The NesDev '20–21 NES Coding Competition Submission ROMs

These ROMs are distributed as they were submitted for the competition, on or before March 1st, 2021. Keep an eye on action53.itch.io for updated versions on our next multicart anthology and ROM.

Check neshomebrew.ca for many more games from past and future competitions.

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At the bottom of each page is a section for judging notes to assist judges during the judging window. If not a judge, or the judging window has closed, you can ignore this section (or assess them on your own for fun!)

Altercation

by Scott Lowe

Steer tanks through a variety of arenas and destroy your opponents! These tanks have some cutting edge features: damage increases firepower, and destruction does not necessarily mean defeat. Fight through 9 levels of a single player campaign, or challenge a friend.

Judging Notes

Art & Style	Sound	Polish & Completeness	Originality	Overall
/10	/10	/10	/10	/20

Arkade Rush

by Nathan Tolbert

https://www.bitethechili.com/

http://forums.nesdev.com/viewtopic.php?f=36&t=22100

A cooperative game about keeping an arcade running, for up to 4 players. (inspired by the game Overcooked)

You'll have to work together as fast as possible to repair broken machines, let customers into the arcade, and staff the snack bar.

To fix an arcade machine, use the A button to:
1. Remove the game's PCB, and set it down somewhere
2. Have someone pick up the soldering iron and then solder the PCB
3. While that's happening, someone else should start cleaning out the dirty cabinet
4. Once both are finished, pick up the PCB and put it back in the cabinet.
5. Wait for game to reboot
6. Restart the game

Meanwhile (during day 2 and 3), make sure to keep customers happy!

While playing single player, you can use the B button to switch between characters. Try to keep both characters busy as much as possible!
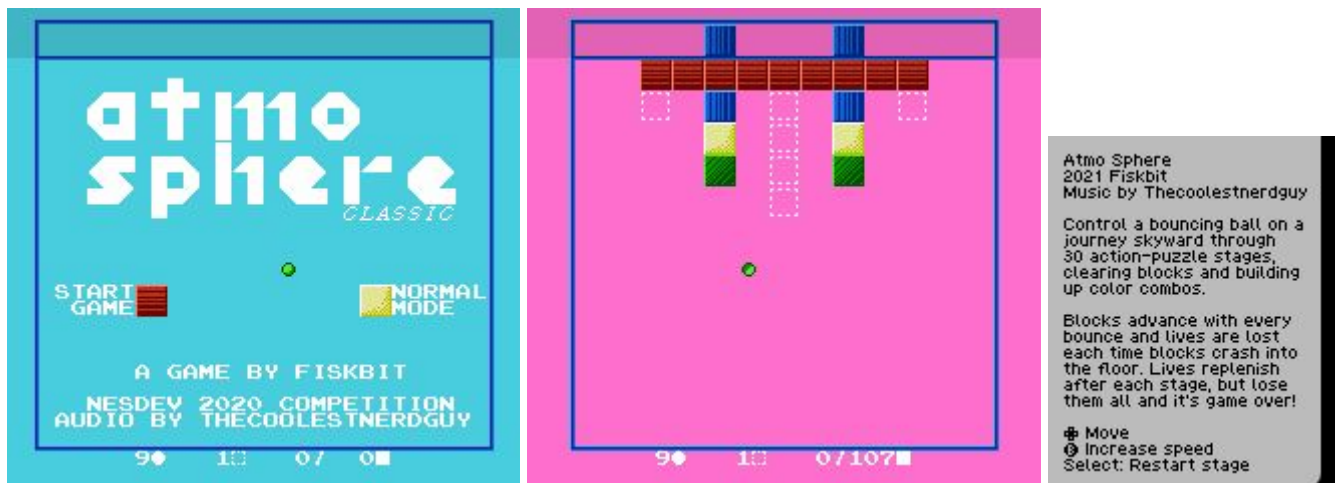
Judging Notes

Art & Style	Sound	Polish & Completeness	Originality	Overall
/10	/10	/10	/10	/20

Atmo Sphere

by Fiskbit
https://forums.nesdev.com/viewtopic.php?f=36&t=22116

Atmo Sphere is an action-puzzle game where you control a bouncing ball. Stages are cleared by breaking all the non-death blocks and meeting score targets by chaining together blocks of the same color. The blocks advance with every bounce, and lives are lost each time blocks crash into the floor. Lives replenish after completing each stage, but lose them all and it's game over. 30 puzzles in all, available across 3 difficulties.
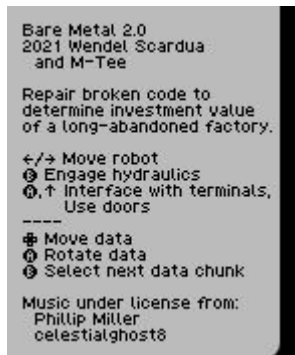
Judging Notes

Art & Style	Sound	Polish & Completeness	Originality	Overall
/10	/10	/10	/10	/20

Bare Metal 2.0

by Wendel Scardua

http://wendelscardua.itch.io/

http://forums.nesdev.com/viewtopic.php?f=36&t=22111

Remotely navigate a deserted factory to repair code, assess investment value, and uncover the mystery behind its abandonment to begin with. A remake of the author's 2020 1JAM-Meta entry.

