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MEGA

ISSUE 37

OCTOBER 1995 £2.50

PLATFORM SPECIAL

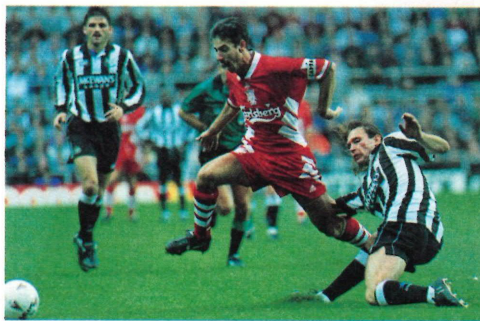


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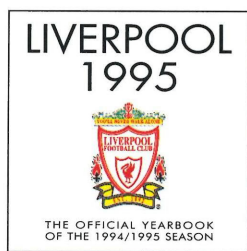
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A SPECIAL HELLO TO ANDY FROM CLAIRE:

Hello Andy, Love Claire

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And that bit last month about us being

easily bought was a joke, so don't get

any funny ideas, eh?

PLATFORM SPECTACULAR

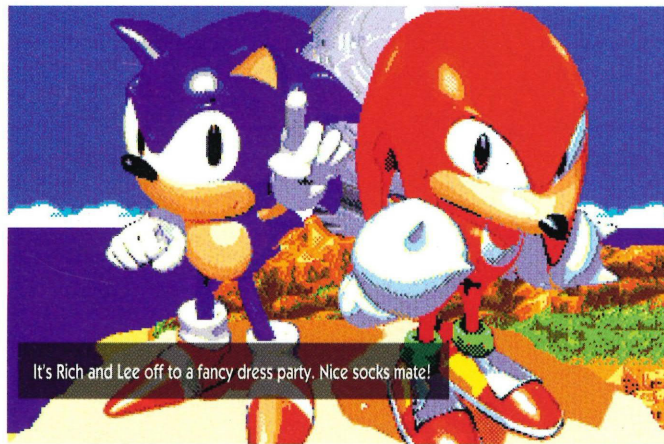
Due to the dearth of quality Mega Drive software around at the moment, we've decided to make this a special edition of MEGA. Many of you will not have seen our reviews of some of the best platform games the first time around, so we're reprinting them to help you decide what to buy from the bargain bins in your local console shop. Enjoy!

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SONIC



Once again Mega have come up with the goods, beating everyone else. You may have read about Sonic and Knuckles elsewhere before, but NO ONE has seen the completed version until now. Rich Lloyd investigated and found the elusive Doomsday Zone...



It's Rich and Lee off to a fancy dress party. Nice socks mate!



At the later stages of the game, the levels get quite different depending on the chosen character



Friend or foe? Sonic and Knuckles put the boot in, completely ignoring the clue to get to the Doomsday zone in the background

Even before Sonic 3 was released there were rumours of a special expansion cartridge that would turn it from a 16meg game into a 24meg game with extra levels and features. Anyone that managed to get the level select cheat to work knows that there were some levels that could not be accessed, which only went to further the rumours of such a cartridge.

Since then we've heard lots about a new Sonic game, Sonic And Knuckles, which is actually the sixth game in the Sonic series! The most surprising thing though, is that the much-rumoured expansion cartridge and the new game are actually one and the same thing.

The Sonic and Knuckles cartridge is primarily a completely new game in its own right but it has a flap on top which when opened reveals a cartridge port rather like an Action Replay device. Slot in that old copy of Sonic 3 and get ready to play Sonic And Knuckles 3! Using revolutionary programming techniques and a hell of a lot of advanced planning Sega have produced one of the most remarkable cartridges yet seen. As well as letting you play as Knuckles in Sonic 3 and adding new levels, it also expands on Sonic 2 as well!

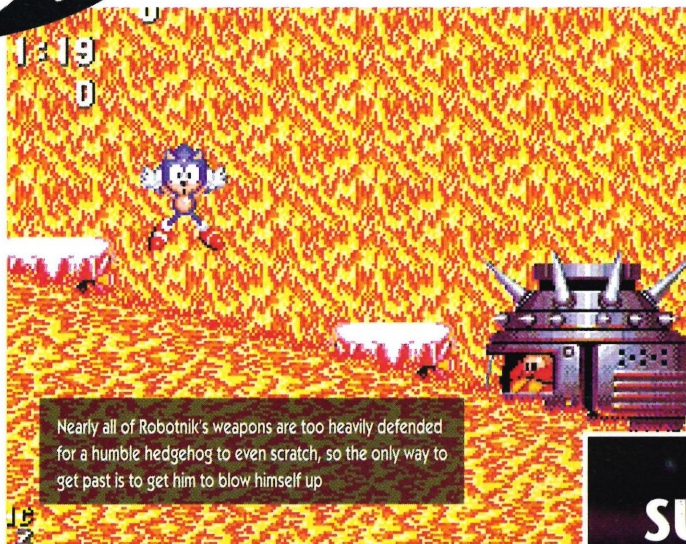
LOCK ON

"What about Sonic 1?" I hear you cry. Lock a copy of this into the expansion slot and things seem to get a bit disappointing. All that happens is that you get a picture of Sonic and Co. standing there saying "No Way!". A

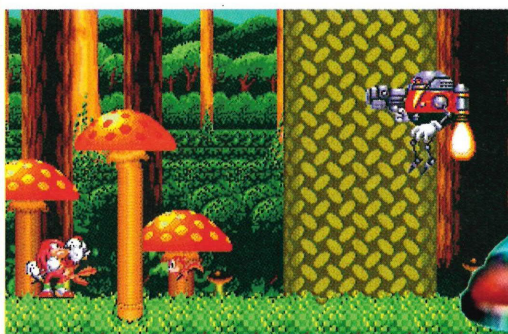


Handy weights can be used to catapult our heroes to greater heights

KNUCKLES



Nearly all of Robotnik's weapons are too heavily defended for a humble hedgehog to even scratch, so the only way to get past is to get him to blow himself up



It turns out that Knuckles was a good guy after all, who was fooled into thinking Sonic was the bad 'un

similar thing happens when you slot in a normal cartridge as well, except the picture is in black and white. So sadly nothing special happens, or does it? Could we be keeping something from you? Actually, yes we are, but you can read more about it in the following pages.

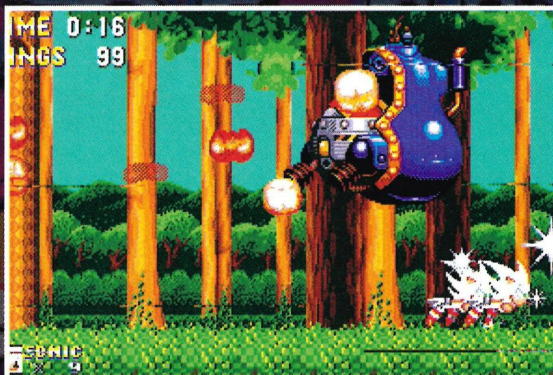
S&M? NO, S&K!

All this would be very well on its own but as I said before Sonic And Knuckles is a completely new Sonic game in its own right. The game can be played in two different ways. If you choose to play Sonic you have to fight against Dr. Robotnik (as usual), who is helped by Knuckles the mischievous Echidna. Choose to play Knuckles and things are a bit different as it seems that he is a good guy after all who was misled by the wicked Robotnik into thinking that Sonic was the evil one. Alas, Miles Prower, A.K.A Tails, only puts in a

SUPER SONIC AND KNUCKLES

In Sonic 2 the blue bloy obviously listened to Oasis too many times because he gained the power to become Super Sonic. This was done by completing all of the special stages perfectly and collecting the Chaos Emeralds at the end of each one. Not an easy task I can tell you. Similarly in Sonic 3 he could transform himself, and so could Tails as well. In this game when Sonic jumps twice as Super Sonic he will perform a devastating new attack! As if this wasn't good enough we can now bring you the first pictures of, wait for it, Super Knuckles! He flies through the air with the greatest of ease and as long as he's got a lot of rings in his possession he'll retain his super powers.

(Left) Come and have a go if you think you're 'ard enough.....



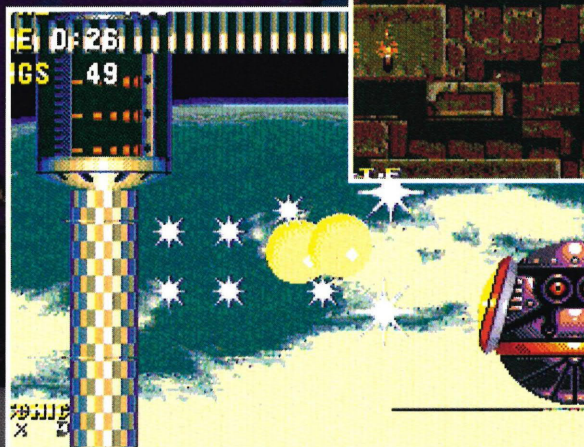
(Right) With all the emeralds watch Knuckles become a super powered Echidna



(Left) This guy has a shield that even super sonic can't penetrate



The name Lava Reef is quite appropriate for this section, don't you think?



fleeting appearance in the game and doesn't actually do anything helpful. By now virtually everyone in the known universe knows about how Sonic is a speedy little chap who is



constantly plagued by Robotnik in his quest for the Chaos Emeralds. Knuckles on the other hand is relatively unknown as he only made his first appearance in Sonic 3 and could only be controlled in the miniature race mode. Now he has some new powers and although he can't run as fast as Sonic he can go where the spiky one cannot, as he has the ability to fly and climb walls. In Sonic 3 there were sections where it was impossible to reach until now, but by using this plug through device and playing as the pink rodent all becomes clear. Talk about Sega forethought! The main game is basically the same no matter which character is being used but there are occasions where it is possible to take more than one route. For example at certain places there are walls that Sonic can't get past but Knuckles can punch through them. Sadly there is no two player co-operative feature as in Sonic 2 which would come in very handy at these places. The most striking thing about the levels though is the size. They're absolutely enormous. There's no way anyone will ever claim to finish any of these stages in twenty

Using revolutionary programming techniques and a hell of a lot of advanced planning Sega have produced one of the most remarkable cartridges yet seen

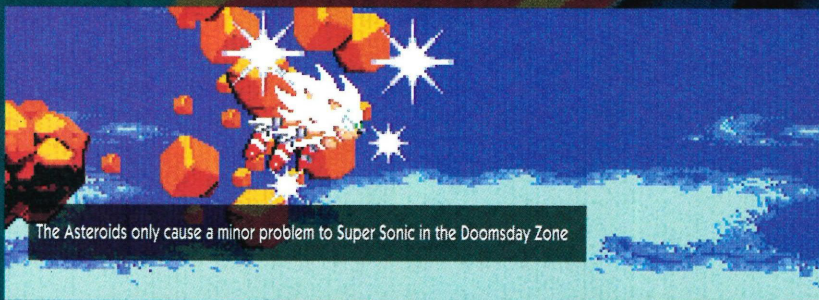
seconds. As always there is a time limit of ten minutes and even playing at a fair pace I found myself running out of precious time! Another change is with the bonus stages. Touching a restart point whilst holding a certain amount of rings causes some stars to appear. Jump through to enter one of two bonus stages. The first is a combination of the fruit machine from the Casino Night Zone in Sonic 2 and the original bonus game from the first Sonic game. Sonic or Knuckles must work their way through a rotating maze to get to the fruit machine in the centre where all manner of bonuses are waiting. The second bonus stage is very strange affair where there are lots of spinning balls everywhere and all you have to do is try to get as far up to the top of the level as possible before the rising electric beam fries you. There are also giant rings secreted away in hidden parts of some of the levels which transport you away to that chequered rolling sphere from Sonic 3, when it becomes time to collect all the blue balls again in order to get a chaos emerald.

They're absolutely enormous. There's no way anyone will ever claim to finish any of these stages in twenty

treat if they get their hands on this. The main criticism about the first three games being too easy could in no

DOOMSDAY ZONE EXCLUSIVELY UNVEILED!

According to the rumours there is a hidden zone called the Doomsday Zone and we're the first people to work out how to get to it! To get there you have to have collected all of the seven Chaos Emeralds and be playing as Sonic. Alas Knuckles can't reach this top secret level. This level is entirely set in outer space and is a chase through an asteroid field to catch Robotnik as he escapes with the giant Emerald. All the way through the level Sonic must keep collecting rings and avoiding the missiles as otherwise he will turn back to normal and fall to his death.

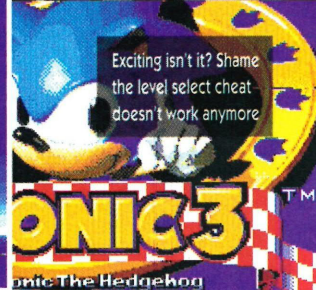


LOCK ON!

As I've already mentioned, Sonic And Knuckles is not only a brand new game it is also an enhancement on the other games in the series. At first impressions it just looks like the main sprites have been replaced by the pink sprites of that darn Echidna but this is not so. A lot of the levels have been completely redesigned in order to stretch Knuckles' talents to the limits. Remember there were sections of rock that Sonic couldn't pass or there were rings high up that couldn't be collected? Well now you know why.



