

Constantly striving to bring you the latest in console coverage, MEAN MACHINES gives you a look at the latest Game Boy cartridges. Heck!

PAPERBOY

Riding a bike in America's heartland isn't as easy as it sounds. In fact it's downright lethal: dogs, burglars, cars and, would you believe it, ghosts conspire to make your delivery route as hazardous as possible. But the papers have to get through to the subscribers, and this version of the coin-op contains all the features of the original. Steer your bike past the hazards to avoid the sack!

Bonus points can be gained by smashing the windows of non-subscribers, and extra bales of tabloids are scattered around to help the unfortunate delivery boy. So don't freewheel, but pedal your heart out in this suburban epic!

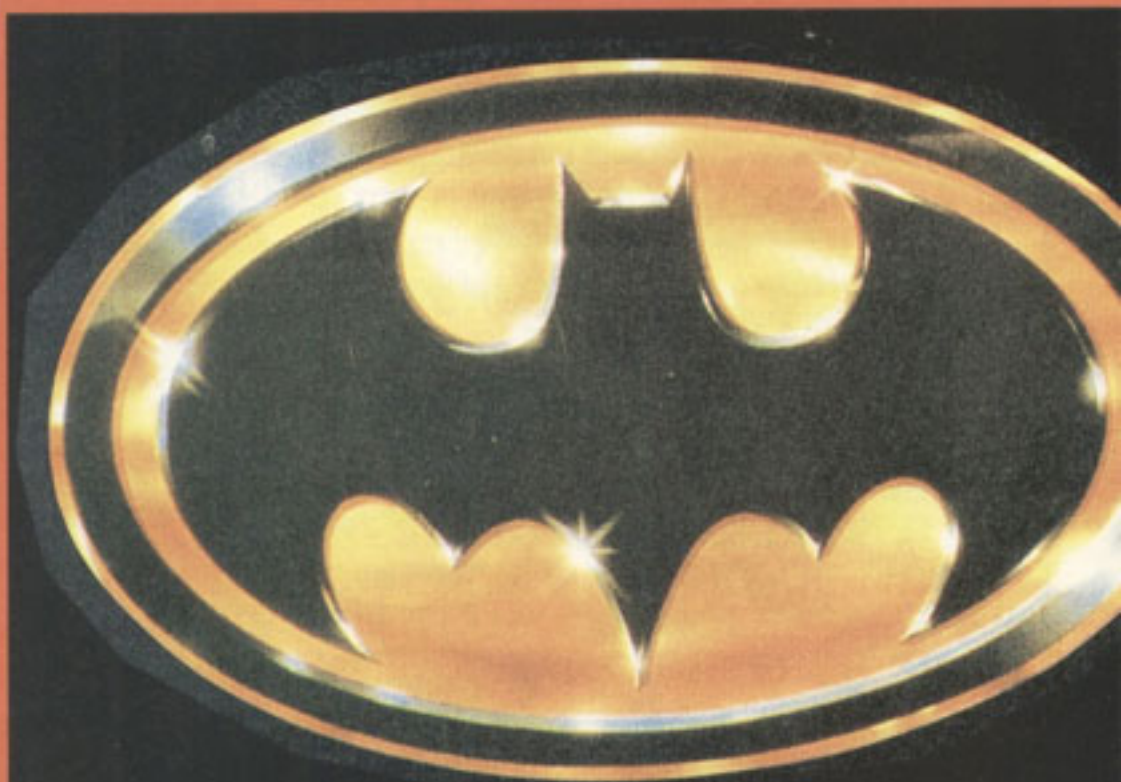
PRESENTATION	79%
GRAPHICS	73%
SOUND	75%
PLAYABILITY	74%
LASTABILITY	56%
OVERALL	67%

MATT: I can't say I thought this game is much cop. The original was buckets of fun, and the Master System version (see MEAN MACHINES issue 1) is excellent. But it really doesn't work on this format - it needs colourful graphics, and the Game Boy, bless its little heart, just can't deliver that.

JAZ: I don't like this - it's far too fiddly. You need to get your eyeballs out on stalks to work out who are subscribers and who aren't, especially with the ultra-blurry scrolling. Couple that with the rubbish bike controls and you've got a game that soon loses its appeal - even coin-op fans will be disappointed.



