



BONK'S ADVENTURE - HUDSON SOFT - 1992

Back in the days of the 8-bit and 16-bit console wars, mascot characters were very important indeed. Nintendo had Mario, Sega had Sonic, and NEC had this little guy—amusingly called Bonk. Also known as B.C. Kid in Europe, he later appeared on other systems too, such as here on the Game Boy. Bonk is a caveman with a giant cranium who runs around a prehistoric world head-butting dinosaurs! His other unique ability is using his super-sharp gnashers to grab onto platforms and pull himself up. Rather than collecting coins, you collect smiley faces, fruit, and big joints of meat. The first two just give you points, but as you eat the meat you become more and more angry, until you literally blow your top and go crazy, giving you limited invincibility.

The graphics are great, with superb animation and some simple but effective backdrops. The sound



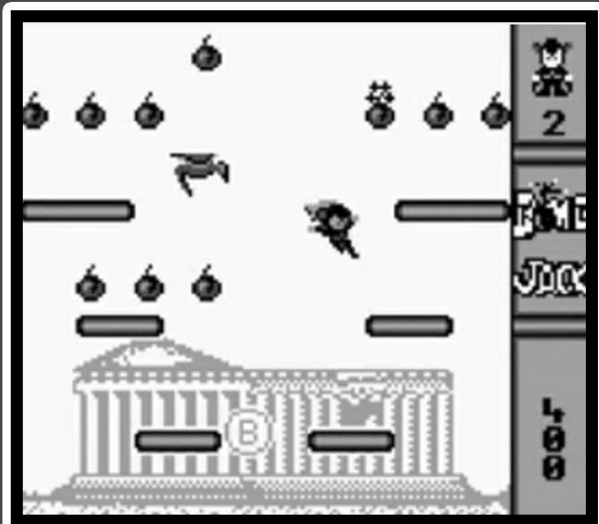


BOMBERMAN GB - HUDSON SOFT - 1994

NOW I THINK IT'S SAFE TO SAY THAT EVERYONE KNOWS ABOUT BOMBERMAN AND HAS NO DOUBT PLAYED IT OVER THE YEARS ON ONE SYSTEM OR ANOTHER, BUT WHAT YOU MIGHT NOT REALISE IS THAT THERE'S A QUITE DIFFERENT VERSION OF THE GAME FOR THE GAME BOY WHERE GAMEPLAY IS MORE AKIN TO THE MSX ORIGINAL.

SO THIS IS A STRICTLY SINGLE-PLAYER AFFAIR, RATHER THAN THE MULTIPLAYER MADNESS THAT MOST PEOPLE ARE FAMILIAR WITH, WHERE YOU MOVE AROUND THE SCREEN TRYING TO TAKE OUT ALL THE ENEMIES WITH YOUR BOMBS BEFORE MOVING ON TO THE NEXT LEVEL. LIKE SUBSEQUENT GAMES, SOME OF THE WALLS CAN BE DESTROYED AND THERE ARE ALSO POWER-UPS HIDDEN WITHIN SOME OF THEM TO HELP YOU OUT.





BOMB JACK - INFOGRAMES - 1992

THE EVER-POPULAR BOMB JACK IS A GREAT LITTLE STRATEGY PLATFORM GAME THAT INVOLVES JUMPING AROUND THE SCREEN AS QUICKLY AS POSSIBLE, DEFUSING BOMBS BEFORE THEY GO OFF. BUT THERE IS FAR MORE TO IT THAN THAT, AS THERE ARE ALSO ENEMIES WHO GET IN THE WAY AND MAKE LIFE HARDER.

THEY ARE NOT VERY STUPID EITHER, UNLIKE MANY GAMES OF THIS TYPE, AND WILL OFTEN HOVER AROUND A CERTAIN PART OF THE SCREEN, STOPPING YOU FROM REACHING THOSE LAST FEW BOMBS YOU NEED TO COMPLETE THE LEVEL, SO YOU'LL NEED TO TRY TO LURE THEM AWAY. FROM TIME TO TIME, POWER-UPS ALSO APPEAR ON THE SCREEN THAT GIVE YOU THE ABILITY TO FREEZE TIME, MEANING YOU CAN DASH AROUND COLLECTING ALL THE BOMBS WITHOUT WORRYING ABOUT EXPLOSIONS,





BLADES OF STEEL

1 PLAYER
2 PLAYERS

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KONAMI

LICENSED BY Nintendo

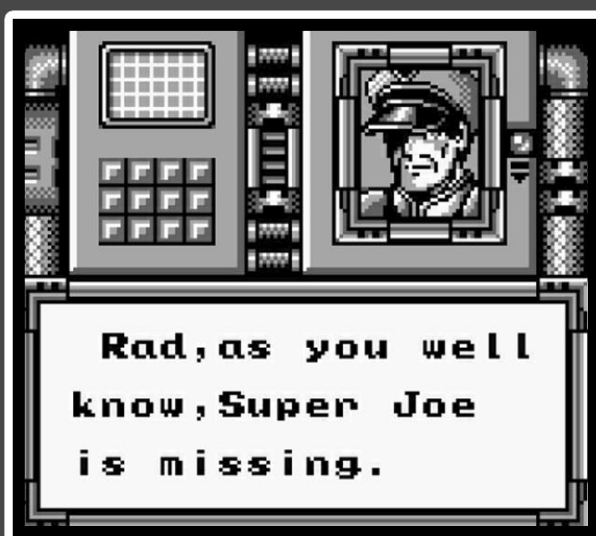
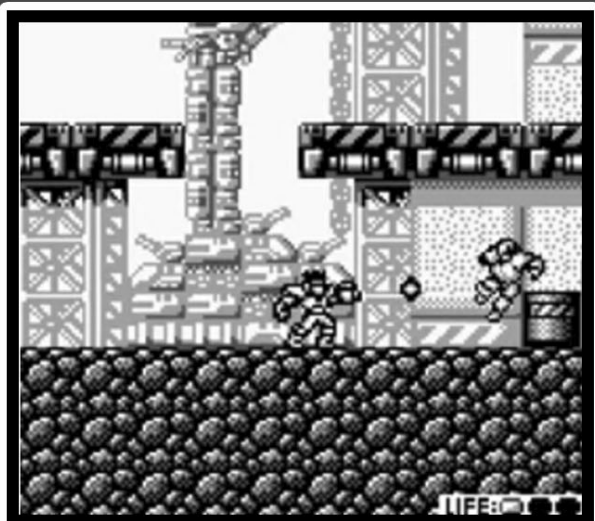
BLADES OF STEEL - KONAMI - 1991

A CONVERSION OF THE ARCADE GAME OF THE SAME NAME, THIS IS AN IMPRESSIVE ICE HOCKEY TITLE FOR THE GAME BOY. IT FEATURES EXHIBITION AND TOURNAMENT MODES WITH THREE DIFFICULTY LEVELS AND, OF COURSE, AN ALL-IMPORTANT TWO-PLAYER MODE.

WHILE THE TEAMS ON OFFER ARE NOT OFFICIALLY LICENSED, THEY ARE NAMED AFTER CITIES ASSOCIATED WITH FAMOUS NHL FRANCHISES, SUCH AS VANCOUVER, CHICAGO, AND TORONTO. LIKE THE REAL GAME, EACH TEAM CONSISTS OF FIVE PLAYERS PLUS A GOALTENDER. DURING PLAY, THE GAME AUTOMATICALLY SWITCHES CONTROL TO THE SKATER NEAREST THE PUCK.

THE MOST DISTINCTIVE FEATURE IS THE SHOOTING SYSTEM. AN ARROW MOVES UP AND DOWN IN FRONT OF THE GOAL, AND YOU MUST TIME YOUR SHOT CORRECTLY TO FOLLOW ITS DIRECTION. THE





BIONIC COMMANDO - CAPCOM - 1992

THE FIRST THING TO MENTION IS THAT THIS TITLE IS COMPLETELY DIFFERENT FROM CAPCOM'S ORIGINAL ARCADE GAME. INSTEAD, IT IS AN ADAPTATION OF THE LATER NES REIMAGINING. THE MAIN CHANGE IN THIS GAME BOY VERSION IS THE REMOVAL OF THE NAZI THEME, REPLACED BY A MORE GENERIC SCIENCE-FICTION SETTING.

THE GAMEPLAY REMAINS LARGELY THE SAME, WITH ONLY A FEW SMALL ADJUSTMENTS TO FIT THE NEW SETTING. IN BIONIC COMMANDO, YOU TRAVEL BETWEEN DIFFERENT LOCATIONS, GATHERING THE INTELLIGENCE NEEDED TO RESCUE YOUR FELLOW SECRET AGENT, SUPER JOE—THE HERO OF THE COIN-OP. YOU CHOOSE WHERE TO GO FROM A MAP, THEN EXPLORE EACH LEVEL IN SEARCH OF DOORS. ON THE GAME BOY, THE GAME IS ESSENTIALLY AN ARCADE ADVENTURE IN WHICH YOU USE A GRAP-





BILL & TED'S EXCELLENT ADVENTURE - LJN - 1991

THOSE FAMILIAR WITH THE EVER-BRILLIANT ANGRY VIDEO GAME NERD WILL PROBABLY REMEMBER THE NINTENDO NES VERSION OF BILL & TED'S EXCELLENT ADVENTURE, FEATURED IN A MEMORABLE EPISODE ABOUT LJN—A COMPANY NOTORIOUS FOR POOR-QUALITY GAMES AND FOR FAILING TO CAPTURE THE SPIRIT OF THE FILMS IT ADAPTED.

THE NES GAME WAS HEAVILY CRITICISED FOR STRAYING FAR FROM THE MOVIE, ALTHOUGH ITS ISOMETRIC VISUALS RECEIVED SOME PRAISE. UNFORTUNATELY, LJN'S GAME BOY VERSION BECAME INFAMOUS FOR ALL THE WRONG REASONS TOO, WITH GAME ZONE MAGAZINE CALLING IT "THE WORST GAME BOY GAME EVER."





BEST OF THE BEST: CHAMPIONSHIP KARATE - LORICIELS - 1992

ORIGINALLY RELEASED ON HOME COMPUTERS AS *PANZA KICKBOXING*, THIS GAME WAS OFFICIALLY ENDORSED BY KICKBOXING LEGEND ANDRÉ PANZA. IT BROUGHT THE SPORT INTO THE HOME AND EARNED STRONG REVIEWS THANKS TO ITS IMPRESSIVE GRAPHICS AND REMARKABLY SMOOTH ANIMATION.

IN *BEST OF THE BEST*, YOU CAN PERFORM MORE THAN 35 DIFFERENT MOVES USING ONLY TWO GAME BOY BUTTONS. THE MORE YOU MASTER THE CONTROLS, THE BETTER YOUR CHANCES OF WINNING. A TRAINING GYM LETS YOU IMPROVE YOUR CHARACTER'S ABILITIES BEFORE TAKING ON OPPONENTS, PRACTISE FIGHTS, AND CUSTOMISE YOUR ATTACKS.

COMPARED WITH THE ORIGINAL ATARI ST VERSION, WHICH I PLAYED EXTENSIVELY GROWING UP, THIS



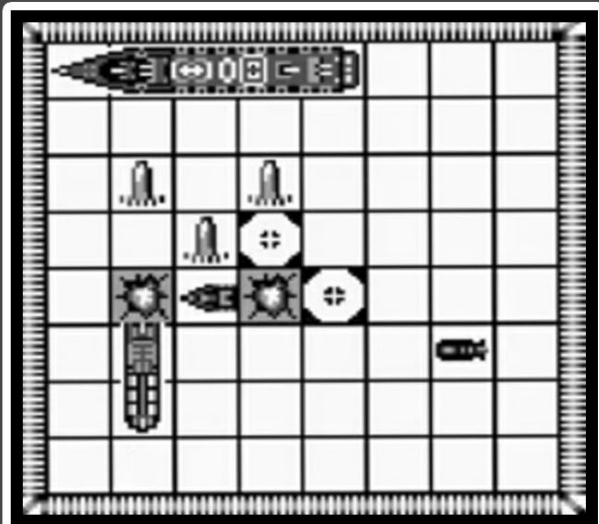


BATTLETOADS - TRADEWEST - 1991

ALTHOUGH IT SHARES THE SAME TITLE AS THE NES ORIGINAL, THE GAME BOY VERSION OF BATTLETOADS IS ACTUALLY A COMPLETELY NEW AND EXCLUSIVE GAME. IT RETAINS THE SAME HUMOROUS MULTI-GENRE STYLE, BUT FEATURES FEWER LEVELS AND SLIGHTLY REDUCED DIFFICULTY—THOUGH IT REMAINS EXTREMELY CHALLENGING.

THE GAME BEGINS AS A TRADITIONAL SCROLLING BEAT 'EM UP, BEFORE INTRODUCING PLATFORMING SECTIONS, VERTICALLY SCROLLING SHOOT 'EM UP STAGES, AND A JET-SKI RACE. NEARLY EVERY LEVEL OFFERS A BOSS FIGHT, WHILE THE CONSTANT VARIATION KEEPS THE ACTION INTERESTING. UNFORTUNATELY, THE TWO-PLAYER MODE HAS BEEN REMOVED, AND THE STORY NOW FOCUSES ENTIRELY ON ZITZ. COOL CUTSCENES EXPLAIN THE PLOT AS YOU PROGRESS. RARE WAS ALSO INVOLVED





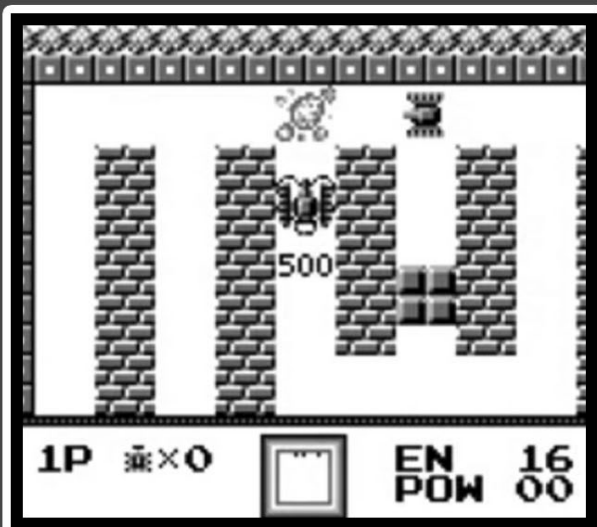
BATTLESHIP - MINDSCAPE - 1993

I HAVE TO ADMIT THAT I REALLY LOVE BATTLESHIP. I HAVE GREAT MEMORIES OF PLAYING THE PAPER VERSION AS A CHILD AND LATER BUYING THE EXCELLENT ZX SPECTRUM ADAPTATION FROM MY LOCAL GAME SHOP. SO WHEN I DISCOVERED THERE WAS A GAME BOY VERSION, I WAS PRETTY EXCITED—IT SEEMED LIKE THE PERFECT HANDHELD GAME.

FOR ANYONE UNFAMILIAR WITH BATTLESHIP, IT IS PLAYED ON AN 8×8 GRID, WITH EACH PLAYER USING ONE GRID TO ARRANGE THEIR FLEET AND ANOTHER TO RECORD SHOTS FIRED AT THE OPPONENT. BEFORE THE GAME BEGINS, BOTH PLAYERS SECRETLY POSITION THEIR SHIPS HORIZONTALLY OR VERTICALLY. SHIPS CANNOT OVERLAP, AND ONLY ONE SHIP MAY OCCUPY ANY SQUARE.

THE TYPES AND NUMBER OF SHIPS ARE IDENTICAL FOR BOTH PLAYERS. ALTHOUGH THE GAME IS BEST





BATTLE CITY - NOVA GAMES - 1992

THE ORIGINAL VERSION OF BATTLE CITY, ALSO KNOWN AS TANK BATTALION, WAS A 1980 ARCADE GAME BY NAMCO. CONSIDERING ITS AGE, IT IS SURPRISING THAT NOVA GAMES CHOSE TO RELEASE A GAME BOY VERSION IN 1992, BUT I AM GLAD THEY DID. I WAS A BIG FAN OF THE ORIGINAL COIN-OP, AND THIS IS A VERY GOOD CONVERSION.

IN THIS OLD-SCHOOL ARCADE GAME, YOU CONTROL A TANK ACROSS A SINGLE-SCREEN BATTLEFIELD, DESTROYING ENEMY TANKS WHILE PROTECTING YOUR BASE. YOUR TANK ENTERS FROM THE TOP, WHILE AN EAGLE ICON SURROUNDED BY WALLS MARKS THE BASE AT THE BOTTOM. TO COMPLETE EACH LEVEL, YOU MUST DESTROY TWENTY TANKS AND PREVENT THEM FROM REACHING THE EAGLE. LOSE ALL THREE LIVES, OR LET THE BASE BE DESTROYED, AND IT IS GAME OVER.





