

**PC ENGINE**

**£35.00**

**BY HUDSON SOFT**

The life of your average caveboy is fraught with danger, and PC Kid is no exception. Not only are there all manner of dinosaurs to avoid, but that horrible Bonk the Dragonsaurus has gone and kidnapped his girly again. Barely out of nappies since his first excursion into the neolithic unknown, the sweet little bundle of prehistoric innocence must once again venture out of his cave and attempt to rescue the love of his young life.

PC Kid 2 sees the bold, bald youngster battling it out across six levels of sun, sea, sand and the soldiers of the nasty Bonk. As in his first outing, the Kid can dispose of any creatures by headbutting them or by consuming his favourite kebabs and cutting a swathe through the hordes before the effect of that hot chilli wears off!

Bonus levels are accessible, in which the Kid can rack up his points tally and, of course, there's an assortment of weird and not-so-wonderful guards at the end of each level whom PC Kid must despatch to that great boneyard in the sky if he wishes to continue further into the game.



**PC**  
**PITHECA**



## CREATURE COMFORTS



They're back - the Eggosaurs! These cute little dinos with half-eggshells stuck on their heads were the loyal followers of Bonk in PC Kid's first adventure, and now there are even more of them! Not only do they appear as cavemen, they can also be found butterfly-catching, surfing, dressed up in naval uniform and practicing semaphore, and even relaxing by the water and indulging in a spot of fishing! But don't be fooled by their laid-back appearance - these critters can seriously damage PC Kid's health!

▲ Bonk goes for the power-up - he's all heart really.



▲ Hmmm, prehistoric roadworks...

# KID 2

ANTHROPUS COMPUTERUS



## DONER DELIGHTS

PC Kid's favourite food - kebabs - come in two flavours: sweet 'n' sickly and extra hot! The former turns the Kid into a vision of loveliness, complete with long, curly eyelashes, allowing him to literally kill his enemies with kindness by blowing lovehearts at them. The second allows him to literally blow his top and charge right through the minions of Bonk, giving them no chance of retaliation until the chilli wears off.



## FLOWER POWER

On picking the flowers situated around and about PC Kid's world, our hero is instantly whisked off to one of the many bonus levels of the game. Here, he must collect as many of the Smileys as possible, either before he reaches ground level or within the given time limit, whichever is appropriate to the stage in question. At the end of the level, the Smileys are turned into points and Kid is transported back to the position he was at before he picked the flower. Handy or what?



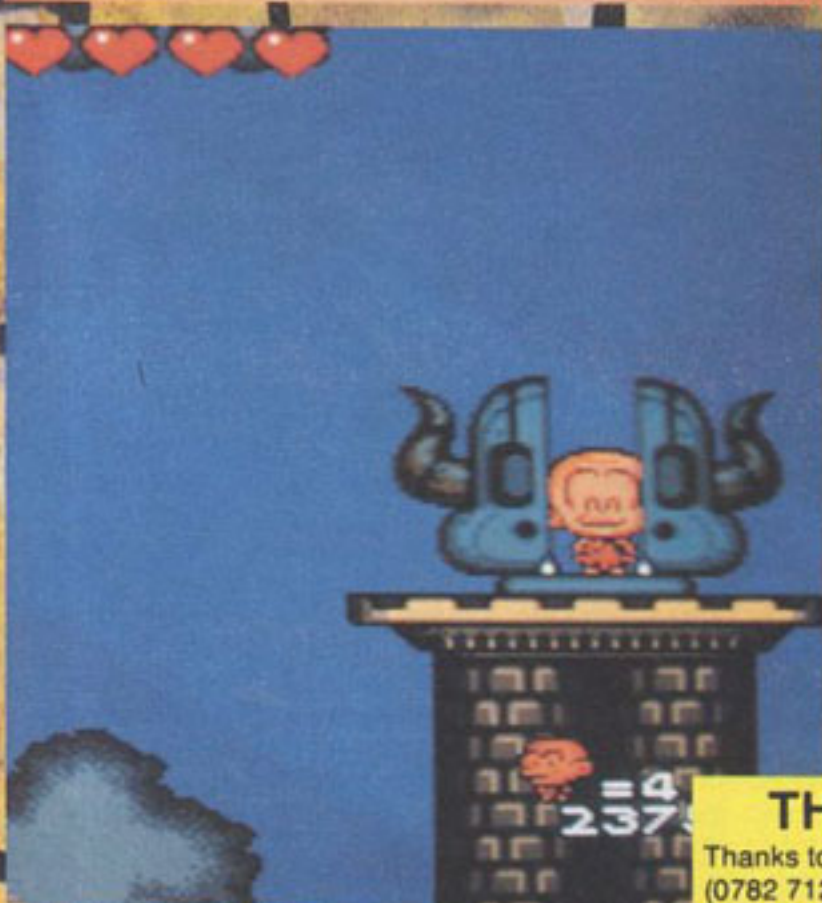
The first PC Kid game was an absolute joy, both to look at and play. So it comes as no real surprise to find that programmers Hudsonsoft have hung on to the basic Wonderboy/Marioesque formula which made that title such a HIT! and added extra features around it

such as new baddies, secret rooms and bonus levels. What we end up with is a cart which not only is a darn sight larger than the original, but infinitely more enjoyable in the playability stakes. PC Kid is as agile as ever, being able to jump, headbutt and even land flat on his bonce from a great height! All these actions, and those of the multitude of monsters to be tackled, are picked out in beautifully animated, almost cartoon-like quality - when the Kid is underwater, for example, and comes across a fishing Eggosaurus, he jumps out of the water, eats the fish and the line along with it! The sonic treats are as maniacal as before, mixing old tunes and effects from the original game with some great new ones and combining with the great graphics and superb playability to create one of the best PC Engine games of all time.

**PAUL  
RAND**

## PREHISTORIC PERILS

This time around, the end-level guardians are angry, and even more difficult to defeat than in the first game! They have become even stranger, too, and include a Tortoisaurus with a volcanic shell on its back, a Rhinosaurus with a laser-mounted nose (and a gunsight perched on the end of its horn!) and even a ballet-dancing monster complete with tu-tu!



Looks can be very deceiving, and at first glance this appears for all the world like a bog-standard cutesie platform game. In fact, it's a lot, lot more. PC Kid is a huge bundle of laffs from beginning to end, combining some well-wicked gameplay with touches of humour

guaranteed to keep you coming back for more. The play area is vast, which means you'll stay superglued to the joypad for hours on end until you think you've discovered everything - only to find a whole new region chock-a-block full of thrills 'n' spills to conquer. You'll need to keep your wits about you too: our Kid has to contend with a huge variety of obstacles and enemies - and those critters just keep on coming. PC Kid 2 is one of those games you'll quickly grow to love, and this bald little tyke even manages to give Mario a run for his money. For good honest Engine-owning gameplay freaks, this is a dream come true. The rest of you will just have to sit there and ponder over all the goodies you're missing because you don't have a PC Engine - and PC Kid II is another on the list. It's terrific!

TIM BOONE

## THANKS

Thanks to Console Concepts (0782 712759) for the game-card loaned for this review.

## PC ENGINE

GRAPHICS	93
SOUNDS	90
PLAYABILITY	94
LASTABILITY	94

**OVERALL 92**

▲ Going Down! Kid grabs the lift to the darkened depths of level one.