

Turtlenecks. Turtle soup. *Turtles In Time*. Only one of these will be reviewed by Jeremy Daldry. Question is, which one? Paul: Turtle soup!

Jackie: Turtlenecks!

Jeremy: Nope, *Turtles In Time* actually.

turtles IV:



He's a bit of a hum-dinger!



Sex. Violence. A lightly greased Shannen Doherty. David Mellor in actress lovenest scandal! There we go. Now I've got your attention using all the underhand techniques of tabloid journalism maybe you'll consider reading the rest of the review.

(You mean there is no sex, violence or oiled up Shannen to be found anywhere in the next two pages? A. Reader.)

'Fraud not. But there is Ninja Turtles.

(They're crap. They were in years ago. Yawnsville. A. Reader.)

But really it's a good game, honest.

(It's history. I'm off to play Street Fighter 2. It's lush. A. Reader.)

Oh dear.

mutant ninja has-beens

Ahh, what a fickle mistress fashion is. She sits astride all our fates, (whether they be opened by a minor

celebrity, and boast a white elephant stall or not) and dispenses her summary justice as if it were some great bubble gum machine in the sky. But that is the way of the gods. (What are you on about? Ed.) All I'm trying to say is that, for example tank tops are all very functional, they keep you warm and everything, but who the hell would be seen dead in one? As far as knitwear goes, they work, but as far as fashion goes, they suck. The same could be said about *Turtles In Time*. (Could it? Ed.) Of course it could. You see *Turtles In Time IV* is a mighty fine beat 'em-up, with buckets of moves, a high degree of playability and more humour than you could shake a stick at. But it's old. Old as the hills, old as the oceans, old as the bedrock beneath our feet, old as Bob Holness, which of course, in our enlightened society shouldn't matter a monkey's testicle. However we all know the world to be a harder, more cynical place and that shallow things like fashion, appearance and monkey's testicles really do matter quite a lot. (Especially to monkeys! Ed.)

primate gonads

So, we seem to have established that *Turtles* is a bit out of date, but does it matter? Well not really, 'cos *Turtles* is a fine beat 'em-up. I'd even go as far as to say a damn fine beat 'em-up. Animation-wise it's the dogs; the huge sprites all have a mass of moves, different pointy things to stab with and different personalities.

There's kicking sound that ermm... kicks and is full of ticklesome jokes that make you giggle. (So you like it? Ed.) Not half. Not being a beat 'em-up fan, I was quite tickled pink with this. Courting controversy I'd even go so far as to say I prefer it to *Street Fighter 2*. (Gosh. Gasp. Gee whizz Ed.) The *Turtles* licence may well be old hat by now, but the game is absolutely smart – the best of its type on the SNES right now. ☐



daft as a turtle

Alright, alright. Time for a box off that revolves around what is basically a sad, sad excuse for a game plot. Here we go. In *Turtles IV*, Shredder gets one of his weird, freako henchmen to steal the Statue Of Liberty. The turtles, being the up-standing reptiles they are decide to try and get it back. During this process they are banished back in time by Shredder and have to fight their way through assorted time zones until they reach 1992 again for their final showdown with old iron jaw himself. Daft? My duck nearly barked God Save The Kipper backwards.

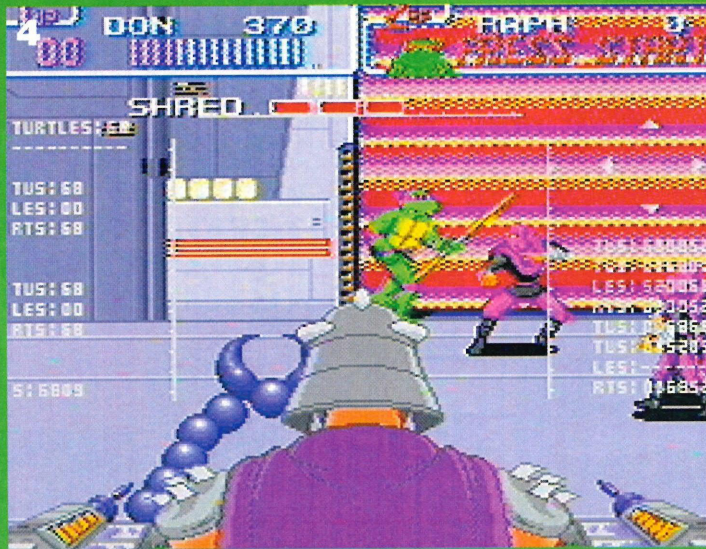


time slides into time

Not content with putting together one of the best beat 'em-ups this side of Christmas, *Turtles IV* has a special bit that lets you compete in a time trial. Over five segments from one of three levels you must kick ass against the clock. With a 30 second limit on each seggie and the cumulative time of all five seggies added together to give your final end time, the whole thing is a lot more fun than I've just made it sound. Honest.