BATMAN FOREVER - ACCLAIM - 1995

THE STORY BEHIND THE VIDEO GAME ADAPTATIONS OF BATMAN FOREVER IS RATHER UNUSUAL, AS ACCLAIM PRODUCED TWO VERY DIFFERENT VERSIONS. THE FIRST WAS THE COIN-OP TITLE BATMAN FOREVER: THE ARCADE GAME, CREATED DURING THE COMPANY'S BRIEF INVOLVEMENT WITH ARCADES. THE HOME VERSION, MEANWHILE, WAS A MORE TRADITIONAL SIDE-SCROLLING BEAT 'EM UP RELEASED FOR PLAYSTATION AND SEGA SATURN.

THIS GAME BOY EDITION TAKES A DIFFERENT APPROACH. IT REUSES SOME OF THE SAME SOURCE MATERIAL BUT PRESENTS IT AS A 2D PLATFORM GAME WITH LIGHT ADVENTURE ELEMENTS. MUCH OF THE DIGITISED ARTWORK WAS RECYCLED, THOUGH AT A FAR LOWER QUALITY, ALONG WITH SOME OF THE COMBAT MECHANICS.





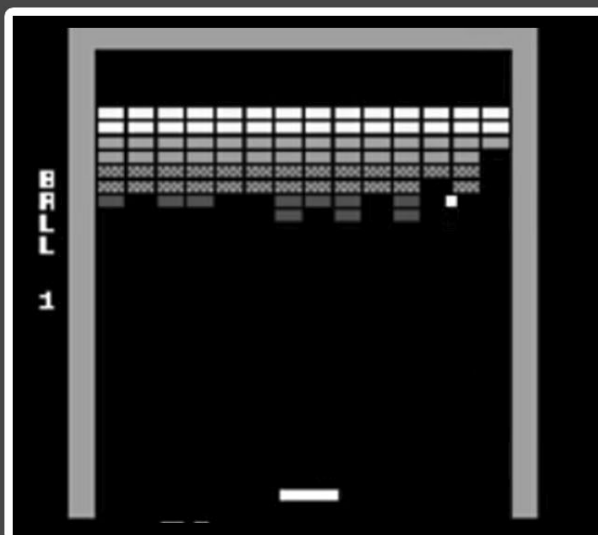
BASEBALL - NINTENDO - 1989

NINTENDO'S BASEBALL WAS ONE OF THE EARLIEST GAME BOY RELEASES, ARRIVING IN 1989 ALONG-SIDE OTHER PLAINLY TITLED SPORTS GAMES SUCH AS GOLF, SOCCER, AND TENNIS. UNLIKE THOSE TITLES, HOWEVER, BASEBALL HAD LIMITED APPEAL IN EUROPE, SO ITS APPEARANCE ON BOTH THE GAME BOY AND VIRTUAL CONSOLE IS SLIGHTLY SURPRISING.

LIKE GOLF AND TENNIS, THE GAME FEATURES MARIO, ALONG WITH HIS BROTHER LUIGI, AS PLAYERS ON OPPOSING TEAMS. THE CHOICE BETWEEN AMERICAN AND JAPANESE MODES ALSO MAKES IT CLEAR WHICH MARKETS NINTENDO WAS TARGETING.

UNFORTUNATELY, THE GAMEPLAY IS PAINFULLY SLOW. THE PLAYERS MOVE AS THOUGH THEY ARE RUNNING THROUGH TREACLE, AND SIMPLY COLLECTING THE BALL TAKES FAR TOO LONG. THE GRAPH-





ATARI ARCADE CLASSICS - BLACK PEARL SOFTWARE - 1996

ALONGSIDE THE DOUBLE PACKS CONTAINING ASTEROIDS / MISSILE COMMAND AND CENTIPEDE / MIL-LIPEDE, THIS CARTRIDGE BRINGS TOGETHER TWO MORE ATARI CLASSICS: BATTLEZONE AND SUPER BREAKOUT.

IN BATTLEZONE, YOU DRIVE A TANK THROUGH A 3D BATTLEFIELD, DESTROYING ENEMY TANKS AND SHOOTING UFOs FOR BONUS POINTS. MOVEMENT IS FULLY 360 DEGREES, AND A RADAR SCANNER HELPS YOU LOCATE OPPONENTS. IT IS ALWAYS IMPRESSIVE TO SEE 3D GRAPHICS ON THE GAME BOY, ALTHOUGH THE HEAVY FLICKERING MAKES THIS VERSION FEEL ROUGH. THANKFULLY, THE ORIGINAL GAME IS ALSO INCLUDED.

SUPER BREAKOUT IS MUCH MORE SUCCESSFUL. IT IS ALMOST AN EXACT CONVERSION OF THE ATARI





ASTEROIDS - ACCOLADE - 1992

ASTEROIDS IS ONE OF ATARI'S MOST FAMOUS ARCADE GAMES AND ONE OF THE MOST WIDELY CONVERTED TITLES EVER MADE. THE ORIGINAL 1979 COIN-OP WAS AMONG THE FIRST GAMES TO USE VECTOR GRAPHICS AND PLACED YOU IN CONTROL OF A SPACESHIP SURROUNDED BY DRIFTING ROCKS.

YOUR SHIP CAN ROTATE FREELY, FIRE IN ANY DIRECTION, AND TRAVEL OFF ONE SIDE OF THE SCREEN BEFORE REAPPEARING ON THE OPPOSITE SIDE—A TECHNIQUE KNOWN AS WRAP-AROUND. YOU ALSO HAVE A HYPERSPACE BUTTON THAT MOVES THE SHIP TO A RANDOM LOCATION, THOUGH IT IS NOT ALWAYS HELPFUL.

EACH ASTEROID SPLITS INTO SMALLER, FASTER PIECES WHEN SHOT. DESTROY THEM ALL AND YOU





THE AMAZING SPIDER-MAN - LJN - 1990

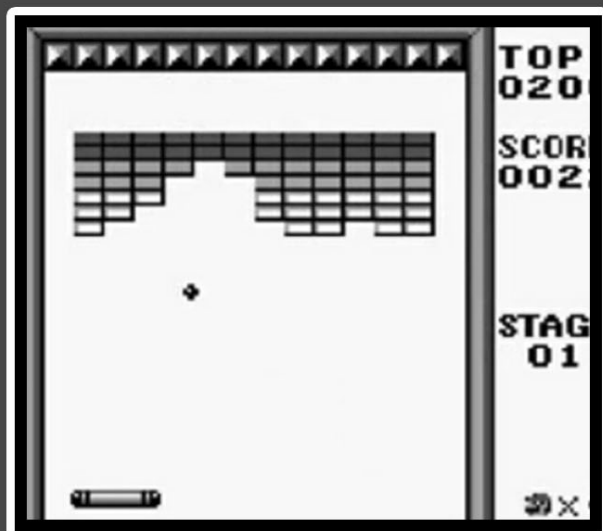
ON NINTENDO'S 8-BIT HOME CONSOLE, PUBLISHER LJN BECAME NOTORIOUS FOR PRODUCING AN APPARENTLY ENDLESS STREAM OF TERRIBLE LICENSED GAMES. IN RECENT YEARS, THOSE TITLES HAVE ALSO SUPPLIED PLENTY OF MATERIAL FOR THE ANGRY VIDEO GAME NERD ON YOUTUBE.

ON THE GAME BOY, HOWEVER, LJN MANAGED TO REDEEM ITSELF SOMEWHAT WITH GAMES LIKE THIS. BY 1990 THERE HAD ALREADY BEEN AROUND TEN TITLES BASED ON PETER PARKER, BUT THIS WAS ONE OF THE FIRST TO PORTRAY THE SUPERHERO PROPERLY.

THE STORY FOLLOWS THE KIDNAPPING OF SPIDER-MAN'S LONG-TERM GIRLFRIEND, MARY JANE, FORCING HIM INTO THE CITY TO RESCUE HER. SPIDEY CAN FIGHT ENEMIES WITH PUNCHES AND KICKS OR USE HIS WEBS TO AVOID ATTACKS, REACH NEW AREAS, AND DEFEAT OPPONENTS. SOME SECTIONS



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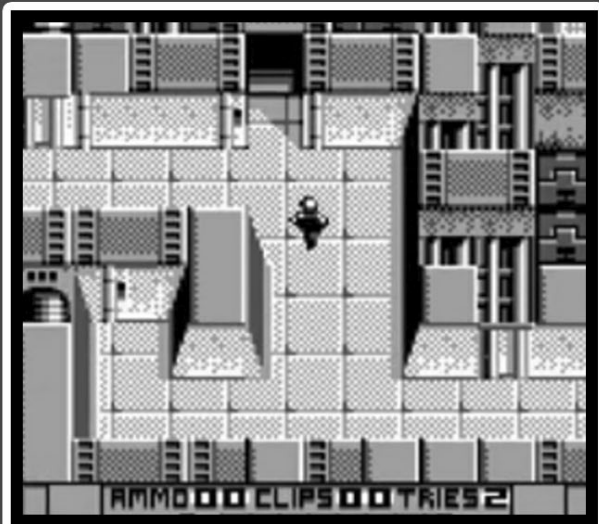
ALLEYWAY - NINTENDO - 1989

ALLEYWAY WAS ONE OF THE ORIGINAL GAME BOY LAUNCH TITLES IN 1989 AND IS A RATHER UNUSUAL NINTENDO RELEASE, AS IT IS ESSENTIALLY A CLONE OF ATARI'S CLASSIC ARCADE GAME BREAKOUT, FAMOUSLY DESIGNED BY APPLE FOUNDERS STEVE JOBS AND STEVE WOZNIAK.

THE MAIN DIFFERENCE IS THAT ALLEYWAY INCLUDES SLIGHTLY MORE INTERESTING WALL DESIGNS, MAKING IT CLOSER TO TAITO'S ARKANOID. UNFORTUNATELY, IT LACKS THE POWER-UPS, ENEMIES, AND LEVEL WARPS THAT MADE ARKANOID SO MUCH MORE VARIED. EVEN IN 1989, THE GAME ALREADY FELT OUTDATED, WITH STRONGER BAT-AND-BALL TITLES AVAILABLE ON OTHER SYSTEMS.

MARIO APPEARS AS A FORMATION OF BRICKS, BUT OTHERWISE THE GRAPHICS AND SOUND ARE MERELY FUNCTIONAL. OVERALL, ALLEYWAY IS A BLAND AND FORGETTABLE GAME WITH VERY LITTLE TO





ALIEN 3 - LNJ - 1993

ALIEN 3 MAY NOT BE THE STRONGEST FILM IN THE FRANCHISE, BUT IT PRODUCED SOME EXCELLENT VIDEO GAMES. I WAS FAMILIAR WITH THE MEGA DRIVE VERSION, SO I WAS SURPRISED TO DISCOVER THAT THIS GAME BOY ADAPTATION IS ALMOST COMPLETELY DIFFERENT.

THE GAME TAKES THE FORM OF A SPRAWLING ARCADE ADVENTURE IN WHICH YOU PLAY AS RIPLEY, ATTEMPTING TO CLEAR THE PRISON OF XENOMORPHS. AS YOU EXPLORE ITS TIGHT CORRIDORS, DUCTS, AND CAVERNS, YOU COLLECT USEFUL ITEMS AND ADD THEM TO YOUR INVENTORY.

THE FLAMETHROWER IS EASILY THE MOST EFFECTIVE WEAPON, AS IT CAN ALSO DESTROY ALIEN EGGS. EVERY AREA MUST BE CLEARED WITHIN A TIME LIMIT, SO THERE IS LITTLE OPPORTUNITY TO STOP AND EXPLORE. YOU MUST ALSO LISTEN CAREFULLY TO INSTRUCTIONS FROM YOUR SUPERIORS AS YOU



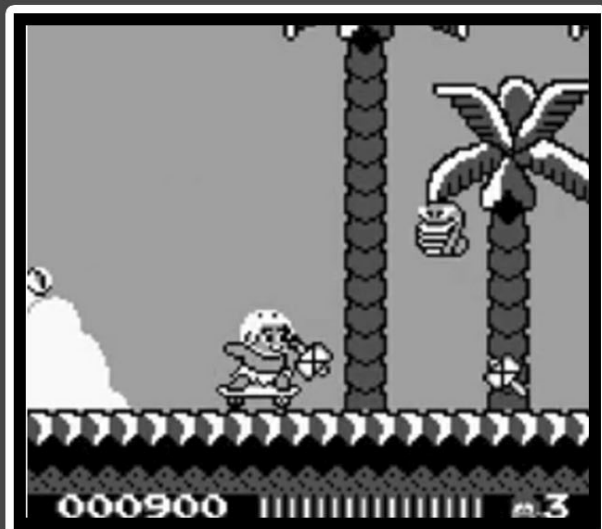


ALADDIN - VIRGIN GAMES - 1994

WHEN VIRGIN RELEASED ALADDIN FOR THE SEGA MEGA DRIVE, PLAYERS WERE AMAZED BY ITS ANIMATION AND HOW WELL IT CAPTURED THE FILM. IT BECAME ONE OF THE CONSOLE'S SHOWCASE TITLES AND BEST-SELLING CARTRIDGES, SO EXPECTATIONS FOR THE GAME BOY VERSION WERE NATURALLY CAUTIOUS.

SURPRISINGLY, THIS IS A SOLID CONVERSION. MOST OF THE ORIGINAL GAMEPLAY IS STILL PRESENT, INCLUDING PLATFORMING, COMBAT, FAMILIAR MUSIC, AND LOCATIONS FROM THE FILM. HOWEVER, THE BONUS STAGES WERE REMOVED AND THE LEVELS RESTRUCTURED TO FIT THE HANDHELD HARDWARE. THE GAME CAN FEEL SLUGGISH, ESPECIALLY WHEN THE SCREEN BECOMES CROWDED, WHICH OCCASIONALLY MAKES IT FRUSTRATING. THERE IS STILL PLENTY OF VARIETY, WITH DIFFERENT LEVEL TYPES,





ADVENTURE ISLAND - HUDSON SOFT - 1992

AT FIRST GLANCE, ADVENTURE ISLAND LOOKS ALMOST IDENTICAL TO WONDER BOY—AND FOR GOOD REASON. HUDSON LICENSED THE ORIGINAL GAME FROM WESTONE, ADAPTED IT FOR SEGA, AND THEN DEVELOPED THE TWO TITLES INTO SEPARATE FRANCHISES.

THIS IS A FANTASY-THEMED PLATFORMER WITH A FEW DISTINCTIVE IDEAS. INSTEAD OF JUMPING ON ENEMIES, YOU DEFEAT THEM BY THROWING HAMMERS. YOU ALSO HAVE AN ENERGY BAR THAT CONSTANTLY DRAINS AS YOU MOVE, FORCING YOU TO COLLECT FRUIT SCATTERED THROUGHOUT EACH LEVEL. LET IT RUN OUT—OR TOUCH AN ENEMY—AND YOU LOSE A LIFE.

I AM NOT USUALLY A BIG FAN OF PLATFORMERS, BUT THE WONDER BOY SERIES HAS ALWAYS BEEN ONE OF THE EXCEPTIONS. ADVENTURE ISLAND ON THE GAME BOY HAS ATTRACTIVE GRAPHICS,





THE ADDAMS FAMILY - OCEAN - 1992

OCEAN SOFTWARE WAS BEST KNOWN FOR ITS HUGE OUTPUT ON HOME COMPUTERS DURING THE LATE 1980S AND EARLY 1990S, PARTICULARLY LICENSED GAMES BASED ON FILMS AND ARCADE TITLES. THE ADDAMS FAMILY WAS ONE OF ITS BIGGEST RELEASES AND ALSO APPEARED ON THE GAME BOY. YOU PLAY AS GOMEZ ADDAMS, EXPLORING THE MANSION IN SEARCH OF THE MISSING FAMILY FORTUNE. THE GAME IS ESSENTIALLY A SUPER MARIO BROS.-STYLE PLATFORMER, ONLY LOOSELY BASED ON THE FILM, WITH PLENTY OF ROOMS, ENEMIES, TRAPS, CASH, AND MONEY BAGS TO DISCOVER. THERE IS A SURPRISING AMOUNT OF EXPLORATION BEFORE THE GAME CAN BE COMPLETED. THE GRAPHICS ARE VERY ATTRACTIVE, ESPECIALLY THE BACKGROUNDS AND CUTSCENES, WHILE THE AUDIO IS EQUALLY STRONG AND INCLUDES THE FAMOUS THEME TUNE.

