



By the end of the next century cleaning work is no longer the responsibility of shuffling old men with ancient vacuum cleaners. Look at Todd, a steel-jawed clear-eyed sack of testosterone. However, Todd's job extends a little further than cleaning a few local offices for a couple of hours a night. Todd is in fact an interplanetary space cleaner, with the unenviable task of cleaning up the putrid Slime World, a planet composed entirely of anti-eater mucus.

The thing is that Slime World is full of valuable minerals called slime gems which are of great use to Earth society. However, it is also full of evil slime-dwelling creatures with Todd's demise very much in mind. Todd must now clear the way for the mining colonists by ridding the planet of its odious hordes, as well as collecting as many slime gems as he can to increase his personal fortune.

The Slime World itself is a pseudo-platform network of tunnels composed of slime of a varying solidity. Todd runs, jumps and climbs around in his search for the slime gems, taking out slime monsters with his high-power water cannon on the way.



SLIMY SCENARIOS



Before starting the game, your desired scenario is selected from a menu of possibilities. These go from the sedate exploration option, where the object is simply to find your way to the exit, to the survival option where you are stranded in the Slime World without any weapons and have to live or die by your wits. These options vary slightly in two-player mode, with some options being cooperative and others encouraging back-stabbing aplenty.

SLIME WORLD

THE
MEAN
MACHINES
ARCHIVE



Heroic as Todd is, he needn't take the perilous journey on his own. One of your friends can take control of Todd's trusted aide Kevin in the split-screen two-player mode. The two pals can use their water guns to clean each other by way of a quick hosing down and also shoot each other with slime guns should they stumble across one and feel particularly malevolent. Before the game starts it is up to you to decide whether to play cooperatively or competitively, with only the one true slime master surviving in the latter mode.

HE SLIMED ME!





▲ An exciting shot of the slime-related antics



▲ Note the map in the top-right corner.



SLIMEY ITEMS

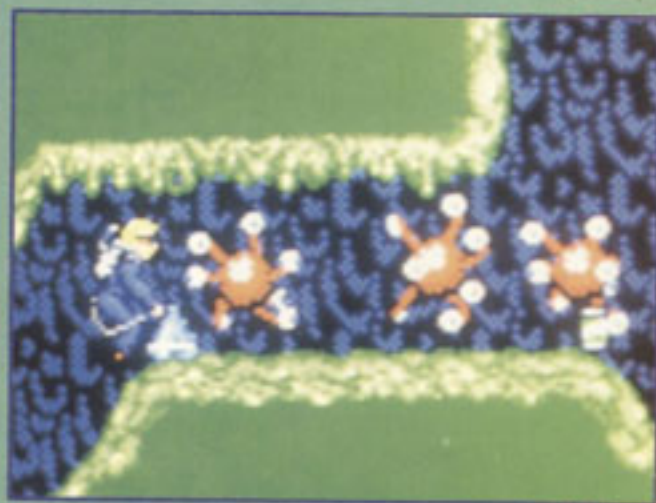
Dotted around the slime caverns are a number of objects which help Todd in his mission. These include weapon power-ups, slime shields which provide limited protection from slime covering, smart bombs and jet packs. Certain levels have a time limit within which Todd must make his escape. The small red mushrooms found in these levels are essential. Each mushroom raises the limit by one minute, up to a maximum of five, leaving Todd with plenty of time to take a leisurely stroll through the underground.



▲ A close-up of Todd as he picks up some of the objects located in the slime caverns.



▲ Todd jumps over a slime pool. Watch out for these as they dirty up our hero incredibly quickly!



▲ Uh-oh! More problems for Todd as he progresses into the level.



▲ More meanies bite the dust, spewing slime all over the shop.

MAP-TASIC, MATE!



Todd and Kevin automatically start the game with their electronic maps. These miracles of modern technology auto-map the area which has already been traversed, making it simple to find your bearings if you should accidentally backtrack. The maps also record the positions of slime pools and water pools for ease of reference.

DEATH BY SLIME



There is only one way to die on Slime World - death by snot. As Todd comes into contact with slime beasts, murk pools and the like, he is slowly coated in gooey slime. Should Todd become excessively slimy he explodes! Luckily there are pools of fresh water dotted around at irregular intervals. If Todd is guided into one of these he promptly begins to wash himself, like the soul of cleanliness he is, thus preventing him from meeting a sticky (not to mention slimey) end.



- ▲ The Slime World in all its glory! It's a pretty large place, as you can see.
- ▶ Todd enters a cavern and proceeds to shoot a whole bunch of slime meanies. Their slime shoots everywhere.



COMMENT

Slime World is entertaining in its concept, although the thought of a platform adventure where your character drowns in snot is pretty gross. The gameplay is mostly

RAD

exploration based, encouraging you to learn your way around the Slime World and find all the secret rooms hidden in the mire. The appeal of Slime World is further bolstered by the enjoyable two-player mode, especially in a competitive scenario! However, it's not all fun and frolics for Slime World. The graphics are atrocious, the sprites are malformed and grotesquely animated and the backgrounds don't really change. The scrolling is jerky and blur-inducing, and the cack-handed controls and slow responsiveness rob the game of a lot of its potential. Slime World is a fairly original and challenging title which is okay if you don't mind the crippled pace.

COMMENT



RICH

Slime World is a pretty jolly game and should appeal to people who enjoy a good exploration game. There's plenty of mapable levels to explore throughout the game and a variety of secret rooms to unearth beneath all the slime! Slime World's many different game variations and the great two-player mode also add to the fun. My gripes with the game are similar to Rad's. The game is graphically backward and jerky scrolling should not be permitted on any Megadrive game. I guess it's just down to poor programming. Exploration fans with a chum ready for some two-player frivolity will probably get their money's worth. Everybody else should spend their hard-earned shekels elsewhere.



- ▲ Facing up to some of the more dangerous territories in Slime World.



BY: MICRO WORLD

PRICE: £34.99

RELEASE DATE: OUT NOW
 GAME DIFFICULTY: MEDIUM
 LIVES: VARIES
 CONTINUES: 0
 SKILL LEVELS: 1
 RESPONSIVENESS: SAD

 1-2
 PLAYERS


PRESENTATION 76%

Quite a few options and lots of intermissions (although they're not very good).

GRAPHICS 48%

Clodhopping sprites and bo-o-o-ring backgrounds all in attractive shades of green.

SOUND 61%

Bleepy tunes but suitably slimy effects add a bit of atmosphere.

PLAYABILITY 72%

An original game which is slightly marred by cumbersome controls. It's still fairly playable though.

LASTABILITY 70%

There are a number of mission scenarios to test you, some of which are rock hard.

OVERALL 70%

An interesting title which is prevented from reaching classic status by slow responsiveness and awkward controls.