



DINOSAURS

Kids eh? Leave them alone for five minutes with your experimental time machine and they get up to all sorts of no good. For instance, Tim and Penny, nephew and niece of a chronology-warping scientist have stolen their uncle's pride and joy and taken it for a spin back to the dawn of time. Sadly, the pair were separated from their transport during its touchdown in pre-Stone Age times, and the priceless machine fell into the hands of the nefarious Mr Big, dinosaur ancestor of today's crime bosses.

Luckily for the twins, they landed in a particularly hospitable area of swamp land, where they quickly befriended two dinosaurs. Wishing to rid the land of Mr Big and reclaim the powerful time machine, they join forces and head towards Mr Big's hideout, far across the platform landscape of Prehistory.

However, should our chums take too long in their quest, their prize foe will have his chance to take over the world with the aid of his new-found toy.



▲ Ride the platform to terror.

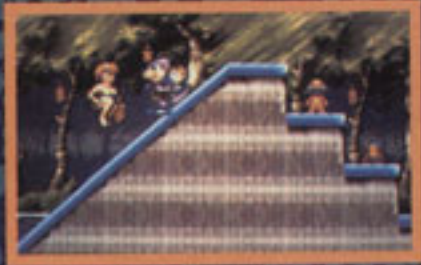


▲ It's that twisty platform again.

MOUNTING DINO SORES

Each of the two meddling kids have chosen their personal favourite dino to ride. Young Tim has selected Rex, a small Tyrannosaurus, whilst his sister has plumped for Tops, a mini Triceratops. Although each of the dinosaurs are equal in most abilities, speed, jumping ability and so on, when it comes to combat techniques there is a marked difference. Both dinosaurs can jump on the heads of enemies to kill them, but each have their own special technique too. Rex is quite content to use his powerful punch on anything that moves, but Tops has perfected the technique of firing arrows at his enemies, causing the same amount of damage as Rex but from a longer distance. No prizes for guessing which dinosaur is the most popular, but as *Dinosaurs* is an alternating two-player game, at least the second player can pick the same dinosaur.

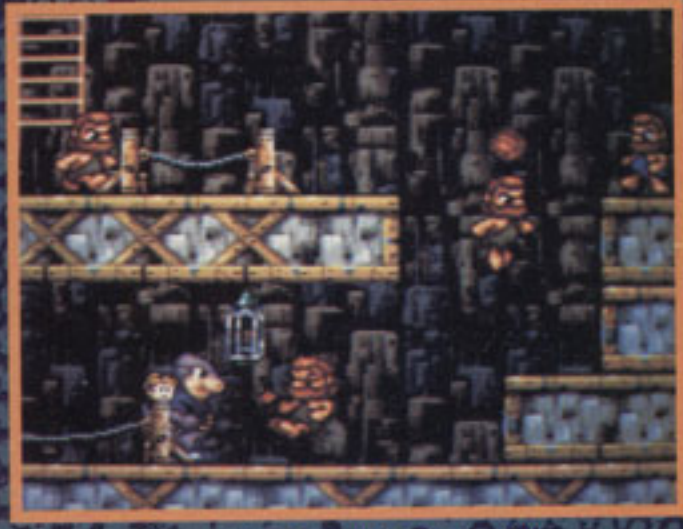
At the end of most levels are two doors, each leading to a different level. One door is generally harder to reach than the other. However this does not, as you might expect, mean it leads to an easier level, as all the same levels must be completed anyway, the doors only make a difference as to in which order they are tackled. The harder to reach doors do, however, often lead to bonus levels. Here, a scrolling landscape of one sort or another is presented loaded with goodies, and it is up to the player to collect as many of these as he is able in the time allotted. But it's not as easy as just running about - often there is a pattern to the appearance of the bonuses so a rhythm needs building up in order to scoop the lot.