Look at that, bye bye Sonic and Tails, Knuckles is here to stay



Exciting isn't it? Shame the level select cheat doesn't work anymore



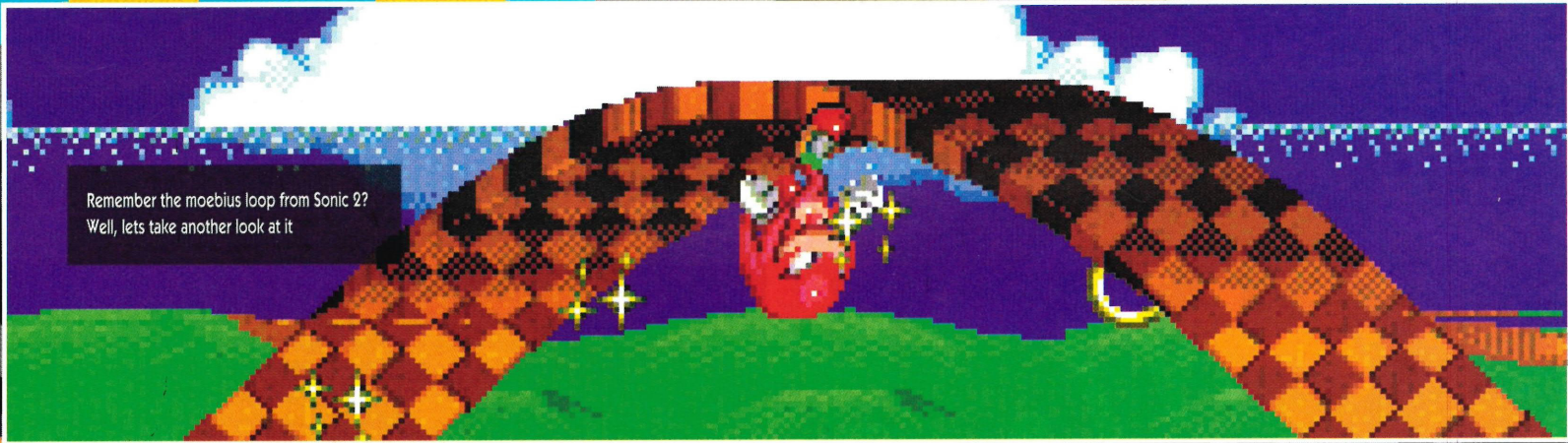
All the special stages in Sonic 2 can be played, this time with your favourite anteater at the helm



If you thought the only difference to the games would be that you could play as Knuckles instead of Sonic then think again



Sonic 3 can be played as Sonic, Tails, Knuckles, or Sonic and Tails together!



Remember the moebius loop from Sonic 2? Well, lets take another look at it



I bet you never got to this part of Sonic 3 before!



Who needs to jump around those awkward moving platforms when you can climb?



Knuckles can't jump as high as Sonic so against some of the bosses he needs a helping hand

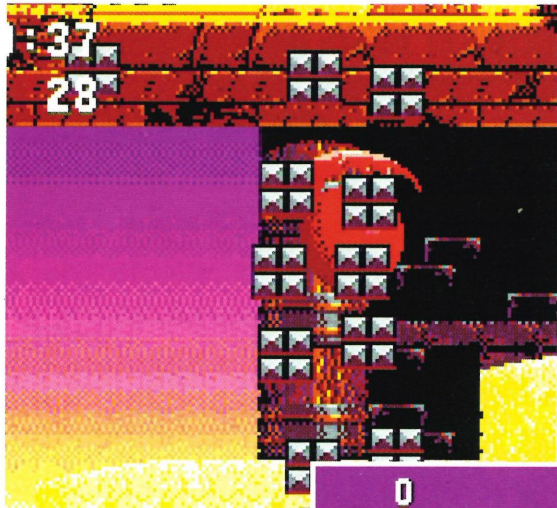


Some of the levels in the old games have been altered to put Knuckles to the test

MEGA FOCUS

(Below) Is this nostalgia or just plain unoriginality? Another previous Sonic boss makes an appearance!

(Right) In the Sandopolis Zone ghosts start to appear as it gets darker

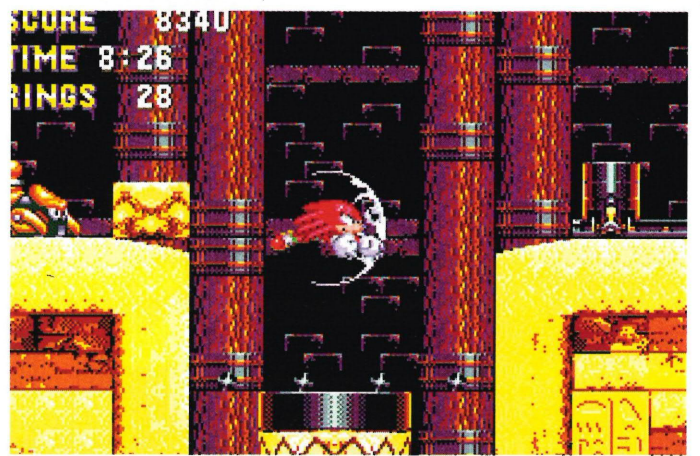
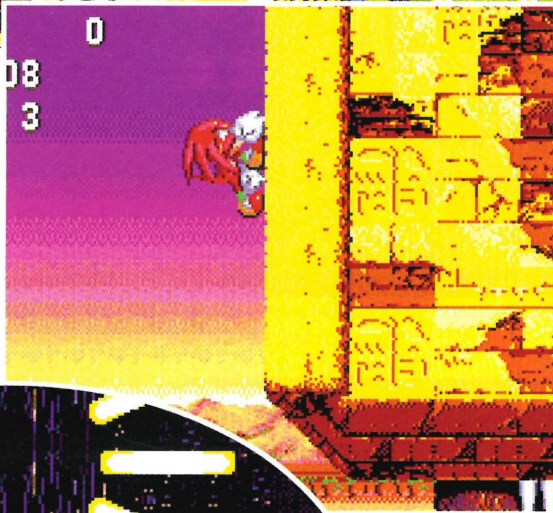


(Above) Can nothing stop this guy?



(Right) Knuckles can find secret places everywhere just by climbing around

(Below) Help! Something is strangely amiss here...



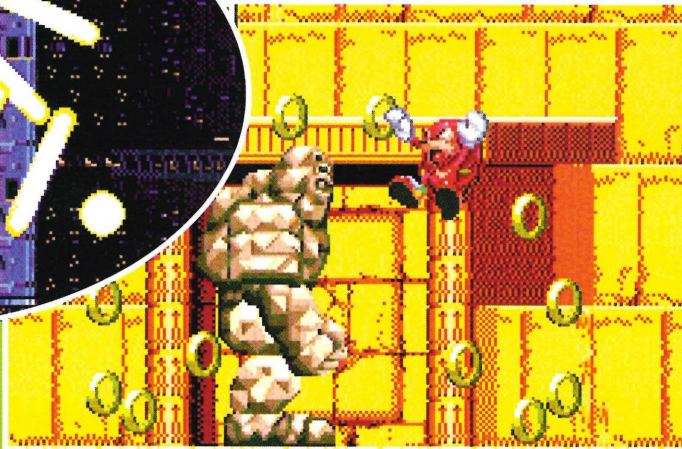
(Above) A puzzle! The switch on the right has to be held in position by the block on the left but how do you get them together?

(Left) This guy can be knocked down but he can't actually be killed. Talk about hard

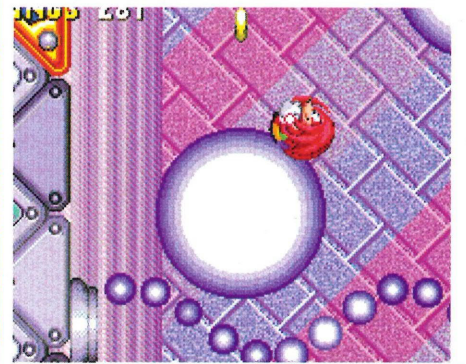
(Below) The second bonus stage is a race against the clock up to the top of the screen via these spinning balls



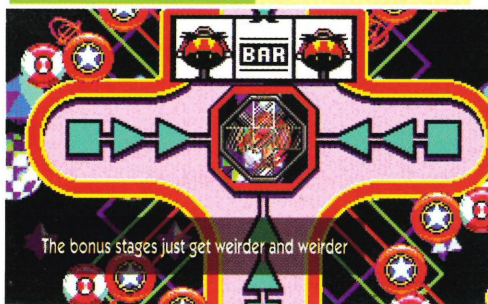
Collect those blue balls to get the Chaos Emeralds



RINGS 233



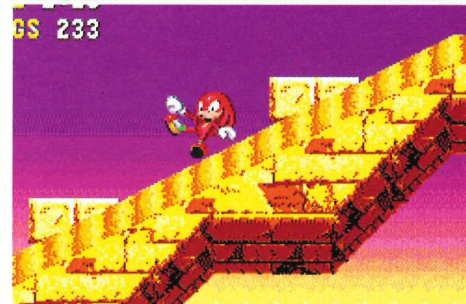
RINGS 233



The bonus stages just get weirder and weirder



Who needs to climb when you can abseil?



He's good at climbing but he can still fall arse over tit just like the rest of us



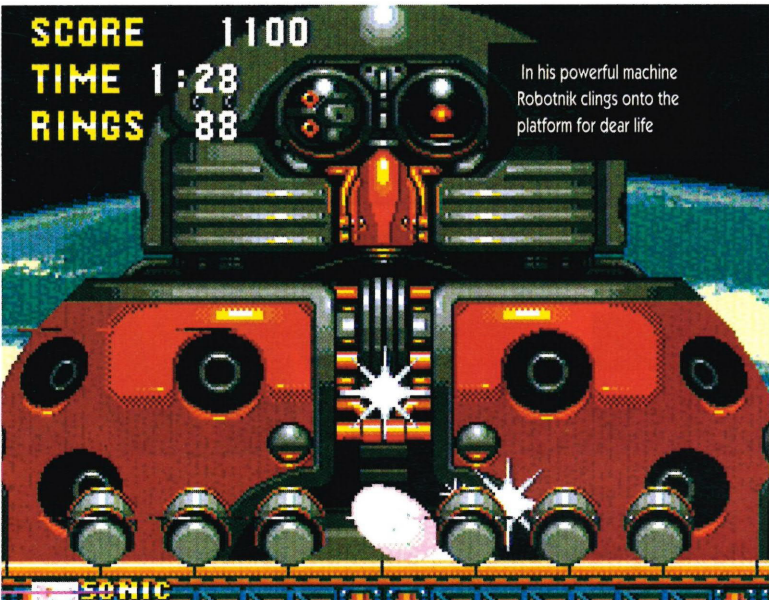
ACTION REPLAY SPECTACULAR

If you own an Action Replay device then do we have a treat for you! Once again Mega has beaten off the opposition as we have already come up with some cheats of our very own.

- FFFFE00001: Level Select
- FFFFE090001: Debug Mode
- FFFFE120009: Infinite Lives
- FFFFE180099: Infinite Continues
- FFFFE24000F: Infinite Time

- FFFFE210063: Infinite Rings
- FFFFB1000X: X=Number Of Chaos Emeralds
- FFF760007F AND FFF76300FF: Super Speedy Sonic Or Knuckles

MEGA FOCUS



LEVEL SELECT

Whenever a Sonic game has been released there has always been a race to be the first to prove that there is a level select and a debug mode available and we don't like to blow our own trumpets but hey, you know how it is. To access this enter the level select and debug codes and hold down the A button as you select your character. The chosen character doesn't really matter as on this screen you can change characters simply by pressing the C button.

As you can see from the picture there are many more levels displayed on this cheat screen than are in the game. This is because some of these levels are the additional ones as found when using Sonic 2 or 3 in conjunction with the cartridge. This is also a very quick way to get to the elusive Doomsday Zone or to practice endlessly on the various bonus stages. A quick way of getting all the Chaos Emeralds is to play the special stage and getting the emerald. Then, quickly reset the machine and do this seven times to get them all. The Debug mode is called up as usual by pausing the game and then pressing different buttons to change the main sprite and position them around the screen.

| | | | |
|----------------|---|---------------|----|
| ANGEL ISLAND | 1 | LAVA REEF | 1 |
| HYDROCITY | 1 | LAVA REEF | 3 |
| MARBLE GARDEN | 1 | SKY SANCTUARY | 1 |
| CARNIVAL NIGHT | 1 | DEATHEGG | 1 |
| ICECAP | 1 | THE DOOMSDAY | 1 |
| LAUNCH BASE | 1 | BONUS | 1 |
| MUSHROOM HILL | 1 | SPECIAL STAGE | 1 |
| FLYING BATTERY | 1 | SOUND TEST | 13 |
| SANDOPOLIS | 1 | | |

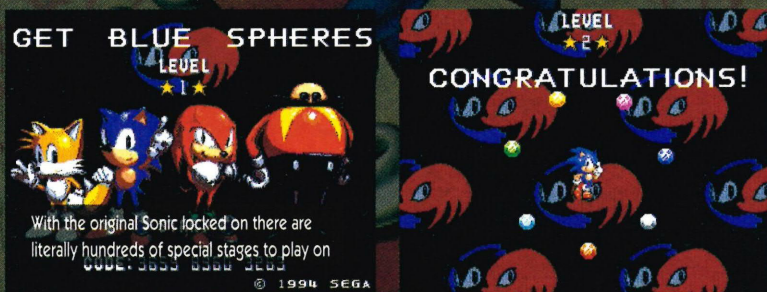
(Left) Here we are, the level select screen as discovered by yours truly

AND THERE'S MORE

As we've already said if you plug in Sonic 3 you get to play a new version of Sonic 3, and the same with Sonic 2. If you put in the original Sonic or any other cartridge a screen will appear with Sonic and chums saying "NO WAY!" and that's the end of that. Or is it? Well actually no, that was a complete lie. Whilst mucking about our Lee discovered that by pressing the A, B, and C buttons together causes something special to happen. If you try this with the first Sonic game locked in you will gain access to hundreds of special stages with a unique password system to continue from where you left off at a later date. If however you are using any other cartridge that is less than 16meg in size then you will be able to play a single stage depending on the cartridge used. Slot a different cart in to play a different stage. Effectively what this means is that Sonic And Knuckles can be used with virtually every cartridge game in existence!



way be applied to this! On its own this is just another Sonic game with a new character replacing Tails but when used in conjunction with other games it really comes into its own. This is a completely new concept. At the end of the day if you didn't like Sonic 3 then there is absolutely no reason for you to like this at all. There are a fair few new ideas, like the machine that has to be cranked to make it climb upwards and the ability to abseil down walls but the basic gameplay is exactly the same as Sonic 3. On the other hand if you are a fan of the Sonic series then this will complement your collection wonderfully.



