



Quiffy crawls along a handy beam to get away from a nasty ghostie, but time is tight – if that beam turns off then it's a deadly plunge past the psycho teddy to the spikes below.

# FLOOD

ELECTRONIC ARTS £24.99 ■ Joystick

After coming up with the graphically superb *Fusion* and the highly successful deity simulator *Populous*, Bullfrog have pushed off in yet another direction by releasing... wait for it... a good old-fashioned platform game!

In *Flood*, you play a tubby little fellow by the name of Quiffy. He is the last surviving member of the Blobbie race, his comrades having been wiped out by the evil Psycho Teddies and the dread Bulbous-Headed Vong. Life in the caverns is hazardous for a lonely young Blobbie, but it could always be worse... the caverns could get flooded! Ha-ha! This is when the phrase 'famous last words' has a poignant ring...

Cavern religion has long told of 'The Coming of the Taps of Wrath', a fearful time when the old and near-forgotten water demons will begin to fill the caverns with water. It looks like the priests were right – the flooding has begun. This is the last straw for Quiffy, who has decided to get his lil' ol' green butt outta there.

You must fight your way through a series of caverns, battling the dangers of deadly traps and vicious monsters. The exit to each cavern is in the form of a teleporter, which is linked to a 'social conscience' computer. The computer will only allow the portal to open when there is no rubbish lying around, so Quiffy must pick up all the rubbish in the cavern before he can escape.

Occasionally, Quiffy may find a weapon along the way, including dynamite, grenades and a pretty awesome flame-thrower – just right for blitzing those evil trash-scattering Vong! **Maff Evans**



These snails seem to be impervious to the effects of the flood, so a quick grenade lobbed into their midst seems to be in order!



No time to enjoy the ride down – those cans need to be collected.



Let those shuriken fly to blast the creatures out of the caverns.



Aren't boomerangs fun? Right, this one up the left nostril... first go! Bah! Missed! Oh well, back to the acting!

## GRAPHICS AND SOUND

As you'd expect from Bullfrog, a lot of care has been put into the game's presentation. The graphics are well drawn and coloured, with a huge dollop of the 'cute' factor that seems to be all the rage at the moment. The sprites have a cartoon-like appearance, but the use of colour and shading gives the characters a solid appearance not usually seen in cutesy games. The sound is equally as impressive, featuring a suitably bubbly soundtrack to introduce the game and a whole host of jovial splishing, ticking, clanking and yelping effects to back the action, which polishes up the whole appearance with Bullfrog's own special brand of digital Mr Sheen.

## LASTING INTEREST

The game begins easily enough, but the going starts getting pretty tough around Level Seven, and there are over 30 more still to do! This should keep platform fans wrenching their joysticks around well into the night for weeks. However the game does prove to be rather annoying at times – especially on some levels which require a fair amount of luck to complete – which isn't really a good thing with games of this type.

## JUDGEMENT

Producing such an irreverent and jovial game as *Flood* is quite a brave venture for Bullfrog, but in all fairness they have managed to produce a playable and good-looking game. Even with its annoying little quirks, there are few straightforward platform games that can manage to keep leap-and-collect fans playing for as long as *Flood* will keep them captivated. The cute sprites and jolly sound are well up to the standard we'd expect from Bullfrog, but it's doubtful whether the game will have a similar effect on the market to that of *Populous*. Nevertheless, *Flood* is one of the best games of its type – it's just that the genre is in some danger of wearing a little thin these days.



GRAPHICS	8
SOUND	8
INTELLECT	3
ADDICTION	7
OVERALL	84%