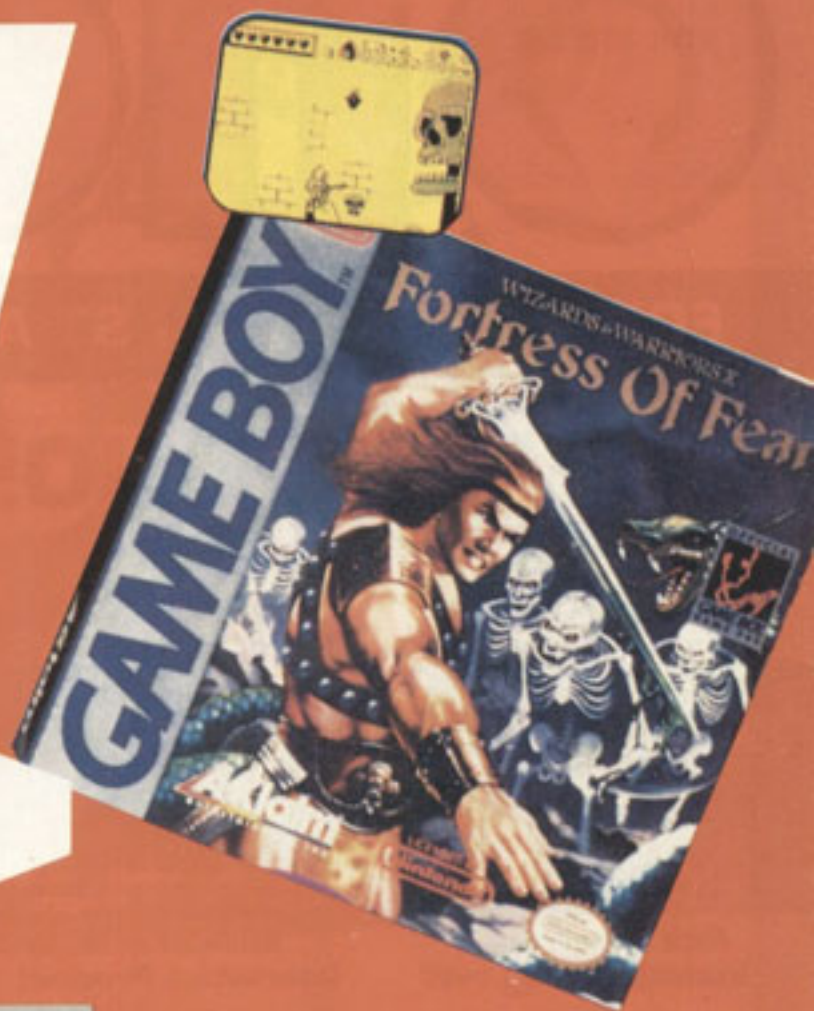


BOY D-UP



PAC-MAN

Everybody in the Western world knows who PacMan is - that yellow blob who's only purpose in life is to eat smaller blobs and avoid ghosts. A huge hit in the arcades about a thousand years ago, its addictiveness and cuteness have assured it a place in modern folklore.

The Gameboy version is a faithful replica of the coin-op, with one major difference (apart from the lack of colour) - the play area can be shown in two different ways: either as a full-screen mode, with small sprites, or in a magnified mode that only displays a section of the play area, but in much clearer detail. Starting with three lives, PacMan clears each screen of the small dots to progress to the next - large blobs make PacMan invulnerable for a short while, so it's the best time to munch dots and ghosts.

PRESENTATION	73%
GRAPHICS	79%
SOUND	84%
PLAYABILITY	82%
LASTABILITY	78%
OVERALL	80%

MATT: I don't think this game really cuts the mustard any more; it's certainly a classic, but the gameplay never varies and the graphics, while accurate, don't stretch the capabilities of the Gameboy at all. The choice of screen means that either the sprites are too tiny, or that you can't see the whole area! Still, if you were a fan of the coin-op, it's worth a look.

JAZ: PacMan's simple gameplay makes it an ideal arcade conversion for the Gameboy. The two screen modes is an excellent idea, and since this version packs all the features of the coin-op (including the intermission screens), PacMan fans are bound to go nuts over it.

Also known as Wizards and Warriors, FOF follows the story of Kuros, an iron sword-wielding warrior determined to destroy the Wizard Malkil and rescue the Princess Elaine from the fortress of the title.

Set over four levels, FOF is a horizontally-scrolling platform arcade adventure (phew!), with Kuros defeating foes, collecting keys and gems, and leaping from platform to platform. The keys open chests which reveal spells; these have effects such as healing, protection, and invincibility. Other items include Boots of jumping - for getting to those out-of-the-way places - food and drink for restoring health - and extra lives for extra lives!

PRESENTATION	84%
GRAPHICS	80%
SOUND	75%
PLAYABILITY	82%
LASTABILITY	74%
OVERALL	80%

MATT: This is something of a disappointment, simply because the excellent graphics are ruined by the bad blurring caused by the scrolling. It'd a shame, as otherwise FOF is of a high quality, combining strategy with arcade action. I'd say it's worth checking out if you like this sort of game, but bear in mind the blurring.

JAZ: It's a shame that this features such blurry scrolling, because otherwise it's a great game. The difficulty level is nicely pitched and there's plenty of challenge - give it a go.

