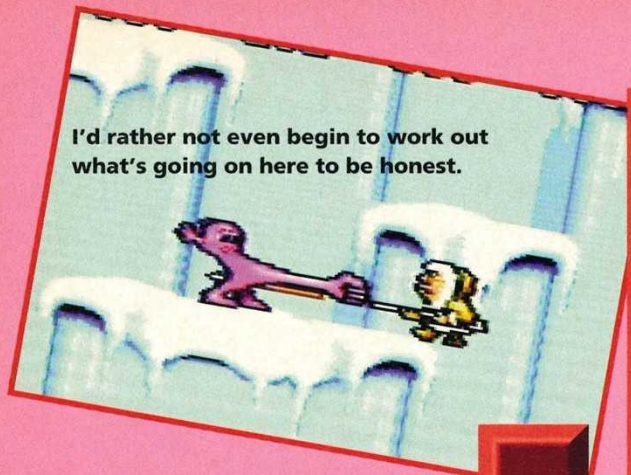


JELLY BOY



I'd rather not even begin to work out what's going on here to be honest.

Obviously despite his gargantuan gut, Jelly Boy isn't actually that heavy. Probably full of wind.



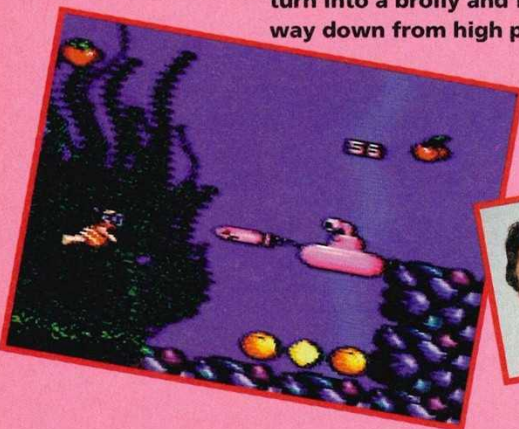
Yes, our fat friend can even turn into a broom and float his way down from high places.



For: SNES (One player)

From: Ocean

Price: £44.99



We suggested to Frank that this game would be somehow appropriate for him and he stormed right out, so the rather inappropriately lithe Andy Dyer did it instead.

level after level, you start to realise that not only is the game increasingly very challenging, but also hugely entertaining and incredibly varied. The thing is, although Jelly Boy can't do very much to start with, scattered throughout every single level are pick ups which transform the hero into a variety of different shapes with different characteristics. For example, it's possible to turn Jelly Boy into a pogo stick which enables him to leap big gaps, a balloon to float up to inaccessible places, a hammer to break blocks. In fact, there are heaps off different forms you can take.



This is the map screen. From here you can visit a multitude of challenging levels.

Just think of the possibilities for dessert-related follow-ups that this game creates. We could, conceivably, in six month's time be previewing Trifle Bloke, Cheesecake Girl, or even Captain Fromage Frais... Hmm, well, maybe not.

Playing Jelly Boy for the first time, it's tempting to dismiss it as a bit simplistic and crude as platform games go. After all, the main sprite can only walk, jump and punch (with his belly as it happens) and enemies seem a little sparse. It's not exactly Mario is it? But then, as you travel through

The challenges, as a result, are varied and very entertaining. While the game is only relatively fast moving, there's so much going on and there are so many little puzzley elements that you'll be hooked almost from the word go! Also, like all the best platformers, each time you die and try a level again, you'll find a new route, a secret passage, a bonus room, or a way to pick up some bonuses that you hadn't discovered before. There's a huge amount of neat little touches to be discovered.

JELLIES
A huge challenge. Plenty of variety and you discover more each time you play

