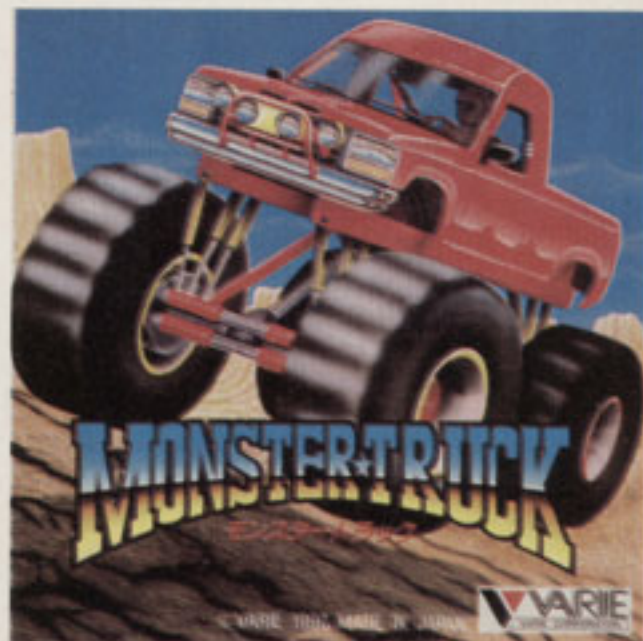


# BOY D-UP



## MONSTER TRUCK

**D**riving around and smashing things up is the aim of this game. Based around the American "sport" of racing huge, souped-up lorries in destruction derbies. The aim is not only to win, but hopefully to cause serious damage to the rival cars in the process.

Winning the race - or coming in the top three - provides cash with which to update the truck. Engines, tyres, and chassis can all be improved, giving that extra help in winning the next race. Other trucks can be knobbed by judicious use of the leap and push functions.

<b>PRESENTATION</b>	<b>67%</b>
<b>GRAPHICS</b>	<b>77%</b>
<b>SOUND</b>	<b>67%</b>
<b>PLAYABILITY</b>	<b>70%</b>
<b>LASTABILITY</b>	<b>56%</b>
<b>OVERALL</b>	<b>65%</b>

**MATT:** This is a dire, sad excuse for a game. It's as playable as something that isn't playable at all, and the graphics and sound just aren't up to scratch either. I really can't recommend this game, unless spending £25 for a grey plastic skimming stone appeals to you.



**JAZ:** I didn't think that this was all that bad. It's certainly tricky to get used to, but if you're a player who's quite skillful and is prepared to practice and get some of the bolt-on extras onto your huge truck, it becomes competitive and enjoyable. Not an essential purchase by any means, but worth having a look at.

**MATT:** It's interesting to see a game of this type turn up on the Gameboy - yet another example of this amazing machine's versatility. Although the control method takes a little getting used to, it's easily mastered and very handy with this style of play. Don't expect a sophisticated challenge, but do expect a fun one! Recommended to fans of shoot 'em ups.

**JAZ:** Of the few shoot 'em ups available on the Gameboy, this is definitely one of the better ones. It's rather like Side Arms, and has similar types of bolt-on weaponry. It seems tough at first, but a little perseverance gets you over the initial hurdle and it all becomes pretty good fun after that.



## BURAI FIGHTER

**T**his is another Gameboy shoot 'em up, along the lines of Forgotten Worlds. As a warrior in the far future, it's the task of the Burai Fighter to clear the numerous levels of aliens and robots in his path.

If the fire button is held down, the Fighter continues to fire in the direction he's facing; if he's moved without firing, the shots start to go in that direction. With power ups and tokens to collect, weapons and speed, etc, can all be upgraded to help in the fight against evil.

<b>PRESENTATION</b>	<b>75%</b>
<b>GRAPHICS</b>	<b>80%</b>
<b>SOUND</b>	<b>68%</b>
<b>PLAYABILITY</b>	<b>84%</b>
<b>LASTABILITY</b>	<b>82%</b>
<b>OVERALL</b>	<b>83%</b>

