

BY: MINDSCAPE

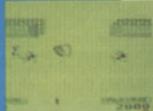
ORIGINAL COIN-OP RELEASE: 1985 ORIGINAL COIN-OP BY: ATARI ORIGINAL COIN-OP HISTORY:

One of the first four-player coin-ops in history Gauntlet broke records as the biggest-earning coin-op of its time as players took the role of their favourite character and plundered the never-ending dungeons for treasure.

GAME: Enter the scrolling dungeons, blast all the backless all and the players and find the party of the backless all the

baddies, plunder the treasure and find the exit.





COMMENT

incredible conversion from Another Mindscape!All the graphics, sounds (including sampled speech and noises) and gameplay from the original coin-op have been crammed into this, and the end result is stunning - a miniature black and white Gauntlet coin-op in the palm of your hand. The simultaneous two-player option is the icing on the cake. A must-buyl

PRESENTATION 87% **GRAPHICS 90% SOUND 96%** PLAYABILITY 93% LASTABILITY 90% **ACCURACY TO COIN-OP 98% OVERALL 91%**

BY: TAITO PRICE: £24.99

ORIGINAL COIN-OP RELEASE: 1981 ORIGINAL COIN-OP BY: TAITO ORIGINAL COIN-OP HISTORY:

Critically acclaimed but just too weird for mas appeal, this became a cult hit the instant it was released.

GAME: Complete each screen by filling it 75% or more with your colour before you get knobbled by the Qix.

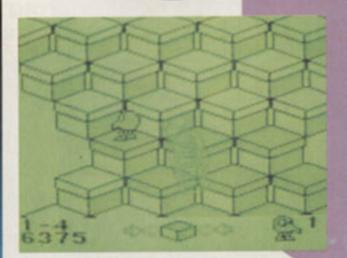


BY: JALEGO

ORIGINAL COIN-OP RELEASE: 1983 ORIGINAL COIN-OP BY: COLUMBIA ORIGINAL COIN-OP HISTORY:

Totallyoriginal in its time, this genre of game became very popular in the early 80's. The format is now being revitalised with Super QBert on the Super NES

GAME: Jump from one square to anotherand change them all to the right colour to complete the screen. And don't get hit by the baddie



▲ The action blurs as Q*Bert leaps to avoid the evil snake.

a diagonal 4-way joystick), but once you've got the hang of it, this is an addictive and thor-oughly enjoyable game which will keep you at your Gameboy for weeks!

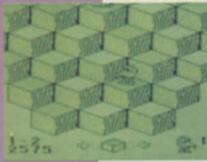
I always loved QBert, and this version is absolutely superb! The

control takes a bit of getting

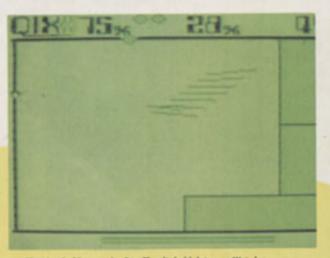
used to (the arcade game had

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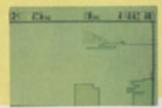


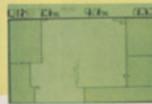


▲ On later levels, squares require Q*Bert to jump on them upto three times to change them to the correct colour.



▲ That load of lines is the Qix. That little blob is you. Weird.





Qix is an original and very weird game, even bytoday's standards. The challenging, but abstract gameplay is very much a matter of taste - some will love it and some will absolutely hate it! Personally I like it, but if you are interested I do stress that you should definitely give it a go before buying.

PRESENTATION 76 GRAPHICS 68% SOUND 53% **PLAYABILITY 84% LASTABILITY 78%** ACCURACY TO COIN-OP OVERALL 81%