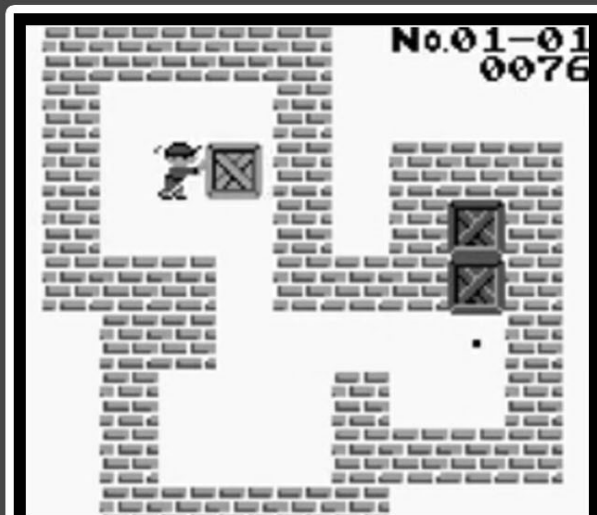




BOULDER DASH - JVC - 1990

ORIGINALLY RELEASED FOR ATARI 8-BIT COMPUTERS IN 1984, BOULDER DASH BECAME AN INSTANT HIT AND WAS SOON CONVERTED TO ALMOST EVERY MAJOR SYSTEM, INCLUDING THE GAME BOY. YOU PLAY AS ROCKFORD, A MINER EXPLORING UNDERGROUND CAVES IN SEARCH OF DIAMONDS WHILE AVOIDING THE DANGERS WITHIN. DIGGING THROUGH THE SOIL CAUSES LOOSE BOULDERS TO FALL, AND CARELESS MOVEMENT CAN LEAVE YOU TRAPPED—OR CRUSHED BENEATH THEM. EACH CAVE INTRODUCES DIFFERENT HAZARDS, INCLUDING FIREFLIES, BUTTERFLIES, SLIME, AND STRANGE AMOEBAS. FIREFLIES MOVE CLOCKWISE AND EXPLODE IF THEY TOUCH ROCKFORD, WHILE DROPPING A BOULDER ON ONE CAN TRIGGER A LARGE EXPLOSION.





PRESS START BUTTON

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THINKING RABBIT
1989

PONY CANYON INC.
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LICENSED BY NINTENDO

BOXXLE - PONY CANYON - 1990

ORIGINALLY CREATED BY THINKING RABBIT SOFTWARE, SOKOBAN—ROUGHLY TRANSLATED AS “WAREHOUSE KEEPER”—IS KNOWN IN THE WEST AS BOXXLE AND REMAINS ONE OF THE MOST FAMOUS PUZZLE GAMES EVER MADE.

YOU CONTROL A WAREHOUSE WORKER WHO MUST PUSH BOXES ONTO DESIGNATED SPACES. IT SOUNDS SIMPLE, BUT CAREFUL PLANNING IS ESSENTIAL: BOXES CAN ONLY BE PUSHED, NEVER PULLED, SO ONE WRONG MOVE MAY TRAP EITHER THE PLAYER OR A BOX PERMANENTLY.

THIS GAME BOY VERSION USES VERY SIMPLE GRAPHICS, BUT SOKOBAN HAS NEVER DEPENDED ON FLASHY PRESENTATION. THE MUSIC IS PLEASANT, WHILE THE GAMEPLAY REMAINS THE REAL ATTRACTION.





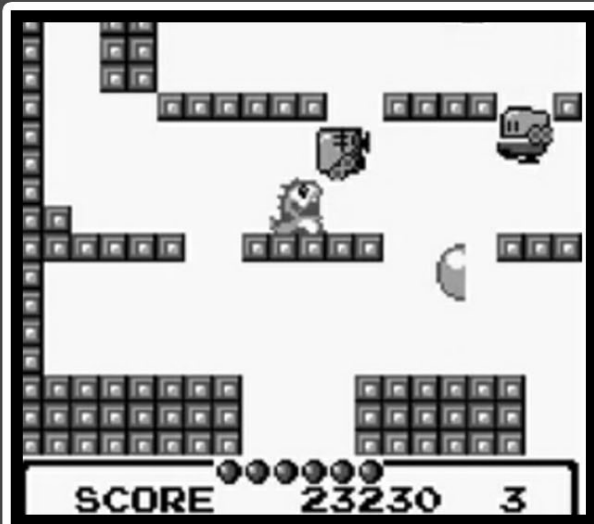
BREAKTHRU! - SPECTRUM HOLOBYTE - 1994

I FIRST PLAYED THIS GAME ON THE SEGA SATURN AND QUICKLY BECAME ADDICTED TO IT. ANYONE FAMILIAR WITH MOBILE OR FLASH GAMES WILL RECOGNISE THE BASIC IDEA, AS IT HAS BEEN COPIED MANY TIMES UNDER DIFFERENT NAMES.

CREATED BY ALEXEY PAJITNOV, THE DESIGNER OF TETRIS, BREAKTHRU! IS A PUZZLE GAME IN WHICH THE SCREEN IS FILLED WITH PATTERNED BLOCKS. YOU REMOVE GROUPS OF THREE OR MORE MATCHING BLOCKS. WHEN THEY DISAPPEAR, THE BLOCKS ABOVE FALL DOWN, POTENTIALLY CREATING NEW COMBINATIONS.

UNLIKE SIMILAR GAMES, YOU DO NOT LOSE SIMPLY BECAUSE NO MATCHES REMAIN. INSTEAD, EVERY LEVEL HAS A TIME LIMIT AND GIVES YOU MORE BLOCKS TO CLEAR. DIFFERENT PLAY MODES AND OP-





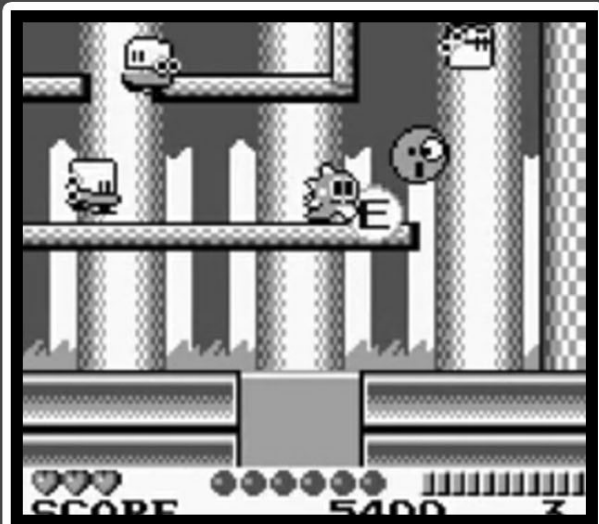
BUBBLE BOBBLE - TAITO - 1991

ASKED TO NAME MY FAVOURITE PLATFORM GAME OF ALL TIME, I WOULD PROBABLY CHOOSE BUBBLE BOBBLE. I AM CERTAINLY NOT ALONE, AS IT IS WIDELY REGARDED AS ONE OF THE FINEST GAMES IN THE GENRE AND HAS APPEARED ON COUNTLESS SYSTEMS.

THE GAME BOY VERSION MAKES SEVERAL NOTABLE CHANGES. YOU PLAY ONLY AS BUB, WHILE BOB HAS BEEN KIDNAPPED AND MUST BE RESCUED. THE BASIC GAMEPLAY REMAINS THE SAME: BLOW BUBBLES TO TRAP ENEMIES, BURST THEM, AND COLLECT THE FRUIT AND BONUS ITEMS THEY LEAVE BEHIND.

UNFORTUNATELY, THE SMALL SCREEN MAKES ENEMIES DIFFICULT TO TRACK AND SOME STAGES HARDER TO COMPLETE WITHIN THE TIME LIMIT. THE GRAPHICS ARE ALSO RATHER WEAK, WITH FRE-



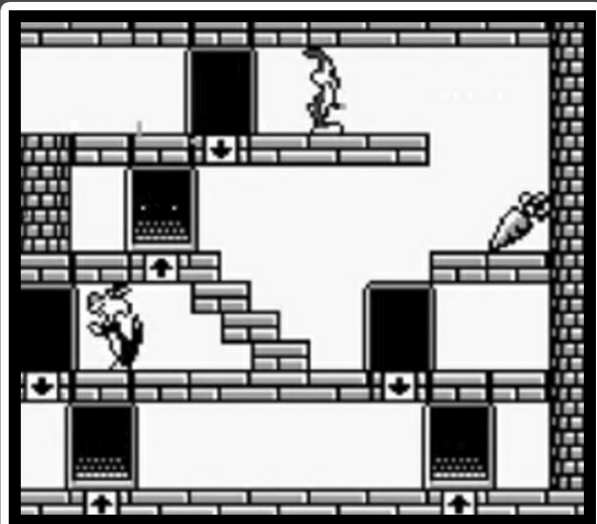


BUBBLE BOBBLE: PART 2 - TAITO - 1993

MANY READERS MAY ASSUME THAT BUBBLE BOBBLE 2 REFERS TO RAINBOW ISLANDS, SO THE EXISTENCE OF THIS GAME CAN BE RATHER CONFUSING. THERE WAS ALSO A DIFFERENT NES TITLE RELEASED IN THE WEST UNDER THE SAME NAME.

TAITO PRESUMABLY ADDED "PART 2" TO SHOW THAT THIS GAME BOY RELEASE DIRECTLY FOLLOWS THE ORIGINAL. IN JAPAN, HOWEVER, IT WAS CALLED BUBBLE BOBBLE JUNIOR, WHICH MIGHT HAVE BEEN A CLEARER TITLE.

THE GAME KEEPS THE FAMILIAR FORMULA BUT IMPROVES IT CONSIDERABLY. LIKE THE FIRST GAME BOY VERSION, THE STAGES SCROLL, THOUGH THE SYSTEM WORKS MUCH BETTER HERE. NEW BONUS LEVELS, UPGRADED GRAPHICS, LARGE BOSSES, AND AN EXCELLENT SOUNDTRACK ADD WELCOME VA-

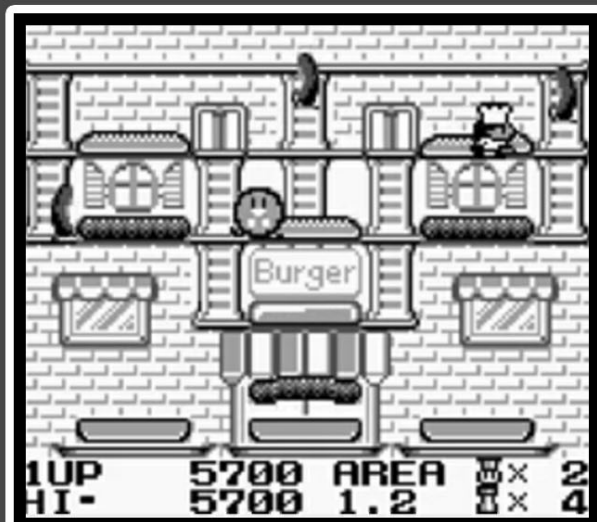


BUGS BUNNY'S CRAZY CASTLE - KEMCO - 1990

RELEASED FOR BOTH THE NES AND GAME BOY, THIS PUZZLE-PLATFORM GAME STARS BUGS BUNNY—BUT THE CHARACTER ACTUALLY CHANGED DEPENDING ON THE REGION. THE ORIGINAL JAPANESE VERSION FEATURED ROGER RABBIT, BEFORE LICENSING ISSUES LED TO BUGS REPLACING HIM IN NORTH AMERICA. THE SAME ENGINE WAS LATER REUSED FOR GAMES STARRING MICKEY MOUSE AND KID KLOWN.

THE GAME IS ALSO WELL KNOWN FOR APPEARING IN A POPULAR ANGRY VIDEO GAME NERD EPISODE. ENEMIES CANNOT BE DEFEATED BY JUMPING ON THEM. INSTEAD, BUGS MUST AVOID THEM OR USE OVERSIZED BOXING GLOVES, FALLING WEIGHTS, AND FLOWERPOTS TO KNOCK THEM OUT. THIS MAKES THE GAME FEEL MORE LIKE A PUZZLE THAN A TRADITIONAL PLATFORMER.





BURGERTIME DELUXE - DATA EAST - 1991

MANY CLASSIC ARCADE GAMES REACHED THE GAME BOY WITH WELCOME IMPROVEMENTS, AND BURGERTIME DELUXE IS ONE OF THE BEST EXAMPLES. RATHER THAN SIMPLY COPYING DATA EAST'S POPULAR 1982 COIN-OP, THIS VERSION EXPANDS AND REFINES IT.

YOU PLAY AS CHEF PETER PEPPER, BUILDING GIANT BURGERS BY WALKING ACROSS THEIR INGREDIENTS AND MAKING THEM FALL TO THE LEVEL BELOW. MEANWHILE, ENEMIES SUCH AS MR. EGG, MR. PICKLE, AND MR. HOT DOG CHASE YOU AROUND THE SCREEN, AND A SINGLE TOUCH COSTS A LIFE. THE LEVELS NOW SCROLL TO ACCOMMODATE THE HANDHELD'S SMALLER DISPLAY, WHILE THE DIFFICULTY IS BALANCED EXTREMELY WELL. THE GAMEPLAY IS FAST, ADDICTIVE, AND EASY TO UNDERSTAND, WITH CUTE GRAPHICS AND EXCELLENT MUSIC COMPLETING THE PACKAGE.





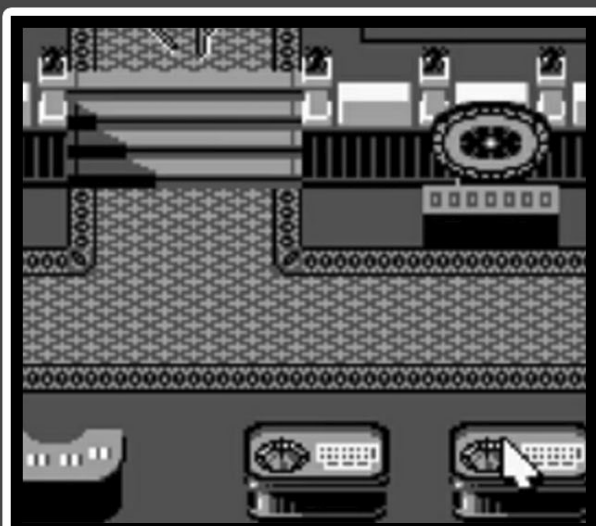
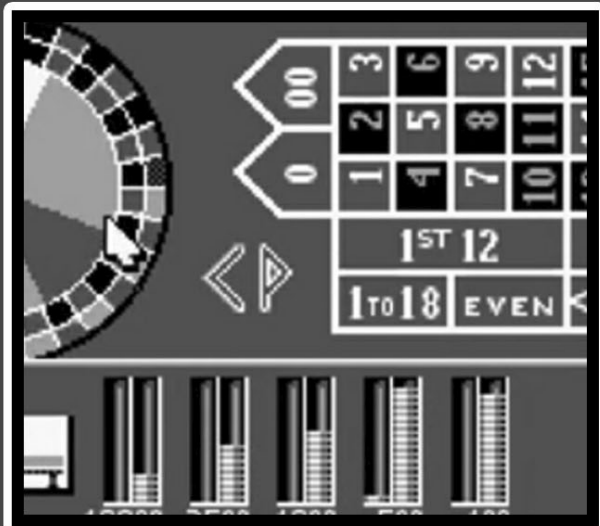
BUST-A-MOVE 2: ARCADE EDITION - TAITO - 1998

THE BUST-A-MOVE SERIES—ORIGINALLY KNOWN AS PUZZLE BOBBLE IN JAPAN AND ON THE NEO GEO—IS ONE OF THE GREATEST PUZZLE FRANCHISES EVER CREATED, STANDING ALONGSIDE CLASSICS SUCH AS TETRIS, COLUMNS, AND SHANGHAI.

YOU PLAY AS BUB OR BOB FROM BUBBLE BOBBLE, USING A BUBBLE CANNON TO FIRE COLOURED BUBBLES INTO MATCHING GROUPS. CONNECT ENOUGH OF THE SAME COLOUR AND THEY DISAPPEAR. LET THE BUBBLES REACH THE BOTTOM OF THE SCREEN AND THE GAME IS OVER.

IN TWO-PLAYER MODE, THE SAME SIMPLE FORMULA BECOMES A COMPETITIVE BATTLE. NEW MODES ADD EVEN MORE VARIETY TO AN ALREADY EXTREMELY ADDICTIVE GAME.

THE GRAPHICS ARE CUTE, THE MUSIC IS CHEERFUL, AND THE GAMEPLAY REMAINS ENDLESSLY COM-



CAESAR'S PALACE - OCEAN - 1991

CASINO GAMES HAVE ALWAYS SEEMED SLIGHTLY POINTLESS TO ME, SINCE THERE IS NO REAL MONEY TO WIN—OR RISK LOSING, WHICH IS PROBABLY A GOOD THING. A FEW TITLES STAND OUT, SUCH AS LYNX CASINO AND CAESARS WORLD OF GAMBLING, BUT STRONG EXAMPLES ARE RARE.

