



Frogs have a reputation as carefree young things hopping about from one lily pad to another, the most strenuous event in their lives being the odd jaunt across the road. Sadly, the halcyon days of Frogger are gone, and today's frog needs to move with the times. In keeping with the technological age, lily pads have been replaced by high-rise multi-storey pads made out of concrete and placed, not in a local pond for children from a nearby primary school to tend, but in the middle of the ocean.

As one of today's get-ahead amphibians, it is your job to hop to the top of each of eight major pads to prove your worth to the webbed-foot community. The target towers in this mission however are harder to climb than most. For starters, they're all infested with evil frog-hating beasts, and the platform and staircase arrangements which usually make things easy have been all but destroyed.

Still it takes more than this to put off our brave green hero in this platform-cum-puzzle game from the Sales Curve. Use your leaping and platforming abilities as well as your brain to work out the best route to the top of each building before the timer runs out.

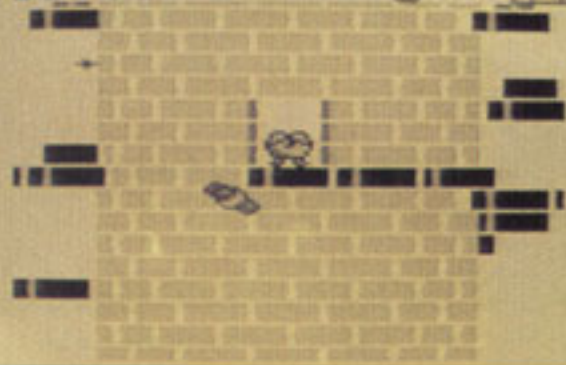
CLIMB EVERY MOUNTAIN

Climbing each tower is more than a matter of hopping up some stairs or taking an elevator. Although there is a spiral stairway leading up to the top, a number of sections are missing from it. Your frog traverses these in a number of different ways. Small gaps are jumped with the aid of your inherent leaping abilities. Lift blocks are used to transport froggy to a higher level, although their range is usually pretty limited. Finally, there are tunnels, which allow the green wonder to walk through to the building and exit at some other point. Sadly, you never know where you're going to come out until you try the door, so you may skip a large gap or troublesome group of enemies, or you might come out into empty nothingness, plummet a long way in to the water and die.



BASTARD

SCORE 001970 838 2 1



COMMENT

I must confess to being disappointed with this. The sluggish nature of Pogo the frog results in progress being made incredibly frustrating. In some cases you practically need to be a clairvoyant to avoid the baddies, because Pogo doesn't move fast enough to get out of their way! Consequently the emphasis is remembering where everything appears and learning the steps to



JULIAN

avoid it, rather than using your skill and reflexes to dodge hazards. Once again, with a little more playtesting this could have been a perfect Gameboy title. As it stands it's a fun, but very frustrating platform game which some people may find just too annoying to be worth bothering with.



▲ Pogo takes a stairway to heaven.

DANGER FROG

The world of today's amphibian is fraught with violence. Luckily, the frog under your command has learnt to handle himself when things turn rough, so it isn't all that bad. The enemies in Castelian can't kill you directly, all they can do is cause you to drop a level or two down the tower if they come into contact with you. Although repeating parts of levels drains your timer, as long as you keep collisions down it's nothing too horrendous. That is, unless you are dropped into the water, which contrary to popular amphibian belief, kills you. Your frog can defend himself against certain enemies however, using his ball-projecting skills. When stationary, a single press of the jump button shoots forth a white gobbet which is capable of destroying stunning or doing nothing at all to his opponents depending on their strength.

INBETWEEN DAYS

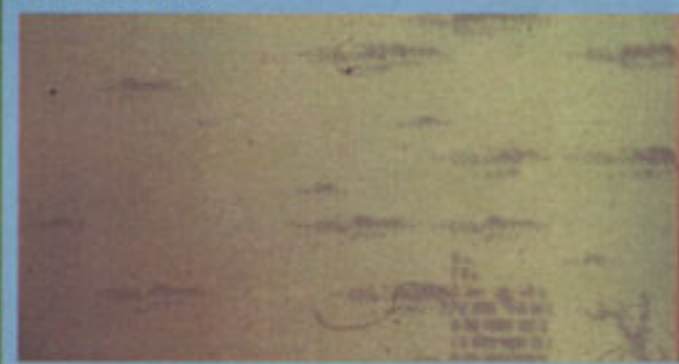
In between towers your green skinned pal is warped to a bonus level. This is played across a load of platforms, with pits awaiting underneath. Scattered around this landscape are any number of fabby points-bestowing jewels. Collect these to make your frog a happy frog, and cement his pleasure by reaching the end of the bonus level intact. Do this, and any time remaining on your clock is carried over to your game timer for the next round, allowing him to take a more scenic route to the top during his next life only.



▲ Enter a special stage and collect loads...



▲ ... and loads...



▲ ... of bonus points!



THE MEAN MACHINES ARCHIVE

COMMENT

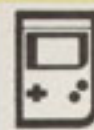


RAD

Castelian is one of those games which should make a perfect Gameboy title. It's simple, fuss-free gameplay is ideal for gamers on the move. Unfortunately, Castelian is prevented from reaching its true potential as a Gameboy classic by all the same flaws as the NES version also reviewed this issue. Although the graphics and sound are satisfactory and the design of the game is fab, there just hasn't been enough playtesting. The collision detection is more accurate than the NES title, and the game moves much faster too, but the unavoidable death problem is twice as bad. At any time, a super-fast enemy might appear and head towards you at such a speed you can't even turn around to run for safety before being hit. Needless to say, this tends to put frustration levels through the roof. Also, your frog seems to have some sort of nervous or muscular disorder, as he often takes it upon himself to jump for no reason at all. Perhaps this would be bearable if it didn't mean him leaping lemming-like into the water half the time. The old problem with having to re-play early levels is here too, where is that password setup? Castelian isn't a bad game, it just could have been so much better. To coin a phrase, try before you buy.

GAMEBOY

REVIEW



牛詩集



BY: SALES CURVE

PRICE: £19.99

RELEASE DATE: OUT NOW

GAME DIFFICULTY: HARD

LIVES: 3

CONTINUES: 2

SKILL LEVELS: 2

RESPONSIVENESS: OKAY



PRESENTATION 68%

Some options, but very little else.

GRAPHICS 72%

Decent enough sprites and backdrops. The tower rotation is highly impressive.

SOUND 71%

Tune or effects, the choice is yours (although the effects aren't very good).

PLAYABILITY 70%

Quite a laugh to play for short periods of time, but it's loaded with niggly frustrations.

LASTABILITY 62%

It might take a while to complete, but once it's finished it won't have you returning.

OVERALL 70%

A reasonable puzzle/platform hybrid which would have benefited from