92 PERCENT

THE BEST SONIC GAME TO DATE, WHICH ALSO BREATHES NEW LIFE INTO THE OLD ONES. A SONIC FAN'S WET DREAM

| | | | |
|----------|---|-----------|---|
| GRAPHICS | 9 | GAMEPLAY | 9 |
| SOUND | 8 | GAME SIZE | 9 |

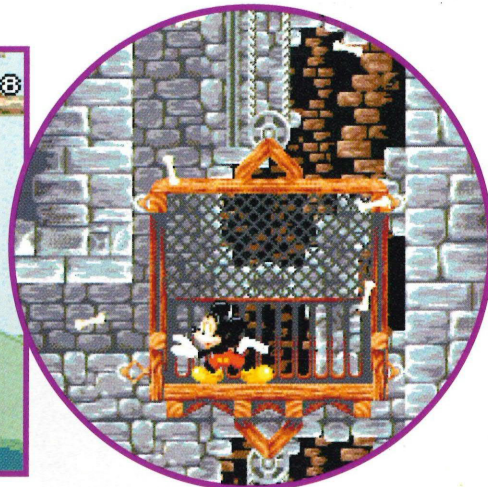
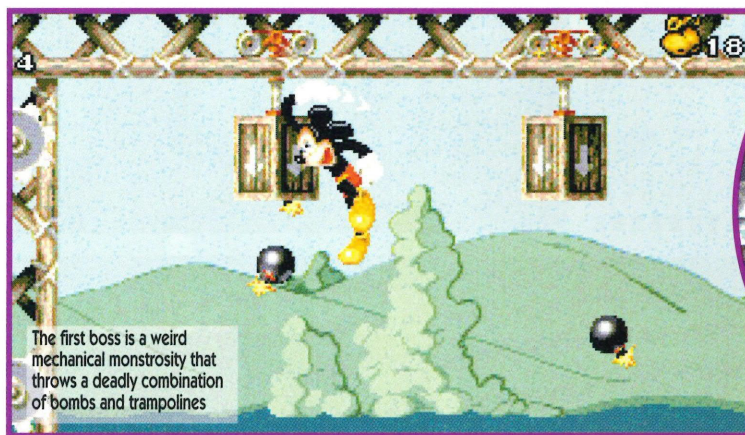
From: SONY

Release: OUT NOW

Price: £44.99

Levels: LOADS

Players: 1



MICKEY M

He's furry and smells of cheese, but then again so does Miriam Lovitt. They've both got big ears too, but we love them. Well, we love one of them but we're not saying which!

Can you believe Mickey Mouse is 65 years old? He doesn't look a day over 58. He's already appeared in numerous computer and console games, including four Mega Drive games ranging from the superb World of Illusion to the dire Ultimate Challenge. Mickey Mania is the rodent's latest expedition into the world of scrolling platform games, and in my humble opinion it happens to be the best one yet.

Usually games like this have a very shaky story explaining exactly why the hero has to jump around left, right and centre bouncing on monsters, but Mickey Mania is different in that it doesn't seem to really have a story to it at all! Basically Mickey is travelling through seven of his most famous animated shorts which represent various turning points in his career, and he has to find the Mickey from that period of time. I've heard of people

trying to find themselves, but this is ridiculous.

STEAMBOAT SCRATCHY

The game starts off way back in the year 1928 when Mickey appeared in a cartoon called Steamboat Willie. Most people think this was his first feature, but no it wasn't! It was in fact his first cartoon in sound and was actually Mickey's third cartoon. Plane Crazy was the first one, and was made by a Polish geezer called Ub Iwerks and not good old Uncle Walt.

Anyway, I digress. Steamboat Willie was in black and white so everything on this level is completely colourless apart from the main sprite. After walking around for a bit Mickey will find the original Mickey steering the steamboat just like he did in the cartoon all those years ago.

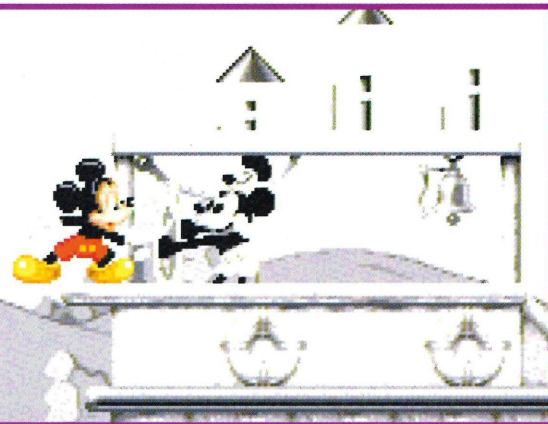
After rescuing his past self Mickey then gets to travel through time to

another cartoon that was a turning point in Mickey's career. Half-way through one of the first levels the screen fills with colour representing when colour was first introduced – obviously! Later on Mickey learns how to speak, and then meets his favourite clumsy canine, Pluto.

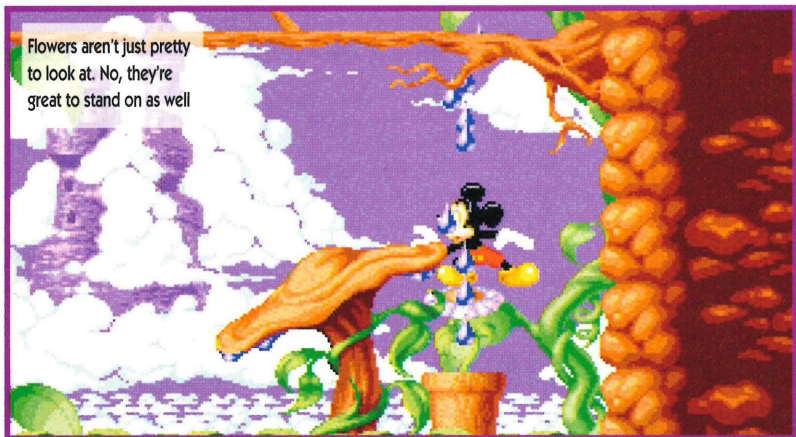
On the way Mickey gets to travel through famous cartoons such as Lonesome Ghosts and The Moose Hunters which are faithfully represented by the lavish backgrounds and enemy sprites. On the downside, what happened to Fantasia and the Sorcerer's Apprentice? Oh well, can't have everything I suppose.

MORTIMER

To be honest I find that a lot of the platform games I've seen recently have been appalling and are so bad they will probably not get released officially, but suddenly as if from nowhere quality



Mickey from the past meets Mickey from the future in a bizarre existential/time travel experience



Flowers aren't just pretty to look at. No, they're great to stand on as well



Look, it's a level set on a spinning tower. We haven't seen that before have we?

MANIA

games like Mickey, Earthworm Jim and Lion King popped out of the woodwork.

As you can see from the screen shots Mickey Mania looks gorgeous, but what you can't tell is how it plays. Well, the gameplay is great! With the difficulty level set just right it gets progressively harder and so even though you might progress quickly at first it will take a long time to finish, especially on the harder difficulty levels.

There are some puzzles to deal with along the way but these aren't

particularly brain taxing, so most of the emphasis is on timing. On the Lonesome Ghosts level a mistimed jump could be disastrous, but this doesn't mean that the game is unfair. Usually when anything goes wrong and Mickey takes a hit it is due to the player being a bit thick and not thinking about what is going on. So with a bit of caution, thought and skill Mickey can advance through the years to the final encounter with the Villainous Pete.

Most of the platform games I see these days are dead boring but this one isn't. Featuring some of the best graphics yet seen, including 3D rendered objects and machines Mickey Mania is one of the best-looking games around and it plays equally as well. I know it sounds clichéd but if you like platform games you'll love this.



Da daah! The mad doctor not only unveils himself but also his mad plan involving Pluto, a duck and a tub of Swarfega

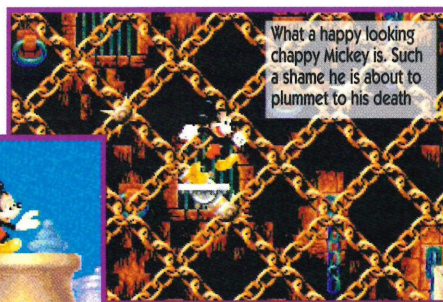


Mouse maimed by moose in Disney shock! Scary stuff or what?



Ooh, a puzzle. A locked door blocks the way so how do you get past? Well, with a bit of elementary chemistry the explanation will soon become clear

Foot-loose and fancy free Mickey seems to have got his arse stuck in a bottle of bubbly. The things people do for a cheap thrill



What a happy looking chappy Mickey is. Such a shame he is about to plummet to his death



This may look a bit tricky but all you have to do is stand still as the fire bug zooms away

90 PERCENT

A HIGHLY POLISHED AND THOROUGHLY ENJOYABLE ROMP THAT EVERYONE WILL LOVE.

| | | | |
|----------|---|-----------|---|
| GRAPHICS | 8 | GAMEPLAY | 8 |
| SOUND | 8 | GAME SIZE | 7 |

From: VIRGIN

Release: OUT NOW

Price: £44.99

Levels: GALLONS

Players: 1

EARTH

Miriam Lovitt once went out with a bloke called James so it was very ironic that she found herself reviewing this game.

Dave Perry is a very well-known man, having brought us popular Mega Drive games like Aladdin, Cool Spot, Mick and Mack, and more recently Jungle Book. Now call me an old cynic, but aren't these basically the same game with different graphics? Some would disagree, but I have a testimony from someone who agrees with me and under no circumstances was it signed at gun point.

In my humble opinion even though all of these games are dead good they are too similar. On this note we have Earthworm Jim, another platform affair from Dave Perry and co which seems very similar to the aforementioned titles – until you play it, that is. I guess they're sick of cynics like me saying exactly what I just said about their games

because Earthworm Jim just happens to be one of the finest platform games I've seen in a long time.

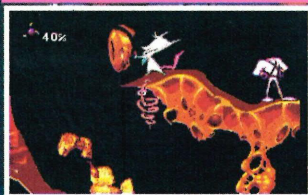
WRIGGLER

The star of the piece is Jim, who in case you hadn't already worked it out just happens to be an earthworm. He may not sound very heroic seeing as he is just a worm, but thankfully he happens to have a rather smart line in intelligent clothes - a robo suit to be more precise. In this suit Jim can run and jump like the rest of us, and he also packs a smart laser gun with limited charges.

As well as the gun Jim has another weapon, namely himself because he can pull himself out of his suit and use his body as a whip! Cue Indiana Jones-



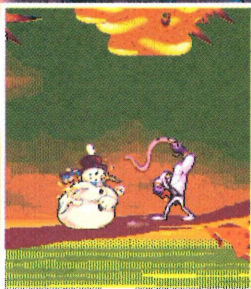
Naked! Without his suit Jim is just a mere worm and doesn't really stand a chance



Yikes! Being bitten up the jacksie while dangling from a wire isn't exactly my idea of a good time. Mind you...

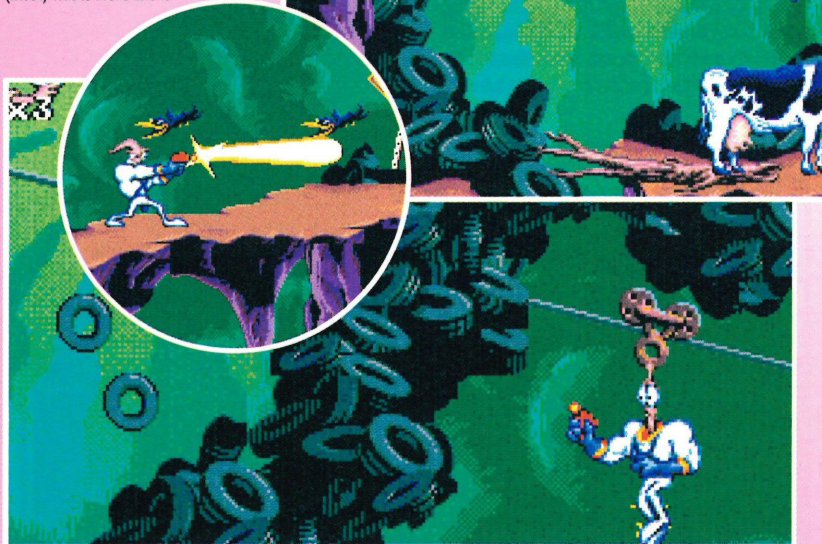


Fire breathing snowmen? Just give them a good whipping



(Right) The sheer lunacy of it all. Just whip the fridge to launch this cow into outer space

(Inset) This is more like it!



With a bit of thought and observation Jim can get to secret bits and reap a large reward

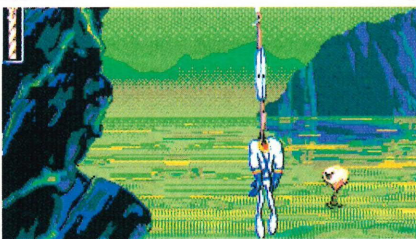
WORM JIM

style action as Jim whips his enemies to death and gets the suit to swing him around everywhere. It may sound strange, and indeed it is!

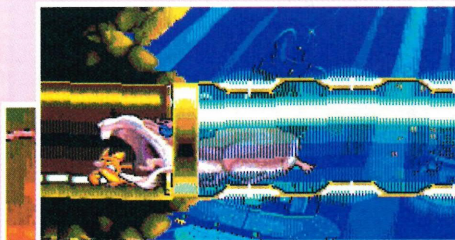
The first level serves as a wonderful introduction to the weirdness yet to come. After running along platforms, whipping the beaks off crows and using your head to shimmy along ropes you'll soon find a superbly rendered fridge suspended in the air. My first thought was: "Of course, a fridge. Obviously I have to use that to launch a cow into outer space before I can carry on". And I was right. What a stroke of genius.



??



I've been bungy jumping you know. I just thought you might be interested. Guess not, eh?



How do you get past these annoying geezers? Why, just get an oversized hamster to eat them. Obvious really, isn't it?