Judging Notes

Art & Style	Sound	Polish & Completeness	Originality	Overall
/10	/10	/10	/10	/20

Blobert

by Anthony Blackman

http://forums.nesdev.com/viewtopic.php?f=36&t=22102

Blobert is a tricky single-player platformer where you control the world instead of the player.

Use ✛ to move the world and Blobert will react by, uh, blobbing. Try to get Blobert to climb through all 3 worlds so he can find his way home. On his journey, he'll encounter obstacles which react in different ways when you press Ⓐ, including moving platforms, disappearing blocks, claws, fans and canons.

Blobert can't die, but if he falls down you'll lose your progress.

Judging Notes

Art & Style	Sound	Polish & Completeness	Originality	Overall
/10	/10	/10	/10	/20

BlobQuest

by Tom Livak

An evil wizard has turned you into a blob! Explore to find 8 mystic rubies to regain your true form!

Judging Notes

Art & Style	Sound	Polish & Completeness	Originality	Overall
/10	/10	/10	/10	/20

FINes

by agg23
https://github.com/agg23/fines
https://forums.nesdev.com/viewtopic.php?f=36&t=21929

Experience the wonderful world of freshwater fish and aquarium keeping. Treat the health of your fish and tank with finesse as you breed, sell, and watch your ecosystem grow.

Choose between four different fish species and six types of plants as you design your tank. Watch plants grow into large, beautiful specimens while they keep your tank clean and healthy. Enter spectate mode to watch your tank for hours on end without worrying about the health and safety of your tank.

Be careful to not run out of fish and funds. An empty tank is a sad sight, especially when you don't have enough money to buy more fish!

Open sourced at https://github.com/agg23/fines

Judging Notes

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/10	/10	/10	/10	/20

GunTneR

by puke7
http://battleofthebits.org/

Get in your interstellar Rudy and span the cosmos against the 4th dimension. Only you and your furious pilot skills and pugilist firing skills will get the cargo to its destination! Really important, spoiled people are counting on you to do this inexpensive laborious task. The turbo blaster steals resources from all of the Rudy's basic functions such as shields and life support. Stop trying to make out with the alien enemy spacecrafts: They will harm you. Do not rub fronts! Keep a distance, but destroy them with impunity for virtual currency known in this quadrant of the gammosphere only as `points`. You must succeed. Really important, spoiled people are counting on you.

Judging Notes

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Immunatio

by Roman Subik

Features:
- 32 different levels to beat with a growing difficulty (more enemies, less time and so on)
- 5 different mission objectives from gathering pills to killing hordes of viruses
- character progression, use earned pills to increase speed, attack and luck in the shop
- 2 kinds of opponents: normal coronavirus and a smart one
- 2 different powerups to gather in-game
- 2 original sound tracks
- passwords mechanism, so you don't need to start from the beginning every time

Programming: Roman Subik.
Graphics: RETHUNTER, Roman Subik, Dorota Subik.
Music: Håvard Handergård.
Uses ggsound music engine by Derek Andrews
Testing and bug reports: Maciej Jaszak, Michał Igel.
Was released on a cartridge Krzysio Cart by Krzysztof Bałażyk.
Title idea: Tomasz Nabagło.

Judging Notes

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No Good Choice

by Yaroslav Veremenko
https://yaros.itch.io/
http://forums.nesdev.com/viewtopic.php?f=36&t=21256

You're stuck in a room in an infested bunker during a zombie apocalypse. Out of food and water, you have no option but to try to escape. With no weapons or training, it's hard to tell if leaving is a good choice.

Judging Notes

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/10	/10	/10	/10	/20

Project Chocoblip

by Team Chocoblip

http://twitter.com/josueferrol

http://forums.nesdev.com/viewtopic.php?f=36&t=21942

A cutesy platformer with metroidvania inspirations about a girl who gets lost in the woods.

Explore the wilderness and the caverns in search for a way back home.

Use your pom-pom and strategic aim to make quick work of enemies.

Experience beautiful scenery and slappin' music.

