



Poor old Mr Big. All he wanted was someone to share his twilight years with and his one chance was ruined by the Lee brothers. Mind you, perhaps he shouldn't have just kidnapped their girlfriend and tied her up, but then that's criminals for you. After the Lees rescued Marion (for it was she), Mr Big got a bit upset and decided it would be best for all concerned if he were to kill her. Understandably, after all the trouble they went through to free Marion in the first Double Dragon game, Billy and Jimmy Lee were slightly miffed by this turn of events and so set out to avenge her death and put a stop to the evil activities of Mr Big.

So begins Double Dragon II, the Megadrive conversion of popular sequel to one of the most successful coin-ops going. You play the part of Billy Lee (and your pal plays Jimmy in two-player mode) and you wander the pseudo-3D horizontally scrolling environment slapping people about until they die. At the end of the game stands Mr Big and only by killing him can Marion's spirit be truly laid to rest, or something.



CONTROL METHOD OF DOOM

The control method of Double Dragon II is interesting to say the least. No matter which way you are facing pressing A results in an attack to the left whilst C aims a blow to the right. B is used to jump, although you'd need springs on your feet to jump like the Lees. This method makes it much easier to fight your way out of corners, although it still pays to learn the special moves, such as the famous jumping cyclone kick.

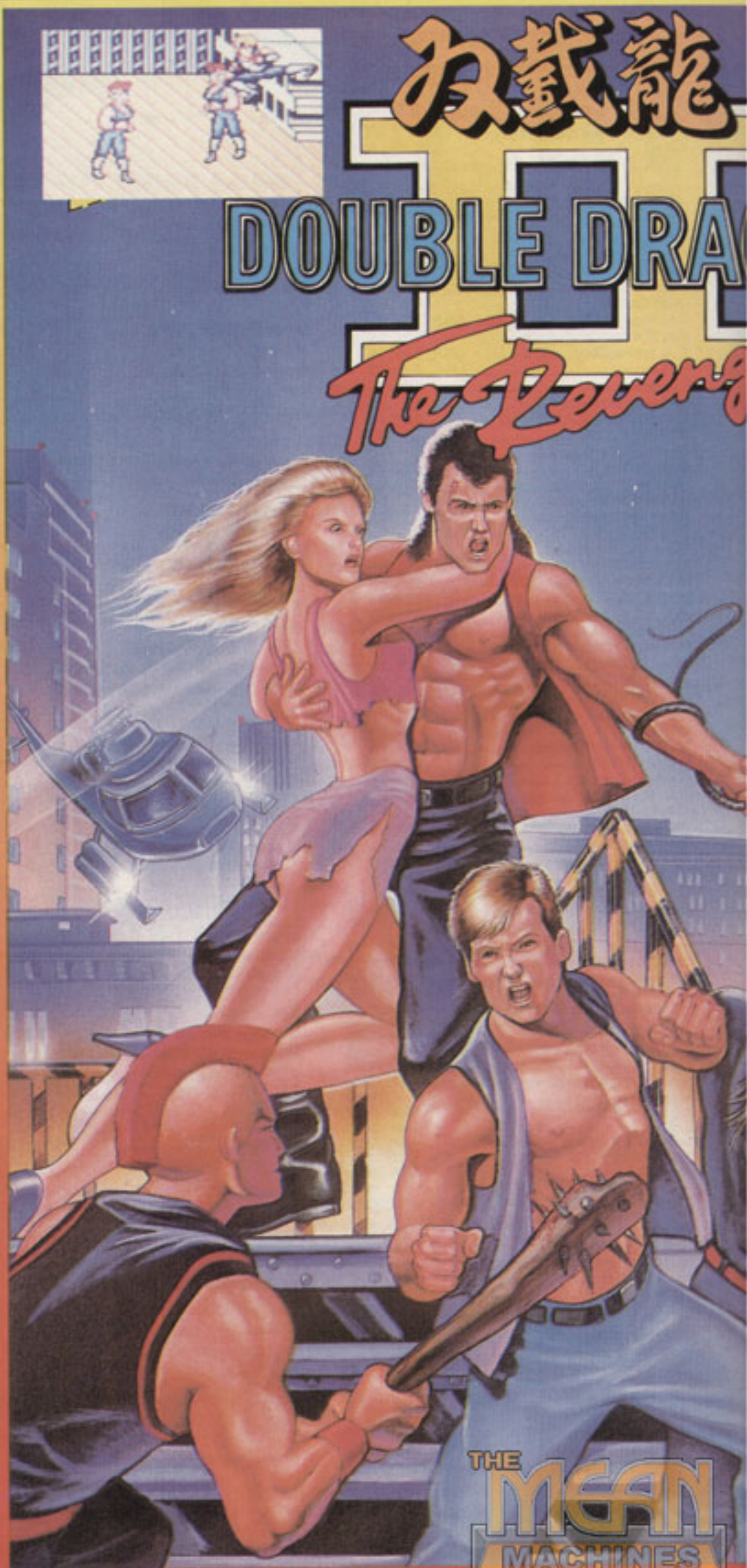
COMMENT

What a shambles! The original Double Dragon II coin-op was no great shakes, but this conversion is simply tragic. The graphics are deformed and ungainly, the sound is hopeless and the gameplay is just completely pathetic. Double Dragon I may have been easy to complete, but it was pretty good fun while it lasted. This sequel, on the other hand, re-defines the term

"tedious", with its slow, plodding movement and jerky scrolling. Megadrive Double Dragon fans should definitely have a look at Ballistic's conversion of the original coin-op, although I'm sure beat 'em up fans would agree with me when I say that Streets of Rage is still the best combat game for the Megadrive. Either way, just ignore this smelly, rancid cart, and look elsewhere for your beat 'em up thrills.



RICH



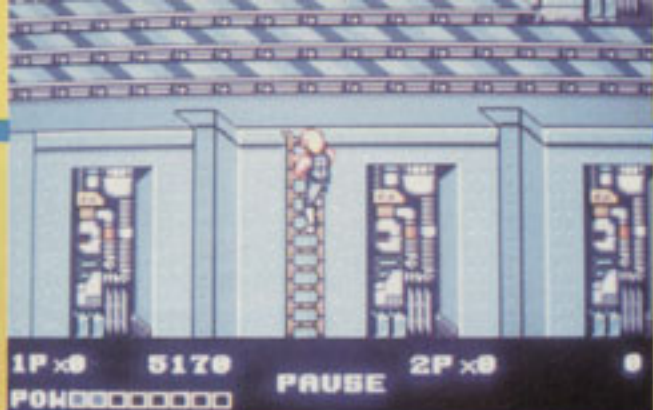
COMMENT



RAD