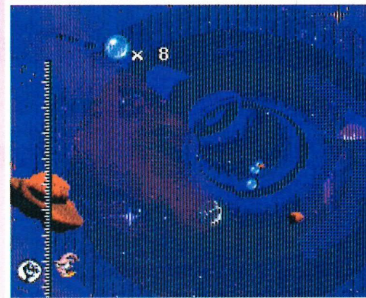
Who said desk jobs weren't dangerous?

Soon after this comes a boss made of rubbish that changes shape and uses gramophones and anvils as weapons. Further on in the game things get even more ridiculous and ingenious. One of the bosses is a man suspended by a magnet that barfs fish at you while using his armpit to make farting noises! If that isn't strange enough, how many games do you know where you have to go bungy jumping?

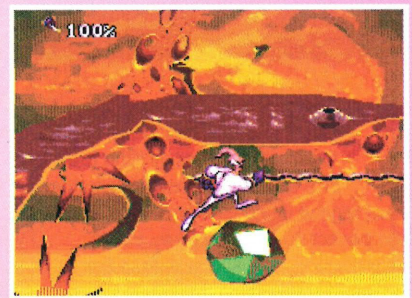
THE WORM THAT TURNED

Unlike games like Aladdin and Cool Spot there is a lot more emphasis on the action side of things, with Jim furiously fighting off rabid flowers and businessmen with his gun while trying to work out where to go. Making progress is not as easy as you would first think and instead of just running from left to right like you normally have to Jim goes all over the shop like you wouldn't believe. This game is a platform fan's dream and a cartographer's nightmare!

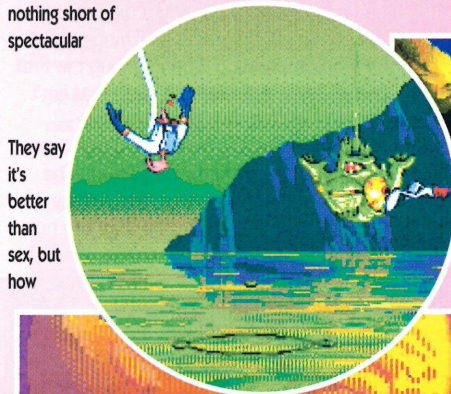
Earthworm Jim is nothing short of fantastic with some graphics that you'd never have thought the Mega Drive was capable of. It may sound surprising, but some of the ideas behind this are highly original (gasp) and great fun. What with this, Mickey Mania and the up and coming Lion King, it seems that platform game fanatics are in for a treat this Christmas



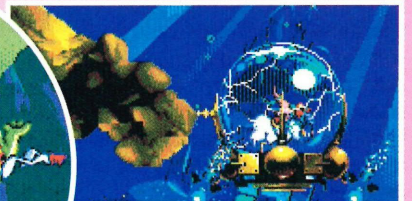
The 'Andy's Asteroids' sections are nothing short of spectacular



This game just gets weirder and weirder



They say it's better than sex, but how



This sub isn't all it's cracked up to be. It's the way I tell 'em



So who is that pink rodent then? Looks like Mickey Mouse in the nude

92 PERCENT

A FINE EXAMPLE OF A PLATFORM GAME WHICH SETS NEW STANDARDS FOR THE REST.

| | | | |
|----------|---|-----------|---|
| GRAPHICS | 9 | GAMEPLAY | 8 |
| SOUND | 9 | GAME SIZE | 8 |

From: SEGA

Release: OCTOBER

Price: £39.99

Levels: 6

Players: 1

DYNAMAMI

Toys 'R' Us will never be the same again. The land of dolls has been taken by force and even Action Man couldn't prevent it.

T rue Land was a peaceful and jolly place where all dolls lived happily together until the evil King Dark Doll arrived and enforced a strict Nazi regime. He cast a spell over all of the perfect dolls so that they swore allegiance to him, and any dolls that weren't up to scratch got sent off to the incinerator.

The star of the piece is Dynamite Headdy, who unfortunately failed the test because he was in such a poor condition. Not one to miss out on a chance to highlight an underlying political statement Headdy set off to kick ass and show that everyone can live in harmony together no matter who they are or what they look like.

GIMME HEADDY

Dolls aren't really the sort of people that you would expect to fight evil dictators because they don't often pack much heavy artillery and Headdy himself suffers from a severe lack of weaponry. In fact, the only thing even vaguely resembling a weapon is his head which he can shoot off in any direction. With it he can destroy enemies, collect items or gain new powers from friends that pop up every now and then.

At first Dynamite Headdy looks like just another average platform game...but wait, it's by those lovely folks at Treasure who brought us the grossly underrated Gunstar Heroes. Sure enough, after playing the game for a bit it becomes clear that there is a hell of a lot more to

Headdy than you would first imagine.

The opening scene is very boring and sees Headdy fighting a big robot that doesn't actually fight back. Things get a bit more interesting when fighting the first end-of-level guardian but even that isn't much to write home about. As first impressions go the first level doesn't do this game any justice whatsoever. The second level is set in the dolls' village and this is where the action starts to hot

up. By popping into his mates' houses Headdy gets taught about all the skills that he is capable of. By changing heads à la Wurzel Gummidge Headdy can acquire some new skills. One head makes him super fast with a longer firing range whereas another allows him to temporarily stop time.

He can also gain the power to shoot bullets all over the place, surround himself with protective fire or shrink to

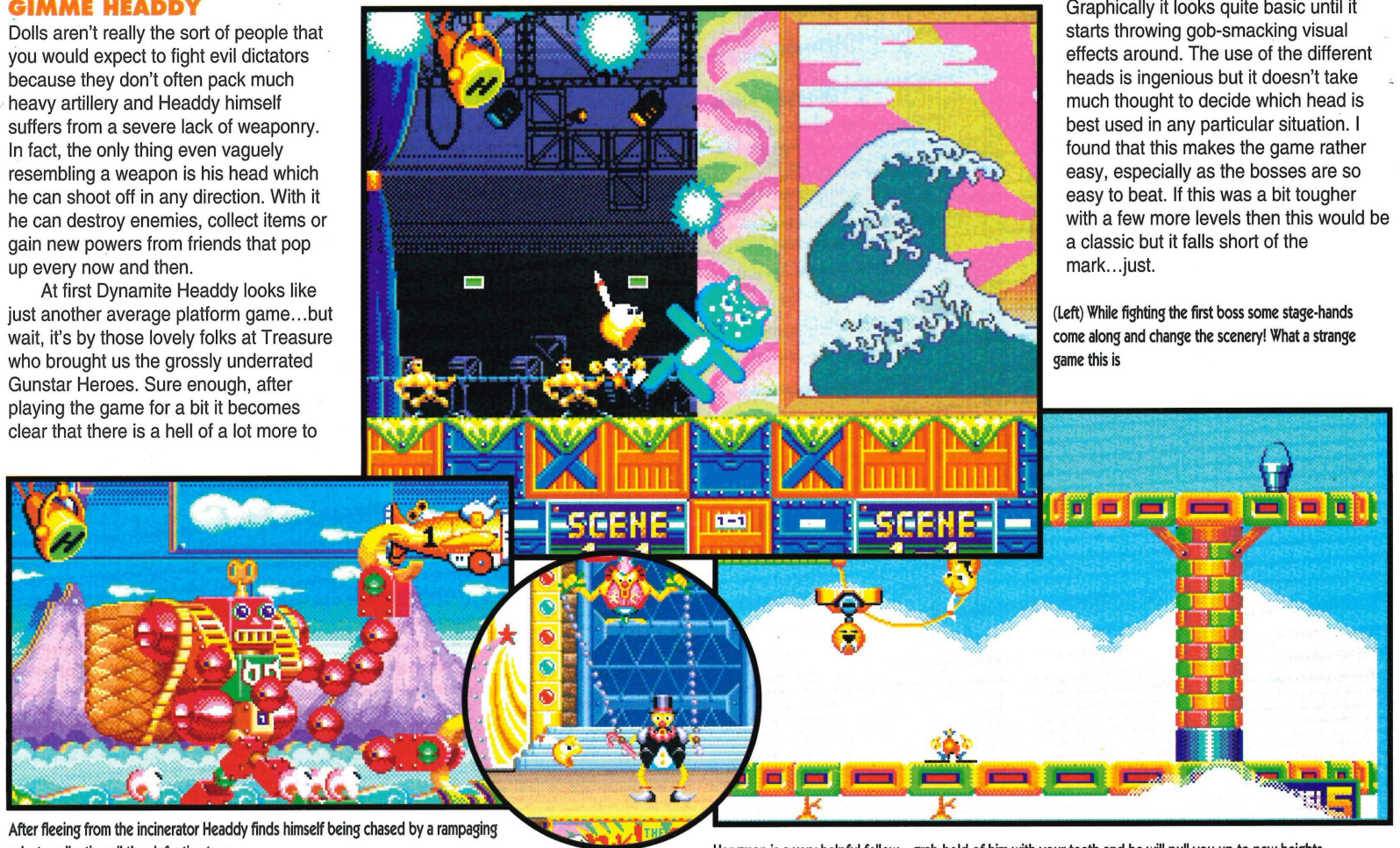
half his size. Headdy's other friends help him in other ways, sometimes being able to pull him upwards to high platforms or by acting as bridges or staircases. It sounds strange, and indeed it is, but it's all good fun.

Another strange thing about this game is the setting – it is all very theatrical and sometimes during a level some scenery shifters come on and change the background! At one point Headdy is running through what looks like caves and then a bad guy bursts out and drags him backstage past the workshops and dressing rooms where he has an encounter with a particularly vicious dressmaker's dummy.

DON'T LOSE YOUR HEAD

As platform games go this is one of the better ones. Just when we thought that no one would have an original idea ever again along comes this little beauty. Graphically it looks quite basic until it starts throwing gob-smacking visual effects around. The use of the different heads is ingenious but it doesn't take much thought to decide which head is best used in any particular situation. I found that this makes the game rather easy, especially as the bosses are so easy to beat. If this was a bit tougher with a few more levels then this would be a classic but it falls short of the mark...just.

(Left) While fighting the first boss some stage-hands come along and change the scenery! What a strange game this is



After fleeing from the incinerator Headdy finds himself being chased by a rampaging robots collecting all the defective toys

Hangman is a very helpful fellow – grab hold of him with your teeth and he will pull you up to new heights

THE HEADDY

Push the ball off the edge and watch with glee as some poor bloke croaks it hideously down below



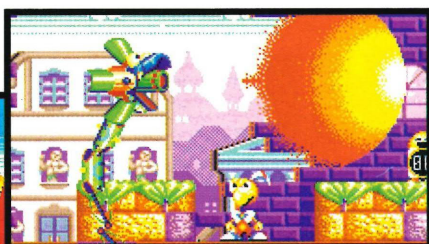
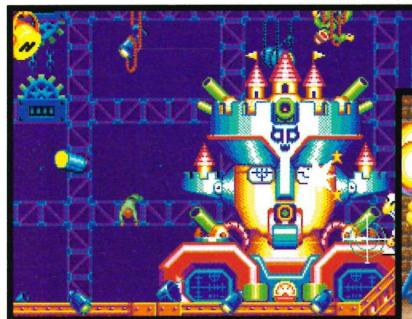
Get as many balls in the moving nets as possible by bouncing them on your head



Your mates are captive and the guy holding them blows you about with an industrial Hoover



Now this is one theatre I wouldn't want to go to - there are bodies strewn around backstage



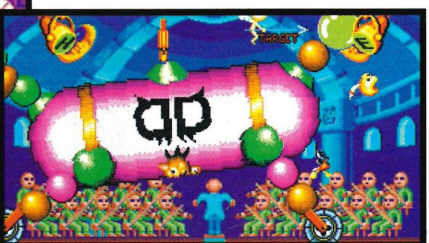
That'll be quite a big bullet then, will it?



Some places can only be reached when Headdy has his shrinking head on



The best way to beat the dancing dummy is to put on the head that fires stars everywhere and pelt the you-know-what out of him



What a nice little bloke. He finds the weak spots in the guardians and points them out for you. What a helpful chappie



Arghhh! Grabbed by the grollies by a mutant cat machine. Whatever next?



(Above) This tank can't be hit from the front and there is no way to get behind it, so how can Headdy get past? Wait, could that sign be some sort of clue? Could be!

(Below) He may look like an undernourished hippo but those nostrils happen to contain one of the most powerful weapons in the game



86 PERCENT

A VERY GOOD TRY BUT IT JUST ISN'T CHALLENGING ENOUGH I'M AFRAID. IT'S STILL WORTH A BASH THOUGH

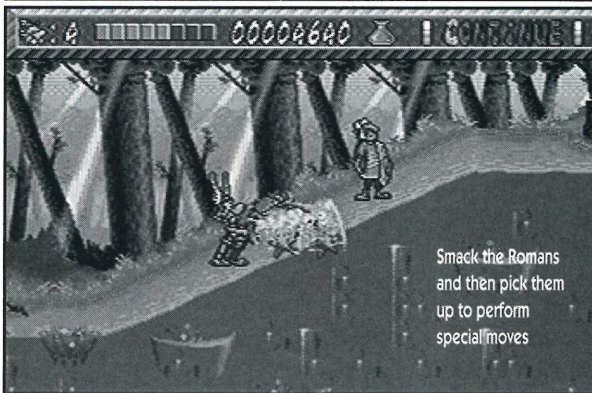
| | | | |
|----------|---|-----------|---|
| GRAPHICS | 7 | GAMEPLAY | 8 |
| SOUND | 7 | GAME SIZE | 7 |

ASTERIX AND THE POWER OF THE GODS

From: Sega
Release: Mar/Apr
Price: £44.99
Levels: Tons
Players: 1

The Frenchman in the papers at the moment is Eric Cantona, but one of the most popular French heroes is undoubtedly Asterix. He runs fast, drinks strange brews, and smashes people's heads in. Mind you, so does Asterix...

