COMMODORE FREE GAME REVIEW ICE GUYS



OVERVIEW

Ice Guys is a yet another cute jump run shoot platform game from the Protovision team. The game can be played by for 1 or 2 players simultaneously. The game as you would expect has multicolour graphics and superb digisynth music.

The story so far: During the last, snow-rich winter, from some unknown location lots of little, mean monsters came and decided to kidnap some snowmen! And so, lots of these beloved creatures disappeared over night from gardens, sidewalks and parks, leaving big holes in the beautiful winter landscape. Two former Antarctic researchers, which are now retired and have opened an ice café, can't accept this impertinence by any means. They work out a plan and decide to fight against the nasty little monsters, to let the snowmen return to freedom.

Ice Guys features a unique game concept, Bubble Bobble could









be a named as a far relative. The objective is to throw snow-balls at the little unfriendly beasts, so that these get stuck in an avalanche. You then can push this avalanche, it will roll down and hit further monsters - but be careful, as you probably don't want to hit your team mate or even become a victim of your own avalanche! In the beginning the enemies can be defeated quite easily, so you can make yourself familiar with the game. But soon it will become harder and fighting the monsters won't be that smooth!

Minimum system requirements: C64 or C128 in C64 mode, 1541/1571 Floppy, 1 or 2 Joysticks.

Also compatible with: 1541 Ultimate.

This game is PAL only

Ice Guys offers a number of possibilities to proceed in the game: Next to lots of extras you can also collect some special symbols which lead the player into a bonus game. It consists of a turbo sledge race (in 2 player mode of course with both players at the same time) in which you should collect as much ice as you can, as for 10 of them you are granted a bonus life, with which you even can get a dropped out second player back into the game! Also the music in Ice Guys is high above the average and the hot rhythms motivate you to play. Next to finest SID music the game features two real digisynth pieces a la Chris Hülsbeck or Jeroen Tel.

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Super smooth snowball throwing platform game, throw snowballs at various creatures to gain points and bonus prizes and advance to more complex levels.

The game play is just right (for me) the game starts out easy and as time progresses gradually monsters speed up and grow in numbers, until its frantic paced.

Excellent graphics and Sonics accompany the game play, with smooth bouncing game play screens scrolling into play, there is little here to criticize. Throwing a snowball at a creature and hitting it x amount of time will render it defunded as the alien creature will be turned into a giant snowball, this gives out heroes chance to push the ball and kill anything in its tracks resulting in a bonanza of prizes and bonus points. So the real skill is to get a monster at the top level with the others underneath then when you push the snowball it will blast out all the opposing creatures.

You will be screaming at the TV on this game, the frantic paced action

Graphics 7/10 Sound 7/10 Gameplay 7/10

Overall 7/10

