

# REVIEW CREW

## MAJOR MIKE'S GAME ROUNDUP

### AD & D Slayer SSI/3DO

You definitely won't get the same game twice with this cart's four billion dungeons! This is an engrossing adventure game that RPG fans will definitely take to instantly. The graphics are well done, there are plenty of characters to pick from, and the ability to create your own player-character is a big plus.

9 ED 7 DANO 6 AL 6 SUSHI 7 MIKE

### Mutant Rampage Philips/3DO

A side-scrolling Final Fight-type game that tries awfully hard, but nonetheless comes up short. The problem was I didn't find the fighters very distinctive, and their moves were somewhat bland. The graphics are nice (accompanied by some truly rockin' music—keep in mind this is CD-i), but it never worked for me.

6 ED 5 DANO 5 AL 5 SUSHI 6 MIKE

### Solitaire Funpak Interplay/Game Boy

This is the type of game made for the portable system—Solitaire Funpak is a thorough card game title with several games to play. If you are a solitaire player, then this game will definitely provide a challenge. The graphics are simple as is the game play itself. Overall, this is a worthy addition to any card video game library.

6 ED 6 DANO 5 AL 5 SUSHI 7 MIKE

### Samurai Shodown Takara/Game Boy

A very good portable version of the Neo-Geo arcade smash! Almost everything is here—the fighters, the moves, and the look. This one seemed a lot more fun to play on the Super Game Boy than on the small screen, but nonetheless, fans of the game who are "on the go" will not be disappointed with this one.

8 ED 7 DANO 7 AL 7 SUSHI 8 MIKE

Jaguar Atari

### Alien Vs. Predator

Action	Release: Now
Levels: N/A	16 Meg



I'm a big fan of both the Alien and the Predator movies, and this game's graphics are good enough to put you right into the game. Unfortunately, the game play was not very well thought out. You almost always take a hit when fighting, and you can't jump over acid. Why do the Aliens leave all the bodies around? That's not like them. Where's the music? Is it an option I missed? It's okay as far as I'm concerned.

This puppy has been in the works for quite some time now. AVP is a good take on the growing first-person perspective, kill-everything games. Being able to play as an Alien, Predator, or a Marine tremendously helps the replay value. However, the drawbacks come in the form of choppy animation and frequent cheap hits. The levels are huge, which is also a big bonus, but there aren't enough items to interact with.

This is one license that could have been a really great game. AVP suffers from a serious case of bad play control. The scrolling in AVP is choppy. There should have been a jump capability, because there are times when you kill an Alien and their acid blood gets on the floor and you have no choice but to go through it. Unfair! On the good side, the graphics are adequate, but that just isn't enough.

I like the whole Alien and Predator idea but this doesn't reflect the action of the comics or other games. The green drab look doesn't really catch your eye and the weapons aren't very impressive. This doesn't seem to capture the elements of Doom or Wolfenstein that became instant computer classics. It doesn't have an addictive quality to the levels, although it does have big levels to map and explore.

CD-i Philips

### Burn Cycle

Adv. / RPG	Release: Now
Levels: N/A	CD-ROM



Burn: Cycle is a great interactive mystery that must be seen to be believed. The combination of video and interactive mystery is superb. The story is hard-core cyberpunk, and nothing is left to the imagination. There are puzzles to solve, and plot lines to unravel. It'll surprise you every step of the way. The video footage doesn't become overbearing. This is yet another great game on the CD-i.

Just sitting down and playing Burn: Cycle for 10 minutes isn't the way to enjoy it. It must be played like an RPG, which it does a nice job of emulating. The characters, story, and graphics are all top-notch. The stingy time limit can be bothersome but really adds to the suspense. This is one game you will definitely find yourself wrapped up in. If you don't have a CD-i by now, Burn: Cycle will definitely change your mind.

Ho-hum! Burn: Cycle is just a game where you move a player one space at a time through mazes and corridors while avoiding and/or killing enemies. It's too slow and tedious for me. It does have a pretty cool story, but the slow progress of the game just kills it for me. Yes, the graphics are pretty and, yes, the sounds and voices are nice, but this game really needed to be a little more exciting.

It seems as though all of the CD-ROM titles that are out rely on full-action video and sound to sell the game. Even though Burn: Cycle has both of those qualities, it was different than the other cyberpunk point-and-click games. It is one of the few titles that actually had an interesting enough story to keep you coming back for more! If you're really into thinking games, Burn: Cycle's at the top of its class.

Game Gear Sega

### Sonic Triple Trouble

Action	Release: Now
Levels: N/A	4 Meg



Sonic Triple Trouble is just what you'd expect from any of the other Sonic GG games. It's colorful, fast, and very close to the Genesis games. It's a bit choppy. The biggest downfall of STT is that it doesn't really do anything new with Sonic. It's more of the same. However, it plays well for the small screen, and in itself, is quite fun. Having played them all, I just wasn't impressed. Hopefully something new will be done.

He's baaack! Sonic just can't seem to go away. Although the game is nothing new in terms of things to do or enemies to defeat, it does have the ability to keep you entertained, not all games can say that. As always, the control is very precise and the game is colorful, but there is always that feeling of playing the same game over and over. Any Sonic fan would do well to check out this latest adventure.

Now don't get me wrong—just because I gave this game a six, I do like the game. There are many elements in Sonic Triple Trouble that make it a good game (i.e., great graphics and animation along with good play control). It's just that I've seen it all before. I just feel like I'm playing the same game but with different graphics. This game just needed a touch of originality. But if you're a Sonic fan, you'll love this game.

This game is pretty much the same old Sonic theme, but I have to admit that I enjoyed it. The animations are done very well, along with the graphics and sounds. For a portable it is very fun to play and can easily keep you busy. It isn't very unique, but the big levels, choice of Tails, and classic game play make it a quality game. Although the whole Sonic concept is getting strained, you can't help but admit to its quality.