

Upon seeing this review, you are probably thinking "WTF is Glover?" I am suspecting that. I wanted to write a review for this site every member doesn't own. BTW, it is a nifty little N64 game. Read on!



I played this N64 game as to record some of it's music (as it has some of the best video game music EVAH), and I recently fell in love with it!!

Story

Basically the story goes like this: there is a magician. He makes some potion. His two gloves fall in. One is white, pure at heart, and the other glove is a dark gray, and basically overthrows the magician. You play as the white glove, Glover. He also receives a small ball, which he uses to defeat enemies and solve puzzles and such. You lose the ball, you die.

Gameplay

As I said above, Glover retrieves a handy little ball, which he bounces around everywhere. This little ball is very important to Glover, if it gets popped, or falls off a cliff, you die. Glover just has a little seizure thing, lets out a yelp, and dies. How sad. Poor little glove...

You go through several worlds, all with their own stereotypical themes, such as space, Transylvania, and some not-so-used themes, such as prehistoric and Pirate.

Graphics

You know how all 3-D N64 platformers have the same graphics?

Music

Music is where Glover shines brightly. This game's music is AMAZING. Every little place, even the screen that shows the company logos before the game starts up, has it's own neat tune, guaranteed to stick in your head for the next few...weeks.... I have actually recorded most of the games' tunes, not all, but enough. Download the mp3's here: <http://www.mediafire.com/?dcpzj0vzomm>

This way you can judge the music yourself too. And of course, add them to your iTunes! (I have.....)

Now that I think about it, the music spices up just about every element to the game. Even the most rip-your-hair-out levels are made enjoyable by the music. Even when I played this at age 6, I would stop and just enjoy the music for a little bit. And you know how hard it is to make a 6 year old sit still, especially if they have to listen to music too.

Controls

Unfortunately, Glover does not have the strongest controls. You have to keep that ball with you at all times, and when you come across a ledge or a different platform, you must press either B or A, aim where you want to throw it, and hope you don't lose the ball. Unfortunately, this aiming does not work so well, and it isn't so fast (as you have to press the button and aim, sitting still in one place). If it had a aiming mechanism simillar to Yoshi's Island, it probably wouldn't have been such a break in the action. As for moving around, all goes well. Except for steep slopes, which are insanely slow and hard to go up on, and going downward makes roll down unstoppably.

Difficulty

No matter how much this game seems directed to the lil' ones, this game can seriously make you want to find some Wii Remote, and play bowling with no strap on. AND WITH SWEATY HANDS!! Um...

Thankfully there are cheat codes there for the game, which can basically alter how hard the game is for you. You enter codes by pressing C buttons at the Start menu. (strange little fact, the different C buttons make noises such as farting, burping, and cuckling chickens). There are quite a lot of codes: <http://www.gamefaqs.com/console/n64/code/197452.html> . Some, like Moon Jump and Press L To Have Your Ball, can make the game way more easier, but *still* a challenge remains.

Thankfully, all the levels seem new and not used a lot before, when it comes to design. There are levels resembling spiral staircases, intricate mazes, and some even reminiscent of Super Mario Galaxy. It's not like the same flat level over and over, which can tend to get annoying. *eyes Super Mario 64*

Overall

Story: 6/10 Very very kiddish, and not much of a strong plot.

Gameplay: 8/10 A nice new take on the 3D platformer, the ball, although making the game MUCH harder, adds a fun new element to the game.

Graphics: 7/10 Nothing truly amazing. I like the style of some visuals though. The Atlantis world is quite pretty....

Music: 10/10 w00t!

Controls: 5/10 Throwing the ball...just doesn't quite work.

Difficulty: 6/10 Very hard without cheats, a bit too easy with cheats.

Overall: 7/10

Yes, Glover is definitely out there. The developers tried adding a new system to the same old platformer, but unfortunately didn't get it quite right. But they did in every other aspect in the game. If you see this out on Virtual Console, I would look into buying it!