



While most of us are snugly tucked up in our beds, spare a thought for Little Nemo, a lad whose amazing dreams are quite unlike any others! One night Little Nemo is informed by a messenger that he has been chosen as the playmate of a princess who lives in Slumberland. As soon as Nemo enters this magical land disaster strikes when the King of Slumberland is kidnapped by the wicked King of Nightmares. After Little Nemo decides that there's always one git who spoils the fun, he realises that it's his duty to save the good King and restore peace to the Land of Dreams.

Even though Little Nemo is only a kid, he does have a few things in his favour on this NES adventure. To begin with, he has been given an endless supply of candy (sweets to anyone who speaks proper English) which he regularly uses to win friends and stun enemies. Should Nemo be able to tempt animals into alliance he either rides on their back or actually transforms into them and acquires their abilities. But with plenty of nasty creatures standing in his way, Little Nemo's dreams could easily become nightmares!



Little Nemo has been given an endless supply of candy, and rather than rot his teeth he has sensibly decided to use his sweets on his adventure. Basically they have two uses. If he throws candy at enemies, they are momentarily stunned. However, there are certain creatures who can be tempted to join Nemo if he gives them three pieces of candy. Unfortunately making contact with one of these creatures before feeding them is very painful...

Little Nemo THE DREAM

SOME FRIENDLY

There are six different creatures that Nemo has the ability to use once he has force-fed them with candy. Here's a lowdown on the most common creatures Nemo finds.



FROG

The frog is the first creature you find in the game. As you might expect, his leaping is excellent and his swimming unrivalled. However, he is very slow on the ground.



HERMIT CRAB

It is on the Night Sea level that this fellow proves most useful. He can dig into the sand to explore, and his pincers provide a nippy protection for Little Nemo.



HORNET

You won't come across this character until the second level but it proves invaluable here. Quite obviously the hornet can fly and this means that crossing gaps too long to jump becomes possible.



GET BY WITH

Picking the right animals in the right place at the right time is Little Nemo's biggest dilemma. Fortunately at the beginning of each level a character pops up to give Nemo some advice. Much of it is plainly obvious, but should Nemo do a bit of hunting around he may come across a room with another character in it who suggests what animal proves the most valuable on the level.



COMMENT



ROB

My first impression of this game after watching the title screen was that it was a game for younger kids and would therefore be pretty easy. I couldn't have been more

wrong. There is in fact a lot of tough gameplay in Little Nemo. I don't mind tough games, but Little Nemo's game logic has a number of problems. I found myself getting very frustrated at times because there are points in the game where maintaining power is more or less impossible. Another criticism of mine is that this game suffers from quite a bit of sprite flicker, especially when the screen is highly active. Looking on the bright side though, there are some excellent graphics and good animation, and the idea of riding or changing into an animal gives the game a further dimension which keeps things going at an entertaining pace. If you can stand the sometimes frustrating gameplay, Little Nemo is worth saving up for.

MASTER

The mole opens up whole new areas of each level. Feed him some candy and you're able to dig underground. Boulder Dash style! This is often essential in progressing through the level.



GORILLA

If it's monkey business you're after, check out the gorilla. Although he isn't the fastest creature in the game, his right hook is pretty mean! He also has a big monkey ass.



LIZARD

Be careful with the lizard! He carries no form of defence, but he is adept at scaling walls and trees. This is essential for getting through some of the later levels.





COMMENT



RAD

Little Nemo isn't short on ideas, finding which creatures to use where and how is quite entertaining and makes the game somewhat more cerebral than your average platformer. The graphics aren't all that bad really, although the sprites are a little poorly defined at times, and the sound is passable. Unfortunately, Little Nemo is very frustrating for a couple of reasons. For starters the collision detection is pretty dodgy in the favour of the enemy creatures, allowing them to hit you from miles away whilst your attacks fail to connect despite their accuracy. The worst thing about Little Nemo is the number of instant-death locations where it is impossible to avoid injury. There's nothing worse than being down to your last reserves of energy and knowing you are approaching a trap or enemy which is going to kill you, without possible hope of escape. Little Nemo could have been a great game, as it is it's just a good effort spoiled by some tedium-inducing flaws.



A selection of nasties from the game.



BY: CAPCOM
PRICE: £34.99

RELEASE DATE: OUT NOW
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: OKAY



PRESENTATION 75%

There's a good opening sequence and a continue option but no password system.

GRAPHICS 86%

Some fine cartoon style graphics, but there is often a lot of flicker on the screen.

SOUND 80%

Cute sound effects and a cheery theme tune that grates after a few minutes.

PLAYABILITY 81%

The controls are smooth and responsive, but collision detection is sometimes suspect.

LASTABILITY 77%

There is much to keep the player amused, but the game logic at times causes intense frustration.

OVERALL 79%

An original platform game but it is let down by a few problems in the gameplay that cause a lot of frustration.