

EBOY

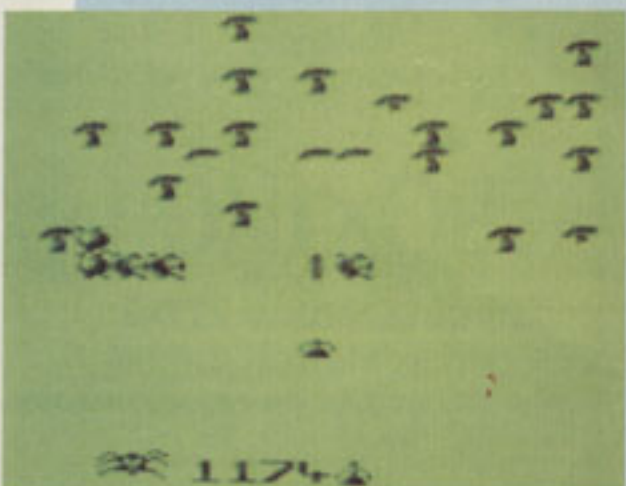
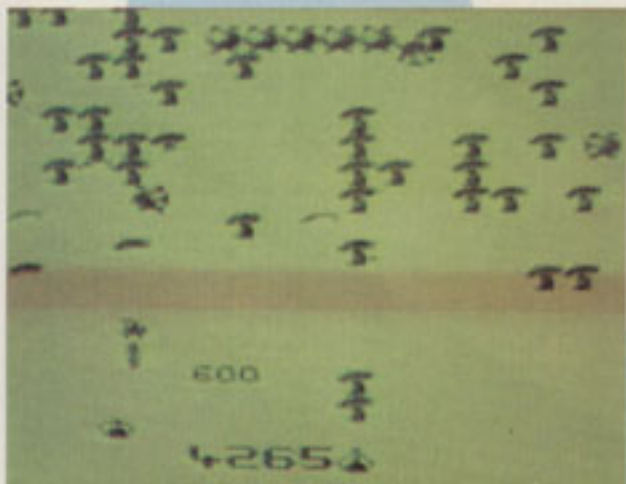
BY: ACCOLADE
PRICE: £24.99

CENTIPEDE

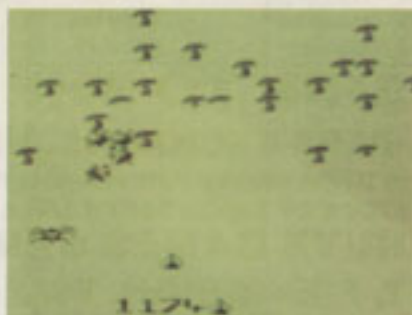
ORIGINAL COIN-OP RELEASE: 1982
ORIGINAL COIN-OP BY: ATARI
ORIGINAL COIN-OP HISTORY:

A moderately successful blaster which used a rollerball control system for quick play. Later sired a sequel called Millipede.

GAME: The garden has gone mad! Blast away at rogue centipedes, snails and fleas as they head down the screen.



▲ Blasting mushrooms enables you to get a clearer shot at those creepy crawlies.



COMMENT

This old fave of mine is dogged by a couple offlaws. Firstly, the controls are sluggish and vague and make high-speed accurate point-and-shoot play frustratingly difficult and secondly the large playfield of the original machine has been shrunk down and consequently play feels cramped. Another thing to be warned of is that it's not very challenging - even on the top level - and after a while the relentless and unchanging gameplay gets dull, even with the two two-player modes it offers.

PRESENTATION 85%
GRAPHICS 41%
SOUND 78%
PLAYABILITY 68%
LASTABILITY 45%
ACCURACY TO COIN-OP 80%
OVERALL 59%

BY: ACCOLADE
PRICE: £24.99

MISSILE COMMAND

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

Like Centipede, the original machine used a rollerball control method. It was very popular, especially with highscore freaks who could literally play for days on one credit!

GAME: An enemy missile attack is imminent and you've got to save six cities from certain doom by using anti-missile missiles launched from two bases located either side of the screen.



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COMMENT

Although the three missile bases of the original coin-op have now become two, plus the graphics have been brought up to date (I do think original graphics should be used if possible - after all, these are supposed to be conversions), this is a great version of the original machine. It's addictive, fun and is very challenging on later levels. A classic that's well worth looking out for.

PRESENTATION 78%
GRAPHICS 75%
SOUND 79%
PLAYABILITY 86%
LASTABILITY 81%
ACCURACY TO COIN-OP 79%
OVERALL 83%