



NINTENDO WORLD

The World Cup is one of those events that haunts the imagination - and the media. Ever since last summer, it's been impossible to forget the tournament. And just in case your memories were fading, Nintendo have decided to release a World Cup game to help bring them flooding back.

NWC can be played by up to four players, although one or two is the most common combination since you have to have the Four Score adaptor (mentioned in MEAN MACHINES 5) for four-player frolics.

Tournament mode pits one or two players against a selection of the World Cup finalists, whereas match play has a one-on-one situation allowing four players (two a side) to compete.

Only one single player on each team is controlled at any time, but options allow choices such as whether the computer-controlled team members will pass, shoot or a mixture of both. Other choices include deciding whether the goalie stays put or tries to take part in the attack!

With a plethora of teams to choose from in the tournament, it's up to you to decide if Cameroon or Italy gets through to the grand final - or will it be England?



▲ A Cameroon player lies crippled.

COMMENT



MATT

After the abysmal showing of the Sega World Cup game a few issues ago, my one consoling thought was that this had to be a vast improvement. Boy, I was wrong. NWC takes football games to a new low. The game system is a total mess, and only having one player under your control is a farce - why can't you switch between team members to allow for carefully prepared attacks? As it stands, NWC gives the impression that soccer is all about one player standing just outside the box, while the rest of the pitch is determined by random events. I really think it's about time for a decent console footy game, don't you?

Change positions? Yes No

Louis	4:	Johan	6
Victor	2	Millen	1
Jelle	3	Kiele	
Piet	5	Stefan	



▲ Players' positions are altered on this screen.



WHICH SIDE ARE YOU ON?

Choosing a side is a tricky decision. If you want life to be easy, decide on Italy or Argentina - they have a habit of not only winning, but also crippling many of the opposition in the process! However, Holland or Cameroon provide more of a challenge to get to the final; their players have a habit of lying down and dying halfway through a match! However, if Matchplay is chosen, it's simply a one-on-one (or two-on-two) situation....

Choose your team.

- | | |
|----------|------------|
| U. S. A. | ENGLAND |
| HOLLAND | SPAIN |
| JAPAN | BRAZIL |
| FRANCE | W. GERMANY |
| CAMEROON | ARGENTINA |
| RUSSIA | ITALY |
| MEXICO | |

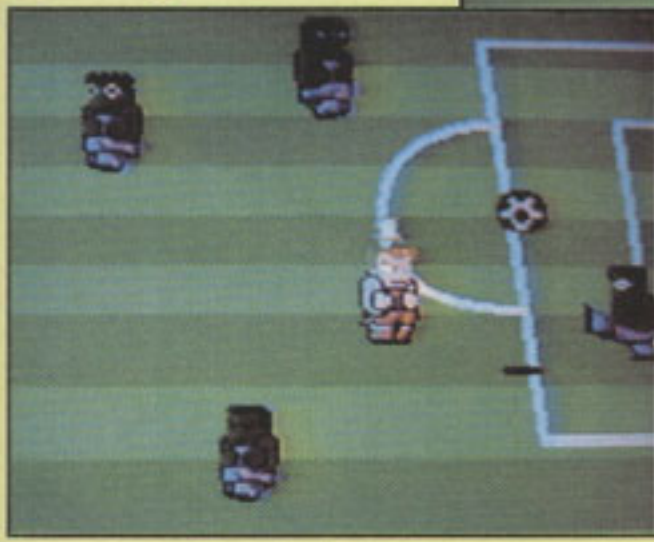
CUP



▲ One player's eyes explode - a common event in football!



▼ Cameroon's goalie leaps at the ball.



▲ A goal kick flies over the pitch.



▲ The radar helps to pinpoint the controlled player.



COMMENT



JULIAN

There's nothing like a good football game, and Nintendo World Cup is nothing like a good football game. Squat, toad-like parodies of players flicker their way around the pitch kicking the ball with only one intent - keeling over and dying at the first opportunity. But then if I was in a game as bad as this, I'd feel obliged to do the same. Controlling only one player throughout makes the game dull since you can't string passing plays together, and as the rest of the team play football like a load of lobotomised Cabbage Patch dolls, it soon becomes incredibly frustrating - the players never do what you want them to! Even the multitude of options and a four-player game don't help save this - it isn't enjoyable, it isn't fun and it certainly isn't football.

NINTENDO REVIEW



NINTENDO WORLD CUP™
 ©1990 TECHNOS JAPAN CORP
 LICENSED EXCLUSIVELY TO NINTENDO TM NINTENDO
 Tournament Mode (1P) (2P)
 VS Match Mode (2P) (3P) (4P)

BY: NINTENDO
PRICE: £29.99
 RELEASE DATE: APR
 GAME DIFFICULTY: SIMPLE
 LIVES: N/A
 CONTINUES: N/A
 SKILL LEVELS: N/A
 RESPONSIVENESS: POOR

1-2 PLAYERS

PRESENTATION 46%

The intro screens do nothing apart from display the options available.

GRAPHICS 46%

The squat 'n' beefy player sprites look silly and flicker badly. The background graphics are also dull...

SOUND 56%

Nothing is out of the ordinary in this department, so don't expect to be thrilled and chilled.

PLAYABILITY 40%

As only one player can be controlled, the rest of the team is redundant. Add the lack of excitement, and it's a total loser.

LASTABILITY 26%

Although the four-player and tournament options give scope, when the game's as bad as this you won't want to keep playing it.

OVERALL 33%

A hideous game that even the truest football fans should avoid. Come on Nintendo, give us a decent soccer game!