



# BUGS BUNNY BIRTHDAY BLOW-OUT

When cartoon characters look in their mailboxes it leads to certain peril, courtesy of an exploding parcel or some concealed predator. Perhaps then, Bugs should have known better than to check if any of his pals had sent him a fiftieth birthday card. However, what was contained within his postal receptacle was far worse than any number of speech-impaired hunters with loaded shotguns. It was in fact, a party invitation from the Bugs Bunny fan club. Unfortunately, the organisation forgot to invite any of Bugs' Loony Tunes pals and they seem to have taken extreme offence at this lack of attention, raising arms against the hapless bunny.

Now it's up to you to guide Bugs across the platform landscape of the Loony Tunes world in an attempt to reach his birthday bash. This is made somewhat more difficult by the legions of angry 'toons after your fluffy hide, from the more popular ones like Yosemite Sam and Tweety Pie (!) to lesser known foes such as exploding clocks and bubble-blowing soup tins (well, that's what they look like anyway). Can Bugs make it to his goal and get blown out before he gets blown up?



## COMMENT

The prospect of a Loony Tunes game generated much excitement around the office. As it was loaded in, first impressions were good, a nice title screen and story intro featuring loads of cartoon characters were the first things to be seen. Sadly, once we finally reached the game it turned out to be a shambling platform attempt. The animation and scrolling on Birthday Blow-Out are ridiculously

### RAD

jerky. The sprites are badly defined, indeed unrecognisable in some cases, the music is ghastly and there are only a few effects to speak of - and they're crap. What's worst of all is the gameplay. The response time is so slow and the collision detection so poor that any semblance of playability is crushed. Not only this, but Bugs is also highly deficient in the difficulty stakes too. None of the stages pose much of a problem and it's a cinch to notch up thirteen or fourteen bonus lives at the end of each level. A very poor example of an overworked NES genre and a sad loss of a potentially hilarious and entertaining license.



▲ It's Bugs Bunny - the 50 year old cartoon megastar! Yurrah!

Carrots are certainly a rabbit's best friend, so naturally it's up to Bugs to collect as many of them as possible. Once collected they leave behind a small, square Warner Bros platform for Bugs to jump on, making it possible to reach new sections of the level. It's not usually essential to use these to complete a stage, but many bonus screens containing mountains of carrots are often found with the aid of these logos.

Just collect as many carrot icons as you can! These boost your score, and come in handy for the bonus sub-games.

At the end of each level, our rabbit chum is given the opportunity to earn many bonus lives in one of two sub-games. One is a form of Bingo, where Bugs selects five random numbers, and the longer the lines he makes on his card the more lives he is awarded. The other is a computer version of the old Whack-A-Mole arcade games. Wily weasels pop randomly out of nine holes in the ground and it's up to the boy Bugs to hit each of them with his mallet before they disappear. The more weasels biffed, the more lives reaped. One go on each of these costs ten carrots, so much larder-raiding is the order of the day.

▼ Wile E Coyote's very upset.



# BUGS BUNNY'S BLOW-OUT

CARROTS ARE A BUGS' BEST FRIEND



BASHING YOUR WEASEL



▲ Here, Bugs slaps Willy the Weasel about until he can take no more. Hurrah!



HAMMERING GOOD FUN



As always, Bugs is far from defenceless in his quest. He packs with him the standard issue wooden mallet so beloved of many cartoon characters and he uses this to great effect on his enemies. However, every time Bugs sustains a hit (he can withstand six in all) he becomes momentarily stunned (indicated by stars flying around his head) during which time he is unable to wield his trusted weapon.

## COMMENT



I can imagine that the programmers were after something that would appeal to the younger games player here. After all, the game itself is rather simplistic.

## RICH

When it comes down to it, all you do is run around the platform environment dodging (or beating up) the meanies and collecting carrots. This wouldn't be too bad if the action was fast, fluid and fun, but Bugs Bunny's Birthday Blow-Out is slow, very jerky and extremely boring. Considering that this is a cartoon licence, graphics are very important. Unfortunately, what we have here are mournful, misshapen sprites and Lego-style blocky backdrops. The sound is also a forlorn debacle, boasting sad effects and horrendously twee music. The only good point about the game is the presentation. At least here the graphical representations of the cartoon characters are fairly close to the originals. Other than that, Bugs Bunny is a shallow, completely unenjoyable game that you'd do well to avoid, even if you're an ardent Looney Tunes addict.

NINTENDO

REVIEW



牛詩集



BY: NINTENDO

PRICE: £34.99

RELEASE DATE: APRIL

GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 1

RESPONSIVENESS: USELESS



PRESENTATION 72%

The odd option and a long cartoon-style story intro, although you can't fast forward through this.

GRAPHICS 31%

Small, rather unfortunate sprites hobble along bland, samey backgrounds in particularly unhealthy jerk-o-vision.

SOUND 28%

Even if you're deaf you'll still find the grating tune and weak effects offensive after a few seconds.

PLAYABILITY 40%

The collision detection is grossly unfair and the responsiveness is slower than Elmer Fudd's thought processes.

LASTABILITY 32%

It's far too easy and not enough fun, and the end result is a game that becomes very dull after a few sessions.

OVERALL 35%

A dull, unoriginal and poorly executed NES platform game, and a massive waste of a fine license to boot!