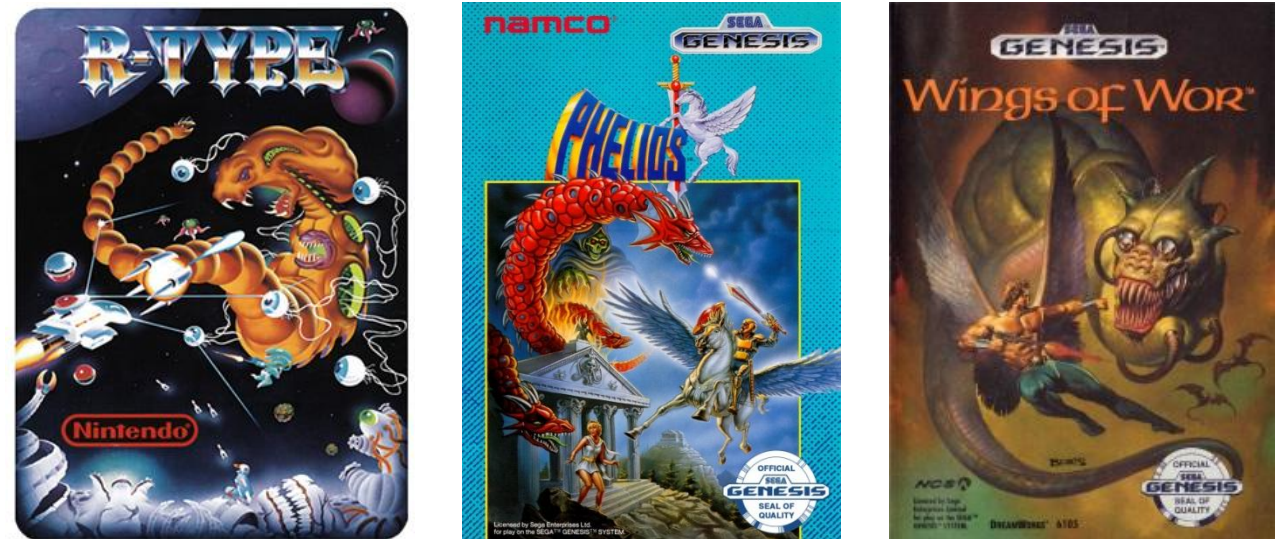
Although the Amiga sequel was upgraded greatly, it was not really considered as a great game, and was even considered a failure as a *Stormlord* title, overall. The First game on Sega Genesis wasn't too bad (after you understood on what to do, where to go, etc.), but the 2nd *Stormlord* game is completely strange and bizarre – and not to mention, it feels like a puzzle, or a strategy game, with a bit of a beat 'em-up type of action, more than an action / adventure game. The game also adds a bit of sci-fi and outer space odyssey, which is weird, considering that *Stormlord* was and *IS* supposed to be a ***dark fantasy type*** of quest featured in a medieval setting.

SPOILER ALERT:

So, question: Does Stormlord finally kill the evil witch Badha once and for all in the second game *Deliverance: Stormlord II*?

Answer: No, he does not.

It seems Badha the witch never really existed in the 2nd game either. Near the end of the game, Stormlord transforms into, or summons some sort of winged skeleton dragon creature that can shoot hundreds of fireballs and you as this creature, go on a high-flying sci-fi shooter quest, similar to games like **R-Type**, **Phelios**, **Gynoug: Wings of Wor**, or other flying shooter games of the genre, just to name a few.



ABOVE: Three popular sci-fi shooter type games.

From **LEFT to RIGHT:** **R-Type**, **Phelios** (middle) and **Gynoug: Wings of Wor**

Then, as this dragon skeleton, you shoot down flying missiles, ships, or some sort of flying monsters to reach the end boss: a rat-headed god which kind of looks like a deity from Indian cultures such as Hinduism or Hindi believes.



And, after you destroy this rat-headed Hindu god (who is obviously NOT Badha the witch – or any female like creature, or old hag for that matter), the game ends with Stormlord releasing the freed Faeries back into the world. The Realm is saved once more... but that's it. No story or ending.

So, with this in mind, *Deliverance: Stormlord II* is (yet) another game that should be at this point ignored, considering it does not make much sense and is a confusing and frustrating game altogether.

