Reviewed by: Brett Howard

From the creator of the almost unheard of 'Puyo Puyo', John Stiles, comes Skittles, an almost exact copy of the game, with improvements, of course.   It's hard to explain exactly what Skittles is, but it's sort of like a nice little tetris game the whole family can enjoy .   In this game you control genetically altered skittles. They fall from the top of the screen and your goal is to group together for or more of the same colored Skittles together to make them disappear. Sounds so easy, right? Well guess what?   You have computer controlled opponents who want to win just as badly as you.

 Skittles is a neat little game from the mind of John Stiles. Nice graphics , smooth animation, and easy game play make this game a great addition to anyone's game library.   This   game combines the best elements of tetris and columns and puts them   into one simple game. The game does have faults, but not many. One is that the unregistered version only has three opponents. Another fault is that the pieces are all the same. It would have been nice if the programmer threw in a couple of special skittles that would make the game,   a little more interesting.

Like I said before, though, Skittles is just like Puyo Puyo, but now it's time to go a little more in depth.   Skittles added background textures, different opponents with different styles of play, larger and better graphics, as well as better background music.   Animated skittles were also added, they now cry when not paired up; or occasionally blink.   All of these changes made Skittles an almost totally different game from Puyo Puyo, although the concept stayed.

Experience. When I first decided to download this game I looked over the description to see if it would be something I would be interested in .   I didn't see anything too exciting but I decided to give it a shot. Then   I noticed the download time, nine minutes. What the heck!!?!! Nine minutes?!? I thought that this was going to be another cheap imitation   tetris HyperCard trash game. With my expectations low   I proceeded to load up the game and see what it was all about. To my surprise I was greeted by two smiling skittles. "Decent graphics,"   I thought to my self. when the game finally loaded a soft melody began to play. It was enticing me to play the game. I was worried that this game was some sort of   mind controlling monster, like the sirens in Greek myths. The little melody continued to play. Eventually I passed off this childish thought and selected new game from the menu. The game paused a moment, as if it was wondering who to put me up against. As it thought over my experience versus this new game it suddenly came up with an answer. The screen flashed a second, and when it reappeared this little boy ,who had a tear coming out of one cheek , was trying to destroy me. I didn't take this lightly. I proceeded to use all of my cunning to crush this helpless lad. Over coming great obstacles , I finally won. Frolicking in a moment of self worth I wondered if I had hurt that boy's feelings. Suddenly, the screen flashed again. In the boy's place there was now a terrible stinking pig. The genetically altered skittles fell rapidly on his side. Rushing my thoughts together I tried to make sense of my situation. I took control of my skittles only to find a bunch of grey mutant rocks in their place! They were impending my progress!! The game was punishing me for being so slow! I began to work twice as hard as before. The pig had a huge advantage over me, so winning I knew was not going to be easy. Piece after piece fell . Skittle after skittle lined up and disappeared. That stupid pig kept looking over and laughing at me. In the end I finally pulled through and won. After learning my lesson the first time I paid close attention to the screen. A little girl appeared a began to line up her skittles in an absent minded way. To say the least she crushed me and my pitiful attempt to over throw her came to an end. Oh well, I thought . You win some , you lose some .

The bottom line.   Skittles is just a demo, not crippleware.   By sending $15, you get more opponents (three are included in the demo) and a smarter AI.   However the true fun of Skittles lies in it's two player mode - a computer will never be as fun to play against a person sitting right next to you.

raphics   sound effects
music

hallenge   addictiveness
fun factor

oncept   game play
story line

n/a

                                                        overall

kittle's System Requirements:
• 1.6 megabytes of hard drive space

• 2.4 megabytes of RAM
• 13" monitor or larger capable of displaying 256 colors*
• 68030 processor or better*

* - these requirements have not been confirmed, they are based on the RAM requirements and
performance on those systems

Download Time: ~ 10 minutes (14,400)