



Game Gear Reviews!
Issue 2 – February 2010



In this edition: A tribute to the blue blur – Sonic!

- Sonic Triple Trouble
- Sonic the Hedgehog
- Sonic Chaos

Happy Valentine's Day, Sonic!

When Sonic first came out in 1991, Nintendo was helpless against the blue blur. Sure, Nintendo had the fun Super Mario World for the SNES, but somehow riding Yoshi and collecting coins wasn't as fun as running through loop-de-loops at breakneck speed. Almost 20 years later, Sonic and Sonic Team are still cranking out games, albeit for other systems. So, for Valentine's Day, we're going to show our love for Sonic (as well as the Game Gear) with this issue (and we're not talking about the drive-in restaurant here.) So happy Valentine's Day, Sonic, and happy 19th anniversary, too.

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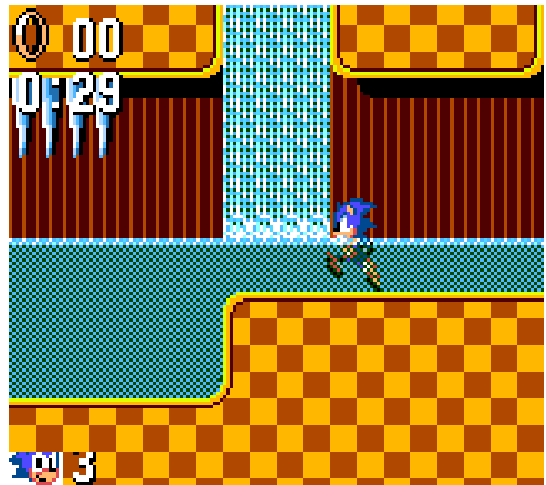
Game Gear on the web

The only good quality Game Gear site on the web that we were able to find (besides this one, of course), is Rob's Game Gear site (<http://gamegear.isgreat.org>) This site has a few pages devoted to single titles, but the shining part of the site is the Game Gear game list page, which is one of the most complete lists we've ever seen, along with box art for most of the games listed.



Sonic the Hedgehog

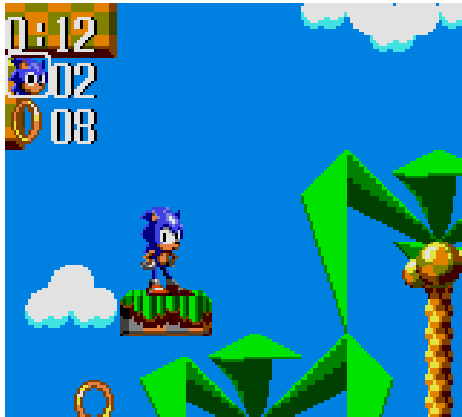
Sonic's first outing on the Game Gear is, in my opinion, much better than his second, but still very difficult as Sonic games go. As is the case, I suck at video games, and only got to level 3 (the jungle) before I turned the game off in anger. Most of my continues were wasted figuring out how to beat Dr. Robotnik in level 2-3 (I ducked in the lower parts of the



The graphics are very vivid and colorful in this game, and the music is catchy and good. The controls are good, and just like in the Genesis versions, both buttons are used for jumping. How this game differs from Sonic 1 on Genesis is there is a map (like in Super Mario World), but you can't move Sonic on it (he moves automatically.) That, and being able to play a half-way decent Sonic game on the go is pretty awesome, too.

Ratings: sound/graphics: 7 | play control: 8 | theme & fun: 7 | total: 7.3

Sonic Chaos



Sonic game #3 on the Game Gear is a lot better than the first one. I was able to get to level 5 on my greatest attempt. Granted, there are some unfair deaths (like unforeseen holes and unpredictable bosses), but all-in-all, it's a good game. A lot better graphics, in the same vein in later Genesis Sonic games. The music is wonderful, and also better than

the original. The level designs are good, too, but in later levels they're non-linear and you need to figure out what to do. This is especially true in levels 3 and 4 where breaking blocks can lead to wide, gaping holes and Sonic falling to his doom.

Ratings: sound/graphics: 9 | play control: 8 | theme & fun: 8 | total: 8.3

Sonic Triple Trouble

I'm sorry to say that I don't like this one. At the end of level 2, the boss level is too hard to figure out what to do. First off, you can't even tell what Sonic is running on (automatically), then you must hit the things above you, but hitting them could result in losing your rings, so you need to lose them sometimes, then I have no idea what to do afterwards and then I die. It took me two lives to figure out that in the level 1 boss, I need to hit the flying thing on its top in the second part only when I'm round. Now *that* is stupid, and because how to defeat the boss is a secret, I don't like it.