THIS GAME BOY RELEASE INCLUDES FIVE PLAYABLE CASINO GAMES: BLACKJACK, ROULETTE, SLOTS, VIDEO POKER, AND BIG SIX WHEEL, WHICH IS ESSENTIALLY A SIMPLE WHEEL-OF-FORTUNE GAME. NONE IS ESPECIALLY EXCITING, BUT THEY ARE PRESENTED COMPETENTLY. THANKFULLY, CRAPS IS ABSENT—I HAVE NEVER LIKED IT.

THE GAME OFFERS SEVERAL ENDINGS DEPENDING ON HOW MUCH MONEY YOU ACCUMULATE. THE GRAPHICS ARE ATTRACTIVE FOR THE GENRE, WHILE THE SOUND EFFECTS AND MUSIC ARE ALSO SOLID.





CAPTAIN AMERICA AND THE AVENGERS – MINDSCAPE – 1994

ORIGINALLY DEVELOPED BY DATA EAST AND RELEASED IN ARCADES IN 1991, CAPTAIN AMERICA AND THE AVENGERS LATER RECEIVED SEVERAL HOME CONVERSIONS. IT WAS THE FIRST MARVEL GAME TO FEATURE A FULL TEAM OF PLAYABLE AVENGERS.

THE GAME IS PRIMARILY A SCROLLING BEAT 'EM UP, BUT IT ALSO INCLUDES SHOOT 'EM UP AND PLAT-FORMING SECTIONS. YOU CAN PLAY AS HAWKEYE, IRON MAN, VISION, OR CAPTAIN AMERICA, WITH EACH CHARACTER OFFERING UNIQUE ABILITIES AND SPECIAL ATTACKS.

COMIC-BOOK FANS WILL APPRECIATE HOW WELL THE MONOCHROME GRAPHICS RECREATE THE ORIGINAL ARTWORK. UNLIKE MANY EARLIER MARVEL GAMES, IT FEELS LIKE AN AUTHENTIC ADAPTATION. THE SOUNDTRACK IS ALSO STRONG, ALTHOUGH THE FAMOUS SPEECH FROM THE ARCADE VERSION IS





CASTELIAN - STORM - 1991

ORIGINALLY RELEASED BY BRITISH DEVELOPER HEWSON AS NEBULUS, THE GAME WAS RENAMED TOWER TOPPLER IN NORTH AMERICA AND CASTELIAN ON NINTENDO SYSTEMS—APPARENTLY JUST TO MAKE THINGS CONFUSING.

YOU CONTROL A SMALL ALIEN, OR A BIRD IN THE JAPANESE VERSION, AND MUST REACH THE TOP OF A SERIES OF TOWERS USING LIFTS, DOORS, AND CAREFULLY TIMED JUMPS. ITS MOST IMPRESSIVE FEATURE IS THE WAY EACH TOWER ROTATES AS YOU MOVE AROUND IT, CREATING A STRIKING PSEUDO-3D EFFECT FOR AN 8-BIT PLATFORM GAME.

THE DIFFICULTY IS EXTREMELY HIGH. THIS GAME BOY VERSION ALSO INCLUDES A STRANGE BONUS SEQUENCE BETWEEN LEVELS IN WHICH YOU FLY TO THE NEXT TOWER WHILE SHOOTING HOLES AND COL-





**The Castlevania™
ADVENTURE**

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CASTLEVANIA: THE ADVENTURE - KONAMI - 1989

ONE OF THE EARLIEST THIRD-PARTY GAMES RELEASED FOR THE GAME BOY, CASTLEVANIA: THE ADVENTURE WAS ALSO THE FIRST HANDHELD ENTRY IN THE SERIES AND ORIGINALLY REMAINED EXCLUSIVE TO THE SYSTEM.

SET A CENTURY BEFORE THE ORIGINAL CASTLEVANIA, THE GAME FOLLOWS CHRISTOPHER BELMONT, AN ANCESTOR OF TREVOR AND SIMON BELMONT, ON HIS QUEST TO DEFEAT DRACULA. UNLIKE OTHER GAMES IN THE SERIES, IT CONTAINS ONLY FOUR STAGES AND FEATURES NO SECONDARY WEAPONS. DEFEATING ENEMIES EARNS POINTS, WITH EXTRA LIVES AWARDED AT 10,000 POINTS AND EVERY 20,000 POINTS AFTERWARDS. POWER-UPS STRENGTHEN CHRISTOPHER'S WHIP AND ARE ESSENTIAL FOR OVERCOMING THE END-OF-LEVEL BOSSES.





CENTIPEDE - ACCOLADE - 1992

CENTIPEDE IS WIDELY REGARDED AS ONE OF ATARI'S ESSENTIAL ARCADE CLASSICS, AND THIS GAME BOY CONVERSION LIVES UP TO THAT REPUTATION. THE ORIGINAL GAMEPLAY HAS BEEN RECREATED ALMOST PERFECTLY IN PORTABLE FORM.

YOU CONTROL A SMALL GUN AT THE BOTTOM OF THE SCREEN, MOVING IN EVERY DIRECTION WHILE FIRING INTO A FIELD OF MUSHROOMS. A CENTIPEDE DESCENDS FROM THE TOP, CHANGING DIRECTION WHENEVER IT STRIKES A MUSHROOM. SHOOTING IT SPLITS THE CREATURE INTO INDEPENDENT SECTIONS, MAKING THE ACTION INCREASINGLY CHAOTIC.

SPIDERS, FLIES, AND SCORPIONS ALSO INVADE THE GARDEN AND MUST BE DESTROYED. THE SCREEN CAN BECOME SURPRISINGLY BUSY, BUT THE GRAPHICS REMAIN CLEAR AND THE PLAIN BACKGROUND





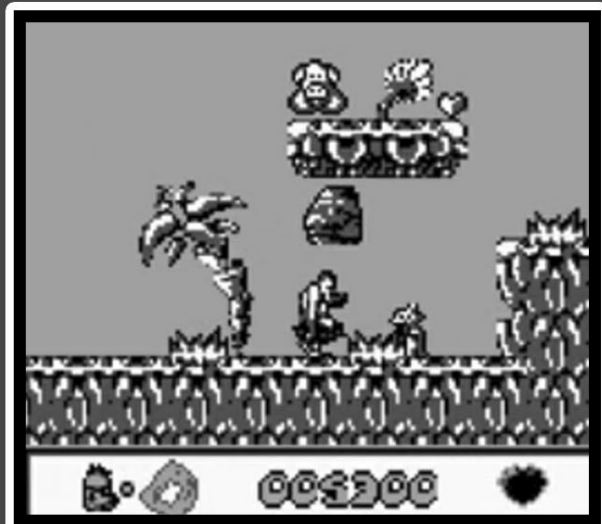
CHASE H.Q. - TAITO - 1991

CHASE H.Q. WAS ONE OF MY FAVOURITE ARCADE GAMES OF THE LATE 1980S AND ONE OF THE FEW VIDEO GAMES MY FATHER ALSO ENJOYED. ITS HIGH-SPEED POLICE CHASES FEEL LIKE SOMETHING STRAIGHT OUT OF LETHAL WEAPON OR MIAMI VICE.

YOU DRIVE A PORSCHE 928 IN PURSUIT OF A WANTED CRIMINAL, RACING THROUGH TRAFFIC TO CATCH THEM BEFORE THE TIME LIMIT EXPIRES. ONCE YOU REACH THE TARGET, YOU MUST REPEATEDLY RAM THEIR CAR UNTIL IT IS FORCED TO STOP. BUSY ROADS, MULTIPLE ROUTES, INNOCENT DRIVERS, AND OTHER OBSTACLES MAKE THE CHASE MORE DIFFICULT.

USING A CONTINUE GIVES YOU ANOTHER CHANCE TO CATCH THE CRIMINAL WITHOUT RESTARTING THE ENTIRE LEVEL. THIS GAME BOY CONVERSION REMAINS IMPRESSIVELY FAITHFUL TO THE ARCADE ORIGI-





CHUCK ROCK - SONY IMAGESOFT - 1993

ORIGINALLY DEVELOPED FOR 16-BIT HOME COMPUTERS BY CORE DESIGN, CHUCK ROCK BECAME A POPULAR CHARACTER AND LATER APPEARED IN A SEQUEL AND THE RACING SPIN-OFF B.C. RACERS. ITS PREHISTORIC SETTING RECALLS OTHER CARTOON PLATFORMERS SUCH AS BONK AND JOE & MAC. CHUCK MUST RESCUE HIS GIRLFRIEND FROM THE NEANDERTHAL WHO KIDNAPPED HER. ALONG THE WAY, HE FACES DINOSAURS, LARGE INSECTS, AND OTHER PREHISTORIC CREATURES. HE CAN ATTACK BY THROWING ROCKS OR USING HIS ENORMOUS BELLY TO BOUNCE ENEMIES AWAY.

ROCKS ALSO SERVE AS USEFUL TOOLS: THEY CAN BE STACKED TO REACH HIGHER PLATFORMS AND ARE SOMETIMES ESSENTIAL FOR PROGRESSING THROUGH A LEVEL. THE HUMOUR REMAINS INTACT, BUT THIS GAME BOY VERSION SUFFERS FROM ROUGH GRAPHICS, INDISTINCT VISUALS, AND THE LOSS





COOL SPOT - VIRGIN GAMES - 1994

DESPITE BEING LITTLE MORE THAN A RED DOT WEARING SUNGLASSES, 7-UP'S MASCOT DEVELOPED A SURPRISINGLY LARGE FOLLOWING DURING THE EARLY 1990S. MUCH OF THAT POPULARITY CAME FROM THIS GAME AND ITS RELATED SEQUEL, BOTH CREATED BY DAVID "EARTHWORM JIM" PERRY. AT HEART, COOL SPOT IS A FAIRLY TRADITIONAL PLATFORMER. YOU COLLECT RED DOTS, DEFEAT ENEMIES BY FIRING FIZZY BUBBLES, AND TRAVEL THROUGH A WIDE VARIETY OF ENVIRONMENTS AGAINST A STRICT TIME LIMIT. COLLECTING ENOUGH DOTS ALLOWS YOU TO COMPLETE THE STAGE AND OPEN CAGES CONTAINING YOUR TRAPPED FRIENDS. GATHERING AN EVEN LARGER NUMBER UNLOCKS BONUS STAGES WHERE YOU CAN EARN EXTRA LIVES AND CONTINUES. SEVERAL SECRET AREAS ALSO CONTAIN USEFUL ITEMS AND ONE-UPS.





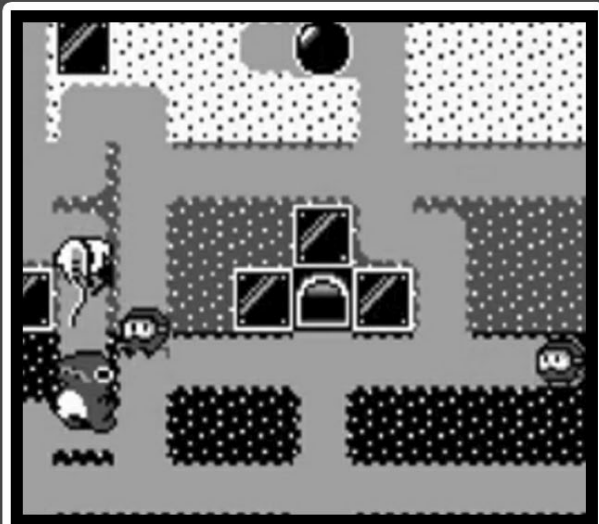
DOUBLE DRAGON - ACCLAIM - 1990

DOUBLE DRAGON IS UNDOUBTEDLY ONE OF THE MOST ICONIC ARCADE GAMES EVER MADE. ORIGINALLY RELEASED BY TECHNOS IN 1987, IT HELPED REVOLUTIONISE THE BEAT 'EM UP GENRE AND INSPIRED COUNTLESS IMITATORS AND SEQUELS.

MANY HOME CONVERSIONS FAILED TO CAPTURE THE QUALITY OF THE ARCADE ORIGINAL, BUT THE GAME BOY VERSION IS SURPRISINGLY SUCCESSFUL DESPITE THE HARDWARE LIMITATIONS. TECHNOS HANDLED THE CONVERSION THEMSELVES AND INTRODUCED SEVERAL SMALL CHANGES THAT DISTINGUISH IT FROM THE COIN-OP.

SOME LEVEL LAYOUTS WERE REDESIGNED, ALTHOUGH THEY STILL FOLLOW FAMILIAR THEMES SUCH AS THE CITY STREETS, WOODLAND AREAS, AND PALACE. THE RESULT IS A COMPACT BUT ENJOYABLE AD-





DIG DUG - NAMCO - 1992

FOR ME, DIG DUG CARRIES AS MUCH NOSTALGIA AS CLASSICS LIKE PAC-MAN, SPACE INVADERS, AND ASTEROIDS. IT STILL PLAYS REMARKABLY WELL AND REMAINS ONE OF THE MOST ENTERTAINING ARCADE GAMES OF ITS ERA.

THE CONCEPT IS WONDERFULLY STRANGE: YOU CONTROL A SMALL MINER DIGGING UNDERGROUND TUNNELS, INFLATING DRAGONS AND OTHER CREATURES WITH AN AIR PUMP UNTIL THEY BURST. YOU CAN ALSO CRUSH ENEMIES BENEATH FALLING ROCKS AND COLLECT FRUIT HIDDEN BELOW THE SURFACE.

THIS GAME BOY VERSION ADDS SOME NEW ELEMENTS, ALTHOUGH I PERSONALLY PREFER THE SIMPLICITY OF THE ORIGINAL ARCADE GAME. EVEN SO, THE ATTRACTIVE GRAPHICS, EXCELLENT SOUND,





DOUBLE DRAGON II - ACCLAIM - 1991

ALTHOUGH VERY DIFFERENT FROM THE ORIGINAL ARCADE GAME, I LOVED THE FIRST DOUBLE DRAGON ON GAME BOY AND FOUND THIS SEQUEL EVEN MORE IMPRESSIVE.

THIS IS NOT REALLY A CONVERSION OF DOUBLE DRAGON II. IN JAPAN, IT BELONGED TO THE KUNIO-KUN SERIES AND WAS BASED ON RENEGADE, THE GAME THAT ORIGINALLY PRECEDED THE ARCADE DOUBLE DRAGON. CONFUSING HISTORY ASIDE, IT FOLLOWS A SIMILAR STRUCTURE TO THE FIRST GAME BOY TITLE, WITH THREE MISSIONS DIVIDED INTO TEN STAGES.

THE RANGE OF COMBAT MOVES IS WIDER, AND SEVERAL TOUGHER BOSSES REQUIRE MUCH MORE EFFORT TO DEFEAT. STRANGELY, HOWEVER, YOU CAN NO LONGER PICK UP WEAPONS, EVEN THOUGH ENEMIES STILL CARRY THEM. THE GRAPHICS ARE EXCELLENT, THE SOUNDTRACK IS EVEN BETTER, AND





BILLY AND JIMMY
WENT ON A JOURNEY
TO COMPLETE THEIR
MARTIAL ARTS.

DOUBLE DRAGON III - ACCLAIM - 1992

IN THE FINAL GAME OF THE GAME BOY TRILOGY, BILLY AND JIMMY LEE ENCOUNTER A FORTUNE TELLER WHO WARNS THEM OF A POWERFUL EVIL IN EGYPT. TO DEFEAT IT, THEY MUST RECOVER THE LEGENDARY ROSETTA STONES. UNLIKE THE FIRST TWO GAMES, THIS ENTRY INCLUDES A SHOP WHERE THE BROTHERS CAN PURCHASE POWER-UPS, NEW TECHNIQUES, ENERGY, AND EXTRA LIVES. THESE UP-GRADERS INCREASE THEIR SIZE, STRENGTH, AND ATTACK RANGE. THE VISUALS ABANDON THE EARLIER CARTOON STYLE IN FAVOUR OF MORE REALISTIC, METALLIC-LOOKING CHARACTERS. THIS DARKER PRESENTATION WORKS SURPRISINGLY WELL ON THE MONOCHROME GAME BOY SCREEN. THE MUSIC IS PLEASANT AND THE SOUND EFFECTS ARE SOLID.

