



If you were one of those people who thought the Turtles had disappeared simply because they were unfashionable and nobody liked them anymore, here is final proof of your mistakery. In fact, the four amphibian assassins have been on a misadventure through time and space and have only just returned to present day Earth. Of course such popular characters would never just duck out of the limelight deliberately, and responsibility for their absence rests solely on the shoulders of the nefarious Shredder. The spiky armoured one (remember him?), in an obvious fit of jealousy banished the team to the Prehistoric Era. The only way our heroes can escape is by finding and defeating the epitome of evil for that time period. Should they do this they are warped a little closer to their home time. Naturally, all the green-skinned wonders' Ninja prowess is put to the test in this horizontally scrolling beat 'em up, but with turtle power on their side, how can they fail?



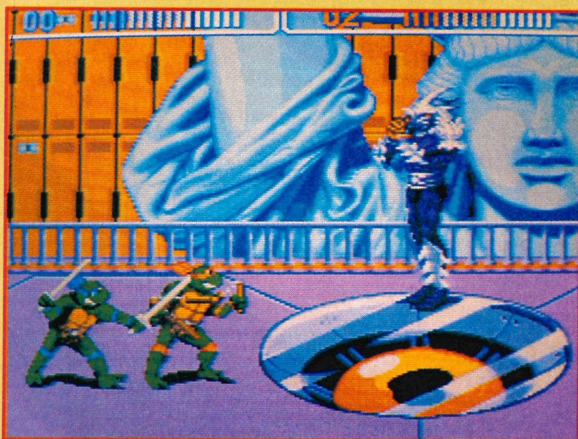
TEENAGE MUTANT NINJA

TURTLES[®]

TURTLES IN TIME



▲ Do Krang's antics mean turtle soup for tea?!



▲ Fight for truth, justice, and half-shells.

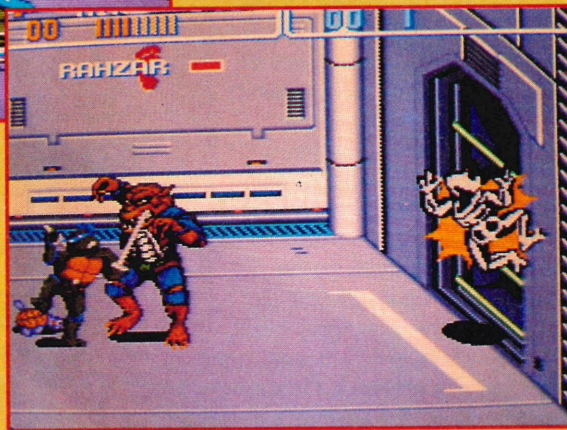


▲ The brothers hot-foot it Shredder! Ooww!



SEWER SURFARI

The Turtles' passion for surfing makes itself evident in two levels of the game. In the first section, the characters leap on their over-sized ironing boards for a spot of hanging ten on a horizontal plane, whilst being attacked by sewer-dwelling aliens and deck-riding Foot soldiers. The second surf section takes a break from the regular perspective of the game, being viewed from a behind-the-turtle point, like in F-Zero. Once again, battling enemies at high speed is the order of the day, although negotiating the sewer itself adds a little extra challenge.



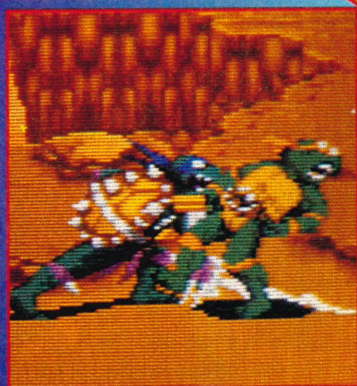
TWIN TURTLE ACTION



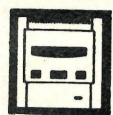
Although everyone knows the four turtles are inseparable, joypad port restrictions mean that only two turtles can venture out at a time on the SNES. Still, all four turtles are there for selection so you need never be without your fave amphibian (unless a second player has already selected him). The moves for the turtles are all fairly similar, comprising of regular attacks, throws, leaping kicks and "floating" attacks, where the leaping descent of the turtle is slowed whilst they perform a powerful attack. Each member of the group also has their own special move which varies from a leaping lariat with the Nunchaku to a comparatively normal jumping snap kick. By far the most impressive move however is one which causes your turtle to grab his opponent and fling him seemingly out of the screen, treating you to a view of the hapless Foot soldier flying in the direction of the player!

