

Nintendo - Capcom Little Nemo

Type: Action Release: Sept.
Levels: 6 Difficulty: Easy



Journey to a land of wonder. Little Nemo receives an invitation to visit the castle in Slumberland. When he arrives the King has been kidnapped and Nemo sets off on a wild adventure looking for the ruler. It's a game set in a realm of imagination where anything can happen and it does. Huge toadstools, giant candy canes and oversized toys form backdrops for this children's adventure in a never-never land setting!

This game represents a down-scaled version of some of the best action/adventures, successfully capturing the proven game play and mixing it up with some nice pastel graphics. The action never gets too furious, but the game remains solid throughout most of the adventure.

Another 'sleeper' which has the look of a game for the younger crowd but the type of game play that the older players can get in to. The graphics look great and the game plays like a well designed adventure game. It's Rescue Rangers in a dream world.

Capcom has a history of making games with "kiddie" themes and great game play. Nemo is no exception. While the cute & cuddly theme may scare some players off, Nemo is filled with new concepts and excellent game play. Great cartoony graphics bring a Disney feel to it.

Watch out Megaman and Super Mario! Here comes the coolest character straight out of sleepy city.... Little Nemo! Non-stop action and constant challenge will keep you glued to this comical adventure. Feed candy to the right character and ride'em cowboy!

Nintendo - American Sammy Ultimate Basketball

Type: Sport Release: Nov
Levels: NA Difficulty: Avg.



Lace up your hightops and get ready for some fast action! This basketball game offers a wide variety of options - 1 player, 2 player cooperative or vs. for either one game or a full 7 team tournament. With substitutions, close-up controllable slam dunks, spectacular 3 point shots, decreasing player stamina and a ref who just loves to call fouls, Ultimate Basketball provides NES owners a new look at the game of basketball.

American Sammy's addition to the competitive sports genre is a slam dunk! Basketball is pulled off very well, with lots of action moving back and forth on the court, with just the right amount of technique thrown in for some good strategy. A very good sports game for the NES!

There have been some good basketball games on the market but all lacked one or two important features. Ultimate Basketball easily lives up to its name as it includes almost everything. I especially like the substitutions and the stamina meter. It plays fast and is fun!

Ultimate B-ball is definitely one of the better basketball games for the NES. The game is very similar to Pat Riley on Genesis. Nice graphics and cool close-ups when slam dunking enhance this extremely well playing basketball game.

This game certainly has some great new features for all you round ball hoopsters. Interactive "close-up" scenes are a welcome feature to an often done sport. Fouls and fast action dominate here and the only thing missing other than the shot clock is the joker in the courtline seat!

Nintendo - Enix Dragon Warrior 2

Type: RPG Release: Nov.
Levels: N/A Difficulty: Hard



The second in the popular series of Dragon Warrior RPG's is coming from Enix. Offering a quest four times larger than DW1, DW2 begins 100 years after the first saga. In this you must gather your party together, and set out into the countryside in search of Hargon the Sorcerer. Visit the towns, and build up your weapons and magic. Fight with the enemies to build up your levels as you search for the sacred crests.

Taking off where its predecessor ended, Dragon Warrior further journeys into a land that, while totally original, plays out in a fashion that is similar to Ultima. The game just doesn't retain the same enthusiasm and while it may be a huge hit in Japan, it misses the mark in my book.

The main problem that DW2 has is the bad reputation that DW has on NES RPGers. DW2 is a sequel better than the original, with a very long quest and plenty of challenging situations. Like Ultima, it's only for serious players willing to devote lots of time to a difficult quest.

Dragon Warrior, Nintendo's wannabe Ultima, was inferior in many ways to the first Ultima just as DW2 is inferior to Avatar. DW2 has faithfully cloned nearly every aspect of the original Ultima (moon gates are now referred to as travel doors). A good RPG, but why settle for second best?

The king has been killed and the evil ones desire to control the world. How many times have we been in this situation? Too many times I'm afraid! This is the sequel to DW and I can hardly tell the difference, or care!