

JELLY BOY

KEITH



After first hearing about *Jelly Boy* I thought the game was based on the old Viz comic strip *Jellybrain*, but alas no, this is actually more ridiculous than that!

In true Frankenstein style, *Jelly Boy* was created with lightning, when a huge surge of natural electricity hit one of the vats in the Swirley Sweet Factory. After the usual bubbling and menacing music, *Jelly Boy* clawed his way out of the primordial slime and is now intent on scouring the factory for six objects, before finding the owner's office and hopefully becoming a real boy!

What we have here is a platform game in the classic cutesy mould. There are seven worlds in the factory, all of which follow a theme such as space, toys, skyworld and Aztec land (sounds a bit like *The Crystal Maze* really), with eight levels per world and a boss at the end who gives you the item you need if defeated. The last world is the penthouse of the owner.

Obviously the place is crawling with numerous anti-jelly devices such as spikes, gnashing false teeth, tubs of hot water and lost explorers who forever roam the corridors waiting for a taste of jelly.

▽ You too can be a pink submarine, if you find the hidden bonus game on the first level.



However, to help you succeed, special power-ups are strewn throughout the levels, that can change our pot-bellied pink friend into one of 27 different polymorphic shapes, including a helicopter, a hot air balloon, a cannon, and a brick(?!), plus plenty more pink paraphernalia that has its various uses.

Why does he need to change into all of this junk anyway? The reason is to disguise the fact that *Jelly Boy* is in fact as unoriginal as they come and the game needs to have some kind of gimmick to make it appear to be innovative.

Jelly Boy benefits from very detailed graphics and an attention to detail rarely seen in platform games. On the desert level for example, *Jelly* comes across a lake which is really just a mirage, and he is constantly set upon by a blood-dthristy mosquito which buzzes around his blobby pink head. Add to this the

The jelly with welly!

RYAN



My first impressions of *Jelly Boy* weren't good, it just seemed like another gutless platform game with little going for it. However, after further goes, a very playable game began to materialise before my eyes. Check out the graphics. The way in which our pliable hero can morph into everyday objects to complete certain sections of the level is excellent, and the animation when he does so is amazingly smooth. *Jelly Boy* is one of those games that is very frustrating to play at first, but once you master the controls and abilities it takes on a whole new life and is thoroughly addictive. The cutesy subject matter may deter a lot of older people from buying this, but it's definitely worth a look if you like colourful, fun-filled platform games.



△ Wow, it's an Egyptian Tommy Cooper - quick jump!

shimmering of the landscape caused by the extreme heat and you'll begin to understand the kind of fine detail within this game. The graphics are simplistic, but it is very well written and designed.

Sound is good, and approximately half the tunes are at least foot-tappingly good, with the other half foot stompingly bad. To their credit though, they did have to compose over 40 ditties - even Tim Rice would have had trouble doing that.



The gameplay is simplistic to say the least (reminiscent of *Robocod*), and unfortunately there is a high annoyance factor bolted on. Every jump must be performed at full stretch; leaving no room for margin – even on the early levels. Some of the jumps are even blind, and the enemies have a highly disturbing habit of dropping onto your head without warning from large heights.

If you have a taste for vitamins then you'll appreciate the vast array of fruit strewn around. There are cherries for extra lives, avocados for invincibility, oranges and lemons for extra time, plus musical notes which

DAMIAN



Come on Keith, it's just a bit of harmless fun! The worst thing I found with this

game is that Jelly Boy looks uncomfortably like Mr Blobby, but that's reason enough to hate anything! The game is enjoyable to play, if a little simple, but the best bit is the morphing blocks which can turn Jelly Boy into a jelly hell, jelly balloon and even a jelly pogo stick! A neat touch, but the game is severely limited by the fact that morphing only lasts a few seconds and is only useful in the immediate area. I think it would have been better if you could acquire the powers and then use them when you wanted. This would add the much-needed puzzle element that is sadly lacking. As it is I think *Jelly Boy* is a bit too straightforward and childish for most gamers.

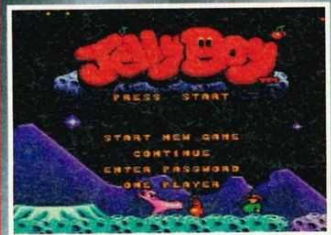
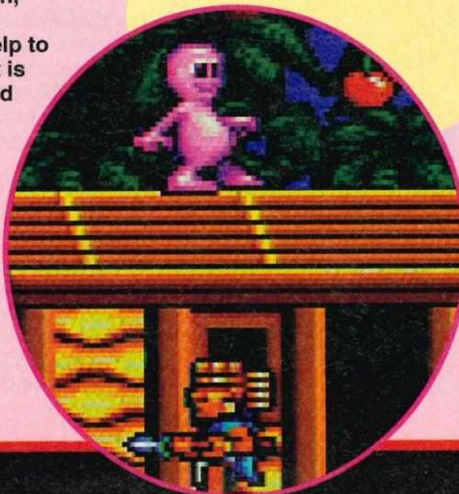


△ Where's Mary Poppins then?

must be collected for protection, just like *Sonic the Hedgehog*.

The password system will help to conquer the many levels, but it is still an awesome challenge, and the two player game is worth a bash, even though it's not simultaneous.

Jelly Boy requires a bit more brain power than most platformers, which means that it's not played in such a hell-for-leather way. It is challenging, amusing and worth bringing out with your trifle if you aren't already bored with platform games! ☺



PRODUCER

OCEAN
(061) 832 6633

PRICE

£44.99

RELEASED

OCTOBER '94

GAME TYPE

PLATFORM

CART SIZE

8MBit

FEATURES

PASSWORDS

CONTROLS

QUIT JIGSAW
MODE

NO FUNCTION

ATTACK

END MORPH

JUMP

DUCK

RATINGS

GRAPHICS 85

SOUND 83

GAMEPLAY 75

LONGEVITY 79

OVERALL

79