



WILD GUNS

As you'd expect, *Wild Guns* has guns. Lots of them. Even better, there's no shortage of bullets to go with them. An inexhaustible supply, in fact. This is a point and shoot blaster with a difference: instead

of looking through the eyes of the gun-toting characters you take up position somewhere behind them and control not only the movement of their sights but their own bullet-dodging antics.

Now, this might sound like a small addition, but it makes all the difference. In most run-of-the-mill gunsight productions you pick up damage as a matter of course. The only way to avoid getting shot is to blast the villains before they can loose off a volley or, in the only instance of variety

in these games, to shoot the bigger, more ponderous missiles/hand grenades/knives that occasionally crawl towards you. In *Wild Guns*, because you're there on screen, you can dodge the bullets as they come. If you stop firing you can move left and right and in tight situations you can jump out of the way.

Don't bother taking cover, will you? ▶



Don't take too much notice of the welcome sign. You're not.

GAMESMASTER TIP

Your jump is far more versatile and life enhancing than you'll first realise. Press jump twice to somersault

further and press jump and down for a quick roll - very useful in tight corners and against the bosses. It's also

a good idea to use special weapons sparingly.





What Will forgot to tell you was that this is far too easy. Me and Simon Barnes sat down and got right through to the last boss on our first proper go. So the two-player mode is a bit of a write off. It does tend to get dull as you gun down screen after screen of similar looking geeks. Saying that though it is kind of fun to play if you want a few minutes of mindless blasting. *Wild Guns* isn't a game that will hold your attention for a long time.

LES ELLIS

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 FROM - TITUS
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 AVAILABLE - APRIL
 PRICE - £44.99
 STOP ■



On top of the standard one- and two-player games there's also a versus option which pits you against either the computer or a 'friend' in a quickfire series of shooting ranges.

But, for all its speedy action, lovely Olde Worlde style, steam-pump robot graphics and imagination, there's a big question mark hanging over *Wild Guns*' staying power. In the end it's all just shooting and dodging - even if it is top quality shooting and dodging.

WILL GROVES



There's no shortage of bosses in *Wild Guns*. There's this huge crab in the gold mine for a start.



Then there's this huge robot gunner thing (above and left) as well as more pedestrian mid level bosses (above right).



GUNS, GUNS, GUNS

As you shoot your way through the game you get plenty of firepower to help you take on the endless stream of baddies...



The hand held Gatling gun packs a punch and delivers rounds at an unfeasible rate.



The machine gun, which I've never seen in any westerns, is less powerful but more than useful.



The more traditional shotgun's main advantage is the fact that its pellets cover a larger area.



I don't know what the V stands for but it could well be "very like a flamethrower."

GRAPHICS

89

Guns takes its cue from the modern technology meets the Olde Worlde school, and looks good for it.

SOUND

82

Guns being the main theme you need a good selection of bangs and pops, which *Wild Guns* manages well.

GAMEPLAY

89

It's fast and furious stuff and the movement adds that little bit of skill.

LIFESPAN

72

At the end of the day you face a stream of similar baddies and targets, so it could get dull.

OVERALL

Wild Guns succeeds in adding to the shooting formula and there's plenty of action. Pure shooting action, that is.

WILL

JUDGEMENT

86%