

BY: TAITO
PRICE: £24.99

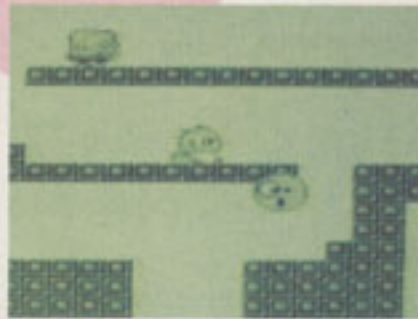
BUBBLE BOBBLE

ORIGINAL COIN-OP RELEASE: 1985
ORIGINAL COIN-OP BY: TAITO
ORIGINAL COIN-OP HISTORY:

A real cult hit, this two-player super-cute game was quite a rarity in UK arcades but wherever it appeared it was massively successful. It spawned two sequels, *Rainbow Islands* and *Parasol Stars*.

GAME: Guide Bub and Bob through 100 levels of bubble-blowing action, blast the baddies and beat Baron Von Blubba in order to return to human form.

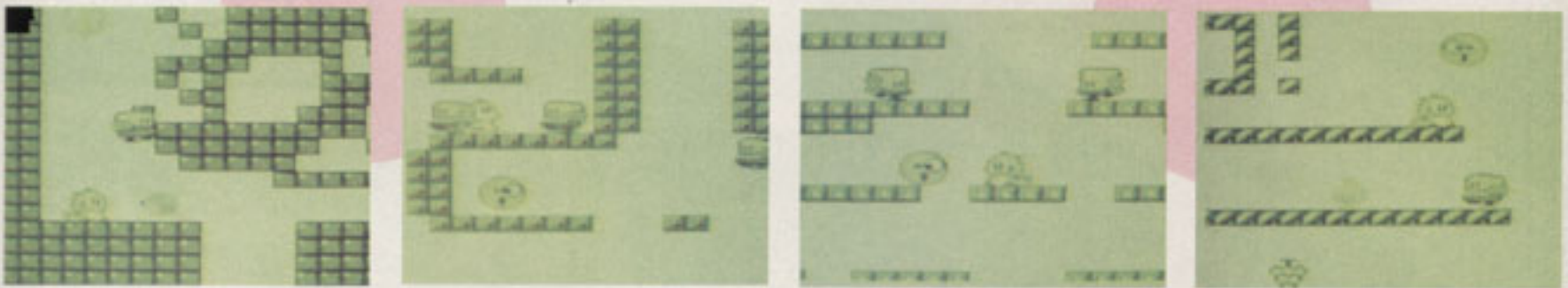
▼ Encapsulate Von Blubba's minions in your bubbles and burst them quickly for maximum point-related malarkey.



COMMENT

Although the screen layouts have been tweaked for Gameboy, this basically plays exactly the same as the arcade game and provides much addiction and challenge. My only gripe is that you have to set the screen quite dark to see the very pallid balloons. Other than that this is highly recommended - especially with two players!

PRESENTATION 80%
GRAPHICS 89%
SOUND 86%
PLAYABILITY 93%
LASTABILITY 90%
ACCURACY TO COIN-OP 84%
OVERALL 91%



BY: IREM
PRICE: £24.99

KUNG-FU MASTER

ORIGINAL COIN-OP RELEASE: 1982
ORIGINAL COIN-OP BY: IREM
ORIGINAL COIN-OP HISTORY:

The first horizontally scrolling beat 'em up ever, this popular game was responsible for a whole new genre. Without this, games like *Final Fight* would never have been invented!

GAME: Travel the horizontally scrolling landscape and beat up everything that gets in your way.



COMMENT

Ugh! The fact that this looks nothing like the coin-op can be forgiven, because it plays in a very similar way. But what can't be forgiven is that on the top difficulty setting it took me 15 minutes to finish the game. Pathetic! Unless you're a complete gaming nancy trying to make yourself look hard by completing this hopelessly pansy, feeble beat 'em up, avoid this at all costs.

PRESENTATION 73%
GRAPHICS 67%
SOUND 54%
PLAYABILITY 35%
LASTABILITY 12%
ACCURACY TO COIN-OP 63%
OVERALL 17%

