

Bubsy II

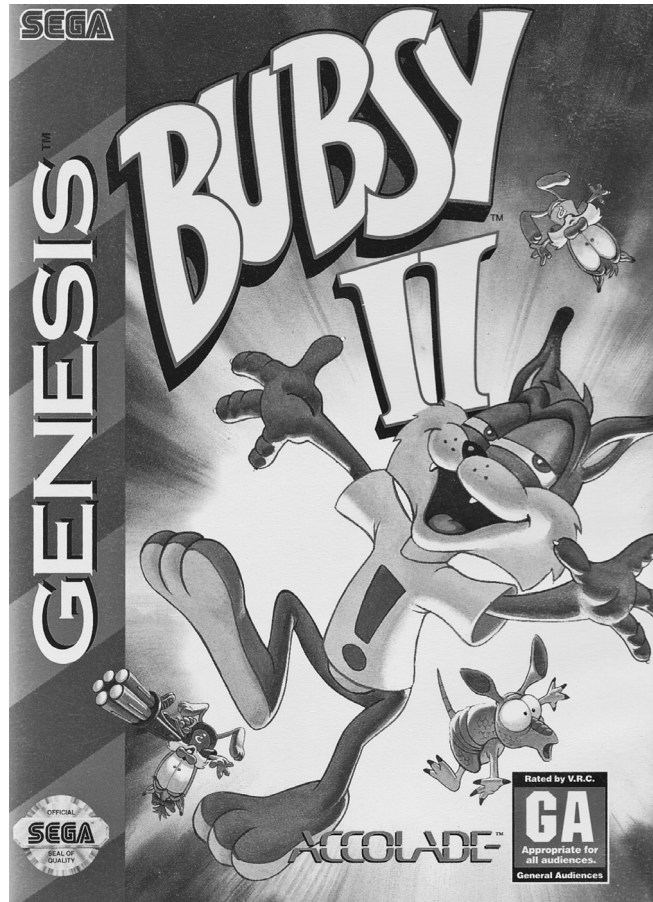
Publisher: Accolade. Developer: Team Bubsy. Side-Scrolling Platform, 1 or 2 players (simultaneous). 1994.

Bubsy II is a more ambitious game than its predecessor, but it still falls well short of such similar titles as *Sonic the Hedgehog* and *Super Mario World*. Players once again guide Bubsy the Bobcat, but controls are a bit tighter, and three hits now kill Bubsy instead of just one, reducing cheap deaths. Instead of yarn, Bubsy collects marbles (for extra points) and trading cards, the latter of which are used for purchasing portable holes (letting Bubsy exit a level at any time), T-shirts (extra lives), a diving suit, smart bombs, and ammunition for a Nerf Ball-zooka. Yes, Bubsy now has weapons, which makes battling enemies easier. In addition, 2 Player Friendly mode has a second gamer tagging along as a Bubsy's niece or nephew, collecting treasure and throwing bananas at enemies. 2 Player Feisty mode has the second player making things difficult by placing banana peels for Bubsy to slip on. The game boasts four difficulty levels, three mini-games (Frogapult, Armadillo Drop, and Liquid Lunacy), five worlds, and 30 levels of play (including areas where Bubsy flies a rocket and a bi-plane). Also released for the Game Boy and SNES. Followed by: *Bubsy in Fractured Furry Tales* (Jaguar) and *Bubsy 3D* (PS1).

Buck Rogers: Countdown to Doomsday

Publisher: Electronic Arts. Developer: Strategic Simulations. Third-Person Role-Playing Game, 1 player. 1991.

Originally packaged with a thick booklet that includes 84 pages of instructions and 56 pages of hints, *Buck Rogers* finds players on a mission to destroy the evil empire's dreaded



The star of *Bubsy II*, Bubsy the Bobcat, never took off like Nintendo's Mario or Sega's Sonic the Hedgehog.

Doomsday device. Gamers select a party of six adventurers from three races—human, desert runner (run long distances and fight with claws), and tinker (good with tools and medicine)—and also select their gender and career: medic, rogue, rocket jock, or warrior. Similar to *Dungeons & Dragons*, gamers roll for the following character attributes: constitution, charisma, dexterity, strength, and technological know-how. In addition, characters vary according to such abilities as programming, rocket repair, first aid, stealth, climbing, jury rigging, and rocket piloting. There are more than 50 items to discover and use via a point-and-click inventory system. The game employs two combat systems: tactical land based (including battles against dozens of alien life forms) and first-person ship to ship (includ-