Asterix was first created around twenty five years ago and he is still popular today. To celebrate his birthday a new film has just been released with Craig Charles taking the starring role as Asterix's voice. Last year Sega released the first Mega Drive Asterix game and to be honest it was a complete nightmare to play. Now they have released a second game, this time developed by Core Design. The story revolves around the legendary shield that Chief Vitalstatix always stands on when he makes important speeches. During a small battle against the Romans the chief lost his arms, including his sacred shield. Without it he



feels completely useless and will never be able to stand up against his oppressors without it. Time for Asterix and his portly chum Obelix to save the day.

At first glance Asterix And The Power Of The Gods looks just like a typical platform affair but in this case the gameplay also has a slight puzzle solving element too.

DU PAIN

For example, Vitalstatix has an English friend who is being held captive in Laudanum. Unfortunately only Romans are allowed in so Asterix and co. can't save him. Luckily three different pieces of traditional Roman costume can all be found in the nearby villages, but they are all locked away at the top of some towers. The only way to get in is to fight the defending Centurions, use your platform skills to find the hidden switches and then work out exactly how each switch affects the level.

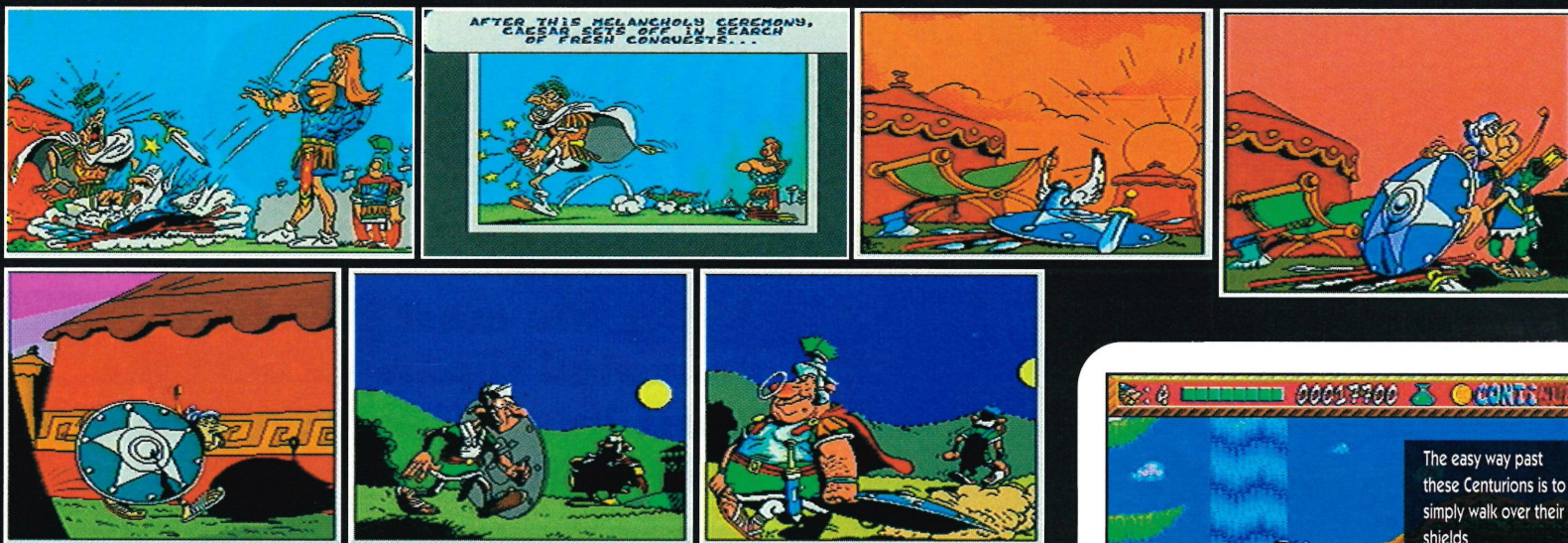
Sounds easy? Well, it's not because you can't get in the camp containing the third costume item either, so you'll have to find another way in. This is done by bombarding the wall with a catapult but first the catapult has to be found, the fire around it has to be extinguished and you also need some means of cutting the rope!

DU VIN

These sort of puzzles aren't exactly

A FUNNY THING HAPPENED ON THE WAY TO THE FORUM

The lengthy intro sequence tells of how Chief Vitalstatix lost his legendary shield to the Romans and how the shield passed from hand to hand and eventually became lost somewhere in Europe. This is the setting for the game as it is down to Asterix, Obelix and Dogmatix to get it back



what you'd call mentally taxing as they are all quite linear but they do make a refreshing change as opposed to the usual run of the mill platform game where all you have to do is run right. Having established that even a person with the lowest I.Q. could solve most of the puzzles here it is time to talk about the rest of the game, especially about how hard it is. Asterix doesn't have many lives but these can be stocked up on by finding a chest with an extra life in, leaving the level and then going back to the chest again. It's quite a long winded process but it is the only way to stay in the game. It is possible to get a continue by spelling out the imaginative word 'Continue' at the top of the screen. Collect an unfeasibly large amount of coins and you'll eventually earn a letter.

Get all eight letters to win a continue. Needless to say this could possibly take longer than the rest of your natural lifetime.

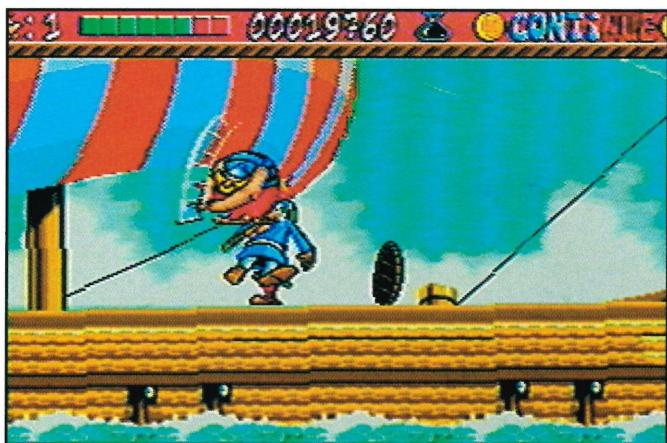
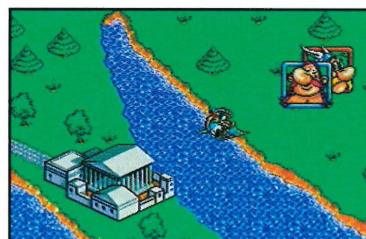
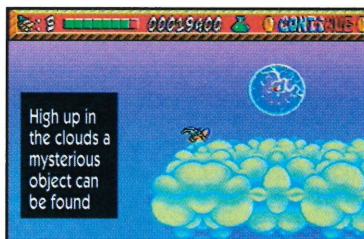
DEWHURST THE BUTCHERS

Some of the levels are annoyingly hard and even though Asterix and Obelix have energy bars some of the enemies can kill them outright which is a bit unfair if you ask me. As for the pirate ship level, well, I'm not saying it's hard but the chances of anyone finishing this level are about the same as the chances of me going to bed with Cindy, Claudia, and Naomi, and having them ask for more in the morning. On the whole Asterix is an above average platform game that captures

the feel of the comics quite well. The special moves are typical of his animated antics and the ability to change between Asterix and Obelix is quite novel. I must also point out that the music is superb. Twenty classical pieces have been fully recreated here and they sound wonderful. It's just a shame that the rest of the game isn't up to the same standard as the music.



(Below) Find the Fakir and he'll take the lads off to India



Now this bit is hard. Pirates come swarming from all directions and Asterix has a job to fend them off

76

PERCENT

GRAPHICS

7

SOUND

9

GAMEPLAY

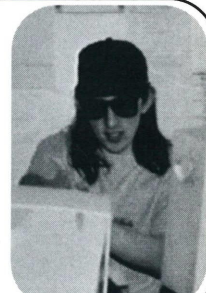
7

GAME SIZE

8

"Average in a sort of average sort of way"

Paul Ulland



From: ACCOLADE
 Release: OUT NOW
 Price: £39.99
 Levels: 30
 Players: 2

BUBSY



Bubsy was one of Accolade's biggest releases of recent times and although most of the games playing public seemed to disagree with me, I didn't like it that much. At first glance it looked as if it was a highly polished platform game with hundreds of animations, bad jokes, digitised speech and lots of levels. The problem was that the gameplay wasn't as smooth as it could have been and was quite annoying in parts. Comparing this in mind Accolade got

together with people who had played the first game to death in order to work out exactly why some people such as myself didn't think it was the dog's hairy chestnuts. Bubsy II: Lost In The Amazatorium is the result. The Amazatorium is a revolutionary theme park designed by all-round porker Oinker P. Hamm and Dr.V.Reality, but behind the scenes something sinister is

Who's the most modest animated superstar with the worst line in puns ever? There can be only one



Who needs a level select when the game lets you start on any level anyway? What a great idea

his niece, Terri, and his nephew, Terry, were on their way with their chum Arnold Armadillo to check out this fantastic new tourist attraction but were disappointed to find they had arrived a day early and the place was closed. The kids were a bit disappointed and somehow managed to sneak in and subsequently became lost in the Amazatorium. Upon discovering that they are missing Bubsy sets out into the park and decides to travel through the attractions searching high and low for his relatives whilst trying to stop Oinker P. Hamm's evil plans before it is too late.

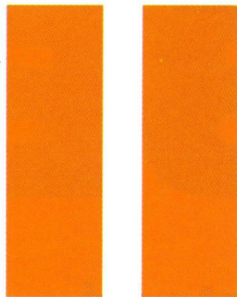
ANDREW LLOYD WEBBER

The Amazatorium is divided up into two wings, each of which has three floors. These floors have five doors which lead to separate levels. The game can be played in a variety of different ways any of the levels can be accessed at any time. Each of the six floors can be played separately or alternatively it is possible to go for the grand tour where Bubsy must play through the whole building and then onto Oinker's HQ before finishing the

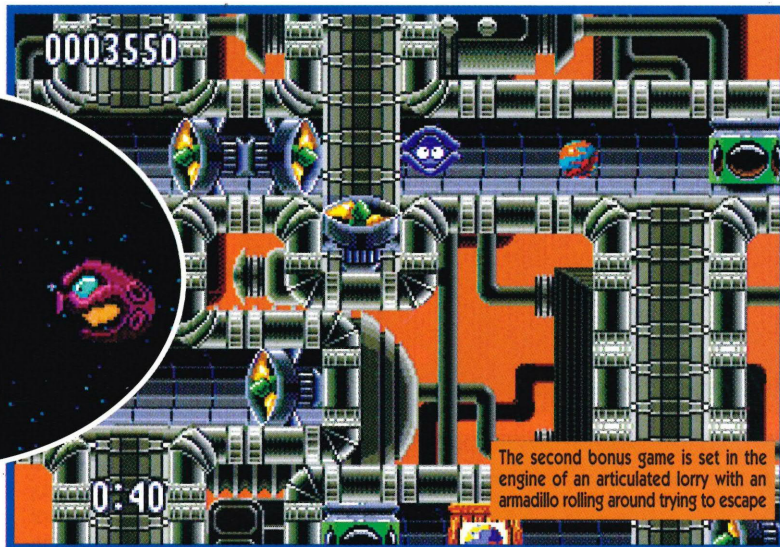


going on. The good Doctor's aim was to use his equipment to scan certain periods in time and replicate them in the Amazatorium but something went wrong and instead his machine actually steals these time periods. Oinker instantly saw that he could hold history to ransom and charge anyone a stupendous amount of money if they wanted to find anything out about the past. Meanwhile, Bubsy and





Nerf guns are all the rage in the states and Bubsy even has one in his rocket ship



The second bonus game is set in the engine of an articulated lorry with an armadillo rolling around trying to escape

| GIFT SHOP | | YOU HAVE 010 | |
|-----------|---|--------------|---|
| HOLDING | | COST | |
| 031 | ● | 1 | ☐ |
| BUY 003 | ● | 25 | ☐ |
| 001 | ● | 10 | ☐ |
| 001 | ● | 5 | ☐ |
| 001 | ● | 25 | ☐ |

Collecting tokens allows you to buy more items at the end of each stage

game. Essentially this means that although you have to finish all the levels on each floor and defeat the bosses to actually finish the game it is possible to practice any stage at any time without having to tediously wade through boring levels to the point you can't get past. Bubsy II is a vast improvement on its predecessor and although it looks similar the gameplay has been altered significantly. Bubsy can now use

weapons like the nerf gun or get out of tricky situations with the portable hole. In the first game he died when coming into contact with water but now if he is wearing his diving suit then he can play one of the many bonus games and survive. The main difference however is that he can now take three hits instead of just one. The most annoying point of Bubsy in my book was the fact that you could be zooming along at a fast pace and then unexpectedly a meanie would pop up and you'd die instantly. This time round the game is much fairer, making it much more fun to play.

SARAH BRIGHTMAN

The bonus games are also quite unique. Usually sub games simply involve running around collecting items but here more skill is required to get those

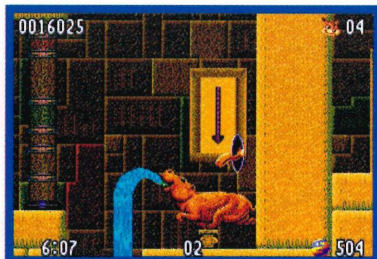
precious extra lives. In one game Arnold the Armadillo is trapped in the engine of a truck and has to roll around before dropping out of the bottom. Easy? No because there are three exits and two of them drop him in front of the truck's tyres. Not very nice as you can imagine Basically, if you liked Bubsy then you will love this as it vastly improves on it, and if like me you weren't too keen on the first one then you might just find it pleasantly surprising as it is much more original than you would first think.



And there was me thinking brollies made great impromptu parachutes



If cats have nine lives he's just lost at least two or three



What handy things these portable holes are. Just pop them against any surface and jump through



Bubsy can be helped or hindered by a second player playing as Terry, or is it Terri?



