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SYSTEM: Xbox, PlayStation2, PC PRICE: £19.99 PUBLISHER: Taito DEVELOPER: In-House

THE NEW ZEALAND STORY

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ELEVATOR

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NINJA KIDS

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PHOENIX

ever mind the fact that it's aesthetically hideous by today's standards -Phoenix remains a classy but incredibly tough shooter, Playing a cross between Galaxian and Galaga, Phoenix takes place over several different waves and requi you to take out as many birds and eggs as you can; once a certain number of waves have been defeated you then get to face-off against a primitive-looking but tough-as-nails boss. If you're local for a fast no-thrills shooter to test your reflexes - not to mention we luck - to the limit then check out Phoenix. We guarantee you wor be disappointed



SUPER QIX

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RAINBOW ISLANDS

t's not often us Brits get one over on the Japanese, but the nclusion of Rainbow Islands got us very excited. Indeed, as soon as the disc finished loading it was the first game we played, and luckily it's still as great as we remember. The play mechanics are spot on and the visuals are gorgeous, but the sound... well, actually that's the one disappointment - the jazzed up rendition of Somewhere Over The Rainbow is no longer used, Still, when you've got a game that's as amazing to play as Rainbow Islands it's a letdown that you can easily learn to live with



PLUMP POP

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OPERATION THUNDERBOLT

adly neither Operation Wolf nor its superior sequel Operation Thunderbolt use light gun support - instead you use a cursor to dictate the on-screen action. After adjusting the sensitivity, you discover that both games still have plenty to offer - even if they no longer look as good as they once did. While Operation Wolf features simple side-scrolling levels, Thunderbolt delivers new stages that see you racing into the screen and taking out an alarming number of politically incorrect terrorists. Despite the lack of light our support, both titles remain strong, solid blasters



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AND THE REST

BUBBLE BOBBLE
COLONY 7
CONTINENTAL CIRCUS
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OVERALL 85%

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