vision thing

One of the many good things about *Turtles IV*, is that every so often the playing perspective changes. So, unlike most beat 'em-ups, you are not faced by endless hours of slugging with very few scenic changes. (What a boring sentence, Ed.)



turtles in time

bog standard

1 From the side. Bad guys come at you either in front of you, or behind you. But apart from that nought special here.

sewer surfin'

2 Forget rats and floating turds, the turtles are quite happy to jump on a robo-board and zoom through this underground stage. Admittedly the more astute of you will have pointed out that you are still going sideways, but what you can't see is the fact you are going sideways very, very fast indeed.

lift

3 Again, bad dudes come at you from either side of the screen. But this time you are shooting up in a lift. 'First floor, ladies underwear, bedding and surgical supports...'

shredder ship

4 With more than a passing nod to that other reptilian bound beat 'em-up, *Battletoads*, this bit has you attempting to bring down Shredder's flying car thingy. And how do you do it? Well by knocking his foot soldiers senseless and chucking them into the jet engines of said flying thingy. Heartless frog.

neon knight rider

5 Knock me senseless and call me Reginald, it's *F-Zero*. Well nearly, but you were fooled eh readers? This is a statutory bit in every SNES game that shows off the bitmap scaling rotational quark posey drive chip. Mighty impressive don't you think? Simply knock off the assorted airbound bad guys while retaining your cool. It's a piece of pistachio.

verdict

Superb beat 'em-up. Better than *Street Fighter 2*? Well... very possibly.

robo-baddie

Every now and again there pops up a real bast. It's a little robot trash can that has the annoying habit of lassoing you with it's electronic whip, running several hundred volts through you, shooting you or prodding you with a large pointy thing. They're bastos.

move it

All the ninja turtles are able to pull off two extra special moves in their never-ending fight against Shredder and his foot soldiers. They're not called extra special turtles for nothing. (They're not called extra special at all. Ed.)



arm chuck

Annoy a turtle and he'll grab hold of your arm and fling you over his head. This has the rather unfortunate (or fortunate) result of blowing said foot soldier to bits and doing likewise to any other soldier in the near vicinity.



screen chuck

The extra extra special move that all the turtles can pull is the overarm screen chuck, that results in any foot soldier that comes near being zoomed into the screen at a fast rate of knots. Mode 7, don't you just love it. (Who's been reading his SNES Tech Specs? Ed.)

dudes in the hood

There are all sorts of foot soldiers that you come across on your quest: Here are *Game Zone's* all-time fave six.

purple hood

This is your bog standard bad guy. Very little offensive or defensive powers. This chap is little more than ninja fodder.



blue hood

Boasting some rather lethal-looking tridents, the blue hoods have a nasty habit of putting their heads down and charging trident long into any available turtle's bot-bot.



red hood

Not unlike their pals, the blue hoods, the red dudes also have pointy things that they try and stick into any available turtle. However this time it's in the shape of numerous Chinese stars.



white hood

Pure? Virginal? Don't you believe it. These guys wield nun chucks with the same dexterity as the Dagenham Girl Pipers wield their batons. Except they aren't as pretty. (The pipers, not the white hoods.)



orange hood

More arrows than in Jocky Wilson's bottom drawer. These dudes aren't fat, they aren't forty, they aren't racially prejudiced but they are mean throwers of the old arrows. They jump in the air and shower sharp pointy things down on any turtle in sight.



blue hood 2

Not unlike the other blue hoods, in fact if the truth be told, after all is said and done, they're actually the same. With the exception that they wield swords instead of tridents.



END ZONE

Graphics



Sound



Addictiveness



Playability



OVERALL 93

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