The Great Giana Sisters

The Great Giana Sisters is a 1987 platform game developed by German studio Time Warp Productions and published by Rainbow Arts. It is known for its controversial production history and its similarities to the Nintendo platform game Super Mario Bros., which prompted legal pressure against the producers of the game. The scroll screen melody of the game was composed by Chris Hülsbeck and is a popular Commodore 64 soundtrack.

Contents

Plot

Gameplay

Development History

Alleged lawsuit

Release

Reception

Sequels Hard'n'Heavy

Giana Sisters DS Giana Sisters 2D

Giana Sisters: Twisted Dreams Giana Sisters: Dream Runners

References **External links**

Plot

rather than having the cover remade), [1] a girl who suffers from a nightmare, in which she travels through 32 stages full of monsters, while collecting ominous diamonds and looking for her sister Maria. If the player wins the final battle, Giana will be awakened by her sister. [2]

gained by collecting 100 dream crystals. Extra lives can also be found in the form of hidden "Lollipop" items.

There are two types of stages in the game, an "Overworld" and "Underground" stage. The "Overworld stages" feature green scenery and pipe-shaped objects, along with bottomless pits for

The player takes the role of Giana (referred to as "Gianna" in the scrolling intro and also the intended name before a typo was made on the cover art and the developers just went with that

Gameplay

Wheel

The Great Giana Sisters is a 2D side-scrolling arcade game in which the player controls either Giana or her sister Maria. The game supports alternating 2 players, with second player taking control of Maria.

Giana after obtaining a Fire

and the "Magic Bombs" kills all enemies. These items are found in the item blocks scattered around the stages.

flesh-eating fish and deadly insects. The "Fire Wheel" transforms Giana into a punk with the ability to crush rocks by jumping beneath them. "Lightning Bolt" awards Giana "Dream Bubbles", a single projectile shot. "Double Lightning" gives her ability to shoot recoiling projectiles. "Strawberries" gives the ability to shoot homing projectiles. There is one defensive item in the game, the "Water-Drop", which protects Giana against fire. A number of special items can also be triggered that affects the entire screen, such as the "Clock", which freezes all enemies on-screen,

Each level contains a number of dream crystals, which gives points when collected in order to make the game's high score. An extra life can be

Enemies can be defeated by jumping on them or shooting them after obtaining the relevant powerups. The enemies include owls, rolling eyeballs,

There are in total 32 stages in the game. Hidden "Warp-Blocks" can be found to jump through portions of the game.

Development

Giana to avoid. The "Underground" stages feature additional hazards such as water and fire, as well as bosses.

Alleged lawsuit

History

According to several urban legends, Nintendo opened a lawsuit case against Time Warp Productions and Rainbow Arts, because Nintendo saw a direct copyright infringement to its new game Super Mario Bros. But in fact, there has never been such a lawsuit. Neither Nintendo, nor the German programmers claim to be privy to any lawsuits. This myth was created shortly after the game was taken out of stores. Nintendo itself later admitted to have influenced the stop of sales directly, as it did already before with other games.^[5]

Several factors influenced the stop of the sales of the game, including conspicuous similarities: the general gameplay and the first level of *The Great Giana Sisters* is nearly identical in layout to the first stage found in Nintendo's *Super* Mario Bros. The immediate similarity to Super Mario Bros. ensured that The Great Giana Sisters was quickly noticed by both the public and the video game industry itself. Nintendo urged the makers of The Great Giana Sisters to

withdraw the game from sale, arguing that it was obvious copyright infringement. Time Warp Productions and Rainbow Arts immediately stopped the production and, at the same time, the game began vanishing from the stores. [5][6][7] The difficulty in obtaining copies of the game has led to them being sought out as collector's items. [8][9] Release

The game has been ported to numerous systems since its release. A planned port for the ZX Spectrum was reviewed in magazines, though eventually cancelled due to legal pressures. [3] In 1993, Dutch developer Sunrise released a

version for the MSX, programmed by Jan van Valburg. Unofficially, the game has been cloned on Windows, DOS, Linux, Mac OS X, AmigaOS 4, NetBSD, AROS, MorphOS, and Symbian OS. An unofficial clone of the Commodore 64

In 2009, [11] a mobile version of the game, titled simply Giana Sisters, was released for Android phones, and appears in the Ouya's Discover Store at launch. [12]

version was also made for the Nintendo DS.^[10]

Reception

"amazing" and concluded with the overall opinion that *Great Giana Sisters* was "a fabulous, compelling and constantly rewarding arcade adventure". [14] Powerplay's review stated that they felt the game did not live up to the standards set by Super Mario Bros., but "still achieves being an entertaining pleasure." [15]

Upon its release, The Great Giana Sisters received strong critical praise and acclaim from the gaming magazines across Europe. Zzap!64 described the game as