UNFORTUNATELY, THE ORIGINAL ARCADE GAME WAS ALREADY WEAKER THAN ITS PREDECESSORS,





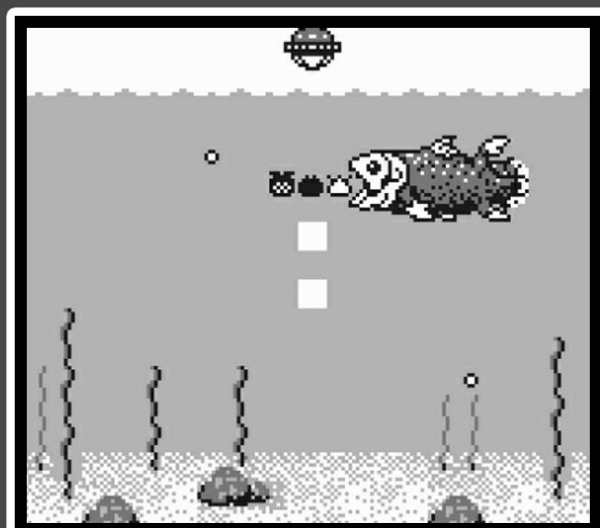
DOUBLE DRIBBLE - KONAMI - 1991

ALSO KNOWN AS KONAMI BASKETBALL OR HYPERDUNK, DEPENDING ON THE REGION, THIS IS A CONVERSION OF THE POPULAR ARCADE GAME THAT ALSO FOUND A LARGE AUDIENCE ON THE NES.

IT IS A FIVE-ON-FIVE, FULL-COURT BASKETBALL GAME FOR ONE OR TWO PLAYERS. EIGHT FICTIONAL TEAMS ARE AVAILABLE, EACH LOOSELY BASED ON AMERICAN CITIES SUCH AS LOS ANGELES, NEW YORK, AND CHICAGO. THERE ARE NO INDIVIDUAL PLAYER ROSTERS, BUT EVERY TEAM HAS DIFFERENT STRENGTHS IN PASSING, STEALING, SHOOTING, LONG-RANGE SHOTS, AND SPEED.

THE GAMEPLAY IS FAST AND ARCADE-LIKE, WITHOUT BEING TOO STRICT ABOUT THE OFFICIAL RULES. THE PLAYER SPRITES LOOK GOOD, ALTHOUGH THEY SUFFER FROM SOME FLICKERING. THE COMPLETE ABSENCE OF A VISIBLE CROWD ALSO FEELS SLIGHTLY STRANGE, ESPECIALLY WHEN CHEERING CAN





DR. MARIO - NINTENDO - 1990

DR. MARIO WAS NINTENDO'S FIRST MAJOR MARIO-THEMED SPIN-OFF AND BECAME A HUGE SUCCESS, ENCOURAGING THE COMPANY TO EXPERIMENT FURTHER WITH THE CHARACTER.

THE GAMEPLAY COMBINES ELEMENTS OF TETRIS AND COLUMNS WITH A FEW ORIGINAL IDEAS. EACH SCREEN CONTAINS GERMS OF DIFFERENT TYPES, AND YOU MUST ELIMINATE THEM USING THE PILLS THAT FALL FROM ABOVE. EVERY PILL IS DIVIDED INTO TWO HALVES, AND MATCHING FOUR PILLS OR GERMS OF THE SAME TYPE IN A ROW MAKES THEM DISAPPEAR. CLEAR EVERY GERM TO ADVANCE TO THE NEXT LEVEL. WHILE THE NES VERSION USED COLOURS TO DISTINGUISH PILLS AND GERMS, THE GAME BOY EDITION REPLACES THEM WITH DIFFERENT PATTERNS AND DESIGNS. AS THE DIFFICULTY INCREASES, MORE GERMS APPEAR AND BEGIN HIGHER UP THE SCREEN, LEAVING LESS ROOM TO MA-





DRAGON'S LAIR: THE LEGEND - ELITE - 1991

THE GAME BOY VERSION OF DON BLUTH'S LASERDISC CLASSIC WAS TITLED *DRAGON'S LAIR: THE LEGEND* TO DISTINGUISH IT FROM THE BETTER-KNOWN ARCADE GAME. UNLIKE THE LATER NES AND SNES ADAPTATIONS, THIS VERSION IS A MORE TRADITIONAL PLATFORMER. WHAT MANY PLAYERS MAY NOT REALISE IS THAT THE GAME IS ACTUALLY BASED ON THE ZX SPECTRUM TITLE *ROLLER COASTER*, WITH REDESIGNED SPRITES AND BACKGROUNDS, NEW AUDIO, AND SEVERAL GAMEPLAY ADJUSTMENTS. THE STAGES ARE CLEVERLY DESIGNED AND REMAIN JUST AS CHALLENGING TODAY. THE REAL HIGHLIGHT, HOWEVER, IS THE PRESENTATION: *DRAGON'S LAIR* FEATURES SOME OF THE MOST IMPRESSIVE GRAPHICS AVAILABLE ON THE GAME BOY.

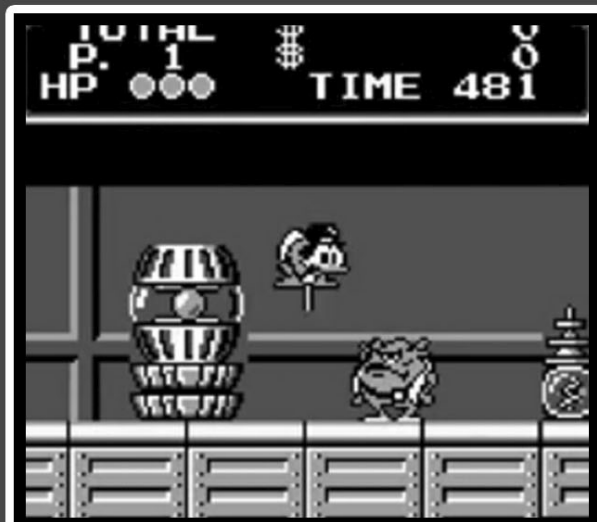




DROPZONE - MINDSCAPE - 1992

IT MAY SEEM STRANGE THAT MINDSCAPE RESURRECTED A GAME ORIGINALLY RELEASED FOR ATARI 8-BIT COMPUTERS IN 1984, EIGHT YEARS LATER ON A HANDHELD—BUT THANKFULLY THEY DID, BECAUSE DROPZONE IS EXCELLENT. DESIGNED BY ARCHER MACLEAN AS A TRIBUTE TO WILLIAMS' ARCADE CLASSIC DEFENDER, THE GAME WAS WRITTEN ENTIRELY IN ATARI HARDWARE'S NATIVE LANGUAGE AND LATER CONVERTED TO MANY OTHER SYSTEMS. THE STORY IS SIMPLE: A SCIENTIFIC RESEARCH BASE ON JUPITER'S MOON IO IS UNDER ATTACK BY ALIENS. YOU MUST FLY ACROSS THE SURFACE, DESTROY THE INVADERS, AND RESCUE THE SCIENTISTS. UNLIKE DEFENDER, HOWEVER, YOU CANNOT SIMPLY DROP THE HUMANS ANYWHERE—YOU MUST RETURN THEM SAFELY TO THE BASE.





DUCKTALES - CAPCOM - 1990

I HAVE NEVER BEEN MUCH OF A DISNEY FAN, EVEN AS A CHILD, BUT DUCKTALES WAS A MAJOR EXCEPTION. I LOVED IT WHEN I WAS YOUNGER, PERHAPS BECAUSE SCROOGE MCDUCK WAS HARDLY THE USUAL CUTE AND FRIENDLY HERO. YOU TRAVEL AROUND THE WORLD SEARCHING FOR FIVE TREASURES TO ADD TO SCROOGE'S COLLECTION AND INCREASE HIS FORTUNE. HE CAN ATTACK ENEMIES WITH HIS WALKING CANE, USE IT TO BREAK OR THROW CERTAIN OBJECTS, AND BOUNCE ON IT TO REACH HIGHER AREAS. COLLECTING DIAMONDS INCREASES YOUR WEALTH, WHILE ICE CREAM RESTORES HEALTH. THERE ARE ONLY FIVE MAIN LEVELS, BUT THREE DIFFICULTY SETTINGS ADD REPLAY VALUE, AND THE STAGES CAN BE COMPLETED IN ANY ORDER. DUCKTALES HAS BECOME A LEGENDARY NINTENDO TITLE, AND IT IS EASY TO UNDERSTAND WHY: IT IS POLISHED, IMAGINATIVE, AND ENJOYABLE FROM BEGIN-

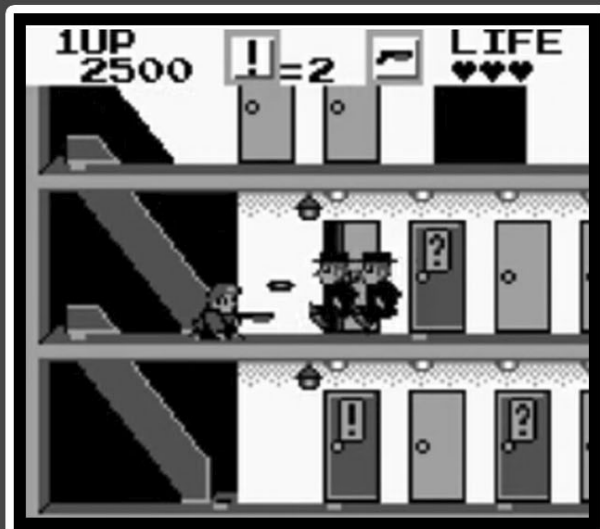




EARTHWORM JIM - PLAYMATES - 1995

DURING THE 16-BIT ERA, FEW CHARACTERS TRULY STOOD OUT FROM THE CROWD, BUT EARTHWORM JIM WAS ONE OF THEM. CREATED BY DAVID PERRY AND SHINY ENTERTAINMENT, THE CHARACTER OFFERED SOMETHING FRESH THROUGH HIS STRANGE HUMOUR AND DELIBERATELY UNCONVENTIONAL DESIGN. THE GAME COMBINES TRADITIONAL PLATFORMING WITH RUN-AND-GUN ACTION, GIVING IT FAR MORE VARIETY THAN MANY OF ITS RIVALS. ONE MEMORABLE SECTION INVOLVES NAVIGATING AN UNDERWATER MAZE UNDER A STRICT TIME LIMIT. COMPARED WITH THE ORIGINAL 16-BIT RELEASE, THIS GAME BOY CONVERSION HAS BEEN HEAVILY REDUCED. THE COLOURS ARE GONE, LEVELS ARE SHORTER, AND THE MUSIC FEELS RATHER THIN. SOME OF THE ORIGINAL VISUAL EFFECTS ARE ALSO MISSING.

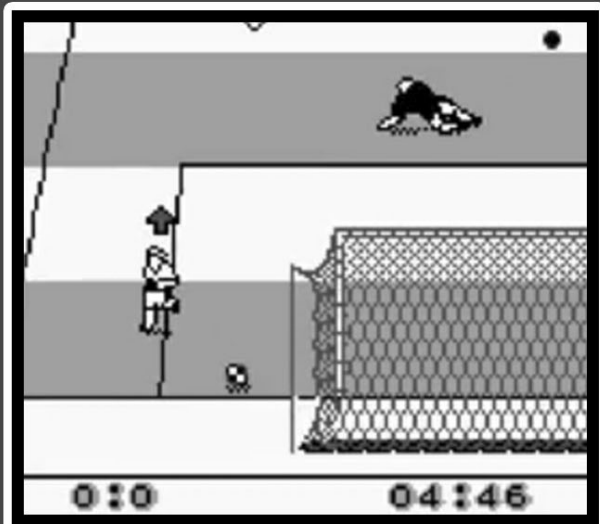




ELEVATOR ACTION – TAITO – 1991

ELEVATOR ACTION IS A CONVERSION OF TAITO'S CLASSIC 1983 ARCADE GAME. YOU PLAY A JAMES BOND-STYLE SECRET AGENT WHO USES ELEVATORS AND STAIRCASES TO MOVE THROUGH A BUILDING, AVOID ENEMY SPIES, AND COLLECT SECRET DOCUMENTS HIDDEN BEHIND MARKED DOORS. THE NUMBERED FLOORS ARE MOSTLY DECORATIVE, BUT THE DOORS HELP IDENTIFY THE ROOMS YOU NEED TO INVESTIGATE. ENEMIES CAN BE SHOT WITH YOUR HANDGUN, ALTHOUGH YOU MUST ALSO AVOID THEIR RETURNING FIRE. LATER BUILDINGS BECOME MUCH LARGER AND MORE DIFFICULT. VISUALLY, THIS GAME BOY VERSION STAYS CLOSE TO THE ARCADE ORIGINAL, USING FOUR SHADES OF GREY EFFECTIVELY. THE CHEERFUL MUSIC AND SOUND EFFECTS ARE ALSO SURPRISINGLY GOOD. FANS OF THE ORIGINAL WILL FIND THIS A SHARP AND FAITHFUL PORTABLE CONVERSION.





ELITE SOCCER - GAMETEK - 1994

ORIGINALLY KNOWN AS STRIKER ON 16-BIT SYSTEMS, THIS GAME FACED STRONG COMPETITION FROM TITLES SUCH AS KICK OFF 2 AND SENSIBLE SOCCER. RATHER THAN COPYING THEM, IT INTRODUCED A MORE ARCADE-ORIENTED STYLE AND A DISTINCTIVE TILTED VIEWPOINT FROM BEHIND THE PLAYER. THIS PERSPECTIVE WORKS PARTICULARLY WELL FOR CROSSES AND SET PIECES, ALLOWING YOU TO JUDGE THE HEIGHT AND DIRECTION OF THE BALL MORE EASILY. NATIONAL TEAMS HAVE DIFFERENT PLAYING STYLES: CAMEROON ARE HIGHLY PHYSICAL, WHILE SPAIN FAVOUR ATTACKING FOOTBALL. THERE ARE NO INDIVIDUAL PLAYER STATISTICS, BUT FORMATIONS CAN BE CUSTOMISED TO SUIT EACH TEAM.





ESCAPE FROM CAMP DEADLY - ACCLAIM - 1993

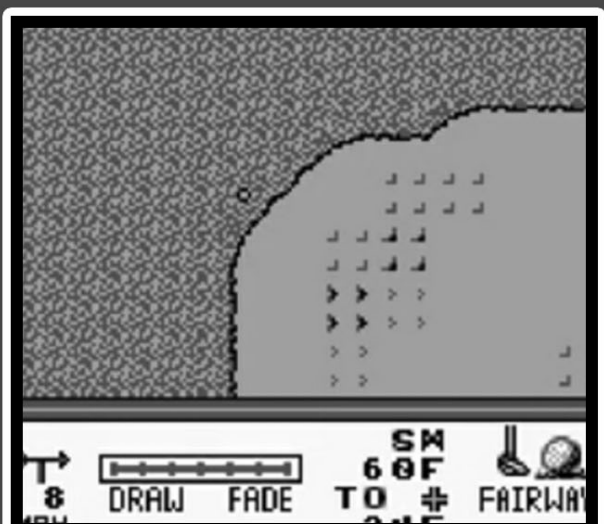
ONE OF SEVERAL SIMPSONS GAMES RELEASED FOR THE GAME BOY BY ACCLAIM, ESCAPE FROM CAMP DEADLY IS, IN MY OPINION, THE BEST OF THE BUNCH. I ALSO REMEMBER IT FONDLY BECAUSE MY YOUNGER BROTHER OWNED IT.

MY STRONGEST MEMORY IS HEARING BART SIMPSON'S DIGITISED VOICE SAY "EAT MY SHORTS!"—SOMETHING GENUINELY IMPRESSIVE ON THE GAME BOY AT THE TIME.

THE GAME IS A PLATFORM-STYLE ARCADE ADVENTURE IN WHICH BART ATTEMPTS TO ESCAPE FROM A TERRIBLE SUMMER CAMP RUN BY TYRANNICAL COUNSELLORS. THE STORY CLOSELY RESEMBLES THE SIMPSONS EPISODE "KAMP KRUSTY."

ALONG THE WAY, YOU MUST SET TRAPS, COLLECT OBJECTS, AND RESCUE YOUR IMPRISONED FRIENDS,





EUROPEAN PGA TOUR - MALIBU GAMES - 1994

THERE WERE MANY ENTRIES IN THE LONG-RUNNING PGA TOUR GOLF SERIES, BUT THIS HAS ALWAYS BEEN ONE OF MY FAVOURITES. RATHER THAN OFFERING ANOTHER ROUTINE ANNUAL UPDATE, EUROPEAN PGA TOUR INTRODUCES COURSES FROM A DIFFERENT CONTINENT AND ADJUSTS THE PLAYER ROSTER ACCORDINGLY. SEVERAL MODES ARE AVAILABLE, INCLUDING PRACTICE, TOURNAMENT, AND SKILLS CHALLENGES. YOU CAN ALSO CHOOSE THE DIFFICULTY, ENTER YOUR NAME, AND SELECT A TEE. TWO COURSES ARE INCLUDED, ONE OF THEM BEING THE WORLD-FAMOUS ENGLISH OPEN. THE MAIN DIFFERENCE FROM THE MEGA DRIVE VERSION IS THE VIEWPOINT. INSTEAD OF PLACING THE CAMERA BEHIND THE GOLFER, THE GAME BOY EDITION USES A TOP-DOWN VIEW FOR THE COURSE AND A HORIZONTAL SIDE VIEW FOR TAKING SHOTS.





