

# TINSTAR

**REVIEW**  
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

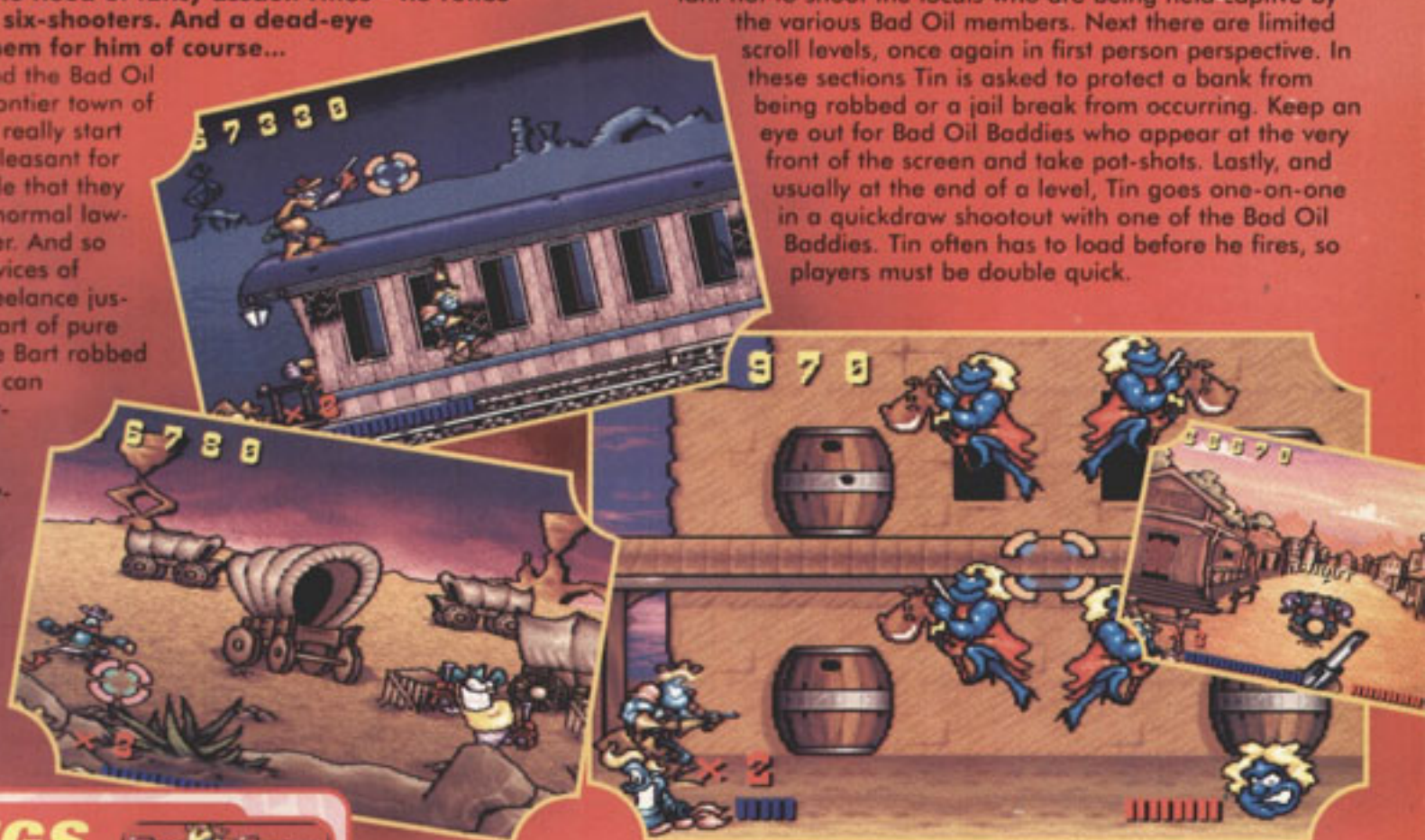


**B**y rights, most shoot 'em ups shouldn't be called shoot 'em ups. There aren't actually many where there's much shooting going on. Strafing from mega Laser rifles or blasting with plasma bolts, perhaps. But you can't really call it shooting as such - they're not proper guns. Tinstar, though, is a shoot 'em up in the truest sense - the star of the game, the titular Tinstar, is a lawman of the wild and wacky west and he has no need of fancy assault rifles - he relies solely on his twin six-shooters. And a dead-eye pardner to aim them for him of course...

