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Review of "Carnival" for ColecoVision:

Carnival is a virtual reproduction of the Sega "shooting gallery"
arcade game. The setting is a carnival shooting gallery, with
targets moving across the screen horizontally and your gun
moving horizontally across the bottom the the screen, space invaders
style. Additionally, there is a wheel with pipes at the top
of the screen, as well as other special targets that flash on and
off during the game. The object, of course, is to shoot as many
targets as possible, but you only have a limited supply of ammunition.
Some of the targets (ducks) come alive upon reaching the bottom
of the three target rows, and, if not destroyed, start eating your
remaining ammunition.

There are many more strategic elements to this game than meets
the eye. The scoring rules are somewhat complicated (e.g. hitting
two of the same colored pipes consecutively quadruples the
values for those pipes) and this makes it more than a simple
space invaders clone.

If the basic screen is cleared, a special "bear screen" appears, in
which a bear (with a target on it, of course) ambles across the
screen. If you hit it, it stands up, roars, and changes direction,
only moving faster. Once it leaves the screen, the basic board
returns (harder). After that, you get a screen with 2 bears, then
3, etc.

The visuals, as I said, are a duplicate of the arcade game, and
the sound is superb. Strains of carnival music play
throughout the game (in 3 part harmony, no less) and the metallic
clank when you hit a target is uncanny. The game is certainly
easy enough for children (at level 1), but trying to get a
high score will have adults playing for hours. A+ again.

                    Our vision is your vision,
                    Ben Weber (pyuxjj!benw)
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