When playing co-operatively Terry can be used to shoot any enemies with his nifty nerf launcher



There are many different skill games to be discovered. Here frogs must be flung off the springboard onto marine animals and other sea faring objects

86 PERCENT

A well thought out sequel that makes the first game look as if someone put it in a bag, hit it with a big stick and threw it in the river. Well worth a look

| | | | |
|----------|---|-----------|---|
| GRAPHICS | 8 | GAMEPLAY | 8 |
| SOUND | 7 | GAME SIZE | 8 |

AR

is a strange way of helping your mates out if you ask me. If he comes into contact with one of his 'friends' before 'warning' them they make him lose a piece of, wait for it, cake. These cake slices fly away and if Yogi is quick enough he can replenish himself by grabbing the cake back again before it vanishes. Along the way Yogi will find a multitude of picnic hampers and alarm clocks. The picnic hampers float in the air and can be used to jump up to higher platforms before they disappear. The alarm clocks give Yogi extra 'dream time'. Dream time occurs when Yogi finds a bed in the



middle of the park. Jumping in for a quick forty winks transports him to a bonus stage where he has to find a piece of a giant alarm clock. Collect four of these and a continue is awarded. Hooray.

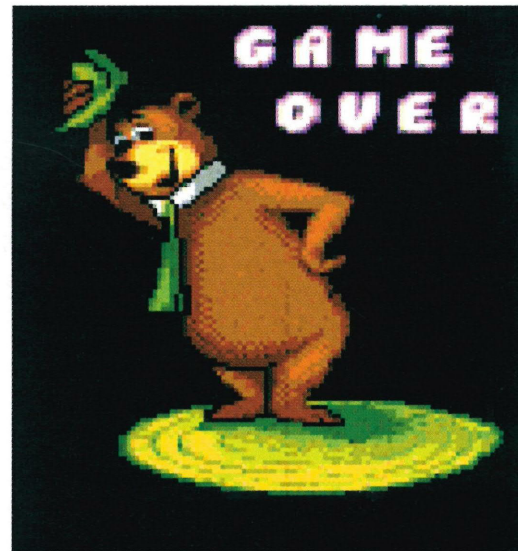
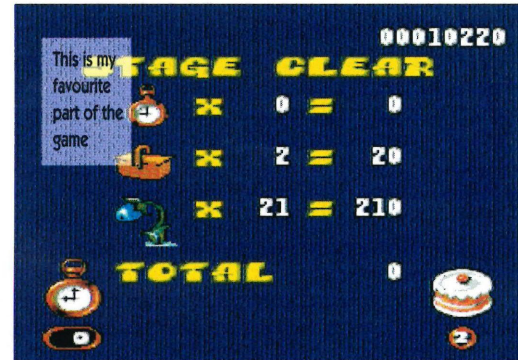
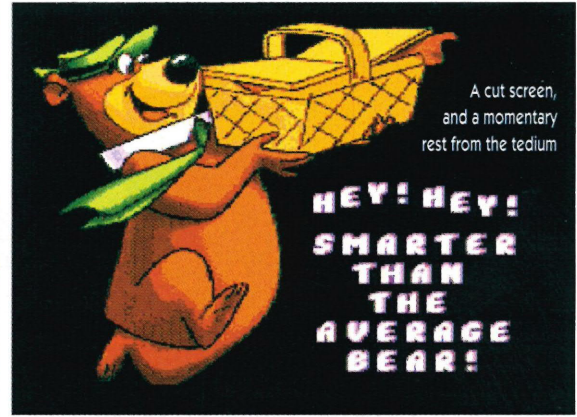
DOGGY DOO

There are quite a few environments to play through, such as snowy terrain, caves and heavy forests but basically they are all exactly the same. Run

along, get a load of clocks, jump on some 'friends' lose cake, get it back again and then fall unfairly to your death so that you have to do the level over again. And that's all there is to it.

This game is so boring it out-performed the latest power drill from Black and Decker. Games are meant to be fun to play but this is sooooo tedious. The only possible reason I can think of to buy this game is to give it to someone you don't like, but then, hey, no one can be that cruel surely? Sorry folks but this review is going to have to end prematurely as I can't write anymore about it without resorting to foul language. To sum up; This game is completely shi(SNIP! They get the message - Lee).

(Right) Can I stop playing now? Please? Please?



12 PERCENT

"If the Spanish Inquisition were still around even they wouldn't be heartless enough to make folks play this"

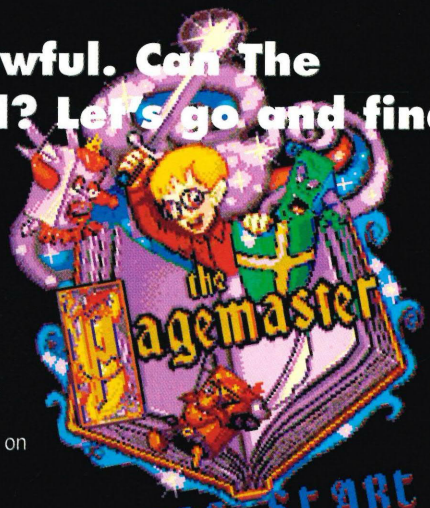
Paul Oaken

| | | | |
|----------|---|-----------|---|
| GRAPHICS | 6 | GAMEPLAY | 2 |
| SOUND | 6 | GAME SIZE | 5 |

From: SEGA
Release: OUT NOW
Price: £39.99
Levels: 30
Players: 1

THE PAGE

Film licences are generally awful. Can The Pagemaster break the mould? Let's go and find out, eh?



Film licenses are usually bloody awful though aren't they? Just think about some for a minute. Jurassic Park? Batman Returns? Superman? All bloody crap. However, some cartoon licences are actually pretty good. Take Aladdin for instance, and the Lion King. So what are we to

expect from The Pagemaster, which is both a film and cartoon in one. An alright game? Well, rather unsurprisingly that is exactly what we've got. The story concerns Richard Tyler. A boy who loses himself in a library while on an errand. After hitting his head he wakes to find himself inside a cartoon,

and the only way to escape is to progress through three different types of story, including Horror and Adventure. Each book is split into different levels that must be completed in order to continue to the next. Enough of the story though, and on with the review blurb.



'MAC'

This game is not awful, and neither is it excellent. It's one of those 'Buy it when you've bought all the good games' type of games. I realise that makes it sound terrible, which in fact it isn't, but there are just many more games deserving of your cash. Of course, I can't simply sit here and tell you how average this game is without substantiating my claims. Actually I could, but it wouldn't be fair to Sega.

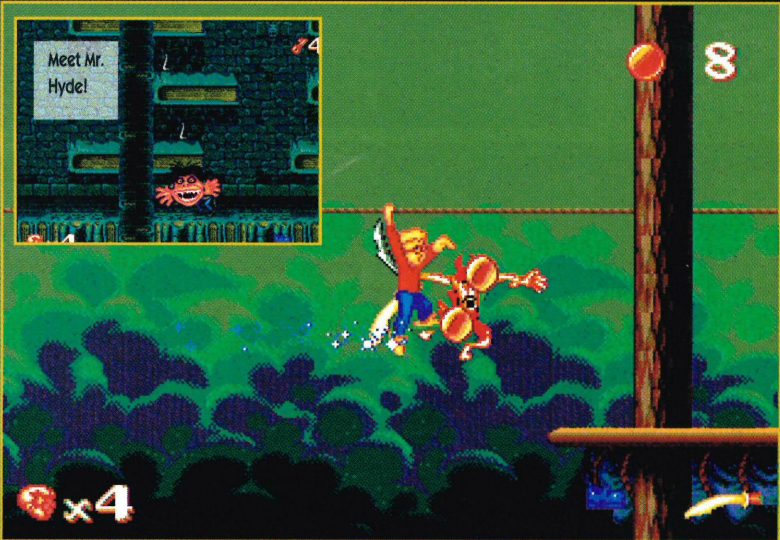
PRESS START BUTTON

Really, they are bloody awful. Terrible. Crap. Arse even. I cannot overstate how average the whole thing looks.

Okay, why is it not very good? The graphics for one. You can tell from the screen shots that the overall look of the game is not very polished. Although the animation is up to a very high standard the backgrounds are bloody awful.

The main character animation is fluid, but the sprite himself is poorly designed and drawn, so the good animation is lost on him. Little points for graphical ability there then. What next? Sound? Okay, so the 20th Century Fox signature tune is sampled at the beginning, and the Macaulay Culkin character says 'Yeah' a lot. Is that it though? Yes. 'Fraid so. Sound too is pretty naff.

The 'special' stage is not special at all. A mediocre ride on a book through huge pillars over a green and blue sea collecting keys and bags. Great eh? No.

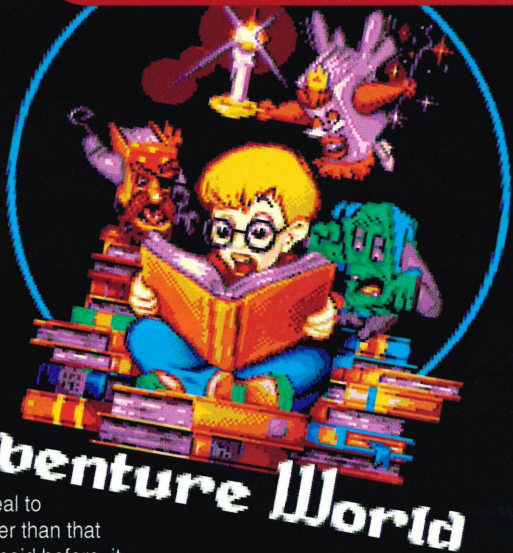


Now armed with a sword instead of sticky balls, our hero Dickie buckles his swash through the evil ranks of the pirate menace. (Just what planet are you on Lee? - Rich)



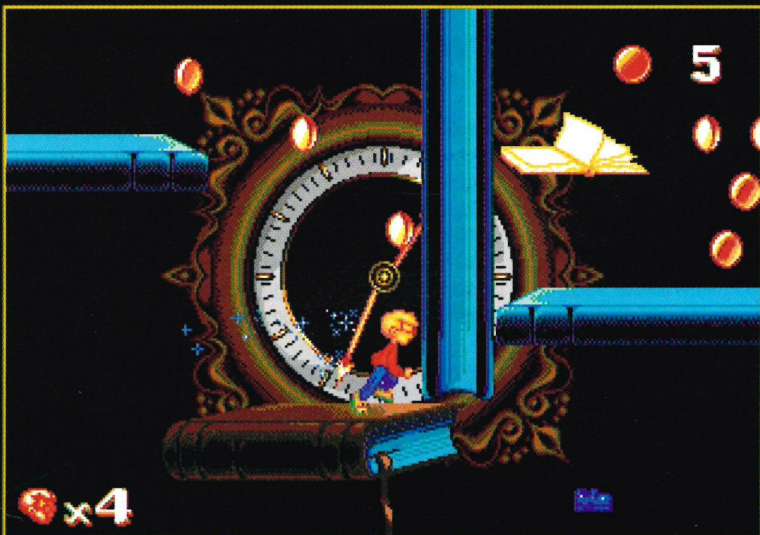
When you kill an enemy one of your skills is released, and you must chase after it to increase you abilities. You know, this captions lark would be much easier if you could just write shite.

MASTER



Adventure World

that it is licensed from a family film, so it will probably appeal to the kids out there. Other than that though? Nothing. As I said before, it is neither great nor terrible. It's one of those 'average' games.



The bonus stages allow you to collect huge amounts of coins so you can enter the special stages. Exciting or what, eh?

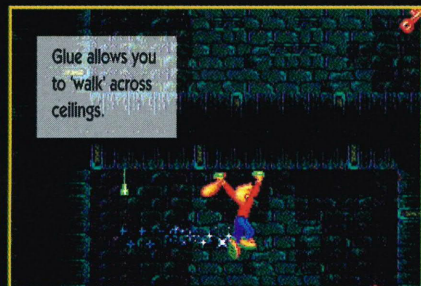
IS BACK

Gameplay is appealing though for some reason. Running through various stages collecting keys (or coins) might not sound very exciting, but I guess I'm just a platform junkie or something. The various skills that Richard can acquire are quite good. Shoes to make him jump from walls, glue to help his hands stick to ceilings and a bag of tricks filled with enemy killing balls. All add to the game's strange appeal.

The most annoying thing about this whole shebang is the collision detection

though. As is standard in platform games the enemies are disposed of by jumping on their heads. Unfortunately the hit must be pixel perfect or you immediately lose a skill, or (with no skills left) a life. It makes it one of the most infuriating games I have played in a long time.

So what does it have in its favour? Well the collision detection could be described as a high difficulty level if you like. With three books of 10 levels to conquer it could be some time before you see the end, if you haven't trashed the cart by then. Then there is the fact

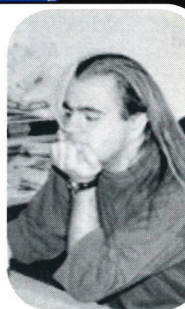


Books can be found which allow entrance to bonus stages

72 PERCENT

The dictionary definition for 'average' reads 'The Pagemaster'.

Lee A Brown



| | | | |
|----------|---|-----------|---|
| GRAPHICS | 7 | GAMEPLAY | 6 |
| SOUND | 6 | GAME SIZE | 8 |

From: ACTIVISION
Release: OUT NOW
Price: £49.99
Levels: 10
Players: 1

PITFALL

Nostalgia ain't what it used to be. Or is it? Rich Lloyd takes a trip down memory lane



That nasty quicksand makes an unwelcome return

Whilst checking out some Mayan ruins in downtown South America a nasty Mayan Warrior Spirit went and kidnapped Harry Senior. Did Harry Junior go home and drown his sorrows? Did he heck. Now Junior's sole objective is to rescue his old pop, and maybe pick up the odd handful of treasure along the way.