FACEBALL 2000 - BULLETPROOF SOFTWARE - 1991

ORIGINALLY KNOWN AS MIDI MAZE, FACEBALL 2000 FIRST APPEARED ON THE ATARI ST IN 1987 AND IS OFTEN CREDITED AS THE FIRST DEATHMATCH GAME. ITS SUCCESS LED TO CONVERSIONS FOR SEVERAL SYSTEMS, INCLUDING THE GAME BOY.

THE ATARI ST ORIGINAL USED MIDI PORTS TO CONNECT AS MANY AS SIXTEEN COMPUTERS IN A DAISY CHAIN. SINCE THE GAME BOY LACKED MIDI SUPPORT, DEVELOPER XANTH CREATED TWO ALTERNATIVE MULTIPLAYER OPTIONS INSTEAD.

AFTER CONFIGURING THE GAME, YOU ENTER A FLAT-SHADED 3D MAZE AND CONTROL A CROSSHAIR WHILE BATTLING PAC-MAN-LIKE SMILEY FACES. ELIMINATE EVERY OPPONENT TO WIN.





FERRARI GRAND PRIX CHALLENGE - ACCLAIM - 1992

RACING GAMES HAVE ALWAYS BEEN ONE OF MY FAVOURITE GENRES, AND FERRARI GRAND PRIX CHALLENGE CERTAINLY SOUNDS PROMISING ON PAPER. YOU TRAVEL THROUGH A FULL FORMULA ONE SEASON, COMPETING ON DIFFERENT CIRCUITS AND TRYING TO FINISH HIGH ENOUGH TO QUALIFY FOR THE NEXT RACE.

UNFORTUNATELY, THE GAME NEVER MANAGES TO CREATE A CONVINCING SENSE OF SPEED. THE CARS LOOK CRUDE, THE ANIMATION IS STIFF, AND THE WHEELS BARELY SEEM TO MOVE AT ALL. RACES FEEL PAINFULLY SLOW, WHILE THE CONTROLS OFFER VERY LITTLE PRECISION OR EXCITEMENT.

CONSIDERING HOW MANY STRONGER FORMULA ONE GAMES WERE ALREADY AVAILABLE ON THE GAME BOY, INCLUDING F-1 RACE AND NIGEL MANSELL'S WORLD CHAMPIONSHIP, THIS POOR FERRARI TITLE IS

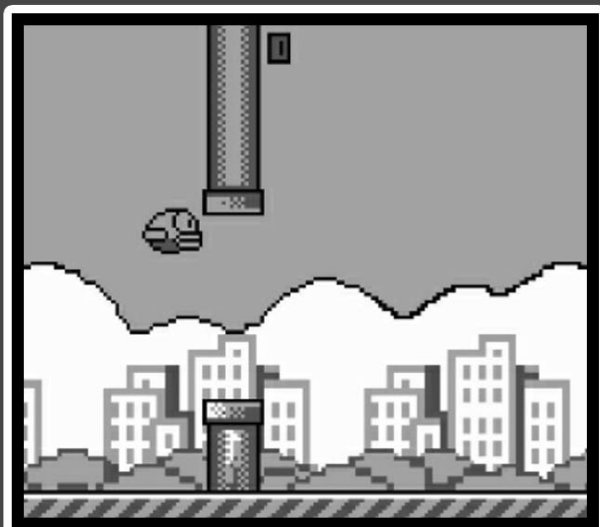




FIFA INTERNATIONAL SOCCER – MALIBU GAMES – 1995

THE ORIGINAL FIFA INTERNATIONAL SOCCER IS ALMOST INSEPARABLE FROM THE MEGA DRIVE, WHERE IT HELPED ESTABLISH EA SPORTS AS ONE OF THE BIGGEST NAMES IN FOOTBALL GAMING. THE SERIES WOULD CONTINUE TO GROW INTO ONE OF THE LONGEST-RUNNING AND MOST SUCCESSFUL FRANCHISES EVER MADE. THIS GAME BOY VERSION ARRIVED SLIGHTLY LATER, AND IT IS SURPRISINGLY FAITHFUL TO THE MEGA DRIVE ORIGINAL. NATURALLY, THE GRAPHICS AND PRESENTATION ARE SIMPLIFIED, BUT THE GENERAL STYLE, GAMEPLAY AND STRUCTURE REMAIN RECOGNISABLE. I HAVE NEVER BEEN THE GREATEST FAN OF THE EARLY FIFA GAMES, PREFERRING TITLES SUCH AS STRIKER AND ESPECIALLY SENSIBLE SOCCER. EVEN SO, THE GAME BOY HAS VERY FEW GENUINELY GOOD FOOTBALL GAMES, WHICH MAKES THIS CONVERSION STAND OUT AS ONE OF THE STRONGER OPTIONS AVAILABLE ON THE

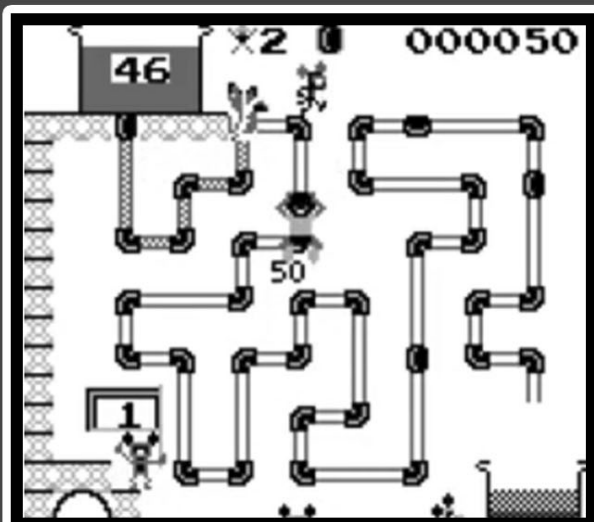




FLAPPY BIRD - GEARS STUDIO - 2014

FLAPPY BIRD BECAME ALMOST IMPOSSIBLE TO AVOID AFTER APPEARING ON MOBILE PHONES IN 2013. IT WAS NEVER ESPECIALLY ORIGINAL: THE BASIC IDEA OF KEEPING A CHARACTER AIRBORNE WHILE AVOIDING OBSTACLES HAD EXISTED FOR DECADES IN GAMES SUCH AS SUPERFLY AND CHOPPER. THIS UNOFFICIAL GAME BOY VERSION RECREATES THE FORMULA WITH MINIMAL CHANGES. PRESS A TO FLAP, PASS BETWEEN THE PIPES AND TRY NOT TO LOSE PATIENCE. THE GRAPHICS ARE BASIC, THE SOUND EFFECTS REPETITIVE AND THE GAMEPLAY REMAINS AS FRUSTRATINGLY SIMPLE AS EVER. IT IS AN AMUSING CURIOSITY FOR A FLASH CARTRIDGE, BUT THERE IS VERY LITTLE REASON TO PLAY IT FOR LONG. SYSTEM.





FRISKY TOM - NICHIBUTSU - 1995

FRISKY TOM IS ONE OF THE MORE UNEXPECTED ARCADE CONVERSIONS TO APPEAR ON THE GAME BOY. ORIGINALLY RELEASED IN 1981, IT FOLLOWS TOM, A PLUMBER TASKED WITH PROTECTING A COMPLICATED NETWORK OF WATER PIPES FROM A SWARM OF TROUBLESOME MICE.

THE AIM IS TO KEEP THE WATER FLOWING BY REPAIRING BROKEN SECTIONS AND AVOIDING THE DARKER MICE, WHICH COST YOU A LIFE ON CONTACT. EACH STAGE ENDS WHEN THE TANK IS EMPTY, WITH BONUS POINTS AWARDED FOR THE WATER THAT SUCCESSFULLY REACHES THE OTHER SIDE.

THE GRAPHICS AND SOUND ARE SIMPLE, BUT THE GAME RETAINS THE CHARM AND FRANTIC RHYTHM OF AN EARLY ARCADE MAZE TITLE. IT IS EASY TO LEARN, SURPRISINGLY ADDICTIVE AND WELL WORTH TRYING FOR FANS OF OLD-SCHOOL ARCADE GAMES.

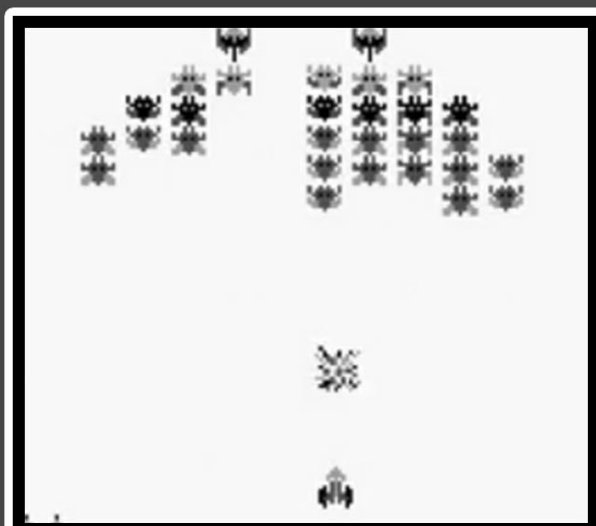


FROGGER - MAJESCO - 1998

KONAMI'S FROGGER REMAINS ONE OF THE MOST RECOGNISABLE ARCADE GAMES EVER MADE, SO IT IS SURPRISING THAT THIS GAME BOY CONVERSION ARRIVED AS LATE AS 1998, NEARLY A DECADE AFTER THE HANDHELD'S LAUNCH.

THE OBJECTIVE IS UNCHANGED: GUIDE FIVE FROGS ACROSS A BUSY ROAD AND THEN OVER A DANGEROUS RIVER TO REACH THE SAFE SPACES AT THE TOP OF THE SCREEN. CARS, TRUCKS, LOGS AND OTHER HAZARDS MOVE AT DIFFERENT SPEEDS, WHILE LATER STAGES BECOME INCREASINGLY FRANTIC. THE CONVERSION PLAYS WELL AND PRESERVES THE SIMPLE APPEAL OF THE ARCADE ORIGINAL, BUT IT FEELS EXTREMELY BASIC FOR SUCH A LATE GAME BOY RELEASE. ENJOYABLE, CERTAINLY, THOUGH ALSO RATHER LAZY AND LACKING ANY MEANINGFUL IMPROVEMENTS.





GALAGA & GALAXIAN - NAMCO - 1995

THIS EXCELLENT ARCADE DOUBLE PACK BRINGS TOGETHER TWO OF NAMCO'S MOST INFLUENTIAL FIXED-SCREEN SHOOTERS. GALAXIAN BUILDS ON THE FORMULA ESTABLISHED BY SPACE INVADERS, REPLACING RIGID ENEMY FORMATIONS WITH ALIENS THAT SWOOP TOWARDS THE PLAYER IN AGGRESSIVE ATTACK PATTERNS. GALAGA EXPANDS THE IDEA WITH MORE VARIED FORMATIONS, TOUGHER ENEMIES, TRACTOR BEAMS AND SHIPS REQUIRING MULTIPLE HITS. THE ACTION FEELS FASTER AND MORE UNPREDICTABLE, WHILE THE DISTINCTIVE DIVING ATTACKS GIVE THE ENEMIES FAR MORE PERSONALITY THAN THE USUAL ROWS OF TARGETS. BOTH GAMES TRANSLATE BEAUTIFULLY TO THE GAME BOY AND REMAIN IMMEDIATELY PLAYABLE DECADES LATER. SIMPLE, ADDICTIVE AND ENDLESSLY REPLAYABLE, THIS IS ONE OF THE FINEST ARCADE COMPILATIONS AVAILABLE FOR THE SYSTEM.

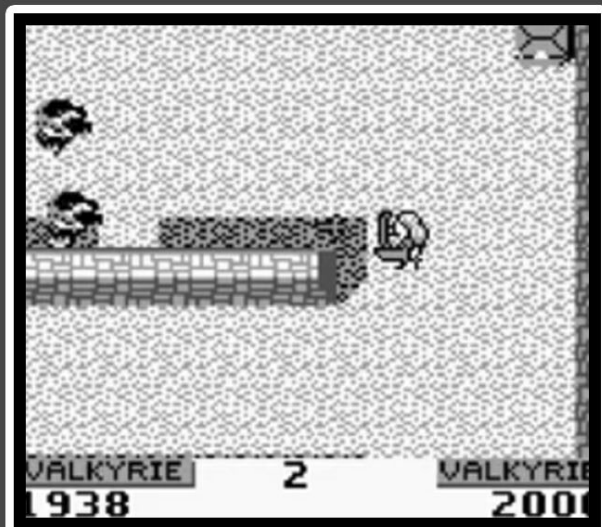




GAME & WATCH GALLERY - NINTENDO - 1997

IT IS SURPRISING THAT NINTENDO WAITED SO LONG TO RELEASE SUCH AN OBVIOUS COLLECTION FOR THE GAME BOY. THE ORIGINAL GAME & WATCH HANDHELDS WERE ENORMOUSLY SUCCESSFUL AND HELPED ESTABLISH MANY OF THE IDEAS LATER CARRIED INTO NINTENDO'S PORTABLE SYSTEMS. THIS FIRST COMPILATION INCLUDES MANHOLE, FIRE, OCTOPUS AND OIL PANIC. EACH GAME CAN BE PLAYED IN ITS ORIGINAL FORM OR IN AN UPDATED VERSION FEATURING IMPROVED GRAPHICS, SOUND AND FAMILIAR NINTENDO CHARACTERS. THE GAMES ARE EXTREMELY SIMPLE, BUT THEIR CLEAR RULES AND STEADILY INCREASING SPEED MAKE THEM REMARKABLY ADDICTIVE. BOTH EASY AND HARD MODES ADD WELCOME REPLAY VALUE, WHILE THE MODERN VERSIONS TAKE GOOD ADVANTAGE OF THE GAME BOY HARDWARE. AN EXCELLENT COLLECTION, ALTHOUGH THE NOSTALGIC ORIGINAL VERSIONS

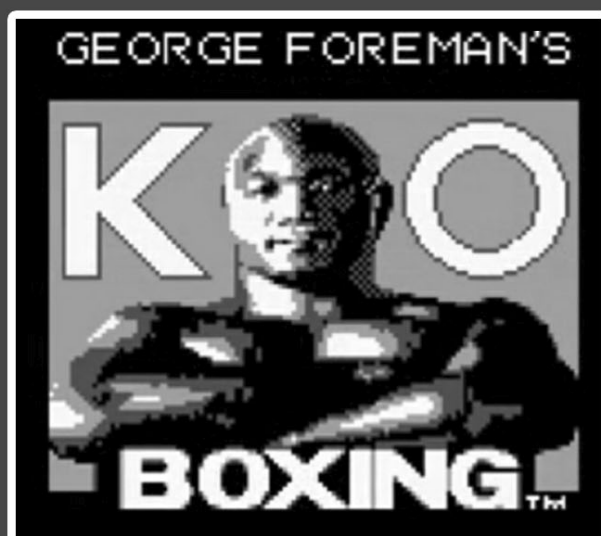




GAUNTLET II - MINDSCAPE - 1991

AS A HUGE FAN OF ATARI'S ORIGINAL ARCADE GAME, I WAS GENUINELY IMPRESSED BY THIS GAME BOY CONVERSION. GAUNTLET II CAPTURES THE SPEED, CHAOS AND ADDICTIVE DUNGEON-CRAWLING ACTION OF THE ARCADE VERSION REMARKABLY WELL, WITH COLOUR BEING THE ONLY MAJOR THING MISSING. YOU CAN CHOOSE FROM SEVERAL FAMILIAR CHARACTERS, COLLECT TREASURE AND POWER-UPS, BATTLE ENDLESS WAVES OF MONSTERS AND EVEN PLAY WITH A SECOND PLAYER. NEW ITEMS INTRODUCE EXTRA SHOTS, REPULSION AND TEMPORARY INVINCIBILITY, WHILE THE "IT" MECHANIC ADDS ANOTHER LAYER OF FRANTIC COMPETITION. THE GRAPHICS ARE DETAILED, THE CONTROLS REMAIN RESPONSIVE AND THE SPEECH EFFECTS ARE ASTONISHING FOR THE HARDWARE. FAST, POLISHED AND PACKED WITH ACTION, THIS IS EASILY ONE OF THE FINEST GAMES ON THE GAME BOY.





