

# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## CART SPEC

- BY: OCEAN
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 8 MEG

## FEATURES

- PLAYERS: 1/2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: No
- OPTIONS: Not many

## GAME INFO

- GAME ORIGIN: Who knows or dares to dream
- GAME DIFFICULTY: Medium
- 1ST DAY SCORE: First eight levels complete
- ALTERNATIVES: Super Mario World, Plok. Oh, all platform games, all right!

## CONTROLS

- CONTROL: Joypad
- RESPONSIVENESS: Good

**X** Quit from current shape    **A** Duck

**Y** Punch/attack    **B** Jump

**L/R** Quit out of Jigsaw mode  
**R:** No function

**S** START: Start/Freeze  
**SELECT:** Quit when level complete

Jelly Boy was once nothing more than a vat of boiling jelly in the Swirley Sweet Factory but, thanks to a sudden fork of lightning, all that changed and he's now alive and wobbling! The factory's owner, Mr Oswald Swirley esq, is naturally concerned about some bad publicity and has set the guards off to melt the young scamp down. Jelly Boy has only one chance left - to get hold of six special items hidden in the huge fantasy world that Mr Swirley has created to amuse himself during boring office hours.

Such a task would be insurmountable were it not for our hero's strange talent for transformation - changing into anything from a light bulb to a speed boat! Add to all this the puzzle action and the fact that the clock is always running and it's enough to make you shake - well, Jelly Boy at least!

# Jelly

(BELOW) Yes it's a Teddy Bear, and it's squished poor Jelly. Luckily our hero was in possession of musical notes at the time. Makes sense.



## COMMENT



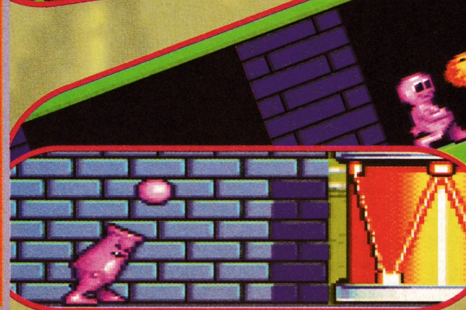
He's pink, he's wobbly but sometimes he makes remarkable changes. Suspicious it may sound but

## ROB

fun it most definitely is! Visually it's very it's no great shakes but, for me, it's the sheer scale of the game and the fact that it hasn't been made a walk over that impresses. Partly this is thanks to the right balance between puzzle action and the usual platform routine. With 48 levels in all and a variety of bonus rooms it's going to last, but most importantly it's fun while it does. Because of the wild variety of things Jelly Boy transforms into, the game manages to incorporate loads of different styles and paces of action. Classic status? Maybe not, but a real laugh all the same.

## SAFETY IN QUAVERS

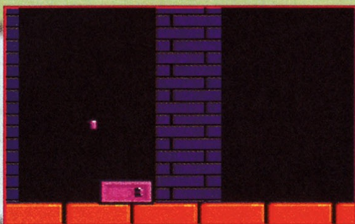
Some games use stars, some use rings. The one staple pick-up that Jelly Boy should always collect are musical notes. These can come from just about any where - an enemy, a mystery box etc. So long as he's got a few notes in his pocket then that's all he's robbed of when he's attacked. If he doesn't, it's a squelchy end!



# Jelly Boy

## FITS OF FITTING OUTFITS

There are times when Jelly Boy gets the chance to be a little more than his usual wobbly self. When the appropriate pick-up arrives on the scene, our hero transforms into something else completely, but he only has a limited time period in which to exploit his new image. The game's puzzle nature means that often these pick-ups have to be used in a specific order. There are 27 shapes he can assume in all, some of which are specific to certain circumstances like the light bulb on the Darkroom level for instance. Here's some examples:



**HAMMER:** There are times when Jelly Boy's route is blocked by blocks. At such times he needs to get the hammer icon. Once he's changed, the idea is to break down the blocks and hey presto! Route clear!

