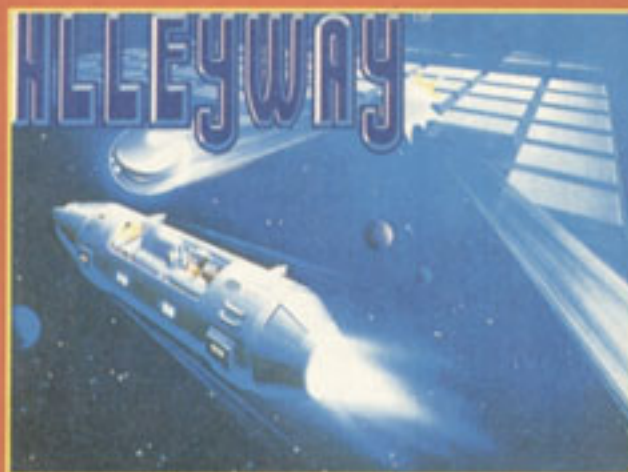


BOY D-UP



ALLEYWAY

Eons ago, in an arcade far, far away, there was a game called Breakout. This was one of the very first arcade games ever to be seen in this country, and its exciting concept of using a bat and ball to demolish a wall of bricks made it a hit with the jaded Space Invaders crowd.

Unfortunately, this variant does not have much more to offer than the original. Bonus screens are available, as are screens in which the walls advance upon you! Mario himself is your guide through this game, only leaving you once all your lives are game.

PRESENTATION	70%
GRAPHICS	59%
SOUND	68%
PLAYABILITY	51%
LASTABILITY	29%
OVERALL	33%

COMMENT

MATT: Bleugh! I was not exactly bowled over by this! There's no variety at all, and once you've finished a couple of screens, you'll be bored stiff.

JAZ: What a bore. Screen after screen of boring bricks to knock away, and hardly any variety. If this had a couple of power ups it might be okay. As it stands it's about as exciting as watching paint dry. If you're having trouble getting to sleep, play this - it's more powerful than any sleeping tablet!



SOLAR STRIKER

Hmm, a shoot 'em up. Would you be shocked to learn that aliens have invaded Earth, and that you and your souped-up ship are the world's only hope? You wouldn't? Well, neither were we. Solar Striker is a vertically scrolling shoot 'em up complete with power ups and dozens of unpleasant ET's who can't wait to be vapourised.

Control is simple enough, with fire and movement being your only options as you make your way to the Reticulon base. The obligatory bosses appear at the end of each level, with their own form of attack.

PRESENTATION	82%
GRAPHICS	72%
SOUND	70%
PLAYABILITY	72%
LASTABILITY	62%
OVERALL	69%

COMMENT

MATT: This shoot 'em up is adequate in all respects, but lacks the excitement and thrills to make it a real winner.

JAZ: After a couple of goes I got bored of this. It's alright, but there are no real surprises to keep you going back to it.