When Black Bart and the Bad Oil Gang invade the frontier town of East Driftwood and really start to make things unpleasant for the locals, it's decide that they need more than a normal lawman to restore order. And so they call on the services of Tinstar, a robotic freelance justice-giver with a heart of pure steel. Thing is, since Bart robbed the local bank they can only afford Tin's services for a week. That's seven days split into several levels to clean up this no-horse town armed only with a joypad, mouse or Super Scope. Head 'em up, move 'em out etc...

## GUN SIGHTS

The player never actually controls the movements of Tinstar in the game. Rather they control his aim. The gameplay itself is split into roughly four types. The first is the side-on scrolling sections, like the stagecoach, stampede or Driftwood levels where Tin strolls, runs, jumps and blasts his way through an environment. Next there is the Bar Room blasts. Tin is not actually on-screen in these sections - players control his shot from a first-person perspective. It is important not to shoot the locals who are being held-captive by the various Bad Oil members. Next there are limited scroll levels, once again in first person perspective. In these sections Tin is asked to protect a bank from being robbed or a jail break from occurring. Keep an eye out for Bad Oil Baddies who appear at the very front of the screen and take pot-shots. Lastly, and usually at the end of a level, Tin goes one-on-one in a quickdraw shootout with one of the Bad Oil Baddies. Tin often has to load before he fires, so players must be double quick.



## RATINGS

- BY: NINTENDO
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: SHOOT 'EM UP
- CART SIZE: 12 MEG



### GRAPHICS

◆ Great animation and a quirky, cartoony style to all the characters.

**87**

### SOUND

◆ Suitably twangy Western-style themes run throughout the game. Great gunshot noises too.

**86**

### PLAYABILITY

◆ Loads to shoot at and be shot by, ensuring your reflexes are stretched to the maximum. Good stuff.

**87**

### LASTABILITY

◆ Tricky if you are prepared to play it on max difficulty and use the joypad. Trying to find the secret bits is a job in itself.

**80**

## OVERALL

An original twist on the Duck Hunt theme and tremendous fun while it lasts. Probably the best fun to be had with the Super Scope.

**85**

## BAD OIL BUDDOONS

The Bad Oil Gang are a very strange bunch indeed. None of your cee-gar chewin', tobacco-spittin' Clint Eastwood-type hard men among this lot. In fact Black Bart's posse would probably have had a pretty hard time in the real wild west. There's Joe Twiddle for starters. His spring-heeled choice of footwear would have ensured an early trip to Boot Hill in the old west. There's Tiny and Buggsy, the keen horticulturalists who are more concerned about the condition of their prize geraniums than being gun-toting tough guys. Black Bart himself is pretty laughable - too fat to live, too stupid to die. And let's not even mention the Blousey Bros. Their cross-dressing antics are most definitely not the sort of thing Roy Rogers would have approved of.

## COMMENT



Humour plays a very big part in this game and, coupled with the great cartoony style, it works quite well. Fortunately there is a bit more to Tinstar than just daft jokes and what lurks underneath is an original, solid and enjoyable blaster indeed. I particularly liked the three ways to deal death via the pad, Mouse and Scope and the way they affect the game-play - it's fairly easy with the mouse, trickier with the scope but a nightmare with the joypad. The variety in styles is good too and there's always something happening somewhere on-screen. The game also holds a fair few secret bits that are devilishly hard to find, which is guaranteed to keep you blasting for a while. The only problem with the game, though, is that once you learn the pattern to a level it is possible to stroll through with ease every time. I suggest whacking the difficulty to three stars and attempting it with the joypad only to increase the game's longevity. I can't think of a better game for Scope owners.

## ANDY