List on Gamebase 64.^[19]

addictive and great fun to play. Plenty of hidden passages and surprise features should keep you hooked for weeks".[18] Great Giana Sisters has gained a strong cult following over the years, citing its strong soundtrack and unique charm. On the online web resource Lemon64, staff member Jan Egil Romestrand remarked that the game is "must-have" for any serious C64 games collector."[17] As of 2012, it ranks 6th place on the Top 10 Games

Despite never seeing a release, the ZX Spectrum version gained favorable reviews from Spectrum-based magazines. CRASH noted that the game was "highly

Chris Hülsbeck's soundtrack for the game has become one of the most popular video game soundtracks of all time. It has received over 50 remixes on the popular music arrangement resource Remix64. The music of *Great Giana Sisters* was featured in the live orchestra concert *Symphonic Shades* held in Cologne, Germany on

August 23, 2008. The arrangement was made by Jonne Valtonen, and performed by the WDR Radio Orchestra. The concert was the first video game orchestra

Since 2009 with endorsement of Manfred Trenz a fan-made open-source remake of the C64 version, called OpenGGS, is in development and is hosted on SourceForge. [21] The remake was ported to mobile devices like the Pandora in 2015.^[22]

concert to be broadcast live on radio. The concert recording received an album release in 2009. The album is now out of print, but can still be bought digitally through Amazon. [20]

Sequels

Hard'n'Heavy

Commodore 64 and Amiga in 1989.^[24]

Giana Sisters DS In April 2009, publisher DTP Entertainment and developer Spellbound Interactive, then owner of the game's intellectual property, released a new Giana Sisters game in Europe with a graphical update for the Nintendo DS, titled Giana Sisters DS.^[25] It has been released in Australia. The game features all-new levels and more gameplay elements, and a recreation of the

Giana Sisters 2D is an HD remake of the Nintendo DS game. It was released October 2015 for the PC.

Walmart and Newegg.com.

Giana Sisters 2D

Giana Sisters: Twisted Dreams In July 2012, Black Forest Games started a Kickstarter campaign for a new installment of The Great Giana Sisters, originally titled Project Giana and later retitled Giana Sisters: Twisted Dreams, describing the project as "the

Sisters' original composer Chris Hülsbeck (in cooperation with Fabian Del Priore) and the Swedish "SID metal" band Machinae Supremacy. [26] Giana Sisters: Twisted Dreams was released on October 23, 2012 for PC with later

releases on Xbox Live Arcade, PlayStation Network, Nintendo eShop, and possibly on Ouya. [27] Giana Sisters: Dream Runners Giana Sisters: Dream Runners is a multiplayer focused platform game. It was released in August 2015 for the PC, PlayStation 4 and Xbox One. [28] It received negative reviews. [29]

grandchild of The Great Giana Sisters." The Kickstarter was funded successfully, netting \$186,158 with a goal of \$150,000. The game, which is described as a direct sequel to Giana Sisters DS, features music from The Great Giana

