



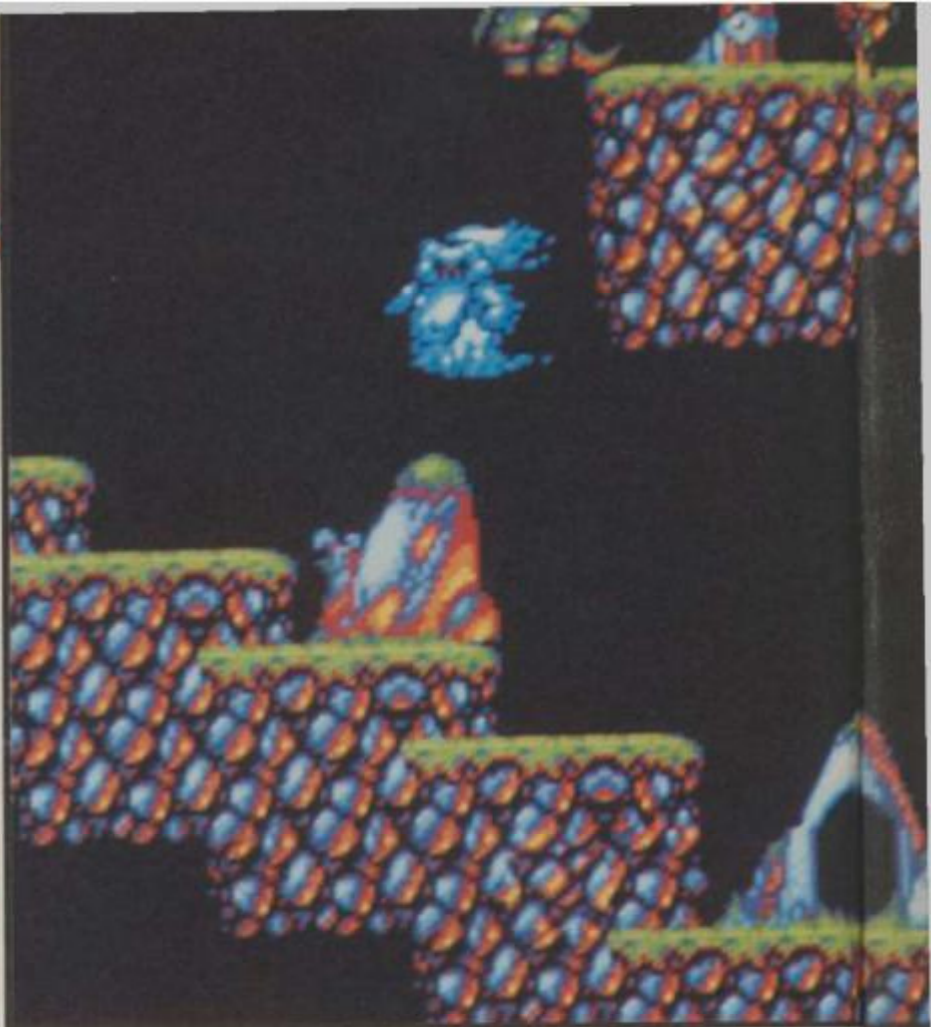
Quiffy is in deep trouble - and it's going to get deeper. His underground residence has been overrun by Bulbous Headed Vongs, a race of mutants who have a pathological hatred of Quiffy's kind and like nothing better than dismembering them and turning their skins into fashion accessories. To make matters worse ("WORSE!?" - astonished reader) The Mysterious Taps of Wrath have joined up with the Vongs and are pouring gallons of water into the caves to drown Quiffy, who is now the last Blobbie of his kind.

Escape is Quiffy's plan, but before he can teleport to the next of the 42 caverns he has to trudge about, climb the walls and swim through murky pools to collect up all the bits of rubbish that are lying about. Meanwhile, the Vongs and their peons who

are making things difficult by marching about the place as conquerors do.

Luckily, the Blobbies, being the far-sighted creatures they were, stashed weapons throughout the cave system in preparation for just such a situation. Though the Vongs are tough mothers who can nuke a Bloppy at a touch, they're no match for Quiffy's hand grenades, time bombs, boomerangs, shurikens or flame thrower.

As well as weapons, there are other objects lying about for Quiffy to collect. Most of them are drinks which have varied effects on either Quiffy or the Vongs, but there are also switches which open up secret passages and rooms, balloons to carry Quiffy about and parachutes to save him from a potentially disastrous tumble.



▲ Watch out for auntie's ghost!

▼ Don't get too c



BY ELECTRONIC  
ARTS

# Flood



# REVIEW

AMIGA  
£24.99

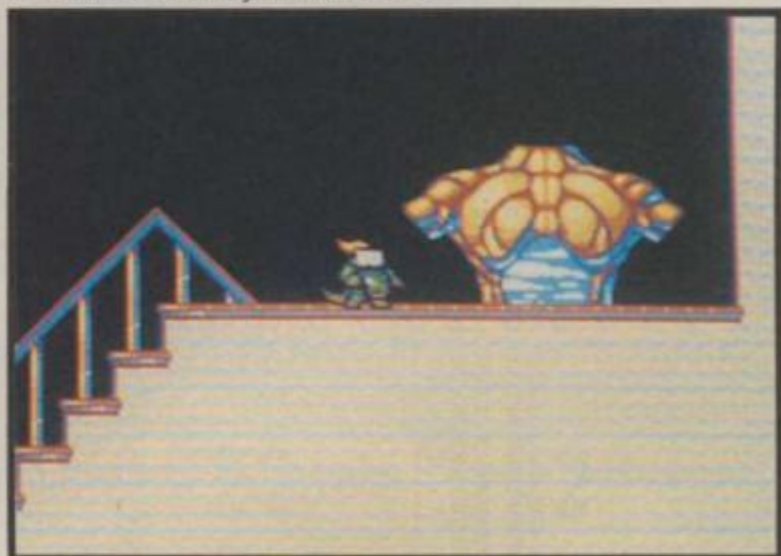
The programmers at Bullfrog are never ones to disappoint, but this release is quite a departure from their former hits *Populous* and *Dragon's Breath*. *Flood* might be a much more straightforward game than these two, but it's no less challenging or playable. In fact I'd go as far as saying it's the most enjoyable game I've played this month! It's apparent cuteness hides a truly vicious game, with thunderous explosions going off all around, vast tongues of flame vapourising the Vongs, and even the sounds of distant laser fire in the background. The sampled sounds, like the clangs of bouncing grenades and the tick of time bombs contribute a lot to the game's appeal and its sense of humour. Just when you're getting cocky with your flame thrower, you can press the fire button only to be greeted by a clucking sound as Quiffy draws out a completely innocuous rubber chicken! There are also some spectacular traps, such as the vast number of nuclear missiles which launch from a side wall if you inadvertently collect a certain icon! This game is loaded with surprises, packed with action and layered up with laffs. If you're not a complete bum-bag you'll go out and buy it, pronto.

PAUL GLANCEY

GRAPHICS	91%
SOUND	98%
VALUE	93%
PLAYABILITY	95%
<b>OVERALL</b>	<b>95%</b>



▲ Beware the Psycho Teddies!



▲ At last! The teleport out of the bizarre level three.

## UPDATE

Hang out the flags you ST owners, because *Flood* is out now for your jolly machine. Single-sided drive owners miss out on the loading music and intro sequence, but that aside the game is the same as the Amiga version, and is also out at this moment.

**C+VG  
HIT!**

▼ Ahh, isn't he cute?



▼ Don't get too close to exploding grenades!

