

HELLER **Portable Systems**

By Tommy Glide

Want wave after wave of action with Centipede and Missile Command? Then look here. but don't bother with Pong:

Centipede is a shooting pleasure. All the spiders and scorpions remain intact: likewise, the colorful graphics and the blasting sound effects have been accurately reproduced. Missile Command, however, looks and sounds like the Atari 2600 version. Pong gives you a tough computer opponent, but it's the same black-and-white blips that quickly get boring.

Centipede alone is not reason enough to pick this game up. But if you're a sucker for the classics, you get a good variety of games on this cart.



PROTIP: In Missile Command, don't target missiles headed for cities that are already destroyed.



PROTIP: It's easy to pick off centipedes when they're com-ing down the side of the screen in a row.

Game Gear Game Profile



By Sir Garnabus

As the cannon-bearing Mariner from the movie, you patrol the waters of the future, shooting enemy jet-skis and boats. That



PROTIP: Keep moving to avoid be ing hit from behind by Smokers.



PROTIP: Circle around the outside of the Atolls, Smokers converge on the center, making it a major collision site.

is, if the game's slow controls and bad collision detection don't stop you first.

Repetitive sights pollute the water. Identical enemies and victims appear in every level. Waterworld is a 3D game, but a distant sunset provides the only background, which neutralizes the effect. Generic cannon fire and pingy warning sounds blend with synthesized sax and keyboard music.

A bad film makes for an even worse game in this boring shooter. Waterworld is a Virtual Boy's wet-nightmare.

Virtual Boy Game Profile



Tetris Blast

By Coach Kyle

Nintendo adds new twists to its classic puzzler to make it better than ever. As in earlier versions of Tetris, you position blocks as they fall into a vertical shaft. A new Fight mode adds cute enemies who sabotage your efforts. Also new are mega bombs, which destroy enemies and rows of blocks. These new features add intrique to what was already a fun concept.

The familiar Tetris graphics are better and sharper than ever. especially with the Super Game Boy backgrounds. The sounds are also more varied than in previous games. The controls are better, too, because now you can easily slide blocks once they land. Add varied difficulty settings and Training mode, and Tetris Blast is a blast.



PROTIP: Use your slide move to fill in awkward holes beneath overhanging blocks.



make a mega bomb.

Game Boy Game Profile



By Greasy Gus

College Slam, the world's biggest rip-off of NBA Jam, is now (barely) a Game Boy cart.

Like the 16-bit titles of the same name, it's two-on-two hoops with a Practice mode



PROTIP: Don't trap yourself between your opponent and the sideline. The computer usually steals the ball.



point quard, use him for all the three-pointers.

added - but there's no difficulty setting, and the computer plays a physical game.

Both the graphics and sound suffer. While the stiff sprites are good-sized, the weak color palette makes it easy to confuse your team with the opposition. The music is okay, but the effects are weak.

The player control is decent. but it's annoving to use the Start button for Turbo. In brief. don't play ball on this court.

Game Boy Game Profile



2-on-2 baskethall 44 college teams

ESRB rating: Kids

Quicklis

Phoenix 3



action before. Phoenix 3
presents a decent scifi setting for walk-nshoot alien blasting.
The graphics are detailed, but the characters have
choppy movements. Gushy
sound effects and extreme
gore when the aliens explode
are the best features. Not bad.

scrolling Blackthorne

but nothing new, either. (By Studio 3DO)



Pocahontas Genesis



Animation fans and younger players will love this gentle, slow-moving game. Lithe Pocahontas walks and swims through gorgeous pastoral settings, helping her animal friends and absorbing their powers. Easy puzzles provide the challenge but gameplay is not as exuberant as Disney's Aladdin. Pocahontas is good Disney fun for novices. (By Disney Interactive)

Doom 3D0



Doom lands on the 3DO with a thud. This version is awful, if just for the fact that you can only get fluid gameplay by shrinking the window to the size of a stamp – any bigger and the picture gets so choppy, it's unplayable. The sound and controls are average, but this is the worst console version of Doom so far. (By Art Data Interactive)



The Chessmaster 3D





Chessmaster is a challenging but dreary take on the classic strategy game. The slow CD access time and inaccurate controls are venig, but chess fans will enjoy the challenging chess engine and the variety of features, including 12 computer opponents, head-to-head mode, and time controls. Kasparov took on Deep Blue; you can challenge the Chessmaster. (By Mindscape)



Dragon Lore 3D0



Dragon Lore is a full-screen, action RPG. Smooth, rendered 3D animation and voice clips accompany the great mythological storyline to make up a levi-rounded game. RPG fans will enjoy the attention to detail as well as the intuitive motions and menus, but slow access time is one of the few set-backs. (BV Mindscape)

Winning Post Saturn



Koei is back with yet another sim, this time in the high-yield field of horse racing. Unfortunately, this arena is neither very exciting, nor very good sim material. Watching other horses race (you have no control over the races) and breeding pomies has no place on a high-end next-gen system. Try PTO with real film flootage. (by Koei)

Nester's Funky Bowling Virtual Boy



Nester's Funky Bowling is challenging and fun at first, but after a few games, the strikes come easier and the difficulty level never increases. Character animation and funky music spice up the gameplay, however, after a couple of frames even these become repetitive. The controls are accurate but limited. Although it's spare, it doesn't strike unt. (By Nitherado).