GAMM ROUN



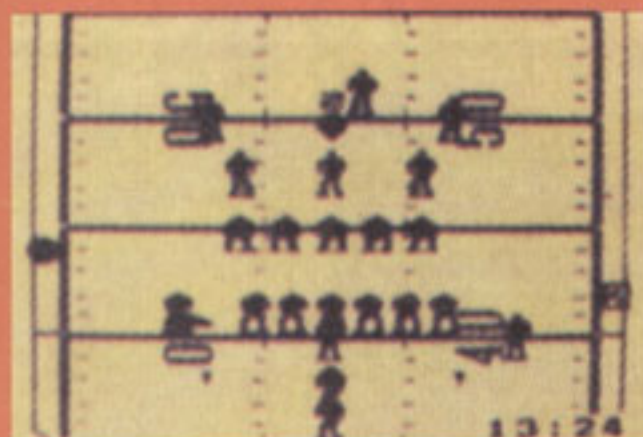
BATMAN

The caped crusader appears on the console scene once again, but in a totally different form from his previous incarnations.

This game is reminiscent of Super Marioland, as Batman jumps and shoots his way through the platform world. Along the way our nocturnal friend is molested by thugs, robots, and the Joker himself. There's even a Batwing section in which the Dark Knight shoots down 'copters. Don't forget to grab all the power-ups you can - you'll need them!



BOY D-UP



NFL FOOTBALL

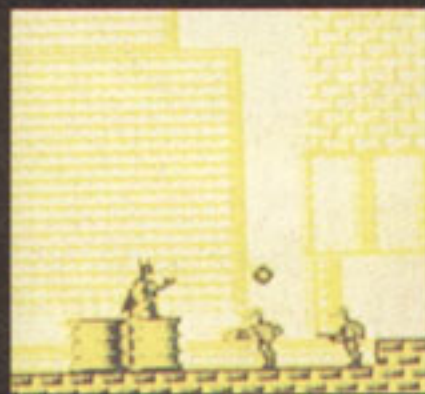
Sixteen! Forty eight! Hut! The gridiron comes to the Gameboy together with all its interruptions and complicated rules. Play the computer - or a friend with the Game Link - and choose any of the NFL teams that grab your fancy.

After kick off, the running back has to get as far upfield as possible until the opposition knocks him down. Then offensive plays are chosen in an attempt to gain 10 yards in four plays, which isn't as easy as it sounds. Alternatively while on defense, the task in hand is to prevent the other team from making their first down - and so regain possession. Punts and field goals are also available.

Big helmets, shoulder pads, and enormous salaries - it may sound like Dallas, but it's American Football!



PRESENTATION	83%
GRAPHICS	85%
SOUND	88%
PLAYABILITY	92%
LASTABILITY	80%
OVERALL	85%



MATT: Another great Gameboy platform game, with a real sense of humour - the main sprite is hilarious! Not only that, but the play is superb; the locations all have a distinctive look, and the array of tokens to be collected makes for difficult decisions - so much the better!

JAZ: I like this a lot - it's sort of Super Marioland with guns! Marioland and Batman are very similar in appearance, but there's more variety in this. The graphics are excellent, and the gameplay is both challenging and addictive, and there are plenty of different weapons to try out. Highly recommended.



PRESENTATION	71%
GRAPHICS	44%
SOUND	60%
PLAYABILITY	51%
LASTABILITY	32%
OVERALL	43%

MATT: A game this complex needs clear, straightforward graphics, not dozens of minute stick men lethargically wandering around the pitch. The potential's there, but the game fails to complete the play!

JAZ: Oh dear. When you look at the screen shots, this looks great. But once you see the crippled outcasts from a Lowry painting blurring their way around the screen like slugs you soon get put off. And when the action gets hectic, you end up with a writhing mass of pixels which you can't make head nor tail of. Give it a miss.

IP	TOTAL	STATS	CPU
5	1ST DOWN		1
1	TOUCH DOWN		0
100	YDS	PASSING	10
	YDS		
-2	RUSHING		0
0	TOTAL		0
	COUNTS		0