

GAME BOY

MEAN MACHINES HAS EXPANDED GAMEBOY REVIEWS TO ONE PAGE EACH! HERE'S THE HISTORIC FIRST ONE - AND THERE ARE TWO MORE TO COME! BRILL, EH?

CHASE H.Q.

Raymond and Tony are two mean, strutting Miami Vice-type dudes, who travel the 3D scrolling streets in their armoured Porsche, barging criminals off the highways in thrilling, excitement-laden all-action car chases.

There's five levels in this game and each one starts by first apprehending your target (60 seconds are put aside for this) and then barging his turbo-powered mean machine off the road - you've got another 60 seconds to complete that task before Nancy, Chase HQ's co-ordinator sends you merrily along to your next mission.



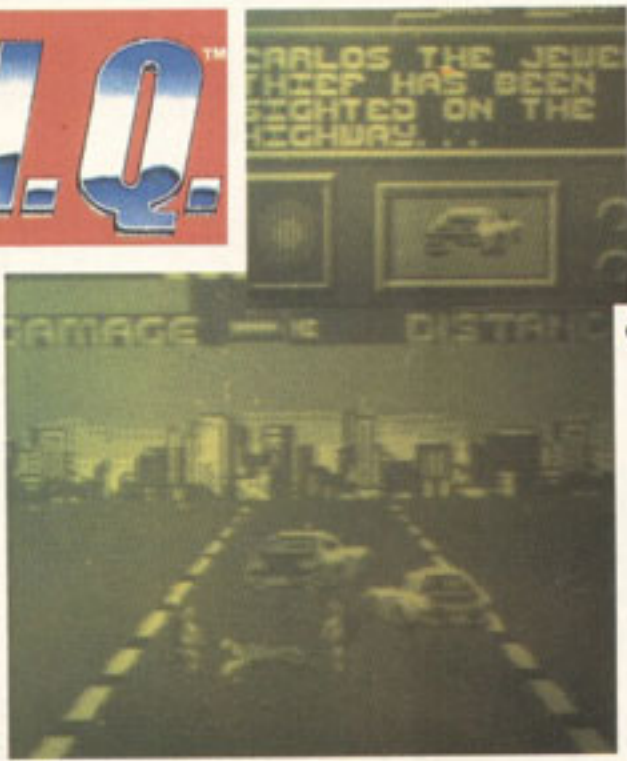
Taito's coin-op was the first arcade machine to actually encourage violent contact with other vehicles. Although the graphics were barely comparable with the likes of Outrun, it scored because of the fast and furious action and brilliant speech (remember the infamous "Let's go Mr Driver"?). Taito's sequel, SCI, retained the basic formula, but added extra weaponry like shotguns, pistols and bazookas!

COMMENT



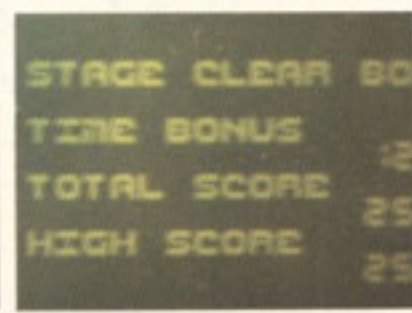
JULIAN

I had very high hopes for this, but they were dashed as soon as I saw the unrealistic, jerky 3D graphics and heard the incredibly awful sound. Playability is very low due to an awful control method, and all it takes is a few goes to put you off playing for good.



TURBO TACTICS!

For the times when the going gets tough, Raymond and Tony can boost their motor's performance with one of three turbos. The best advice is to save these for the enemy vehicle in order to repeatedly smash his car in at the highest speeds!



COMMENT



WAH... WAH...

Something's definitely wrong here. Jerky 3D, awful graphics and wobbly sound combine to make the Gameboy version of Chase HQ a grave disappointment.

MATT

The gameplay's awful as well and the Porsche is barely controllable. Nothing at all like the monster arcade machine.



NINTENDO £24.99

RATINGS

PRESENTATION	50%
GRAPHICS	47%
SOUND	52%
PLAYABILITY	41%
LASTABILITY	40%
OVERALL	42%