MINER WILLY

If you are expecting this to be an exact replica of Pitfall with nineties presentation then you'll be disappointed because this is completely different, and it's a good job too. People often reminisce about the olden days of computer games but if you play most of them now they seem almost unplayable and are

completely dreadful in every respect. The first thing to grab you about Pitfall: The Mayan Adventure is the fluid animation. All the animation was done by a company called Kroyer Films who made FernGully, and other graphics were designed by people who worked on films such as Tron and Beauty and the Beast. To compliment this the sound has been created by Soundelux Media Labs who did the sound for blockbuster movies such as Cliffhanger, In The Line Of Fire and Home Alone. Needless to say the presentation of this game is nothing short of stunning. As we all know, graphics and sound should come

second to the gameplay which after all is the most important aspect of console games like this. What a good job it is then that the gameplay in this title is up to scratch as well. At first Harry Junior seems to be a bit slow to respond to the joy pad controls but after a while using his three special weapons or his bog standard whip becomes second nature.

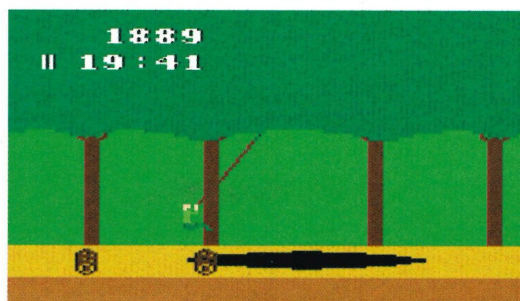
WALLY WEEK

The first game introduced some new concepts such as swinging on ropes, pools of quicksand that appear and disappear, and using crocodiles as platforms, all of which has been represented here to please older players such as

myself. The difference is that now Harry Junior is a much more athletic character and can climb up ropes, shimmy along hand over hand, run and bounce off walls, use spider's webs as trampolines and much, much more. He can even lay flat on the ground and crawl through holes to secret places. Most of the time these secret places lead to bonus items such as extra health or treasure but sometimes Harry will find a warp



How many games can you think of where your character has to swing on ropes like Tarzan? Quite a few I bet. Well fact fans, you may or may not be interested in knowing that the first game to implement this feature was Pitfall on the Atari 2600 way back in 1982. This 8K platform extravaganza took the computer world by storm and made David Crane into a legend in his own lunchtime. It told the tale of Pitfall Harry, an adventurer who was always eager to seek out ancient treasures. Twelve years later Harry is getting on a bit and his 18 year old son, Harry Junior, has decided to follow in Dad's footsteps as an archaeologist come adventurer.



(Left) The original 8K game is included in its entirety

(Right) Harry is quite a nifty mover and can even crawl under small ledges. Shame he never cleaned under his bed

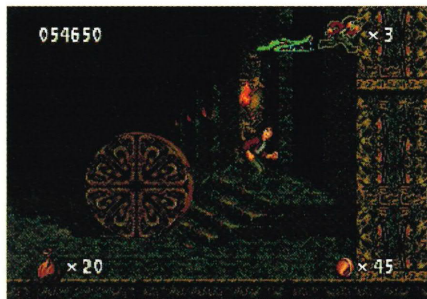


THE MAYAN ADVENTURE

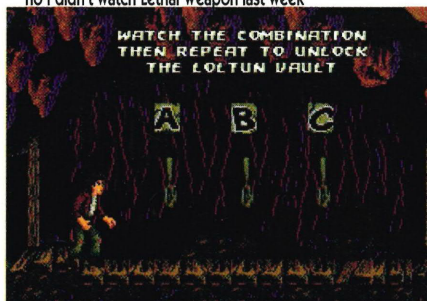
Rope swinging was first done in the original game but now it is back with a vengeance

to a special stage. There are two of these stages, the first of which is based on that old game Simon, and the second is a complete version of the original Atari 2600 Pitfall!

It looks good, sounds good and plays good and the only bad thing I can really say against Pitfall is that there are other games around such as Earthworm Jim that are more fun to play. As it stands Pitfall is a competent platform adventure that will no doubt be adored by many but it will never achieve the cult status of the innovative original.



(Above) What did the shepherd say to the sheep? Let's get the flock out of here. And before you say anything, no I didn't watch Lethal Weapon last week



(Above) To escape with extra treasure make sure you get the sequences right



(Above) This game is full of surprises, and lets face it, there's nothing more surprising than getting eaten by a crocodile whilst crawling along a rope



I've heard of crocodile skin shoes but this is ridiculous



Little statues along the way not only act as restart points but they also show the way to go



(Above) Quite how he does that I don't know but I wish I could do it



(Above) Only a fool would take on a leopard armed with a belt and a few pebbles



(Above) They say one in ten can do it, but ten in ten have tried



88

PERCENT

"A sprawling adventure that will be loved by all"

Paul Zwick

| | | | |
|----------|---|-----------|---|
| GRAPHICS | 9 | GAMEPLAY | 8 |
| SOUND | 9 | GAME SIZE | 8 |

From: TIME WARNER INTERACTIVE

Release: SEPT

Price: £44.99

Levels: LOTS

Players: 1

SYLVESTE

TW

Is it possible for a game to capture the feel of a hilarious cartoon? Miriam Lovitt puts on her thinking pants in order to find out.

Sylvester the cat has been a favourite with kids for decades now with his madcap antics having kept many people happy, including myself. His sole goal in life is to eat a certain canary, but sadly his dining plans always end in disaster.

To be honest, games based on television cartoons have never really been much cop. As far as I can remember the only really decent cartoon-based games that I have seen have been the Mickey Mouse ones. Others like Tom and Jerry, the Pink Panther and Goofy's Hysterical History Tour were all bloody awful and they even give me a bad taste in my mouth whenever I think about them.

In Tom and Jerry sacrilege was committed by making the two stars best mates who had to work together. In this game the characters are true to the original cartoon with Sylvester's sole goal being to eat that darn bird. As you may or may not already know Tweety is a bird of above average intelligence and he can always outwit the moronic cat and cause him horrific injuries during the process.

As we all know the only reason cartoons like this are funny is because

they are outrageously violent and there is nothing funnier than watching someone else suffer great pain and humiliation. Every episode Sylvester would end up being terribly injured and we would all laugh as Tweety live to fight another day.

GRANNY BASHING

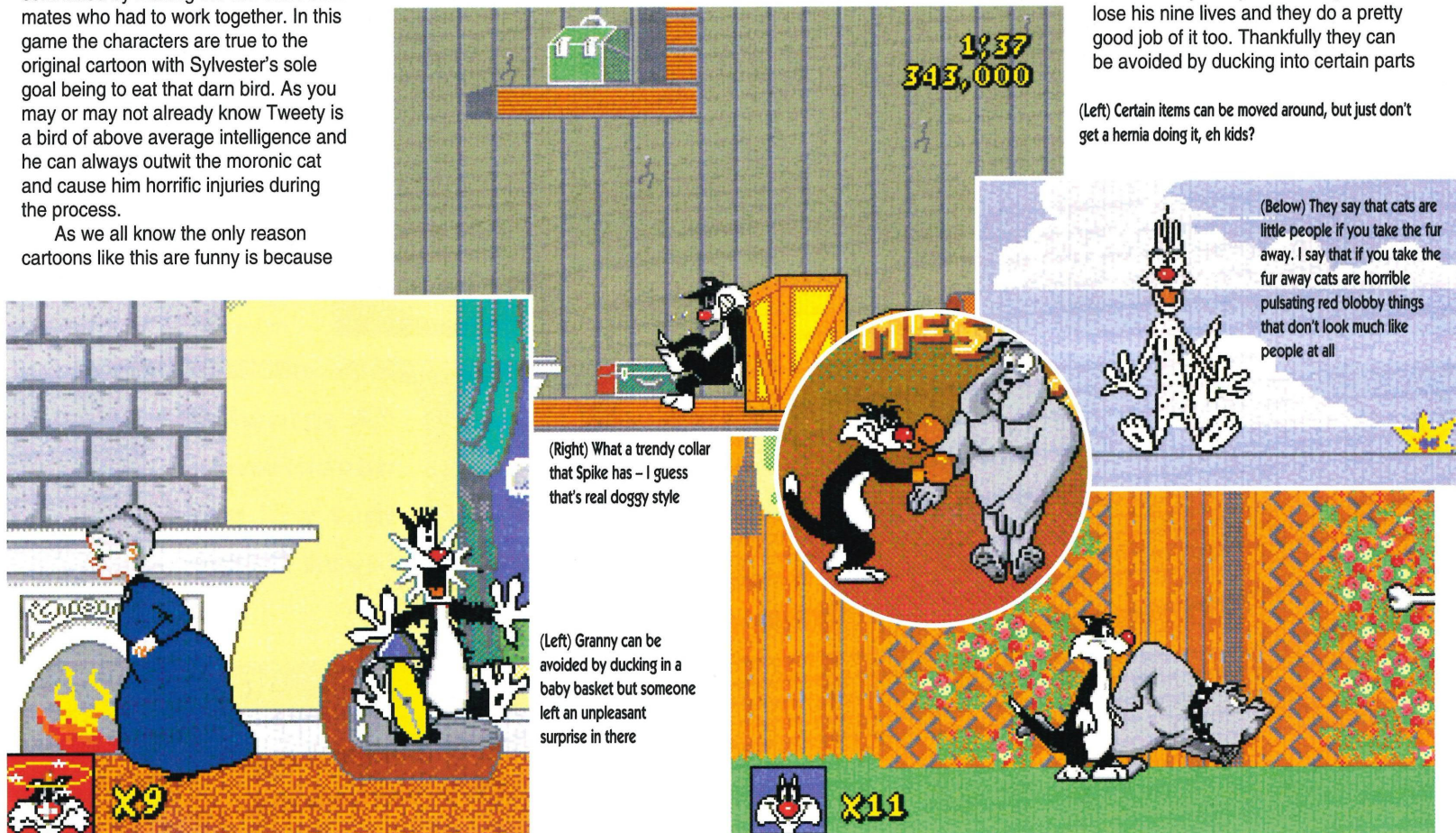
In the game the player takes the role of Sylvester as he tries to capture his dindins. The problem is that Tweety and his mates aren't too happy about this

and this is where the action begins. After Tweety has flown away Sly must search the sprawling levels to try and capture him. Luckily with the help of his son, Junior, and a new device called the Tweetyscope he can always tell which direction he has to head, but there is one problem; birds can fly and cats can't. This means that to get high up he has to either climb stairs, jump between platforms or find objects and stack them on top of each other so that he can eventually get to the avian terror.

Tweety on the other hand lives in fear and always tries to make a quick getaway before Sylvester can claw him to death. After escaping a couple of times Tweety soon becomes tired and it is then that he is vulnerable and can be captured. When you've got your mitts on him the next level starts.

CANARY IN A COAL MINE

Other characters from the series are here, and most of them are out for Sly's blood, including Granny, Spike and Red the cat. They all try to make Sylvester lose his nine lives and they do a pretty good job of it too. Thankfully they can be avoided by ducking into certain parts



(Left) Certain items can be moved around, but just don't get a hernia doing it, eh kids?

(Below) They say that cats are little people if you take the fur away. I say that if you take the fur away cats are horrible pulsating red blobby things that don't look much like people at all

(Right) What a trendy collar that Spike has - I guess that's real doggy style

(Left) Granny can be avoided by ducking in a baby basket but someone left an unpleasant surprise in there

R AND EETY

of the scenery or by putting up a good fight. Spike can even be kept happy for a while by dropping him a bone which keeps him occupied.

The main objective of the programmers of this game was to capture the atmosphere and humour of a typical episode, and they have succeeded to a certain degree. The graphics were done by animators from Hollywood which explains why the backgrounds and character animations make the game look just like the original

cartoon. The sound effects and music have also been lifted straight from the cartoons, and to round things off there is a lot of digitised speech including "I tawt I taw a puddy tat".

Unfortunately with all this attention being paid to aesthetic details it seems that someone forgot to bother about making the game fun to play. At first chasing Tweety around is quite novel but after playing for a few levels the whole thing becomes very repetitive and dull, and the amusing animations soon begin to grate. It's a good laugh for a while if you like this sort of thing but even the most ardent Sylvester and Tweety fan will soon get bored.



Now there was no need for that to happen



Contrary to popular belief I can assure you that umbrellas are completely useless as parachutes. I know, I've tried



Gotcha! A bird in the hand is worth two in the bush and the prospect of having two birds in the bush sounds very tempting I can tell you!

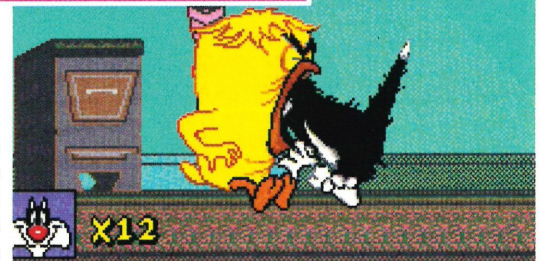
(Below) He may be small but the Tweetyscope still works fine



Ouch!



After swallowing a potion Tweety seems to have developed some rather curious side effects



65 PERCENT

Games that are based on humour often get boring and this is a prime example.

| | | | |
|----------|---|-----------|---|
| GRAPHICS | 7 | GAMEPLAY | 5 |
| SOUND | 7 | GAME SIZE | 6 |

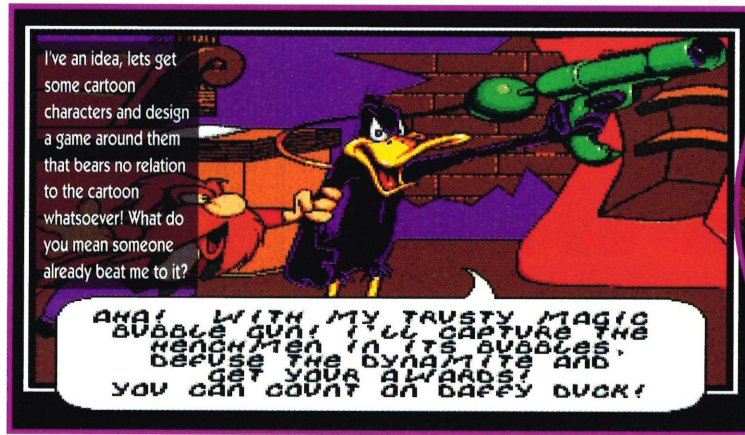
From: SEGA

Release: OUT NOW

Price: £44.99

Levels: 18

Players: 1



DAFFY DU

Who is conceited, has a big bill and a waddle? Rich? No. Lee? No. Miriam? Probably, but no. Who else could it possibly be?

