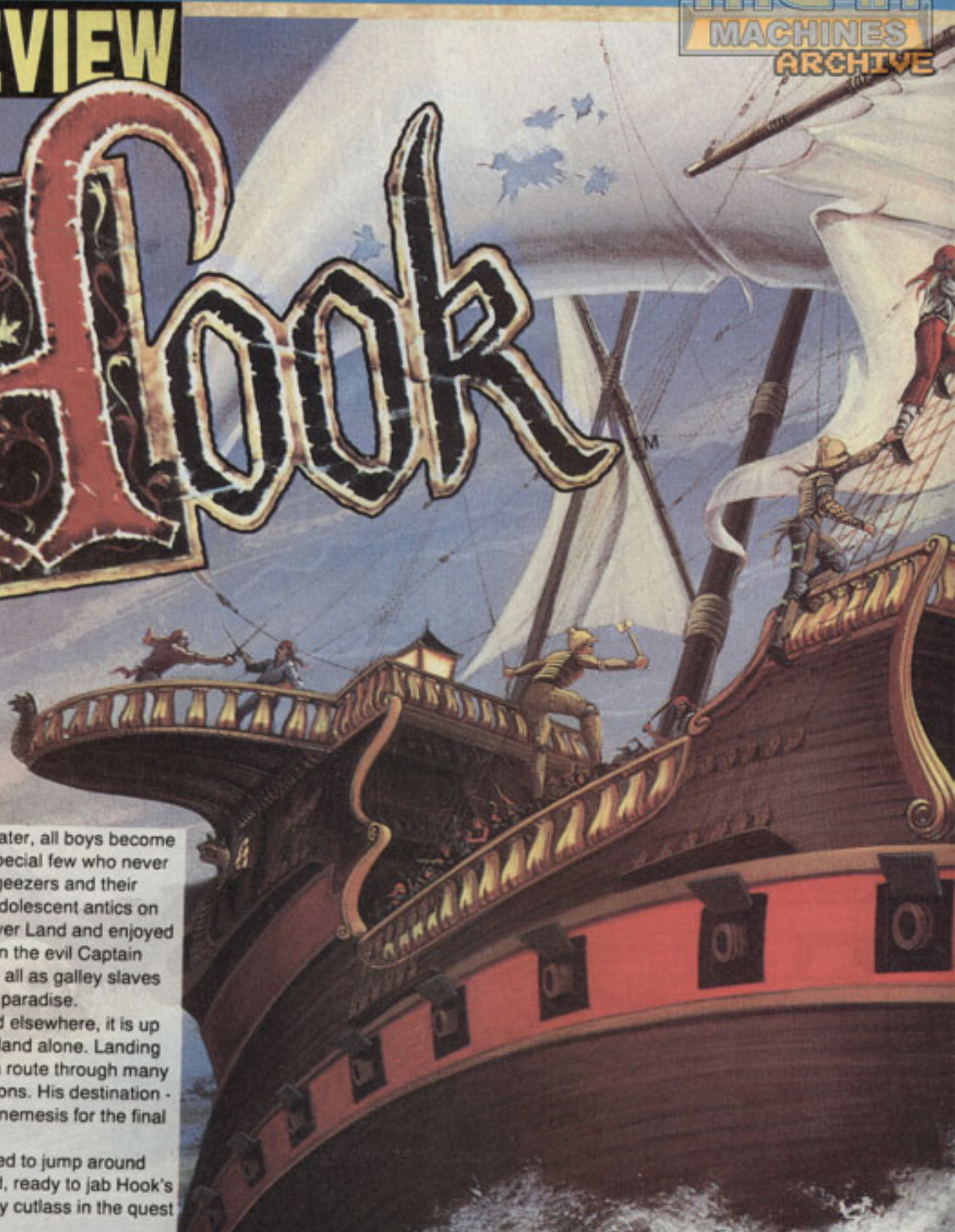


REVIEW

# Hook



It's a fact of life that, sooner or later, all boys become men. Well most do, except a special few who never grew up - the Lost Boys. These geezers and their leader Peter Pan pursued their adolescent antics on the secluded island of Never-Never Land and enjoyed life to the full... until one day when the evil Captain Hook arrived to press-gang them all as galley slaves and turn the island into a pirate's paradise.

Now, since the UN is occupied elsewhere, it is up to Peter Pan to liberate his homeland alone. Landing on the south shore, Pan follows a route through many sectors teeming with Hook's minions. His destination - Hook's ship, where he meets his nemesis for the final showdown.