GEORGE FOREMAN'S K.O. BOXING - ACCLAIM - 1992

LONG BEFORE BECOMING FAMOUS FOR HIS GRILLING MACHINES, GEORGE FOREMAN WAS A HEAVY-WEIGHT BOXING CHAMPION—AND APPARENTLY THE PERFECT CHOICE FOR YET ANOTHER GAME BOY BOXING GAME. UNFORTUNATELY, THIS ONE IS LITTLE MORE THAN A CLUMSY IMITATION OF NINTENDO'S PUNCH-OUT!! THE LARGE BOXER SPRITES LOOK DECENT, BUT THE SLUGGISH MOVEMENT MAKES EVERY FIGHT FEEL SLOW AND AWKWARD. THERE IS VERY LITTLE TECHNIQUE INVOLVED, SO MOST MATCHES QUICKLY BECOME REPETITIVE BUTTON-MASHING CONTESTS. ASIDE FROM FOREMAN HIMSELF, THE OP-
PONENTS ARE GENERIC AND FORGETTABLE. THE WEAK AUDIO DOES NOT HELP, WITH REPETITIVE EF-
FECTS AND PAINFULLY AVERAGE MUSIC. YOU WOULD BE FAR BETTER OFF RETURNING TO PUNCH-OUT!!.. REMAIN THE REAL HIGHLIGHT.





GETAWAY: HIGH SPEED II - WILLIAMS ENTERTAINMENT - 1995

THE ORIGINAL HIGH SPEED WAS ONE OF WILLIAMS ELECTRONICS' MOST SUCCESSFUL PINBALL TABLES, SO A SEQUEL WAS ALMOST INEVITABLE. DESIGNED BY LEGENDARY PINBALL CREATOR STEVE RITCHIE, THE GETAWAY ADDS A FASTER, MORE ENERGETIC RACING THEME TO THE FAMILIAR FORMULA. THIS GAME BOY VERSION OFFERS THE USUAL COLLECTION OF RAMPS, TARGETS AND BONUSES, INCLUDING A MEMORABLE SECTION WHERE THE BALL IS USED TO KNOCK CARS FROM A RACETRACK. THE TABLE LAYOUT IS ENJOYABLE, ALTHOUGH THE LIMITED SCREEN DEFINITION CAN OCCASIONALLY MAKE THE ACTION DIFFICULT TO FOLLOW. FORTUNATELY, THE CONTROLS WORK WELL AND THE ENERGETIC MUSIC HELPS CREATE THE RIGHT ATMOSPHERE. FANS OF HANDHELD PINBALL SHOULD FIND PLENTY TO ENJOY HERE





GHOSTBUSTERS II - HAL LABORATORY - 1990

WHILE ACTIVISION ALSO RELEASED A VERSION OF GHOSTBUSTERS II, THIS GAME BOY ADAPTATION COMES FROM HAL LABORATORY AND TAKES A VERY DIFFERENT APPROACH. INSTEAD OF A CONVENTIONAL ACTION GAME, IT PLAYS LIKE A TOP-DOWN DUNGEON CRAWLER WITH A STRONG RESEMBLANCE TO GAUNTLET. YOU EXPLORE FIVE LOCATIONS FROM THE FILM, CAPTURING A REQUIRED NUMBER OF GHOSTS BEFORE THE TIMER EXPIRES. YOUR TEAMMATES FOLLOW BEHIND, HELPING DURING REGULAR ENCOUNTERS AND BOSS BATTLES. CLEARING A STAGE QUICKLY ALSO EARNS A USEFUL BONUS. THE VISUALS ARE CLEAN AND CHARMING, THE MUSIC IS EXCELLENT AND THE ACTION REMAINS ENJOYABLE THROUGHOUT. A SURPRISINGLY POLISHED ADAPTATION AND ONE OF THE GAME BOY'S HIDDEN GEMS. THE VISUALS ARE INCREDIBLY IMPRESSIVE FOR THE HARDWARE, AND THE GAME





HATRIS - BULLET-PROOF SOFTWARE - 1991

AFTER CREATING TETRIS, ALEXEY PAJITNOV FOLLOWED IT WITH A PUZZLE GAME ABOUT FALLING HATS. THE BASIC IDEA IS FAMILIAR: PAIRS OF HATS DROP FROM THE TOP OF THE SCREEN AND MUST BE ARRANGED INTO MATCHING STACKS TO CLEAR THEM AND EARN POINTS. UNLIKE TETRIS, THE HATS COME IN DIFFERENT SHAPES AND HEIGHTS, CAUSING THE PILES TO GROW UNEVENLY AND MAKING THE SCREEN FILL SURPRISINGLY QUICKLY. YOU CAN SEE THE NEXT PAIR, TRACK YOUR SCORE AND PROGRESS THROUGH INCREASINGLY FAST LEVELS. THE GRAPHICS ARE PLEASANT AND THE MUSIC FITS THE ACTION WELL. IT LACKS THE BRILLIANCE AND ADDICTIVE SIMPLICITY OF TETRIS, BUT HATRIS REMAINS A CHARMING AND ENTERTAINING LITTLE PUZZLE GAME. IT PLAYS REMARKABLY WELL. FACEBALL 2000 REMAINS JUST AS UNUSUAL AND DISTINCTIVE ON NINTENDO'S HANDHELD AS IT WAS ON ATARI'S





HEAD-ON - TECMO - 1990

ORIGINALLY RELEASED BY SEGA IN 1979, HEAD-ON IS AN EARLY MAZE GAME THAT FEELS LIKE A MIXTURE OF PAC-MAN AND BUMP 'N' JUMP. YOU CONTROL A SMALL RACING CAR, COLLECTING EVERY DOT ACROSS FIVE LANES WHILE AVOIDING AN OPPONENT TRAVELLING IN THE OPPOSITE DIRECTION. THE GAME BOY VERSION INCLUDES BOTH THE ORIGINAL GAME AND AN UPDATED MODE WITH NEW LAYOUTS, HAZARDS AND POWER-UPS. THERE IS ALSO AN ENJOYABLE TWO-PLAYER LINK OPTION, WHICH ADDS SOME WELCOME COMPETITION. THE GRAPHICS AND SOUND ARE BASIC, BUT THE SIMPLE DESIGN REMAINS SURPRISINGLY ADDICTIVE. THE NEW VERSION ADDS ENOUGH VARIETY AND CHALLENGE TO MAKE THIS A SOLID CONVERSION OF AN EARLY ARCADE CLASSIC. COMPUTER. OTHER SYSTEMS.

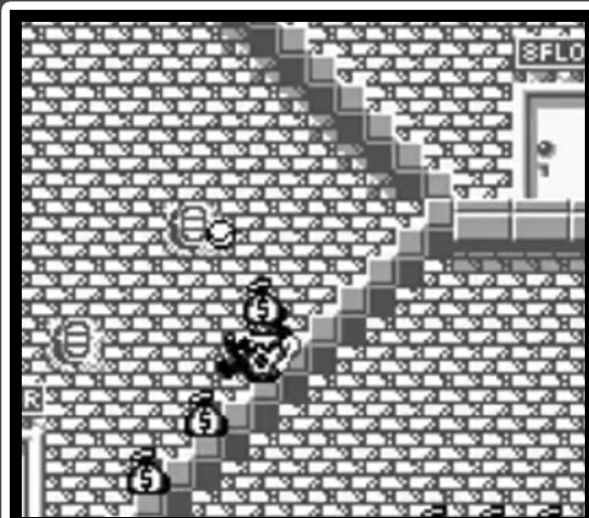




HOOK - OCEAN - 1992

BASED ON STEVEN SPIELBERG'S FILM, HOOK INITIALLY LOOKS LIKE ANOTHER LICENSED PLATFORM GAME, BUT IT INCLUDES A FEW INTERESTING IDEAS OF ITS OWN. THE STORY IS PRESENTED THROUGH CUT-SCENES FEATURING TINKERBELL, WHILE PETER PAN MUST FIGHT THROUGH 27 LEVELS BEFORE FACING CAPTAIN HOOK. THE GAME MIXES TRADITIONAL PLATFORMING WITH SWIMMING AND FLYING STAGES. UNFORTUNATELY, THE LEVELS ARE OFTEN TOO LARGE FOR THE SMALL SCREEN, MAKING IMPORTANT ITEMS EASY TO MISS AND FORCING PLENTY OF FRUSTRATING BACKTRACKING. THE CHUNKY SPRITES AND DETAILED BACKGROUNDS LOOK IMPRESSIVE, BUT THE CRAMPED VIEW SERIOUSLY DAMAGES THE EXPERIENCE. THERE IS A DECENT GAME HERE, THOUGH IT IS FAR MORE IRRITATING THAN IT SHOULD BE.





HUDSON HAWK - OCEAN - 1991

ALTHOUGH HUDSON HAWK BECAME ONE OF CINEMA'S MOST NOTORIOUS BOX-OFFICE FAILURES, THE GAME BOY ADAPTATION IS FAR MORE SUCCESSFUL. YOU PLAY AS BRUCE WILLIS'S CAT BURGLAR, TRAVELLING THROUGH A SERIES OF STRANGE MISSIONS INVOLVING STOLEN ARTEFACTS AND INCREASINGLY RIDICULOUS ENEMIES. THE PLATFORMING IS STRAIGHTFORWARD BUT CONSISTENTLY ENJOYABLE, HELPED BY RESPONSIVE CONTROLS AND PLENTY OF VARIETY. OPPONENTS INCLUDE EVERYTHING FROM BMX-RIDING KIDS TO PHOTOGRAPHERS AND EVEN A KANGAROO, GIVING THE GAME THE SAME BIZARRE TONE AS THE FILM. THE SPRITES ARE CLEAR, THE CARTOON PRESENTATION WORKS WELL AND BOTH THE MUSIC AND SOUND EFFECTS ARE SURPRISINGLY STRONG. A GENUINELY ENTERTAINING LICENSED GAME AND ONE OF THE HIDDEN GEMS IN THE GAME BOY LIBRARY.

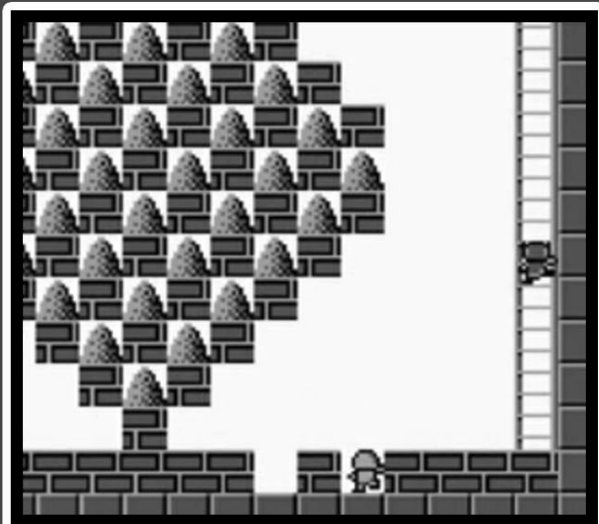




THE HUMANS - GAMETEK - 1992

THE HUMANS ASKS YOU TO GUIDE A TRIBE OF CAVEMEN THROUGH A PREHISTORIC WORLD BY COMBINING THEIR DIFFERENT ABILITIES. THEY CAN FORM LADDERS, JUMP, THROW OBJECTS AND INVENT NEW TOOLS, WITH EVERY STAGE REQUIRING CAREFUL TEAMWORK. LATER LEVELS INTRODUCE A WITCH DOCTOR WHO CAN TRANSFORM ONE TRIBESMAN INTO A USEFUL OBJECT, ALTHOUGH DOING SO SACRIFICES THAT CHARACTER. DINOSAURS, HOSTILE CREATURES AND ENVIRONMENTAL HAZARDS ADD FURTHER COMPLICATIONS. FANS OF LEMMINGS AND THE LOST VIKINGS SHOULD FEEL AT HOME HERE. THE GRAPHICS ARE DETAILED, THE MUSIC IS STRONG AND THIS GAME BOY CONVERSION PRESERVES THE PUZZLE-SOLVING APPEAL OF THE ORIGINAL REMARKABLY WELL. I AM STILL SEARCHING FOR A DECENT ARKANOID CLONE FOR THE ORIGINAL GAME BOY.





Hyper Lode Runner™

▶ GAME

EDIT

VS

LODE RUNNER by Broderbund.

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LICENSED BY NINTENDO

HYPER LODE RUNNER - BANDAI - 1990

HYPER LODE RUNNER IS AN UPDATED GAME BOY VERSION OF THE CLASSIC COMPUTER PUZZLE-PLATFORMER. THE OBJECTIVE IS SIMPLE: COLLECT EVERY PIECE OF GOLD WHILE AVOIDING ENEMIES AND SEARCHING FOR THE ROUTE TO THE EXIT.YOUR MAIN DEFENCE IS THE ABILITY TO DIG TEMPORARY HOLES IN THE FLOOR. ENEMIES CAN BECOME TRAPPED INSIDE THEM, ALLOWING YOU TO WALK ACROSS THEIR HEADS, BUT CARELESS DIGGING CAN LEAVE YOU TRAPPED AS WELL. THE HOLES EVENTUALLY CLOSE, SO TIMING IS ESSENTIAL.WITH 150 LEVELS, SCROLLING STAGES AND LARGER SPRITES, THIS IS A SUBSTANTIAL HANDHELD CONVERSION. THE PRESENTATION IS BASIC, BUT THE CLEVER LEVEL DESIGN AND DEPENDABLE GAMEPLAY MAKE IT AN EXCELLENT VERSION OF A TIMELESS CLASSIC.

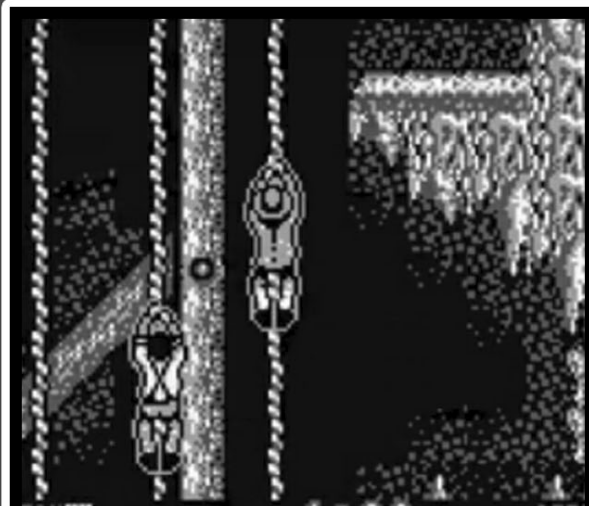




THE INCREDIBLE CRASH DUMMIES - LJN - 1992

BASED ON THE TOY LINE AND SHORT-LIVED CARTOON SERIES, THE INCREDIBLE CRASH DUMMIES IS BUILT AROUND A COLLECTION OF STUNT-THEMED MINI-GAMES. ONE STAGE HAS YOU LEAPING FROM A SKYSCRAPER AND AVOIDING OBSTACLES BEFORE HITTING A TARGET, WHILE ANOTHER PUTS YOU BEHIND THE WHEEL OF A CAR AND REWARDS AS MUCH DESTRUCTION AS POSSIBLE. THE BMX SECTION FEELS FAR LESS ENJOYABLE, FORCING YOU TO PERFORM TRICKS AND COMPLETE A SLALOM COURSE AGAINST THE CLOCK. IT BREAKS THE FLOW AND NEVER FEELS AS ENTERTAINING AS THE EARLIER STAGES. THE GRAPHICS ARE ATTRACTIVE AND THE MUSIC IS DECENT, BUT THE GAME NEVER MAKES ENOUGH OF ITS EXCELLENT PREMISE. WHAT SHOULD HAVE BEEN CHAOTIC FUN ENDS UP FEELING REPETITIVE AND UNFINISHED.

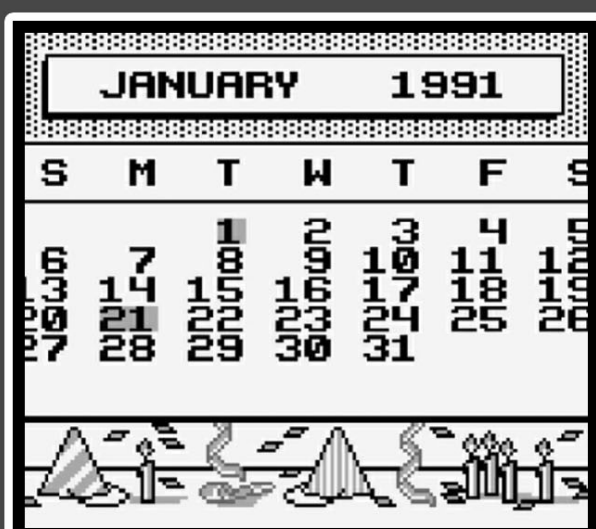




INDIANA JONES AND THE LAST CRUSADE - UBI SOFT - 1994

THIS ACTION VERSION OF INDIANA JONES AND THE LAST CRUSADE WAS RELEASED ALONGSIDE THE BETTER-KNOWN GRAPHIC ADVENTURE. HERE, INDY MUST SEARCH FOR THE CROSS OF CORONADO, A SHIELD AND A DIARY BEFORE FINALLY LOCATING THE HOLY GRAIL.THE GAME FOLLOWS SEVERAL MOMENTS FROM THE FILM THROUGH FOUR ARCADE-STYLE LEVELS COMBINING CLIMBING, EXPLORATION, SIMPLE PUZZLES AND COMBAT. INDY CAN USE HIS WHIP AGAINST ENEMIES AND OCCASIONALLY FIGHT HAND TO HAND.UNFORTUNATELY, THE GAMEPLAY IS SLOW, REPETITIVE AND OFTEN FRUSTRATING. THE GRAPHICS AND SOUND ARE ACCEPTABLE, BUT THE STAGES OFFER LITTLE VARIETY AND RELY TOO HEAVILY ON SEARCHING FOR HIDDEN OBJECTS. A DULL LICENSED PLATFORM ADVENTURE THAT NEVER CAPTURES THE EXCITEMENT OF THE FILM.