One of Warner Brothers' most enigmatic characters is Daffy Duck. He's self centred, stubborn and infuriating yet he's still loveable and endearing in a curious way. Daffy has starred in countless cartoons and at the moment he is currently guarding the new Warner Brothers' store in Oxford Street alongside Bugs Bunny. Daffy's son, Plucky Ducky, has already appeared in a couple of Mega Drive games so far but this is Daffy's Mega Drive debut. Yosemite Sam has hung up his guns and become a big wheel in Hollywood. Just before he was about to hold the

annual Golden Movie awards some scoundrel broke into his office and stole the envelopes with the results in. Without these the ceremony will have to be cancelled and Sam's career will be cut very short. A ransom note told Sam that he could only get the awards back if he handed over a million dollars. There was only one thing for it - get Daffy Duck to help out. I always thought that they were mortal enemies but hey, what would I know? Anyway, back to the plot. Daffy is at hand and he has discovered the evil varmint behind Sam's plight is the Mad Professor Duckbrain. He has hidden the awards throughout

Hollywood and has unleashed his henchmen and set dynamite at strategic positions. Armed with his infamous magic bubble gun (!) Daffy has sworn to bubble as many henchmen as possible, defuse every single bomb and get the awards back in time.

A L'ORANGE

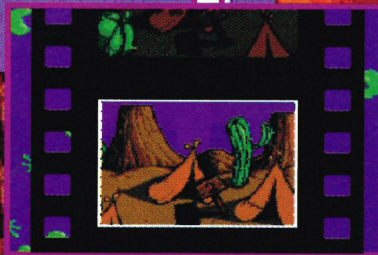
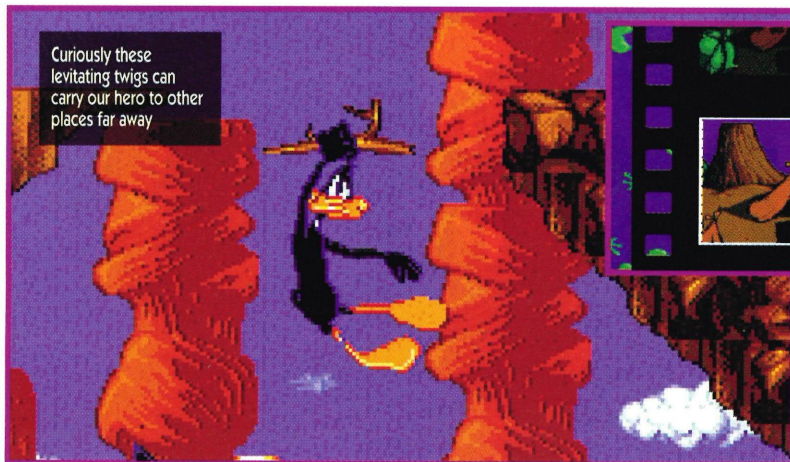
Sounds like the perfect premise for a platform game if you ask me and, oh what a surprise, it is one too! Who would ever have guessed? Basically all you have to do is run around one of eighteen landscapes locating bombs and bubbling up bad guys. It doesn't sound exciting, and that's because it isn't.

There are six different stages in all, each with three different levels making a grand total of (one six is six, two sixes are twelve, three sixes are) eighteen levels. The first stage is set in the wild west where all the sprites were funny

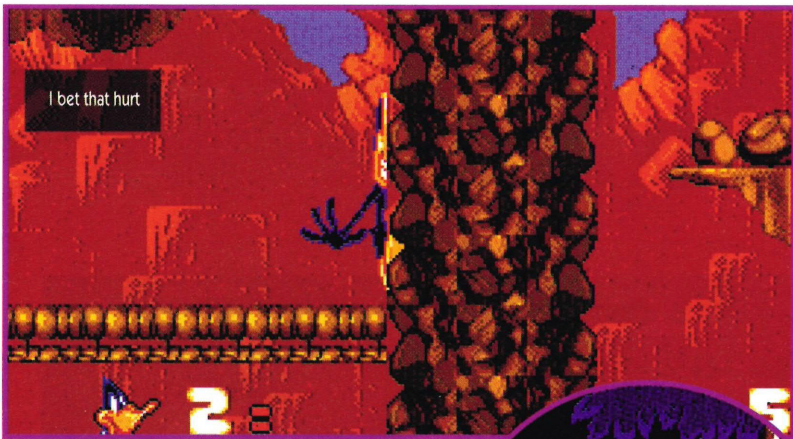
hats and do cowboy things. Other stages are set in films such as the Duxorcist and lets not forget the classic Duck Dodgers in the 24 and a 1/2 century.

AND PINEAPPLE

Unfortunately Daffy Duck In Hollywood is one of those 'average' games. The graphics are quite faithful to the cartoons but the sound is so nauseating it would turn the Pope into a homicidal maniac. The main fault however is with the simplistic game design. All the game requires you to do is to run around, find some bombs and then move onto the next stage. Occasionally Daffy will find some power ups to improve his gun and letters that spell out his name but that is all there is to it. In this day and age games should be more complicated and involving than this. Daffy Duck In Hollywood also commits the most foulest of console game

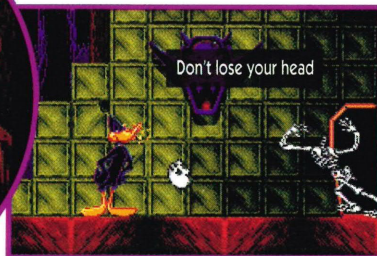


(Above) The old bubble gun can be powered up to shoot in many directions



Collect all the dynamite and the way to the next section opens up

CK



(Above) This is the Duck Dodgers level. So where's Marvin?

crimes - in some places you have to find the secret areas in order to continue. These areas are found by walking through perfectly normal looking walls so it is very easy to miss them. Forcing a player to have to check most walls to see if they are real or not is one of the most heinous things that could possibly happen.

On the whole Daffy isn't particularly good, but it's not particularly bad either. At least it's a damn sight better than Yogi Bear. Now that really is appalling. What a

load of boll(I think you'd better go and lie down for a bit - LEE).



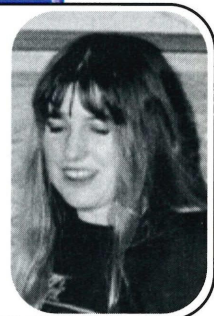
On one stage Daffy loses his gun and has to resort to the ancient art of quack fu



65 PERCENT

"Average in every way, except for the music that induces suicidal tendencies"

M Lovitt



| | | | |
|----------|---|-----------|---|
| GRAPHICS | 7 | GAMEPLAY | 5 |
| SOUND | 4 | GAME SIZE | 6 |

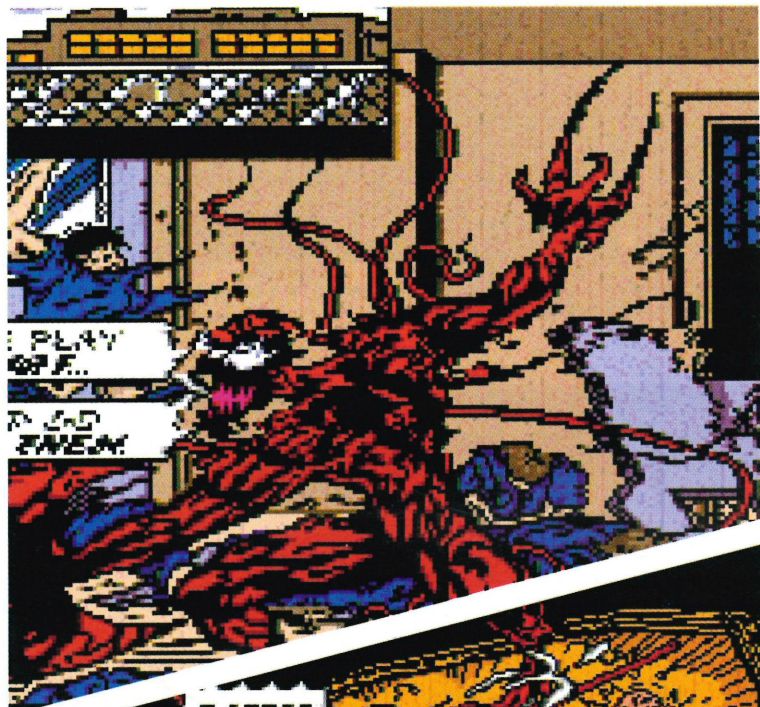
From: ACCLAIM
 Release: OUT NOW
 Price: £44.99
 Levels: 8
 Players: 1

MAXIMUM

He's on the loose, he's called Carnage and things are going to get bad... especially if he gets the chance to play this game.



And yet more cartoon artwork



Spiderman has had what we in this industry call a pretty bad deal. He has starred in three games that I can think of and they have all been naff affairs. The first Spidey game was hailed as being good about four years ago but in all honesty it's terrible. Spiderman and the X-Men was also a bit on the duff side, and the less said about that Spiderman CD the better – oh dear, faces at Sega must still be red after that one.

Poor old Spidey (Who celebrates a birthday this year, or was it last year? Some comic nige will undoubtedly write and put me right) is now all set to take the centre stage once more, and guess what? Yep, this game isn't up to much either. Oh dear poor old Spiderman, what has he done to deserve all this?

VARIETY 10 PACKS

Maximum Carnage is a very Streets of Rage-like affair, minus all the good bits. The screen simply scrolls from left to right and Spidey walks along kicking the crap out of everything that comes towards him. In the case of this game the opposition are usually old men wearing pervey green macs, and young dudes with trainers and shorts outfits. The typical bad guy in this hasn't

got any moves and is no match for Spiderman. On the flip side of the coin though there are several women in there who can pull off a few fast kung fu moves when it suits them. Spidey usually bumps into them at the closing scenes each stage and despite their best efforts Spiderman usually succeeds in kicking their heads in.

Of course we have the bosses to deal with and they usually more than make up for the shortcomings of the everyday thugs found lurking elsewhere. In fact they are so good that every time I attempted to take them on Spiderman was done in. The only boss I managed to deck was the Spiderman clone with six arms, and that took me three attempts. Personally I blame all this on Spiderman's inability to take hits – the guy is a total wimp if the truth be told. A few soft hits from anything and that energy bar goes down faster than a South American centre forward.

We all enjoy a bit of a challenge in a game but this is just stupid. Maximum Carnage is not too difficult as games go, it's all down to the fact that Spiderman is very weak compared to the enemy. No one wants to play a game where you can't get anywhere because your character can't take it as well as dishing it out. Annoying that's what it is.

STYLING GEL

On the subject of things that get on my nerves, and this game is packed with



A punch and a half for sure. It lifted him right off his feet



The super spinning kick, and very useful it is too

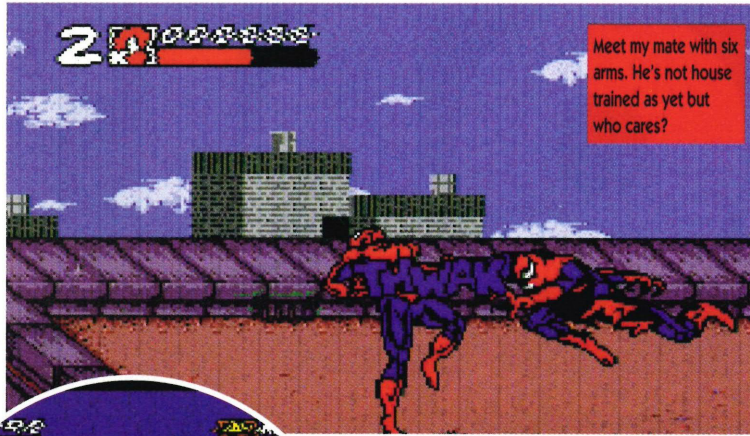
CARNAGE

'em, what about the moves of Spiderman? Or more to the point the lack of moves. One silly little punch and a scissors kick are hardly the tools to equip yourself with when taking on a psychotic super-villain are they. Spidey's one smart move, a swinging kick thing drains so much energy from him it's not worth the effort. The poor bloke doesn't even have a blocking move.

Of course Spiderman can spew forth webs from his wrists but this hardly stops super monsters dead in their tracks. OK, it works fine on the everyday thug, but just try it on anyone wearing a funny outfit and you're on to a loser.

I'm not the biggest fan of these scrolling beat'em-up games but I can at least appreciate when it's done well. I saw nothing in Maximum Carnage which suggested it was any good. In my opinion this is pretty naff and the sprite collision isn't up to much either.

More
fools
get their
heads
kicked in



Being spider-like means Spiderman can stick webs and such like onto the bad guys. Pretty much like this



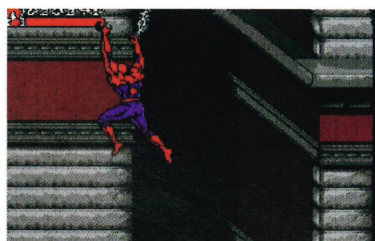
What is it with this lot? First they give me abuse and then throw a punch. What else can I do but hit them?



Sometimes even Spidey gets his head kicked in. It is three onto one though



A spare bundle of Mega doubles as a handy weapon



Yes, up he goes to the top of the building for a good punch up

60 PERCENT

THERE'S NOTHING NEW AND IT'S FRUSTRATING. WHO WANTS TO PLAY A GAME LIKE THAT?

| | | | |
|----------|---|-----------|---|
| GRAPHICS | 5 | GAMEPLAY | 6 |
| SOUND | 6 | GAME SIZE | 7 |

NEXT MONTH

Well, we certainly aren't expecting any major new releases to turn our head next month, so we'll be bringing you more classic reviews of Mega Drive, Mega CD, 32X and Saturn fighting games. Included will be Brutal, Ballz, Mortal Kombat on Mega Drive and 32X, and of course, Virtua Fighter on Saturn!

FIGHTING SPECIAL