



LOONS

Developer: Infogrames **Publisher:** Infogrames **# of Players:** 1-4 **Features:** See Sylvester the Cat ingest Tweetie Bird

I love Warner Brothers' Looney Tunes, which led me to play each of the recently released Looney Tune titles - the most promising seemed to be *Loons*. What I thought was going to be a *Smash Bros.* style game wound up playing a bit more like *Capcom's Power Stone*.

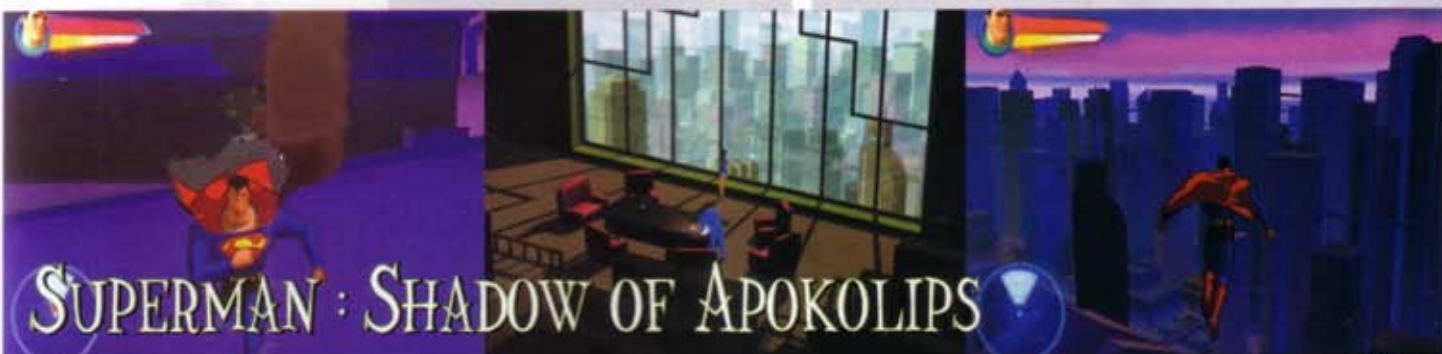
Yosemite Sam is holding auditions for his movie and Bugs, Daffy, Sylvester, and Taz all want in. You compete for a scene as one of the four characters by attacking the others. A "star meter" fills or depletes during the course of a match; if it empties, then your chances for being a star are over. You fill the meter by performing various signature moves, stunts, and using crazy ACME items to attack your competitors. The antics are very much in the WB vein. Sam attempts to direct everyone along the way. Scripts are scattered about and can both help and hurt you. A good script will enhance your star power, while bad scripts will assist in getting your ass kicked. The action is fast and the 12 levels are sets for different movies that Sam is directing - some of which are great parodies of films such as *Apocalypse Now* and *Titanic*. Some levels also have neat mini-games that, once opened, can be played in Arcade mode. If you open up the mini-games during a "shoot" you immediately get to compete in it, sort of like *Mario Party*.

The graphics are superb, with no apparent clipping or polygon problems. There are a ton of secrets to unlock as rewards for being victorious. I enjoyed the game, mostly because I am a toon fanatic. Honestly speaking, most players may find the game dull in comparison to *Smash Melee* or *Mario Party*. As a multi-player game, it works well enough. The sound is fine, with solid voice acting and cartoony FX. The music was boring and almost unnoticeable, since it's so bland. Overall the game has next to no replay value and should be a title that only hardcore Looney Tunes fans should consider. -Jesse LaBrocca

92 75 89 39 51 68 75 65 60 40

GRAPHICS CONTROL SOUND FX MUSIC REPLAY DESIGN ORIGINALITY DIFFICULTY CAPTIVATION FOULNESS

TOTAL
654



Developer: Infogrames **Publisher:** Infogrames **# of Players:** 1 **Features:** Analog control; fights; a rear perspective of said fights

If Superman were such a great superhero, he would've protected us from the doom that is his own sorry excuse for a game.

Modeled after Warner Brothers' *Superman: The Animated Series*, this cel-shaded third-person action game allows you to fly, fight, and use alien powers as the Kryptonian, Kal-El. Disappointingly, the only things done correctly are the character graphics and cinema sequences, which mimic the cartoon almost perfectly. Supes controls like the hulking beast of a specimen that he is. One analog stick moves him, the other controls flight. The difficulty level feels as if this title was geared towards children, not serious gamers. However, as frustratingly sloppy as the controls are, the game is still easy to complete. The entire first mission is a boring "training" mission that should have been optional to complete. I'd like to thank whoever's idea it was to include "DVD Features" on this disk. Why would anyone believe that the development process of a bad game would make for an interesting documentary? I'd rather watch my dad's SLP BetaMax

recording of my mother birthing yours truly.

Superman needs your help; without it, Luthor might finally succeed at killing the "Man of Steel." This game fits right into the vein of Warner Brothers' film-based superhero franchises, complete crap. Let Luthor kill Kent. -Anthony Q. Casasnovas

85 52 70 72 30 55 50 43 37 28

GRAPHICS CONTROL SOUND FX MUSIC REPLAY DESIGN ORIGINALITY DIFFICULTY CAPTIVATION FOULNESS

TOTAL
522