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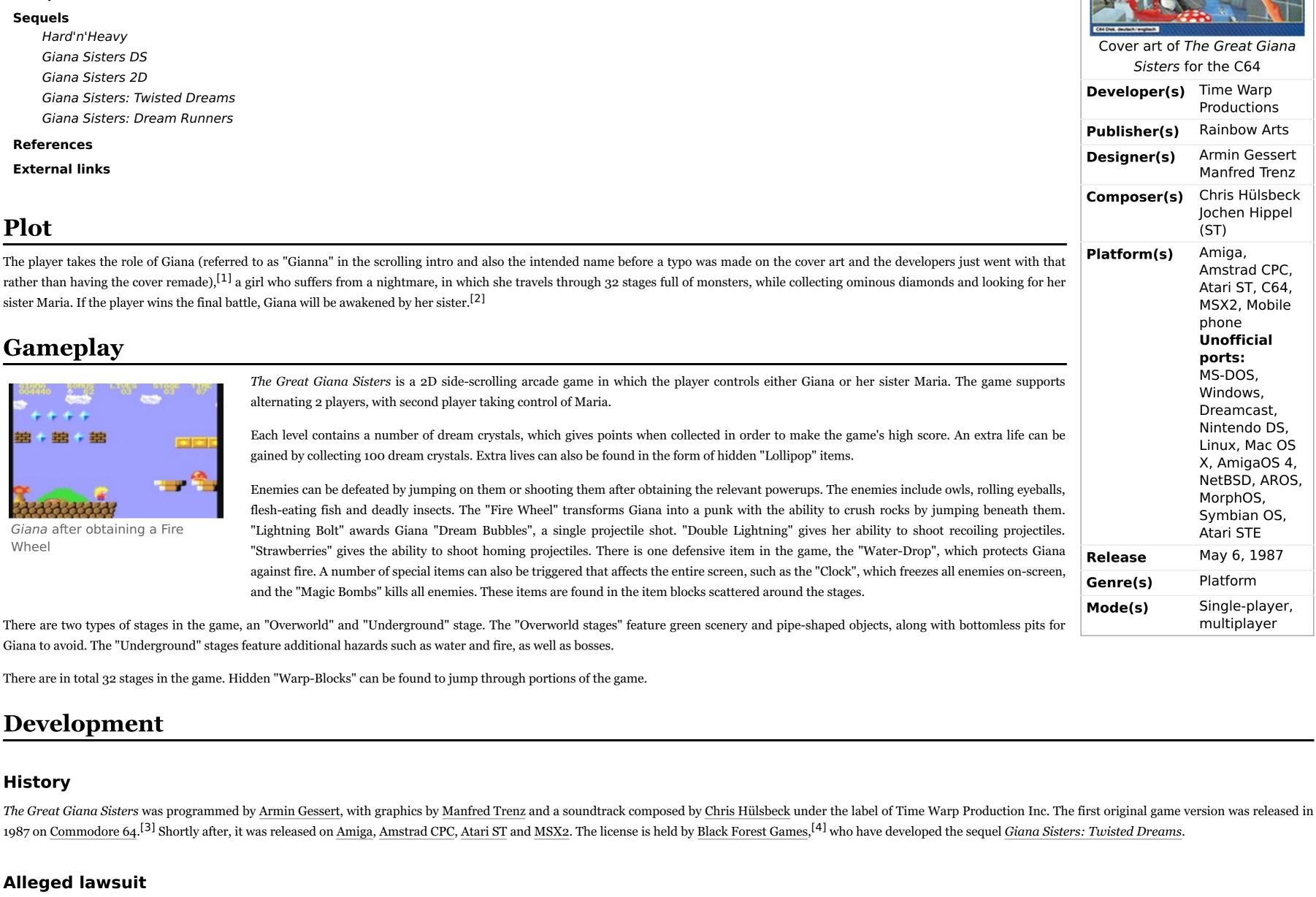
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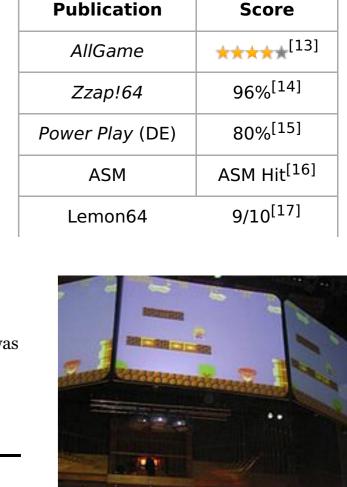
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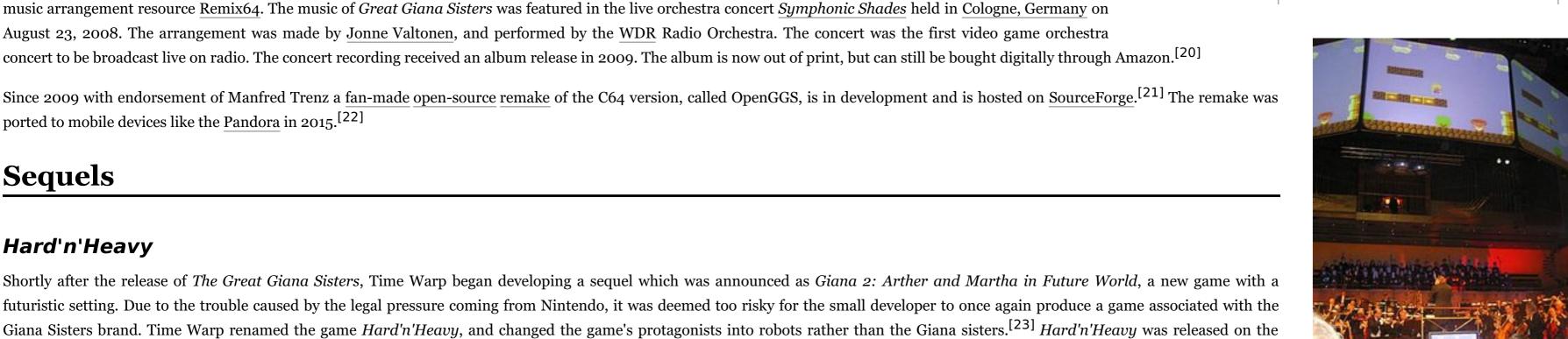
The Great Giana Sisters Sisters for the C64 Time Warp **Productions** Rainbow Arts **Armin Gessert** Manfred Trenz Chris Hülsbeck Jochen Hippel (ST) Amiga, Amstrad CPC, Atari ST, C64, MSX2, Mobile phone **Unofficial** ports: MS-DOS, Windows, Dreamcast, Nintendo DS, Linux, Mac OS X, AmigaOS 4, NetBSD, AROS MorphOS, Symbian OS, Atari STE May 6, 1987 **Platform** Single-player, multiplayer





Review scores

Reception



Video Game Symphony in 2007. original game's levels can be unlocked. Giana Sisters DS was released in North America in February 2011 by publisher Destineer, though their official website does not have it listed, and is only available through several retailers such as

orchestrated live by Play! A

Music of the Great Giana Sisters