**BALLOON:** For those hard to reach platforms way up where the air is clear, Jelly Boy as balloon floats up to them where he has the chance to grab a wealth of pick ups.

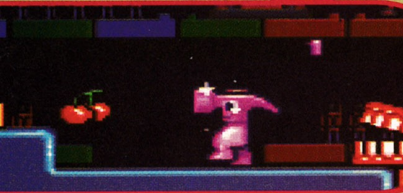
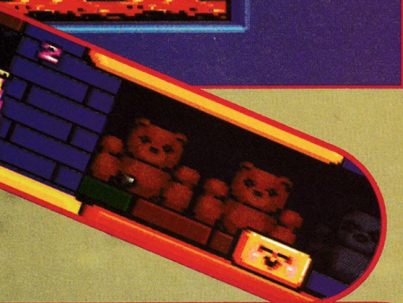
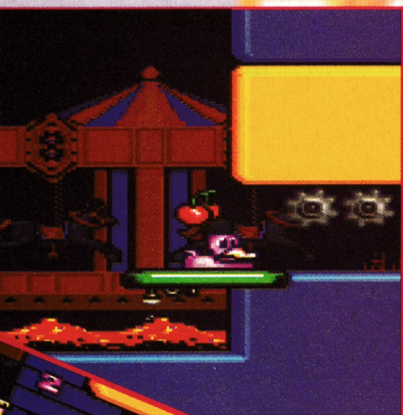
**SUBMARINE:** Obviously this transformation is only available underwater. It means that Jelly Boy doesn't simply sink but can move upwards as well. He also fires torpedoes!

**BRICK:** Some of the things that Jelly Boy changes into are more disadvantageous than useful.

When he becomes a brick he does as most bricks do - he simply sits there doing absolutely nothing.

## STRAIGHT FROM THE HEART

Jelly Boy does have arms but he isn't all that fond of using them. Instead he uses a punch that comes right from the middle of his chest. This isn't his only talent mind, he also has a number of other personal tricks up his sleeve. When Jelly Boy deems it too dangerous to tackle an enemy he quickly dons a pair of glasses which act as a shield against attack for a limited period of time (get the joke?). Jelly Boy also has the ability to transform at will into a sitting duck. This, appropriately enough, is his alternative to ducking itself.



## COMMENT



Jelly Boy is a very poor-looking character. Consequently he has no personality and is extremely hard to identify with during his struggles. Should players overcome this little obstacle it is discovered the gameplay is nothing new or exciting either. For a perfect example of similar colourful platform adventures, in which the hero adapts to overcome tricky situations, the Mario titles completely outshine this transparent effort. For the ultimate in morphing super heroes Super Putty or Kirby are the masters. By comparison the visuals in Jelly Boy are completely bland and the goals set for Jelly are equally uninspired - collecting fruit for bonus points is so feeble an idea. This is all just an excuse to make money from another platform game, and anyone who fails to see this deserves to buy ten copies.

## PAUL

## RATINGS



### BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHALLENGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REFLEXES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

### LONG-TERM INTEREST

HOUR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DAY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEEK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MONTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

## PRESENTATION

▲ A much needed password system is included and two-player mode.

▼ Little else in the way of options.

85

## GRAPHICS

▲ Inventive and well drawn graphics and no complaints with the animation either.

▼ A bit basic sometimes.

85

## SOUND

▲ Catchy little 12 bar blues tunes and a healthy helping of sound effects.

▼ That you'll hate if you're like Paul.

87

## PLAYABILITY

▲ Very easy to control Jelly Boy. Loads of variety in the action thanks to JB's seemingly endless morphing capabilities.

88

## LASTABILITY

▲ Lots to discover and Jelly Boy's transformations maintain the challenge. Some tough puzzle action as well.

89

## OVERALL

87

A solid platform game that breathes some more life into the genre. It should appeal to young and old alike - but not Paul.