

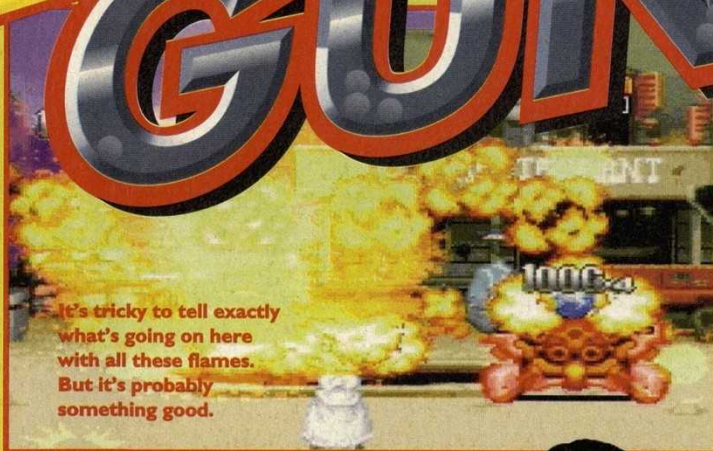


Okay. So there's a chap riding a flying Mexican hat. And some big metallic objects in the background. It makes no sense at all.

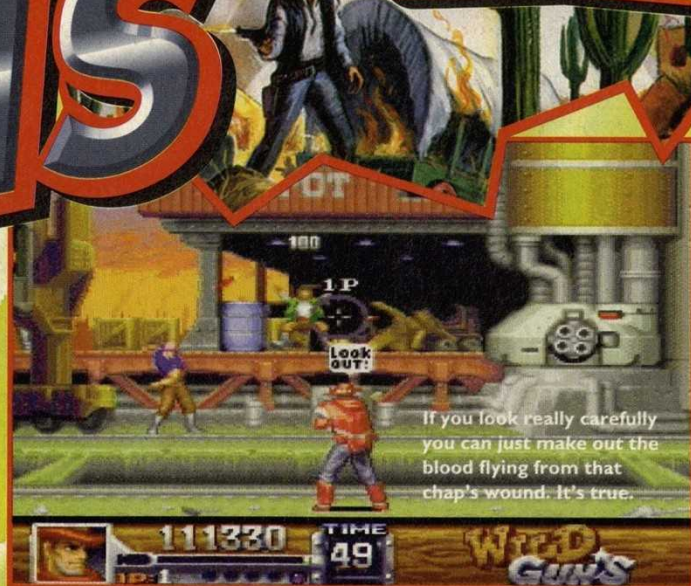


TOTAL!
SNES REVIEW

WILD GUNS



It's tricky to tell exactly what's going on here with all these flames. But it's probably something good.



If you look really carefully you can just make out the blood flying from that chap's wound. It's true.

TOTAL! TACTIX

Save your smart bombs until the end-of-level bosses. Just about everything up until them can be taken out quite easily with standard weaponry. Facing up to a five-ton tank with a handgun is like peashooting at a rhinoceros – pointless, dangerous and likely to end in tears.



PLAYERS: 1-2
FROM: TITUS
PRICE: £49.99
RELEASE: APRIL

A gleaming six-shooter on your hip; yee hah!-ing through places with names like Bottomnugget Gulch in rickety, horse-drawn wagons; and sassy lively lasses overflowing with sauce and corsetry dancing on the tables every night down at your local – yep, the Wild West must surely have been a top place to hang out.

But all is not as it may first appear in the western world of *Wild Guns*. While the two heroes (a Clint Eastwood-alike with an emery board chin, and an Annie Oakley-type gal who's not afraid to get her

'Hoofing great gun-toting machines of death around every corner, all ready to fill you so full of lead you'll be able to get a job as a jumbo-sized HB2.'

hands dirty) fit snugly into the clichéd corral of cowboydom, there also appear... robots. Yes, hoofing great gun-toting machines of death around every corner, all ready to fill you so full of lead you'll be able to get a job as a jumbo-sized HB2. Imagine a cross between *West World* (the film starring top baldy Yul Brinner) and the retro-futuristic flavoured *The Chaos*

Engine and you'll start to get a feel for how things fit together in this game.

Hardened arcade-goers will instantly recognise the game style from such coin-ops as *Cabal* and, more recently, *Blood Brothers*. The player(s)

BULLSEYES
First-class blasting action with a unique flavour

It's best to get out your detonator to hit the first boss right where it hurts. (Although how the thing works I'll never know – no wires see? Tsk, video games.)



JOSSE SAYS...
Once more, Atko hits the nail on the head – this is indeed a superlative example of a shooter; the styling in particular making it stand out from the crowd. Watch out for Nintendo's upcoming *Tinstar*, though, it's Super Scope compatible and just may turn out to be topper.



Remember the wise words of Bruce Lee in the practice section: 'Wood – don't hit back.'

face into the screen, using everything from shot-guns to machine guns to sticks of dynamite in fending off the incoming attacks. The environment is reminiscent of a shooting gallery, with baddies popping up in windows and from behind all manner of shelterings to peel off gunfire in your direction.

Because you actually see and control your character on-screen – rather than playing through the character's 'eyes' as in the likes of *Operation Wolf* – the game can only be controlled via a joystick, so put that Super Scope back in the attic. This isn't a bad thing at all, it actually serves to make the game more involving; leaping out of the way of an explosion, landing to come out of a forward roll and then ripping into the enemy with gunfire is immeasurably more fun than simple point-and-shoot exercises.

The simultaneous two-player mode, the competitive bonus rounds, the expansive boss characters, blimey, just the general all-out aggressive gun-slinging, sweat-mopping, chaps-soiling nature of the thing – it all adds up to one cracking shoot-'em-up. The only pear-shaped bit is that it's a bit too easy. But even after finishing it I reckon you'll be coming back for a quick blast now and again – it's that sort of tension-relieving game. And I'll eat my stetson if I'm wrong. Er, if I had one.

ATKO



The locals at the Ruptured Raccoon Saloon regretted spilling Annie's pint.



And here are our two heroes: Clint (ignore his pink hat and scarf, he's quite tough, really) and Annie (who's quite obviously standing up for women's lib in the 1800s). There's little to choose between them.



Yep, I'd say that faced with a gun like his and two missiles about to land on my bonce.



GRAPHICS

Huge, colourful and faster on the draw than Wyatt Earp. Er, I mean they move quickly.

8

SOUNDS

The music is perhaps a touch downbeat, but the explosion effects more than compensate.

7

GAMEPLAY

Yes! Top one- or two-player barrel-pumping action all the way from start to finish!

9

LIFESPAN

Ah. Here's where things go slightly awry. This isn't going to last for ever – a real shame.

7

TOTAL! JUDGEMENT

'The kind of game to reaffirm your faith in shoot-'em-ups. It's so packed full of gameplay that only the most ardent pacifist could fail to love it.'

TOTAL! SCORE

86