

# REVIEW CREW

## MAJOR MIKE'S GAME ROUNDUP

### Sonic Blastman 2 Taito/Super NES

A thoroughly enjoyable side-scrolling action game, with three characters loaded with moves and stages loaded with enemies! If you liked the first Blast Man, then you will definitely enjoy this second round.

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ED DANO AL SUSHI MIKE

### Ardy Light Foot Titus/Super NES

An appealing action game, with a great character and sidekick, the only problem is this one is very hard! Huge levels, lots of technique and menacing Bosses await. However, you really have to be patient with this one.

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ED DANO AL SUSHI MIKE

### Sink or Swim Titus/Super NES

A puzzle game that will have you hooked! There's plenty of strategy involved in this one where you must rescue the crew members on an ocean liner. This is a title for any puzzle fan. The graphics could be punched up, though.

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ED DANO AL SUSHI MIKE



### Viewpoint American Sammy/Genesis

American Sammy has done a good job at converting this Neo-Geo shooter. However, there is some bad slowdown, and the music comes nowhere near the original. Shooter fans, however will like it.

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### Pagemaster Fox Interactive/Genesis

This game would be enjoyable, but the control just isn't there. Being able to select your stages with a particular theme was innovative, but after missing that jump for the hundredth time... well, you get the idea.

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Genesis Fox Interactive

### The Tick

Action	Release: Now
Levels: N/A	16 Meg



I enjoy the Tick's comics, and the TV show's not all that bad. The game doesn't capture the Tick's comical character at all. The control is very limited with only a few moves. The same five enemies keep appearing until about halfway through the game. Even the subplots are uneventful. The audio is best left turned down. The Tick's graphics are dark, too. I was hoping this cart would do justice to a great comic.

Yikes! What you are looking at is the result of a good license being programmed by the wrong team. Although I've never read any of the comics, I have to believe my colleagues when they say this game doesn't do it justice. The sounds are ear-piercing beeps and squeaks, and our hero just doesn't have enough moves and techniques to make the game any fun. Sorry guys, but this one needs help.

I'm sorry, but what a boring game! That about sums it up for me about The Tick. The main reason I didn't find this game too exciting is that some of the levels are so unnecessarily long, that I just wanted to switch my Genesis off. I literally was starting to fall asleep. Also, the game isn't that hard, but there are times when you get plenty of cheap hits from stars or spears that get thrown from offscreen. Ugh! Not for me.

At first, I hadn't even heard of the Tick but I really enjoyed the big goofy guy on TV and the comics. The game is another story. Not only does it not retain the humor value of the show but the colors and backgrounds look drab. To further the fact, the backgrounds and enemies seem too monotonous. In addition, the Tick needs a few new moves and more attitude during the game to keep his appeal.

Genesis Sega

### Ecco: Tides of Time

Action	Release: Now
Levels: N/A	16 Meg



Ecco: Tides of Time really shows that Genesis games can be colorful. The backgrounds and animation are simply beautiful, with lots of eye-popping graphics. The quests are a lot harder than before, and sometimes you are left without a clue as to what to do. It controls just like the first one. I like the fact that you can transform into different creatures. I'd have to say that I really like Ecco and his adventures.

The first Ecco was a mind-blowing game, yet this version takes that feeling and doubles it! This game has some of the most colorful graphics and a beautifully orchestrated soundtrack. The number of puzzles have been reduced (thank you), and there is more action and adventure to keep you busy. The 3-D levels are a sight to behold as well. Ecco 2 is a definite must-have for all you dolphin lovers.

I'm not much of an Ecco fan, but I have to say that this isn't a bad game. The story has an interesting plot, and I like the main character. The graphics were okay, but I found many areas to be a little dithered with a lack of color. Ecco's animation was fantastic. The sound was there with some very soothing music. The thing I really didn't like was the awkward control of Ecco's swimming. Ecco fans should get into this.

I have to say off the bat that I love animals and may be a bit biased toward this serene game. True, it is not as original the second time around but you can't deny the gorgeous colors and screens that really show what a Genesis can do. The control is a little tricky but it is nice to have a new mode of movement to master. The quests are quite hard, maybe a bit too hard, but it will give you your money's worth.

Genesis Sunsoft

### Zero, the Kamikaze Squirrel

Action	Release: Now
Levels: N/A	16 Meg



I really enjoy Zero. It's very rare that a game combines great graphics with lots of technique. Zero is a consistent challenge throughout, and even hard-core gamers will be hard pressed to win it. I especially like the diving move. It's innovative and it goes well with the excellent control. Zero the Kamikaze Squirrel stands out as one of the best action cartridges on the Genesis. A must-buy for Genesis owners.

It looks as if Aero the Acro-bat is in for some trouble now. Zero is simply too cool. There's a never-ending array of techniques you can use to get through the levels, which are huge by the way! The background colors are very vibrant. It seems that companies are learning how to get around the Genesis color limitations quite nicely. Zero the Kamikaze Squirrel is a definite must-have for every action game fan!

Zero is a surprisingly exceptional game for the Genesis. The graphics are detailed with a great color scheme. Zero, although able to kick butt, still looks cute. I like his little Bruce Lee animation when he clears a level. Pretty amusing. The sound is cool too, but the standout feature of the game is its play mechanics. Yes, he's got the standard action moves like jump and attack, but his swoop looks cool! Zero plays great!

Just when you thought there was nothing left for a mascot character to do... along comes Zero. He is definitely a fresh little guy with all the moves of Bruce Lee, all the attitude of Sonic and some original techniques of diving and swooping. To complement the great technique is some very colorful Genesis graphics and sounds. Truly an exceptional action cart, this is right up there with his nemesis Aero!