Judging Notes

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/10	/10	/10	/10	/20

Spacegulls

by Morphcat Games

http://morphcat.de/

http://forums.nesdev.com/viewtopic.php?f=36&t=22085

Lot of trouble in the neighborhood. Dr. Beak from OVO (The Odious Villains Organization) is researching the secret of eternal life, digging everywhere with the help of his cyborg bird army to collect legendary fossil eggs. Time to spread your wings, put an end to his evil plans and save your chicks!
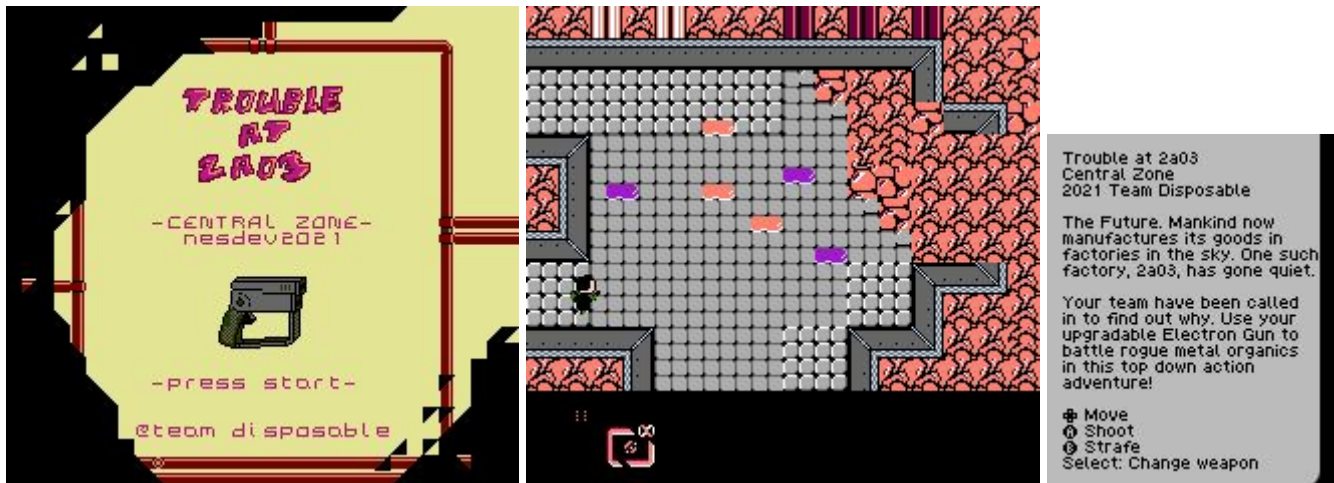
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Trouble at 2a03 - Central Zone

by Team Disposable
http://forums.nesdev.com/viewtopic.php?f=36&t=22118

The Future. Mankind manufactures its products in factories in the skies.

One such factory is 2a03 which makes a multi use semi intelligent metal called metal organics.

No one has heard from 2a03 in several hours. Your team have been sent in to investigate. When landing something happens to your ship and it crashes. You black out. When you recover, the factory is overrun with hostile metal organics. What happens next is up to you. Use your upgradable Electron Gun to battle the rogue metal organics in this top down action adventure!

(This compo build contains the first section of the game, Central Zone.)

Judging Notes

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Upsad Down

by Frédéric Descharmes

https://fadest.itch.io/upsad-down

https://forums.nesdev.com/viewtopic.php?f=36&t=21794

In Story Mode, help Leaf escape the pyramid.

Doing so, you will encounter several challenges.

Enjoy Single and Special modes for new takes on a puzzle challenge.

Judging Notes

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Witch n' Wiz

by Matt Hughson

http://www.matthughson.com/

http://forums.nesdev.com/viewtopic.php?f=36&t=21665

From the creator of "From Below" comes a new Puzzle Adventure Game!

Explore 30+ levels, lay waste to countless monsters, and discover cursed artifacts.

But most importantly... find your lost friend, held captive somewhere deep in the castle!

- 30+ Levels
- New Puzzle Types every 5-10 Levels
- Password Save
- Art by Kenneth Fejer and Haller Zoltan (Wolfling, From Below)
- Music and Sound by Tui (From Below, Flea, Tapeworm)
- Mapper 28 port by norill

Full game coming Fall 2021!

Join us on the Discord channel: https://discord.gg/DenmA4ssPY

Judging Notes

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Wolf Spirit

Valdir Salgueiro

https://valdirsalgueiro.itch.io/

http://forums.nesdev.com/viewtopic.php?f=36&t=21890

An evil spirit has put a curse on the world and you as a legendary wolf must find the cure and stop him.
You must go through various trials to reestablish balance, in the first trial you play as a native wolf
and must stop the evil spirit in a Native American setting.

Go and destroy herds of minions on this action platformer!

After countless days of hard work we present our entry!
Hope everyone enjoys playing as much as we enjoyed creating it!
—The Team

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Category II

Category II titles are unjudged, and are not restricted by the same limitations as those in the main category.

Sand Emperor (demo5)

by Ti

Music by Sprill

✜ Move
Ⓑ Select
Ⓐ Cancel
Start: Open menu

Select: Repair building
Select+Start: Radar
Select+✜: Move fast
Select+Ⓐ: Sell comp. building