To get there our hero is required to jump around the platform environs of the island, ready to jab Hook's scurvy hordes with his trusty, rusty cutlass in the quest for liberation and eternal youth!

## HOOKING WITH GAS

At the end of most stages lurks a Hook minion, ensconced in a variety of contraptions. On level two Peter faces a gorilla who has fitted the trees with spring-loaded boxing gloves. Guesswork is required to hit him as he pops out of one of the tree trunks. On a later level the boss launches bombs carried by balloons at our hero, who must drop them on the sender



**REVIEW**



**PICK 'EM UP DIP**

Scattered around the belle-isle of Never-Never land are artifacts for our spritely hero to collect. Here are some of the prizes he could be taking home tonight...

**JEWELLERY**

Various points bonus are yours if you collect these handy trinkets.



**FRUIT**

These provide much-needed energy. Cherries replace a unit, Apples fill yer up. Slurp!



**FIG LEAF**

Biblical underwear for some but a vital energy restoring tonic for our lad.



**PANS**

Extra Lives mean extra tries when the boy Pan collects these icons.



**SWORD**

Powers up your blade and increases that all-important kill factor. Ooyah!



▼ Stingy-type deaths are a common problem here.



▼ Death by arctic roll awaits our hero.



▼ Pete discovers the rare "snow tiger"



▼ Something large pops out to bite you.



to be victorious. Help is also at hand occasionally. When Pan braves the briny on stage four, a chirpy mermaid pops up to stop him dying a drowny sort of death, and on level eight a deadly wandering flame is useful in lighting the gloomy underground corridors filled with pit traps. If the flame goes off screen the lights go out.



**TOTAL CONTROL**

Pete moves in standard platform fashion, with jump and stab controlled by B and Y buttons respectively. Holding Y allows Pan to trot around faster. But find Tinkerbell and store up the fly energy she endows you with and the next time you jump, another press of the B button gives you levitation. Holding down Y in flight turns Petey into a fully-fledged flyer, allowing you to create some beautiful air ballet. Cool!




# SUPER NES

## REVIEW

▼ Pan deals with the "skylark" in end-of-level capers.

### COMMENT




Quality graphics and sound this most certainly has. Challenging gameplay it hasn't. It's just all too easy, and the lack of new things and innovative features means that anyone who's played a couple of platform games before will breeze through this with ease. Given some more interesting bosses, a bit more oomph in the combat department and a few more challenging landscapes to tax your leaping skills, this could have been a winner. It's not, though, and only younger players and beginners will find themselves getting anything out of it.

- ▶ *The enemy surrenders on level one.*
- ▶ *An armoured balloon carrier launches a broadside.*



### COMMENT



To be frank, Hook is not an original product. Platform games for the SNES are backlogging at a frightening rate, and, although fun for a while, this hasn't got any features which lift it out of the crowd. To cap it all, it's not really a man's game at all - progress is too rapid. You could find yourself twiddling your thumbs after completing it in not too many days. The bosses would especially be much more entertaining if they were a bit more robust. Most of all, it seems to be severely lacking in the gameplay department. It's a shame to have to say all this, because Hook looks and sounds very nice in places and plays pleasantly. But if it's thrills you're after, leave this as the choice of a younger generation

### THANKS TO...

Thanks to the guys at Console Concepts for sending us this game so promptly. If you desire information about this or any other game, why not give them a call on 0782 712759?



**BY: EPIC**  
**PRICE: £39.99**  
 RELEASE DATE: IMPORT  
 GAME DIFFICULTY: EASY  
 LIVES: 3  
 CONTINUES: UNLIMITED  
 SKILL LEVELS: 1  
 RESPONSIVENESS: GOOD

1 PLAYERS  

### PRESENTATION 80%

Your bog standard one-player, one skill level platform game.

### GRAPHICS 85%

Cuddly, cutesy and well drawn but nothing eye-opening.

### SOUND 83%

There's a fair mix of fanfares and ditties which warble on during the game.

### PLAYABILITY 78%

The gameplay never really gets past puberty...

### LASTABILITY 70%

...and sadly never-never will. There's simply not enough here to keep you going for more than a few hours.

### OVERALL 72%

Graphically and sonically impressive, but the lack of challenge means that the "delights" of Hook are best suited for the young.