Lordy me, it would seem Double Dragon II has set Megadrive software back years. The graphics would look poor on a Master System, the sprites are badly drawn and

stiffly animated and the backgrounds are oh-so-boring. The sound is feeble in the extreme, with a poor excuse for a soundtrack and crippled effects. Although the control system is quite a novel idea, the responsiveness is so poor that it doesn't help much at all. Luckily your suffering is cut short as Double Dragon II is so easy that only Mr No-Hands could fail to complete it on their first go. Beat 'em up fans would be well advised to run away from this release at high speeds.



GRABBING YOUR FOES' WEAPONS



One of the features which made the original Double Dragon so innovative was the ability to pick up the weapons of vanquished foes. It's no surprise that this all-important element has been included in Double Dragon II. There are a number of weapons available for killing people with, ranging from the well-known knife through maces and shovels all the way up to hand grenades! There are also a number of large objects, such as logs and boxes which are hurled at the enemy for mass damage!

▼ Jimmy lays into two women and their massive, deformed "friend".



HARVESTER OF SOULS

There's a lot more to this mission than just hitting people. There are a number of dastardly pitfalls and traps to avoid too! A number of battles are fought on cliffs or high walkways where there is an ever-present danger of being knocked off a ledge and falling to your doom. There's also a combine harvester, driven by a member of Mr Big's gang. This runs you over and bales you up ready for storage, unless you avoid its whirling blades of doom.



BY: HALSOFT

PRICE: £35.00

RELEASE DATE: IMPORT

GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 1

RESPONSIVENESS: DODGY



PRESENTATION 43%

A few options but that's it really.

GRAPHICS 39%

Primary-school sprites in shabby colours animate themselves shoddily over boring backgrounds

SOUND 37%

The sound is conspicuous by its poorness. The tune is bland and the effects follow suit.

PLAYABILITY 40%

The control method takes a bit of getting used to and although it's a good idea it's wasted on the snooze-inducing gameplay.

LASTABILITY 19%

It's easy, it's boring, it doesn't last very long at all.

OVERALL 30%

A lacklustre conversion of a coin-op that wasn't so great to begin with. There's nothing to do and it just isn't worth the money.