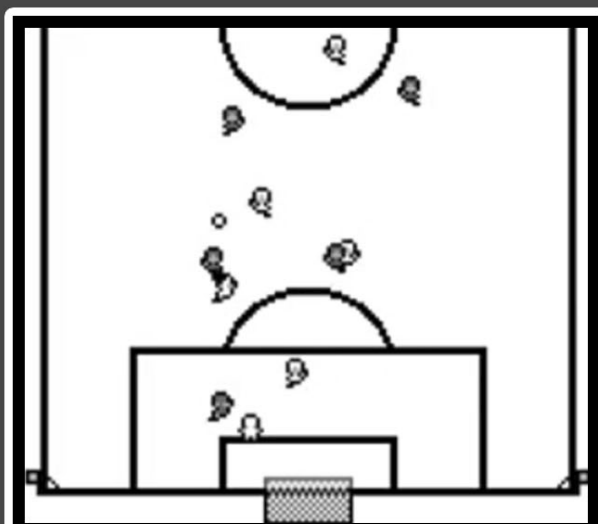




INFOGENIUS PRODUCTIVITY PAK: PERSONAL ORGANISER AND PHONE BOOK - GAMETEK - 1991

THE INFOGENIUS SERIES ATTEMPTED TO TRANSFORM THE GAME BOY INTO A CHEAP PERSONAL DIGITAL ASSISTANT. THIS CARTRIDGE OFFERS ONLY BASIC ORGANISER AND PHONE-BOOK FUNCTIONS, ALLOWING USERS TO STORE SIMPLE APPOINTMENTS AND CONTACT DETAILS. THE IDEA WAS MILDLY INTERESTING IN 1991, BUT DIVIDING THE FEATURES ACROSS SEVERAL SEPARATE CARTRIDGES MADE THE RANGE FEEL LIKE A CYNICAL CASH GRAB. EVERYTHING HERE COULD EASILY HAVE FITTED INTO A SINGLE PACKAGE, WHILE THE LACK OF A PROPER KEYBOARD MAKES ENTERING INFORMATION SLOW AND AWKWARD. MODERN PHONES HAVE MADE IT ALMOST COMPLETELY POINTLESS, LEAVING THIS AS LITTLE MORE THAN AN UNUSUAL COLLECTOR'S CURIOSITY. THE GRAPHICS ARE EXCELLENT, WHILE THE SOUND IS BETTER THAN IN MOST GOLF GAMES. DESPITE THE CHANGES, THIS REMAINS HIGHLY ENJOY-





INTERNATIONAL SOCCER - BANDAI - 1991

ALSO RELEASED AS FOOTBALL INTERNATIONAL AND SIMPLY SOCCER, THIS GAME SHOULD NOT BE CONFUSED WITH KONAMI'S FAR SUPERIOR INTERNATIONAL SUPERSTAR SOCCER. UNFORTUNATELY, BANDAI'S EFFORT IS POOR FROM THE MOMENT IT BEGINS. ONLY EIGHT TEAMS ARE AVAILABLE, ENGLAND APPEARS UNDER THE WRONG FLAG AND EACH SIDE HAS JUST SEVEN PLAYERS. THE MOVEMENT IS SLOW, THE SPRITES FLICKER WHEN PLAYERS GET TOO CLOSE AND SCORING IS ABSURDLY EASY BECAUSE THE GOALKEEPERS ARE PRACTICALLY USELESS. MATCHES QUICKLY BECOME DULL, WHILE THE PLAIN PITCH AND REPETITIVE MUSIC MAKE THE EXPERIENCE EVEN WORSE. A THOROUGHLY FORGETTABLE FOOTBALL GAME. ABLE AND IS AN ESSENTIAL TITLE FOR FANS OF GOLF SIMULATIONS., WITH LISA ALSO APPEARING DURING THE ADVENTURE. THE GRAPHICS AND SOUND ARE EXCELLENT AND REMAIN





INTERNATIONAL SUPERSTAR SOCCER - KONAMI - 1998

KONAMI'S INTERNATIONAL SUPERSTAR SOCCER SERIES WOULD EVENTUALLY EVOLVE INTO PRO EVOLUTION SOCCER, BUT THIS GAME BOY VERSION ARRIVED SURPRISINGLY LATE IN THE HANDHELD'S LIFE. RATHER THAN COPYING THE HOME-CONSOLE GAMES DIRECTLY, IT USES A CLEAR SIDE-ON VIEW WITH A SLIGHTLY ANGLED PITCH. THE TEAMS ARE UNOFFICIAL, YET THERE ARE PLENTY OF TACTICAL OPTIONS AND EACH SIDE CAN BE CONFIGURED TO SUIT YOUR PREFERRED STYLE OF PLAY. THE CONTROLS ARE EXCELLENT, PASSING FEELS PRECISE AND IT IS POSSIBLE TO SCORE SOME GENUINELY IMPRESSIVE GOALS. THE PLAYERS LOOK RATHER PLAIN, BUT THE ANIMATION, PRESENTATION, SOUND EFFECTS AND OPENING SEQUENCES ARE ALL STRONG. ONE OF THE FINEST FOOTBALL GAMES AVAILABLE FOR THE GAME BOY. FAITHFUL TO THE ORIGINAL SERIES.





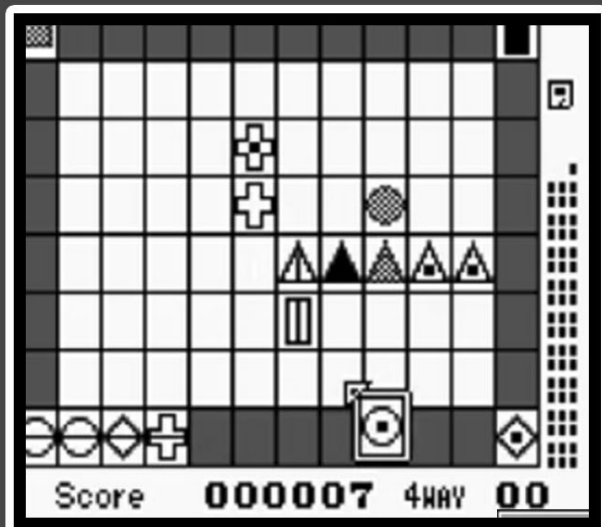
IRON MAN AND X-O MANOWAR IN HEAVY METAL - ACCLAIM - 1996

RELEASED LONG BEFORE THE MARVEL MOVIE ERA, HEAVY METAL BRINGS IRON MAN TOGETHER WITH THE LESSER-KNOWN X-O MANOWAR TO STOP A GROUP OF VILLAINS REBUILDING THE COSMIC CUBE. BOTH HERDES CAN FLY, JUMP, PUNCH AND FIRE ENERGY WEAPONS, BUT THEY FEEL ALMOST IDENTICAL. THE GAMEPLAY FOLLOWS A REPETITIVE PATTERN OF EXPLORING EMPTY STAGES, COLLECTING UPGRADES AND DEFEATING BOSSES, WITH LITTLE VARIETY BETWEEN MISSIONS.

SOME LEVELS ARE CONFUSING AND OCCASIONALLY LEAVE YOU STUCK WITHOUT ANY CLEAR OBJECTIVE. THE MUDDY GRAPHICS AND WEAK AUDIO MAKE MATTERS WORSE. THERE ARE HINTS OF A DECENT ACTION GAME HERE, BUT IT ULTIMATELY FEELS UNFINISHED AND SHORT ON IDEAS.

THERE ARE A FEW FRUSTRATING MOMENTS, BUT NOTHING SERIOUS ENOUGH TO SPOIL THE EXPERI-





SHIDO: THE WAY OF THE STONES - NEXOFT - 1990

OFTEN MISTAKEN FOR A MAHJONG GAME, ISHIDO IS ACTUALLY A CALM TILE-MATCHING PUZZLE BUILT AROUND ANCIENT RUNE STONES. EACH TILE HAS BOTH A SYMBOL AND A SHADE, AND MUST BE PLACED BESIDE ANOTHER STONE SHARING ONE OF THOSE PROPERTIES. THE RULES ARE EASY TO UNDERSTAND, BUT THE BOARD GRADUALLY BECOMES HARDER TO MANAGE AS EVERY MOVE AFFECTS THE POSSIBLE MATCHES THAT FOLLOW. SUCCESS DEPENDS ON PLANNING AHEAD RATHER THAN SIMPLY PLACING THE FIRST AVAILABLE TILE. THE GRAPHICS AND SOUND ARE EXTREMELY BASIC, YET THE CENTRAL PUZZLE IS THOUGHTFUL, STRATEGIC AND SURPRISINGLY ADDICTIVE. MORE MODES AND VARIETY WOULD HAVE HELPED, BUT FANS OF TRADITIONAL TILE GAMES SHOULD STILL ENJOY IT. ENCE. FANS OF THE SIMPSONS SHOULD ENJOY THIS ONE.





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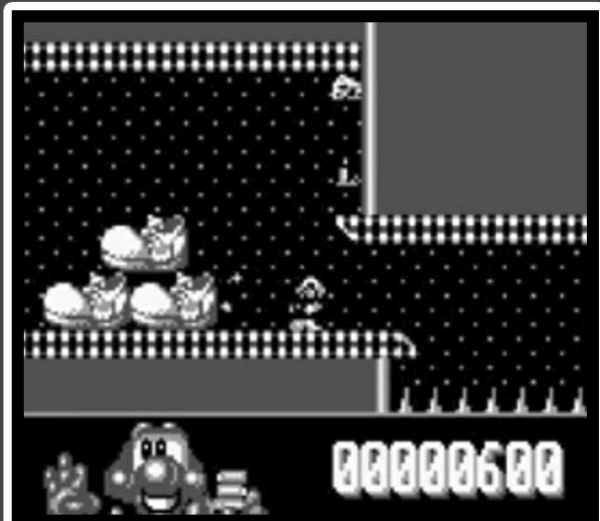




JACK NICKLAUS' GOLF - TRADEWEST - 1992

JACK NICKLAUS' GOLF BRINGS THE DETAILED STYLE OF CLASSIC PC GOLF GAMES TO THE GAME BOY, COMPLETE WITH MULTIPLE COURSES, DIFFERENT PLAY MODES AND PLENTY OF OPTIONS FOR SERIOUS PLAYERS. THE SIMPLIFIED MONOCHROME GRAPHICS ACTUALLY HELP THE EXPERIENCE, MAKING EACH COURSE EASY TO READ WHILE ALLOWING THE SCREEN TO UPDATE MUCH FASTER THAN MANY OLDER COMPUTER VERSIONS. CONTROLS ARE STRAIGHTFORWARD, AND THE CARTRIDGE EVEN LETS YOU SAVE YOUR PROGRESS. SOUND IS LIMITED TO A FEW EFFECTS, CHEERS AND SHORT TUNES BETWEEN HOLES, BUT THE STRONG GAMEPLAY MORE THAN COMPENSATES. ACCESSIBLE, SUBSTANTIAL AND HIGHLY REPLAYABLE, THIS IS AN EXCELLENT HANDHELD GOLF GAME. THE GAMEPLAY IS EXTREMELY FAST, WITH POWERFUL SHOTS AND AGGRESSIVE TACKLES ARRIVING FROM EVERY DIRECTION. THERE

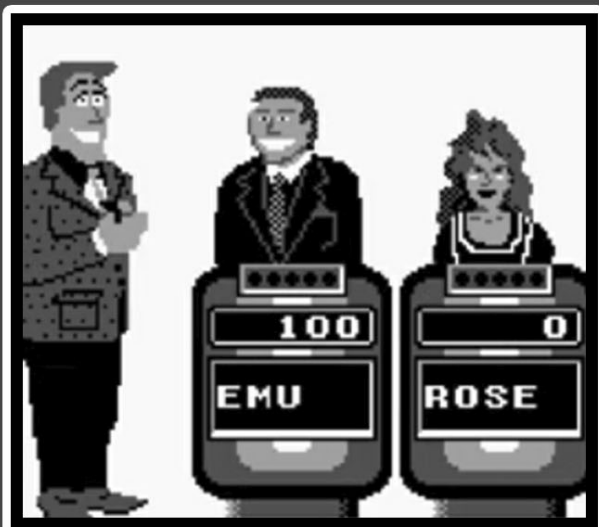




JAMES POND 2: ROBOCOD - OCEAN - 1992

SET IMMEDIATELY AFTER THE ORIGINAL GAME, JAMES POND 2: ROBOCOD SENDS THE AQUATIC SECRET AGENT TO THE NORTH POLE, WHERE DR. MAYBE HAS TAKEN CONTROL OF SANTA'S WORKSHOP AND CAPTURED THE WORKERS. ROBOCOD CAN STRETCH HIS BODY TO REACH HIGH PLATFORMS AND COLLECT POWER-UPS GRANTING EXTRA LIVES, WINGS AND TEMPORARY INVINCIBILITY. SOME STAGES ALSO INCLUDE VEHICLES SUCH AS CARS, PLANES AND EVEN FLYING BATHTUBS. THE LEVEL DESIGN IS MORE ENJOYABLE THAN IN THE FIRST GAME, BUT THIS GAME BOY CONVERSION SUFFERS FROM UGLY BACKGROUNDS, POORLY DEFINED SPRITES AND WEAK ANIMATION. THE MUSIC IS GOOD, YET IT CANNOT RESCUE SUCH A HEAVILY COMPROMISED PORT. THERE ARE SURPRISINGLY FEW STRONG FOOTBALL GAMES ON THE GAME BOY, MAKING ELITE SOCCER A WELCOME DISCOVERY





JEDPARDY! - GAMETEK - 1991

BASED ON THE HUGELY POPULAR AMERICAN TELEVISION QUIZ SHOW, JEDPARDY! ASKS PLAYERS TO CHOOSE CLUES FROM A BOARD AND TYPE THEIR RESPONSES IN THE FORM OF A QUESTION. UNFORTUNATELY, ENTERING ANSWERS WITH THE GAME BOY CONTROLS IS PAINFULLY SLOW. YOU MUST SELECT EACH LETTER INDIVIDUALLY, SO EVEN SIMPLE RESPONSES TAKE FAR TOO LONG. THE COMPUTER OPPONENTS ARE ALSO ABSURDLY STRONG AND ALMOST IMPOSSIBLE TO DEFEAT. THE GRAPHICS ARE UNATTRACTIVE, THE SOUND IS IRRITATING AND THE WHOLE EXPERIENCE FEELS MORE FRUSTRATING THAN ENTERTAINING. EVEN FANS OF THE TELEVISION SHOW SHOULD AVOID THIS ONE.





JIMMY CONNORS' TENNIS - UBI SOFT - 1993

JIMMY CONNORS' TENNIS LETS YOU COMPETE AS THE FORMER WORLD NUMBER ONE ACROSS SIXTEEN INTERNATIONAL TOURNAMENTS, INCLUDING THE US OPEN, AUSTRALIAN OPEN, FRENCH OPEN AND WIMBLEDON. THE GAME INCLUDES SEVERAL COURT TYPES, PRACTICE AND TWO-PLAYER MODES, PLUS A PASSWORD SYSTEM FOR TRACKING RESULTS AND PRIZE MONEY. THE COURTS ARE DETAILED, THE PLAYER ANIMATION IS EXCELLENT AND THE MUSIC IS SURPRISINGLY GOOD. UNFORTUNATELY, THE ACTION IS PAINFULLY SLOW. COMPARED WITH NINTENDO'S FAST AND RESPONSIVE TENNIS, MATCHES FEEL HEAVY AND FRUSTRATING DESPITE THE OTHERWISE POLISHED PRESENTATION.

EVEN SO, EARTHWORM JIM REMAINS ENJOYABLE ON THE GAME BOY, ALTHOUGH IT IS NOT QUITE AS SMOOTH OR PLAYABLE AS THE ORIGINAL VERSION. NING TO END.

