

Astrology has never been so fun!



PLAY REVIEWS TRY+BUY

SEARCH GAME REVIEWS

HOME **REVIEWS** SUBMIT HELP

GAMES LIST . FEATURES . GP STAFF . MESSAGE BOARDS

Teen Titans (GBA)



PLATFORM ESRB RATING



GAMEPAD RATING

6

Brother Blood is out to defeat the Teen Titans and achieve world domination. He sets out to clone the Teen Titans and use their powers to get his way.

GP REVIEW

Great cartoon. Not-so-great videogame.

Reviewed By: [gp_boogiewoogie](#)

I like Teen Titans. It's a great cartoon and that is one catchy theme song! But unfortunately, I'm not too sure the videogame does the Teen Titans name justice.

When I started up my GBA and turned it on, I was definitely pumped to hear the theme song and see all the great characters pop on and off the screen. The opening sequence of the game is reminiscent of the show's opening, so I was engaged right away. This is the kind of thing that'll get Teen Titans fans excited when they start this game up!



[More Screens...](#)

You start off with a training mission that basically gives you a bunch of prompts that teach you how to play the game. It was easy to get through and it gave clear and easy instructions on how to play. I was ready to get into a real level!

The first thing you'll notice about this game is that you have all the Titans at your disposal, and they've all got very unique abilities. Of course, if you watch the show, you already know that! Robin can hack the various computer terminals to unlock doors throughout the game, and he's got a couple of special attacks; Raven can fly, and her shield is particularly useful when you need to get through some electric currents; Beast Boy can turn himself into a rhino, hawk, or tiger which comes in handy quite a bit; Starfire can also fly, and she's got a killer stare; and Cyborg can pound through the ground, and he's got a seriously powerful sonic cannon beam. You can't use more than one Teen at a time, but you can swap between them at any time. And while you're not using the others, the resting Titans' energy replenishes. That pretty much makes it impossible to die during regular gameplay.

With the knowledge of the Teen Titans skills and abilities, you set off into the first level. There are six levels in all, and they do tend to get harder each time, but there's nothing all that unique about the levels. I found the only thing that was really different from level to level was the amount of enemies. Other than that, it was fairly dull, and the different environments weren't all that exciting.

The really challenging parts of the game were the bosses. It seems impossible to die during regular gameplay, but I found myself dying a lot when trying to complete the bosses. But after a couple of times, I got the hang of it and was able to beat them. When I got to the final boss, I was expecting it to be harder than the rest, but it just seemed like a regular boss. Where's the challenge in that?

After completing all six levels, I was expecting to get something... anything... a new level maybe? But nothing. I completed the game, and I got nothing. Nothing. Maybe if I'd unlocked a new level or a mini-game or something, I might be inspired to go back to the other levels and complete them 100% and collected all the cards, but because I didn't even get anything for completing the entire game, so I totally lost interest in any replay-ability this game might have. And that's too bad, because it would've been easy to sucker me into more playing.

This game looks pretty decent for a GBA game, and it's fun the first time around, for the most part. The sound leaves something to be desired, but so do many GBA games. But I've got no reason to play again. Teen Titans fans will probably get a kick out of this game, but if you're not a fan, leave it on the shelf.

OVERALL: 6	GAMEPLAY: 7	SOUND: 4
	GRAPHICS: 7	▶ ABOUT OUR RATINGS