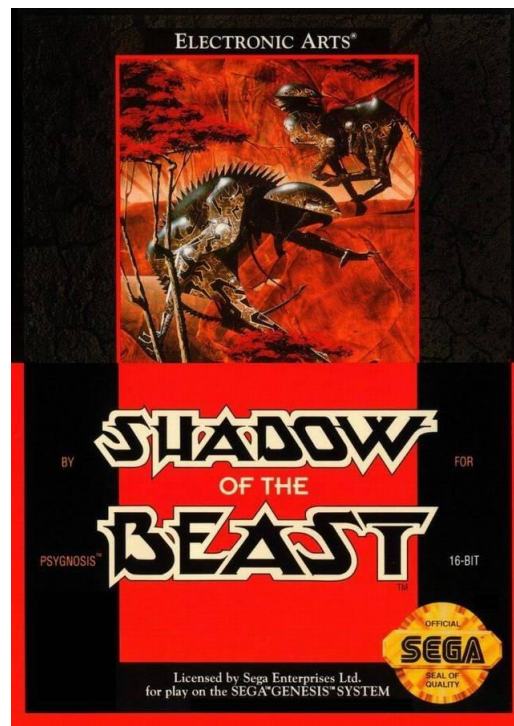
The Final Thoughts...

As we come to the conclusion of the Stormlord video game review, here are some of my final thoughts on this game.

Overall Performance:

Stormlord has to be one of the most unique Sega Genesis games ever made and one of the strangest and rare titles ever released. For a game of its time, it was a dark fantasy quest, and featured a bizarre layout of scenery, a great lineup of wonderful and weird enemies, and it had a pretty good concept for a game of its time, with great sound effects, and music.

This game also had a twist in plot, a good general rescue mission type of storyline, and the 3 button configuration, made *Stormlord* gameplay easy to master. For the most part, the graphics (at the time) made the game more enjoyable for all players, young and old alike. However, because this game was more like a puzzle and strategy game, in which it was a “get the item” and “switch it for another” (similar to other games in the genre, like *Shadow of the Beast* (for example)), playing *Stormlord* for a long period of time seemed boring. The slowness of the game and the stiffness of the character made it challenging to control Stormlord a bit at times (such as long or high distance jumping) and general movement.



ABOVE: *Shadow of the Beast* (cover) for the Sega Genesis.

This is a type of “get the item” strategy / puzzle game, in which *Shadow of the Beast* plays out (similar) to *Stormlord*. Players who play *Shadow of the Beast* **MUST** play it out in a particular manner or way, in order to succeed and win.

Although, I liked the game *Stormlord* (and I was very few of players who actually knew what to do, where to go and how to play it (after many hours and years of practicing the game)), it still seemed that this game was (and still is) confusing at times.

For the vast majority of players, however, (who I have seen play this game), the opposite must be said: This is because they were going in the wrong direction, had no idea what they were even supposed to do, what was supposed to happen during gameplay, or were not collecting Faeries in a particular order (opposed to getting them anyway they liked), and for many players, Stormlord was too challenging or difficult.

For the most part, players do not want to follow or remember patterns on rescuing the Faeries. They just want to be able to rescue them in any order. They also don't want to fetch items or have "trick" items or doors lingering everywhere and every which way. With this in mind, this was another reason; Stormlord was avoided as a game.

Some of the weird glitches should have been avoided and the constant remembering of memory for playing out the level was tough. More so, it was the constant memory game of using the correct Eagle Platform (or not); picking up a magical item (or not), and where to use said item (or not).

So, overall, would I recommend *Stormlord* to players? And, the answer to this question is: That it is plausible, but debatable.

So, with this in mind, here is what I recommend for this game (in order for you to enjoy it fully):

Do you enjoy or like any of the following items?

- ➔ Do you like games that have a fantasy, a dark fantasy or medieval-styled gameplay to them?
- ➔ Do you like games that offer a "sword and sorcery" type of quest, or storyline? (Similar to or such as *The Lord of the Rings*, *Dungeons and Dragons*, or *Harry Potter*, etc.)
- ➔ Do you like games that feature *mythical creatures* such as Faeries, dragons and other?
- ➔ Do you like things associated to or with *heavy metal*, etc.? (because *Stormlord* really has this kind of a feeling associated with it)

- ➔ Do you like **horror** or **dead** things to, or of this nature? (Such as skulls or skeletons?)
- ➔ Do you like action / adventure types of games that **MUST** follow out specific rules or patterns in order to succeed and win?
- ➔ Do you easily get frustrated on puzzle or strategy games that have the “get the item” and “switch the item for another item” type of theme?
- ➔ And, lastly, do you like games that offer challenge and difficulty?
- ➔ If you have answered **YES** to majority, or to all of the (above) items, that I have listed and have mentioned, then *Stormlord* is for you! Find a copy of the game and try your luck at it! Just be aware, that *Stormlord* will not be an easy game to get through, and is **NOT** a cakewalk.
- ➔ However, if you said **NO** to majority, or if not to all of the (above) items, then I ***strongly recommend*** that you ***DO NOT*** play or buy this game. It’s better to just save your money and **ignore** this title, as you probably would not enjoy it.

