



COLUMNS

MEGADRIVE

Columns is a conversion of Sega's own coin-op, and is a puzzle game along the lines of Tetris (what, not another one?).

Blocks of three coloured shapes fall into a well, and you have to cycle the colours so that when they fall, they match up with the colours already

there. Complete lines of three or more similar colours in any direction disappear from the screen, and the remaining blocks fall to the bottom. As the levels progress, the blocks get faster and faster, and are more difficult to turn in the time allowed. Let the blocks fill up the well, and it's game over.

One might argue that there are already too many Tetris-alike games on

the market, and another game would simply get swamped under the ever-increasing multitude. But when it's as slickly executed as Columns, it has something with which to stand out from the rest. Graphics are nice and colourful, if a little functional, and the superb music is really hypnotic. Columns is really easy to get into, and horribly addictive, and once started, incredibly difficult to put down. If puzzle games are your thing, take a look, and prepare to be hooked.

ROBERT SWAN



RATINGS

GRAPHICS 60%

Bright, colourful blocks, but little else.

SOUND 94%

Haunting melodies that enhance the atmosphere no end.

VALUE 92%

Yonks of fun, and worth every penny.

PLAYABILITY 94%

It's immensely difficult to stop playing once you've started.

OVERALL 90%

A flippin' good Tetris-style game that's got that spark of originality to keep it from being just one of the crowd.