

WormtrisRev.html

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REVISION HISTORY

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Chapter 1

WormtrisRev.html

1.1 WormtrisRev.html

Title: Wormtris

Type: Shareware Tetris Game

Author: JBSoft Software Developemt / The Brothers

Number Of Disks: 1

Requirements: Joystick

Supports: Any Amiga

Hard Disk Installable: Yes

I must admit, I am a bit of a Tetris addict, and have played many different versions of the game. In fact, when I play my Game Boy, it is usually the first game in the slot, with the legendary Mr Do a close second.

In the Amiga I have played many different versions of this Russian puzzler, ranging from straight ports of the original, to games using numbers, and ones making words from the falling blocks. Nothing would prepare me for what I was about to play, however.

Wormtris, which is of excellent quality in all senses, is extremely playable and addictive. Basically, it is a merger of Tetris and Worms, which has to be one of the best Amiga Games of all time, closely followed by and of the Sensible stuff (Golf, Soccer and of course Cannon Fodder 1 & 2).

Some of the blocks are sheep, which of course explode, but there are also a whole new range of blocks, and trixks that can be used. This is more than a 5 minute game of Tetris while I am bored. The longest I have played a whole game, without blowing my own trumpet (Parp Parp), is about 40 minutes. The game is that addictive.

The sound effects are pure Worms, with the Sheep, Revenge and Die, to name but a few.

If you have never played Worms before, then this will probably not pull your chain, but for true Worms addicts, myself included, it is a total anorak case.

Unfortunately, you have to supply the authors with 10 Dutch Guilders for the registration fee. Quite easy if you are Dutch, but not if you are like me (and you).

Other than that, I cannot fault this game, except that it only has one highscore. I would have preferred a table, so that you can see if you are catching up on your friends highscore, or vastly improving your own.

bStephen Grahamub

4 July 1997