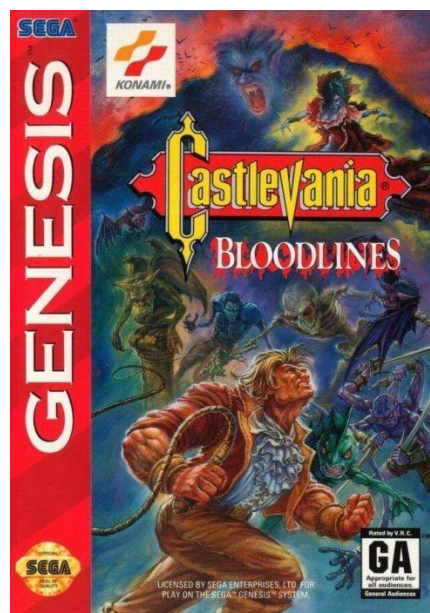
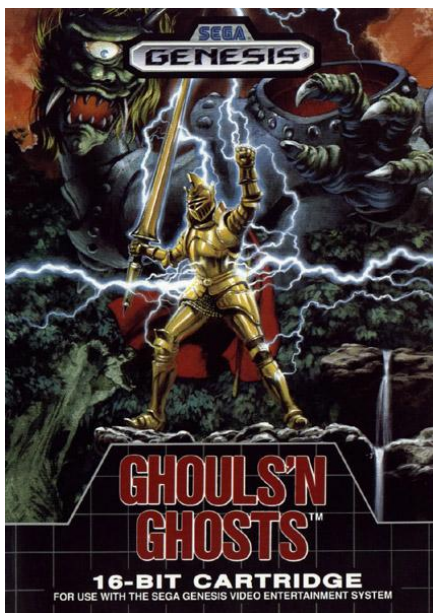
I recommended the following items because in a lot of cases, *Stormlord* has a mixture of all of these things. This game, is similar to other titles of the genre, like (again) *Shadow of the Beast*, (where as mentioned before), that *Stormlord* is a “get the item” and “place the item somewhere” type of game.

However, this is not the only thing this game offers: *Stormlord's* gameplay is very similar to (or like) other Sega Genesis titles, including:

→ *Ghouls n' Ghosts*, Castlevania: *Bloodlines*, and, *Chakan: The Forever Man*.

(And, it seems to be a good mash-up of all three of these titles combined!). What I also like about *Stormlord*, is that it also has a similar gameplay to, or like *Golden Axe*, in which (*Stormlord*) has a fantasy beat 'em up type quest.

(So, if you like any, or all of these games mentioned here, then *Stormlord* is for you, and you will not be disappointed! You will really enjoy this game! However, if these games I mentioned really aren't your "cup of tea" (meaning you don't like any of them, or if they are not your style of gameplay, then *Stormlord* might not be right for you. However, don't let my word stop you! If you want to try *Stormlord* (or any of these titles for that matter), don't be afraid to get a copy and try them out – you might be surprised to how much you just like them!! 😊)



ABOVE: Various Sega Genesis titles that are or have a similar gameplay to, or like *Stormlord*.

From **LEFT** to **RIGHT**:

Ghouls n' Ghosts, *Castlevania: Bloodlines* & *Chakan: The Forever Man*

Now, finally, without any further delay, I'd like to wrap up this video game review and list quickly all of my Hits and Misses for Stormlord. Once this is finished, I will quickly rate this game in a score of stars, for its final performance overall!

The Hits and Misses of *Stormlord*

The Hits (The Positives):

- ✓ #1. A unique storyline and gameplay concept.
- ✓ #2. A game that is quite different from others in the same genre.
- ✓ #3. Very good sound effects and music tracts that suit the game well.
- ✓ #4. A different take on a fantasy quest.
- ✓ #5. An easy 3-button layout that is simple to master.
- ✓ #6. A Unique way to get around further, with the help of Thortos the Eagle.
- ✓ #7. A cool and simple Bonus Level stage, which allows players to gain more 1-Up (lives)
- ✓ #8. A good mix and assortment of different characters, including the main protagonist Stormlord, the Faeries, the enemies, and their designs.
- ✓ #9. An interesting layout of level designs, including level scenery and landscaping.
- ✓ #10. Brilliant colours and excellent detailed graphics (esp. for an early retro game (created back in 1990) at the time of production).

And, finally (last but not least)...

- ✓ #11. A cool concept of rescuing and saving Faeries (as opposed to just saving a single princess or damsel in distress).