▲ *Attack of the moles and beavers.*



▲ *Beware the wall-pushing caveman.*



▲ *Shoot! Shoot! Kill them all! Kill!*



▲ *Fly, fly you fools...*



▲ *A narrow escape from the rock of doom.*



▲ *Aiee! A crumbling ledge!*

GET OFF MY DINO

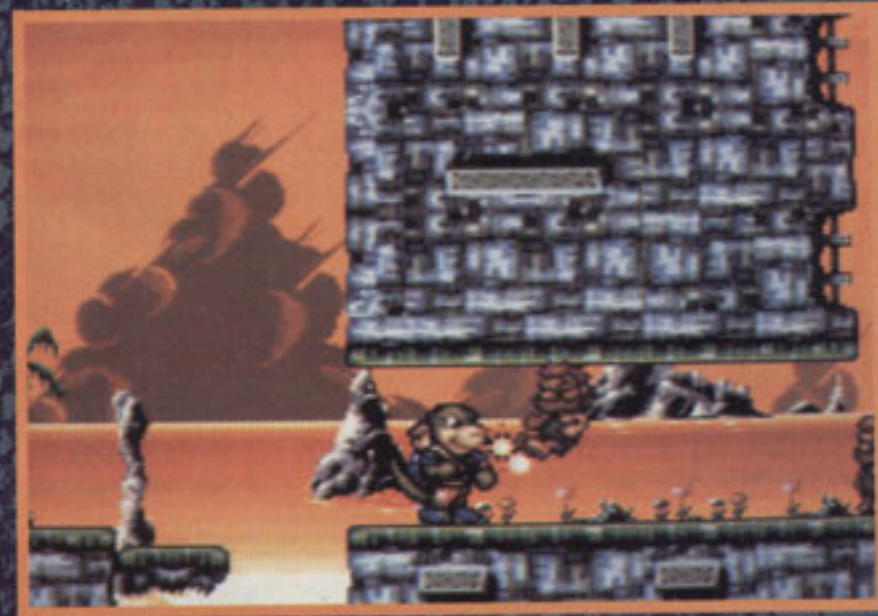
Although riding dinosaurs saves a lot of leg work and is great for impressing the natives, there are times when a lumbering hulk of lizard is just not manoeuvrable enough for your needs. Fortunately, pressing the R button causes your chosen youth to alight from his transport, who then sits patiently waiting for his return. During this state of separation the dinosaurs are invulnerable to most attacks, although falling off the bottom of the screen results in certain death. The twins though are open to damage, although they can fight back with their freeze rays, which petrify enemies for a short period of time allowing the plucky young uns to make good their escape or jump on the heads of their foes, thus disposing of them.



▲ *The ultra-rock flying platforms level.*

BANDIT BONUSES

Many bonuses await prospective time bandits. The most common of these are eggs. As well as providing bonus points, eggs are good for the health. This latter point is illustrated by the granting of an extra life every time fifty eggs are collected! Other longevity-inducing gifts scattered around the landscape include energy-replenishing hearts and numerous extra lives.



▲ *Rex's devastating punch sees off Johnny Caveman, the cad.*

COMMENT



Dinosaurs certainly is a strange game. Sure, the graphics are a little odd-ball, although they are excellent. The still screen shots look good enough, but things are even

RAD

better in motion. What's really strange about the game is its design. On the one hand, the game is packed with innovative and original features with stacks of challenging puzzles and feats of manual dexterity to make life tough on you. On the other hand, there is an extra life dished out on pretty much every level, so it's a long time before you have to use any of the unlimited credits at your disposal, as if Irem want you to complete the game overnight. Dinosaurs is very original, which is rare enough thing at the moment, and it is indeed very playable, except for some atrocious slowdown problems. But the trouble is unless you've got extraordinary willpower (it's way too easy to continue) and can resist the added temptation of the password system, Dinosaurs won't last you more than a weekend. For this reason, and its undoubted graphical appeal, Dinosaurs is really one for the younger players.



▲ These interlocking walls scroll back and forth, crushing any dino trapped between the halves.



▲ Mind the giant earthworms, Marlon!



▲ The groovy rollercoaster of death.



▲ Fairground frivolity abounds here.



▲ Beware the netballing neanderthals.

NOT JUST PLATFORMS

Dinosaurs is more than a standard platform game. Often, the structure of the levels varies from the usual platform format. Certain levels, for instance, are set on a ferris wheel spinning through the sky, with only eight small revolving platforms between you and certain death. Other levels negotiate river stretches on jetskis or even on the head of a Diplodocus. Some of the most entertaining levels however are those set on a nightmare roller-coaster ride, where careful leaping from train to train is the key to survival.



▲ An action-packed scene representative of the excitement to be found in Dinosaurs.

COMMENT

How crap do Irem think us players are? Not only does Dinosaurs feature unlimited continues, but extra lives are given virtually every level AND there's a password system too! The upshot of this is that it's virtually impossible not to crack the entire game within a few hours. Doh! It's a shame, really, because Dinosaurs is packed full of neat ideas and features some great screens. Okay, so the game

JULIAN

slows down occasionally, but it doesn't mar the fun and enjoyment. What does do that is the lack of challenge. It's all over before you know it. Without all the player help and with a little more challenge, Dinosaurs could have been brill. As it is, only beginners and children will get anything out of it.

ダイナウオーズ
恐竜王国への大冒険

PUSH START

©1992 IREM CORP.

BY: IREM

PRICE: £39.99

RELEASE DATE: IMPORT

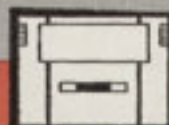
GAME DIFFICULTY: EASY/MEDIUM

LIVES: 3

CONTINUES: INFINITE

SKILL LEVELS: 2

RESPONSIVENESS: OKAY



PRESENTATION 92%

Stuffed full of options and presentation sequences.

GRAPHICS 93%

Cute, detailed and colourful sprites, some stunning backdrops and pretty good animation.

SOUND 81%

Decent enough tunes and no shortage of effects to feed the ears.

PLAYABILITY 89%

Some pretty bad slowdown probs on a couple of levels mar things a little, but it's still great fun.

LASTABILITY 58%

The unlimited continues and zillions of extra lives AND a password system means this is a doddle to complete.

OVERALL 78%

An innovative addition to the ever-growing SNES platform range, but don't expect it to keep you challenged.