



Darwin's theory of evolution expresses the belief that pre-historic man was a bi-ped capable of using his hands to carve intricate hunting tools. Unfortunately ol' Charlie was completely wrong, as is made plainly obvious by the existence of Fred Flintstone. While Fred doesn't have a neck, he does have a job, a car, a wife, a bowling partner and a house in the suburbs of Bedrock.

But the pleasant mayhem of the Flintstones' existence is ruined when a certain Dr Butler appears in a time machine. After explaining he is a 30th Century zoo keeper, he whips away Dino and Hoppy, the beloved family pets. Gazoo, Fred's alien buddy, is just about to rev up his time machine in pursuit when Dr Butler destroys it, scattering the parts all over Bedrock county.

Sad isn't it? Well before you start blubbing over your NES, there is hope. Fred has been assigned the job of hunting for the scattered parts of the time machine. With the aid of his trusty club and the Flintstones clan, Fred has to make his way through jungles, past gangsters, and across waterways to hunt down the valuable shrapnel. He even has to challenge villains to basketball matches on his quest! But when Dino and Hoppy are safely back in suburban Bedrock, the family that laughed in the face of Dr Darwin, can laugh even louder in the face of Dr Butler. YABBADABBADOO!



HANG ON IN THERE

As you might expect of a prehistoric man, Fred is fighting fit. Not only can he leap and run, he can also hang. If Fred wants to reach a platform above him he is able to crawl up using his chunky arms. The same principle follows when the athletic apeman can't make a jump. Rather than fall to his death, by grabbing the edge of the platform Fred scrambles to safety!



▲ Gazoo reconstructs the time machine.

COMMENT

I can't really say that The Flintstones is one of my favourite cartoons, but this NES interpretation of Fred's various antics isn't bad at all. The

RICH

backdrops and sprites are instantly reminiscent of the Hanna Barbera cartoon series, and the various creatures and large dinosaurs are all as faithful as you'll get. Gameplay-wise, the Flintstones is pretty standard fare. It's yet another platform game and I couldn't really find anything new or outstanding in it that really makes the game feel fresh or exciting. Having said that, The Flintstones isn't an awful example of the genre and will appeal to younger players and fans of the cartoon series. However, if it's platform action you're after, you're better off getting Super Mario III, Shadow Warrior, Kabuki or Rescue Rangers. All offer far more in the way of playability than this effort.



TOOLS OF THE TRADE

Although Fred's leopard skin all-in-one doesn't frighten off enemies, some of his fighting tools do. The trusty club stays with Fred at all times. It is particularly good at bashing enemies coming head on for a straight fight. Some are more cunning however, and shoot at Fred with their pop guns. For foes such as these, Fred needs to get his hands on the catapult. With his impeccable aiming abilities, Fred can take baddies out from a distance. For those that assault from above Fred needs the axe, this travels in an arc and is also good at killing enemies at a distance.



▲ Fred forgets to feed the family pet.

# THE FLINTSTONES

THE RESCUE OF DINO & HOPPY



## BARREL OF FUN

During his journeys Fred comes across many barrels. Should he set about one with his club it opens up revealing a useful item. Standard prehistoric grub like burgers and popcorn helps to raise his life gauge. A heart brings Fred back to full life, and the axe and catapult prove handy in disposing of enemies.



▲ Basketball with big mouth big bird.

## COMMENT



### ROB

During my mis-spent youth, I was an avid fan of The Flintstones. It is to this game's credit that it succeeded in bring the memories flooding back. The animation and graphics certainly evoke the "modern stone age family", what with dinosaurs bones, prehistoric backdrops, and the familiar heroes and villains. Unfortunately the gameplay comes straight from the stone age as well. The controls are

sometimes slow to respond getting you into some tricky situations, and the game suffers from quite a lot of sprite flicker. These problems in themselves need not let the game down, but the lack of originality here, relegates this to just another NES platform game to add to the ever growing pile. The Flintstones is also quite an easy game, and no real challenge to platform fiends. Despite my gripes, although I quite enjoyed playing The Flintstones, I'm afraid you won't get a "Yabbadabbadoo!" out of me!



▲ Barney and Wilma grind Fred's stone age nuts.



## GREEN AND FRIENDLY

Despite having his spaceship destroyed by the evil Dr Butler, Gazoo is still ready to lend Fred a hand at various stages in the game. When Fred wants to get to some barrels but can't jump high enough, he has the chance to call on the friendly little alien by pressing start. Gazoo pops up and gives Fred a couple of options. There are other situations in which he manages to save the racking of brains so don't forget he's there!

## ADVICE CORNER

When Fred has almost managed to complete a stage, one of his friends suddenly appears. They give Fred some useful advice about a boss he is approaching. They may even pass on a weapon that helps him to beat the boss. Flintstones fans will notice that for some strange reason Barney has dyed his hair brown!

NINTENDO

REVIEW



牛詩集



BY: TAITO

PRICE: £34.99

RELEASE DATE: SEPTEMBER

GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: INFINITE

SKILL LEVELS: 1

RESPONSIVENESS: NOT BAD



PRESENTATION 77%

*Title screens tell the tale and set the scene. There is a continue option for those who need it.*

GRAPHICS 79%

*Characters look just like those in the cartoon, and the animation reinforces this style of approach.*

SOUND 54%

*The Flintstones tune is there, but it sounds like it's being strangled. Not many sound effects.*

PLAYABILITY 73%

*The controls are a bit slow to respond at times, and collision detection is dodgy on occasions.*

LASTABILITY 70%

*There are quite a few stages, and plenty to look for but the gameplay isn't challenging enough.*

OVERALL 74%

*A pretty good example of the NES platform game (as most of them are), but let down largely by a lack of originality and challenge.*