Now, I will quickly display all the Misses (the negatives) about the game.

The Misses (The Negatives):

- ✖ #1. No sequel for Sega Genesis.
- ✖ #2. Stormlord's stiff and slow movement.
- ✖ #3. Too many enemies that can re-spawn quickly or that attack in hordes.
- ✖ #4. Too many "trick" items and doors, which throws players off course.
- ✖ #5. A constant memory game of remembering the correct magical items and the Eagle platforms as well as, remembering what ones to use, avoid, or to ignore.
- ✖ #6. Constant remembering flight patterns for Thortos the Eagle.
- ✖ #7. Strange and weird glitches that should not appear in the game, but just do and can't be ignored (should they happen).
- ✖ #8. Too many patterns and rules for collecting Faeries in a particular way.
- ✖ #9. A Weird level loop that keeps repeating itself, if Level 10 is not played out, and skipped over (with a use of a password).
- ✖ #10. No introduction story on what happened to the land (before the capture of the Faeries and before darkness came to The Realm).
- ✖ #11. A Poor and lousy ending, which doesn't explain any aftermath of the quest.

And, finally...

- ✖ #12. Badha, the "Rotting Crone" (the evil witch) who was responsible for the capture of the Faeries doesn't even exist, or is nowhere to be found (except for a few words in the *Stormlord* game manual prologue).

So, as you can see, there are a lot of hits and misses when it comes to *Stormlord*.

In all honesty, although *Stormlord* can be a fun game at times, it wasn't a very good or popular title for Sega Genesis. In fact, it was made by *Razorsoft*, a company that most people have never heard of before. And, with that in mind, *Stormlord* is a "one-hit wonder" in which, it was a failure as both a Razorsoft title, and as a Sega Genesis game. I wish there was more to the game than to just collecting the Faeries in every level.

I also wish a second game was made for the Sega Genesis, instead of the (failed) sequel (*Deliverance: Stormlord II*) that was put out for the Amiga 500 and other various computer consoles at the time. I strongly believe this was their mistake: Putting the game on a computer, ripping it for the Sega Genesis and then re-placing the 2nd game back onto a computer. Whatever happened to *moving forward* onto (newer) consoles (at the time)? Instead, they moved *backwards*, which was not a great move for the development team. I believe that if a *Stormlord II* was created for Sega Genesis, it would have been a great game, and who knows? Maybe the sequel for Sega would have been better than the first? This of course, is just my thinking. I also think that it was not necessary for sexuality or nudity in order to sell a game.

➔ (I mean think about it: Was *Stormlord* so bad that it wouldn't sell without the giant Faeries sitting in highly sexual poses nude? I mean, was the game so crappy that this was the only way of endorsing and selling it? *Razorsoft* could have done better, but they went this route, which almost costed them to **NOT** put the game on Sega, which wouldn't have been a smart move, on their part).

However, even as a failed game, it still deserves some attention! So, as mentioned before, if you find this neat little rare gem, and it's not too expensive to buy, get it, and give it a try! You might be surprised to find, that you might like it. (And, even if you do buy it, and try it out, but you find you do not like it, worry not! At least you have a rare Sega Genesis title that not a lot of people can actually say they have in their Sega Library of games!)

For this Overall Rating I give *Stormlord* the following score (in stars):

<u>Gameplay:</u>	3 out of 5 stars!	
<u>Storyline:</u>	2 out of 5 stars!	
<u>Controls:</u>	4 out of 5 stars!	
<u>Game Layout:</u>	2 out of 5 stars!	
<u>Stormlord as a Sega Genesis title:</u>	3 out of 5 stars!	
<u>Overall Performance:</u>	4 out of 10 stars!	

Side Notes:

Although, *Stormlord* is great in some areas, like controls, and overall gameplay, it was not so good in the actual game's (level) layout and storyline. I thought this game could have done better in all areas, but sadly, it didn't live up to its potential, and was a failed title. Nonetheless, *Stormlord* does remain as a cool game for its overall for its uniqueness and different style of gameplay! However, as mentioned before, this game may, or may not be your style of gameplay, so you will have to see it for yourself and then determine if you like it or not, since my words alone can't do it's justice !

Stormlord (Sega Genesis) YouTube payout:

For the sake of the Review, I have provided an entire payout video of Stormlord, so that players can see what this game is all about!

Please Note: For this video, the YouTube player has chosen to skip out *Bonus Levels*.

This link is subject to change without notice. The link can be either removed by YouTube, or by their YouTube poster without notice! It has been working since September 10th, 2015.

https://youtu.be/gCobgzSg_t8

And, as always, thank you for reading this review! I hoped you enjoyed it! Look for other video game reviews coming soon! 😊