



BALLOON KID



This isn't just a lot of hot air - it's an adventure! Balloon Kid travels through various levels, hanging on to a pair of balloons to provide him with lift and thrust.

However, things aren't all fun and games. Dangers lurk at every whiff of breeze - birds flap around the skies, huge fish are ready to leap out of the water, and there are spikes everywhere!

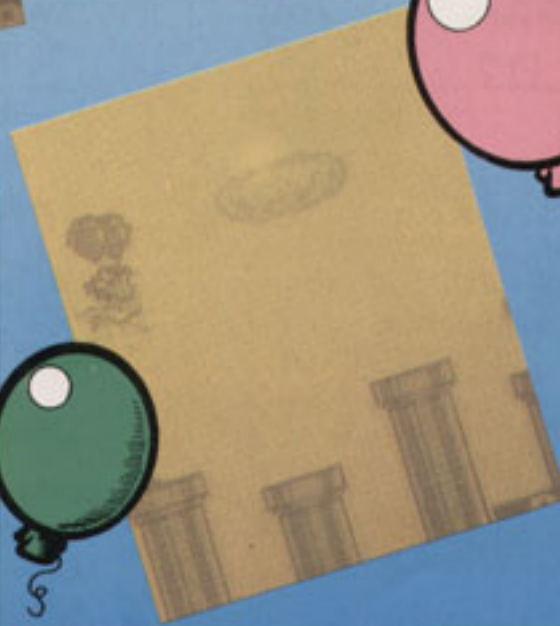
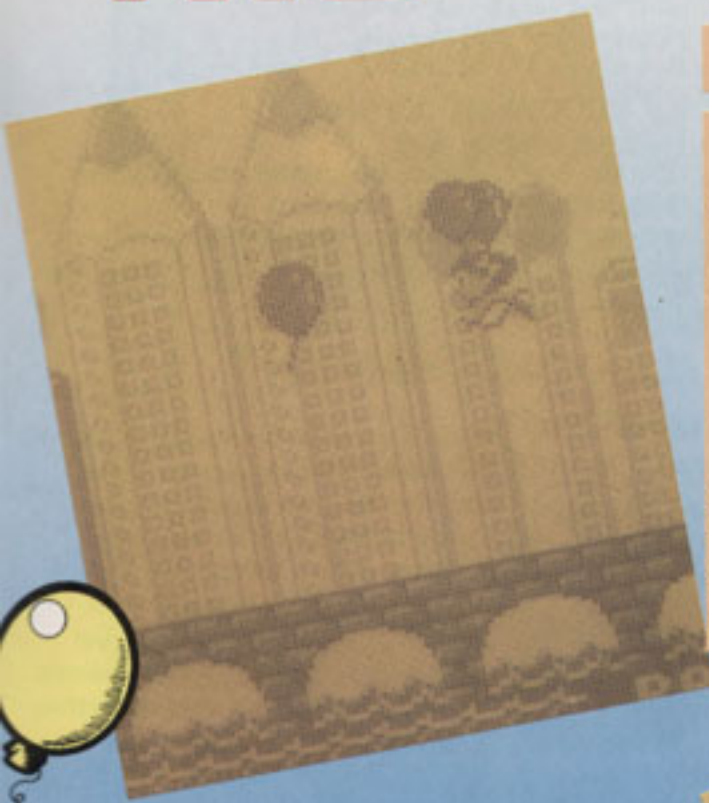
With bonus stages and power-ups floating around, the Kid's task can be made easier - but not that easy!

COMMENT



Balloon Trip starts out full of promise, but after a couple of goes the dull, uneventful gameplay and the very low difficulty level make this

JULIAN become very boring very quickly. There's simply not enough action or challenge to keep you entertained for more than a few hours.



BALLOON BURSTING

The first bonus stage appears when Kid walks into a huge Gameboy - honestly! Then five pipes discharge balloons at an increasing rate, and it's up to our hero to bust as many as possible in the time limit.

COMMENT

Although the angle's an interesting one, I can't help thinking that this is a mediocre game. It lacks the thrills to keep me coming back, and I can't really recommend it. Super Mario Land is still the best "cute" game around, so buy that instead.



MATT

BALLOON TRIP

Another option is the balloon trip. Unlike the more complicated main game, this has no enemies to speak of. Simply guide the laddie through a series of spiked walls (which are fatal if touched), while collecting more balloons.



NINTENDO £19.99

RATINGS

PRESENTATION	81%
GRAPHICS	78%
SOUND	73%
PLAYABILITY	62%
LASTABILITY	45%
OVERALL	51%