TWIN MODES

If the standard beat 'em up format loses its appeal for you at any time, TMNT IV has another two modes of play to rekindle your interest. The first, Time Trials, pits a single player not only against the might of the Foot clan but also against the clock. Screens from each level are played out in turn, with the object being to complete the level in record time. The second alternative mode plays two human-controlled turtles against each other in a sewer duel refereed by Splinter! The turtle who wins the best out of three here is proclaimed victorious.



▲ The Turtles teach an alien how to surf.



REVIEW

A shock from a mischievous metal head.

COMMENT



ROB

After the hype of the film had died down I was hoping I'd never have to lay eyes on those green shelled gits again. But here I am, reviewing a game swarming with the fab four. Thank God then that it's damn good. What would be classed as a regular beat 'em up has some dazzling features. Immediately noticeable is the standard of the graphics which capture the spirit of the cartoon perfectly. So does the animation, employing some incredible effects, including highly entertaining moments when enemies are thrown beyond the screen. The action is deliriously fast, and moves both across and up the screen, and there are no end of enemy sprites attacking from all directions. And before SNES owners start worrying about the possibility of slowdown, I can say that I didn't notice any. I also liked the inclusion of the time trial and one on one options which give TMNT a bit more depth. At the same time though I'd agree with Rad that because the beat 'em up action is much the same all the way through, things can get a bit routine even in two-player mode. But this aside, TMNT makes one of the best beat em' ups around. Just don't expect me to shout "Cowabunga" Ok? Aaaagggh! I just did!



TWIN VIEW

TMNT IV can be viewed in two colour modes, Cartoon and Comic. Cartoon mode sees the world of the turtles the way most people will know it, as a bright and airy cartoon. The second mode uses the more sombre palette of the original comics, with stronger shading and a more grim atmosphere overall.

COMMENT



RAD

TMNT IV is one of the most impressive looking games on the SNES yet. The detail and animation on the sprites plus the amount of attention put into the backgrounds is stunning. What's more, the SNES manages to animate tons of sprites at a time with no signs of slowdown. TMNT is also packed full of humorous details and touches that make even being severely beaten up enjoyable (if you like that sort of thing). On the gameplay front, the programmers have thankfully only loosely based the game on the dismal coin-op of the same name and have utterly revamped the gameplay, making it a proper laugh, especially in two-player mode. However, there are some clouds looming over the daintily coloured horizon that is TMNT IV. The main problem is that it's all pretty much the same all the way through, so once you get about three quarters of the way through the game your attention starts to wander. The other problem is that it's easy, and experienced players should beat it after a couple of days. However, the two bonus games combat the problem of tedium slightly. If you're likely to have a second player around all the time and fancy some groovy beat 'em up thrills, this is definitely a title to seek out. Sadly, lonesome players should think about renting it for a weekend before purchasing TMNT.



▲ The Turtles try to make crocodile tears.



BY: KONAMI

PRICE: £39.99

RELEASE DATE: AUGUST

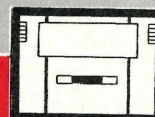
GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 3

RESPONSIVENESS: GREAT



PRESENTATION 96%

Loads of options, intros and intermissions to keep you interested when you're not actually doing anything.

GRAPHICS 91%

Perfectly detailed and superbly animated sprites and fab backgrounds.

SOUND 76%

Cheesy cartoony tracks and muffled speech, but the effects are okay.

PLAYABILITY 90%

Easy to control with a wealth of moves, TMNT is very entertaining.

LASTABILITY 75%

However, after a while it's all much of a muchness and single players might find the going dull after a couple of weeks.

OVERALL 80%

A top quality double-player game, but one which may not hold serious lasting appeal for solitaire players.