

Original post:

<https://www.grospixels.com/phpBB/viewtopic.php?topic=1977&forum=1&start=200#507533>

We take a look back at the Retrokompott stream at Gamescom, which interviewed Factor 5 as well as dev Amiga stars in the UK and Rebecca Ann Heinemann (who we saw most recently in High Score on Netflix). So there is everything; not just Factor 5 and Turrigan but a lot of development trivia, but also the hardships of working in the 90s, hacking, Germany and the UK.

I will separate into two posts in two different topics: the first post will concern the Turrigan Anthology Collection and will obviously be posted in the official Turrigan topic, the other will be posted in the GamesCom topic (Subjects: Events) and concerns exchanges between members of the stream. There's loads of crispy news of all kinds, and you can tell they're all passionate. I thought that might interest some people (and I would have loved to have someone who understands everything related to audio on Amiga because at some point they all started talking techos and it was quite exciting but too complicated for me ^^).

I'm going to clean up the stream report because otherwise it won't be very readable. I hope that pleases you.

There was also a less happy passage concerning Manfred Trenz but at least now we know.

Turrigan Anthology Collection:

- We can choose to play with the re-recorded studio versions of Turrigan (for all the games). FYI, this high quality version already exists, it was part of a stretch goal from Chris Huelsbeck's last Kickstarter (and I have it, of course).
- Development is not complete and there is no set date yet.
- The source code of Turrigan has been lost, especially that of Amiga versions. They are therefore based on emulation. Chris talks about "re-emulation" since you can change the soundtrack on the fly. The controls may be modified for Turrigan 1, 2 and 3, in particular for the jump.

What happens to Manfred Trenz and why is he not involved?

- It's pretty depressing. Manfred Trenz is involved but has withdrawn from the video game scene. He and Julian contacted each other in 2019, they have an agreement to share the winnings related to Turrigan. He says there have been plenty of rumors related to potential arguments but in fact no. One of the objectives of this meeting last year was precisely to put an end to these rumors that have persisted for more than fifteen years.

- He and the team just got on with life on their own when Factor 5 left Germany for San Rafael in the US. Andreas Escher (who worked with him on Turricon 2 C64) hasn't heard from Manfred for 15 years.

- So, correction on what I said some time ago (which Robert Konrad confirmed to me by the way): a podcast said that Manfred Trenz was in contact with Chris Huelsbeck and that the latter contacted him every two weeks to know when they launched a kickstarter or just that they decided to work on a new Turricon. Wrong translation: the podcast said that Manfred Trenz was involved (which he did as he signed on for a share of the winnings) but it was Julian Eggebrecht that Chris Huelsbeck contacted every two weeks.

- It seems that he had a burnout in the 90s and wished never to address the press again. It's pretty depressing, especially having interacted with him during the 2000s, when I was still working on Denaris and he started Denaris Entertainment Software. He was super cool in our discussions, even if it was difficult not to talk about Chris Huelsbeck or Factor 5, and vice versa with Chris Huelsbeck and Markus Siebold, I was not supposed to talk about Manfred (so obviously, when after there is a rumor that they are cold, and that some sites are anti-Factor 5 because, according to their words: "they are incompetent and incapable vis-à-vis the" Master "Manfred Trenz ...")

So why are the other versions of Turricon missing?

Commodore 64 (and NES as a result): No problem with Manfred Trenz, on the contrary, but with other people at Rainbow Arts who have shares in the rights of the Commodore 64 version that Factor 5 did not succeed to obtain.

Atari ST: It runs at 25 FPS instead of 50 FPS. They therefore preferred to leave the Amiga version.

MS-DOS: Rights issue on this version, developed by Sun-Project and Enigma Productions, but for which Rainbow Arts is also behind.

- Dematerialized release: as Julian explains, on the PS Store, it is not allowed to release a physical game if its dematerialized version does not exist, so yes the compilation will also arrive on the dematerialized store, for the moment the physical is the priority.

It was a real pleasure to follow this meeting of enthusiasts, between Factor 5 and the various stakeholders such as Jon Hare (Sensible Soccer! Cannon Fodder!), Rebecca Ann Heineman (Neuromancer, The Bard's Tale I & III, lots of ports on Mac & 3D0 of id Software games, EA games and 1980 Tournament Champion - 40 years ago! - on Space Invaders), Frank Matzke (Apidya, Super Turricon, Mega Turricon, and the entire Bethesda catalog for years !).

In short, it was great ^^.

Turrican in 3D, when is it due? Never !

- Regarding a potential Turrican in 3D, Julian confided that they made many tests which all failed. The very prospect of starting over seems to frighten him. The only one that visibly fascinated them was the one Matthias Worsch worked on between 2007 and 2008 and whose videos were shown (posted recently on this same topic). Apparently they had a blast on it and personally I see it as a game that put a strain on the edgy reboot of Bionic Commando just on the ease of movement and the grapple system.

- Speaking of Turrican in 3D and prototypes, bad news for Thornado: the game prototype has been lost. He was on a specific GameCube whose data could not be saved. Farewell, Thornado!

Good and Turrican 4 then?

- Much less closed to the question, Julian explains that he focuses first on the compilation. Julian says that Chris Huelsbeck is still harassing him (the latter confirmed by raising a threatening fist) to work on a new Turrican (probably in 2D then). He hopes that the compilation's sales will be encouraging and that he will have time between two seasons of Fortnite.