



Dragon's Fury

For centuries people believed that the Devil liked nothing more than listening to the tortured screams of sinners in eternal pain. As it turns out, he would rather destroy souls via pinball. No machine from Soho to Brighton can compare with pinball in hell!

In Dragon's Fury (previously known as Devil Crash), players pit their skills against Beelzebub and his demonically possessed pinball table! This Megadrive sim is no ordinary pinball game, so challengers should expect a few breaks from convention. To begin with, the table is vast, and no end of nasties stalk its surface. There are three sets of flippers, but only falling through the bottom set loses the ball.

While scoring points is the ultimate objective, the game has some diverting ways in which to do this. Should your sphere disappear inside certain holes, the game opens up to a bonus stage where the task is something wholesome like desecrating a coffin protected by bats, or demolishing a five-headed serpent.

The action moves fast and total concentration is essential if a player is to take advantage of all the points up for grabs. Even the pinball wizards out there might need an extra helping of intuition if they want to get one up on old Nick!

TABLE MANNERS

The basic pinball table contains hundreds of features. Cloaked monks, exploding larvae, flying mutants, and what look like American Football players all trundle about waiting to get run over by your ball bearing. The figure head in the centre of the table gradually changes into a mutant lizard if the ball hits the right spot, and special bonuses, like an extra ball, turn up from time to time.



▲ There are bonuses aplenty on the Star Board!



▲ Those larvae are there to be destroyed. Go get 'em!



There are six bonus stages of increasing difficulty. Stage one involves killing a five-headed serpent by getting the ball to bounce off its heads. Five hits are required to dispose of each head.

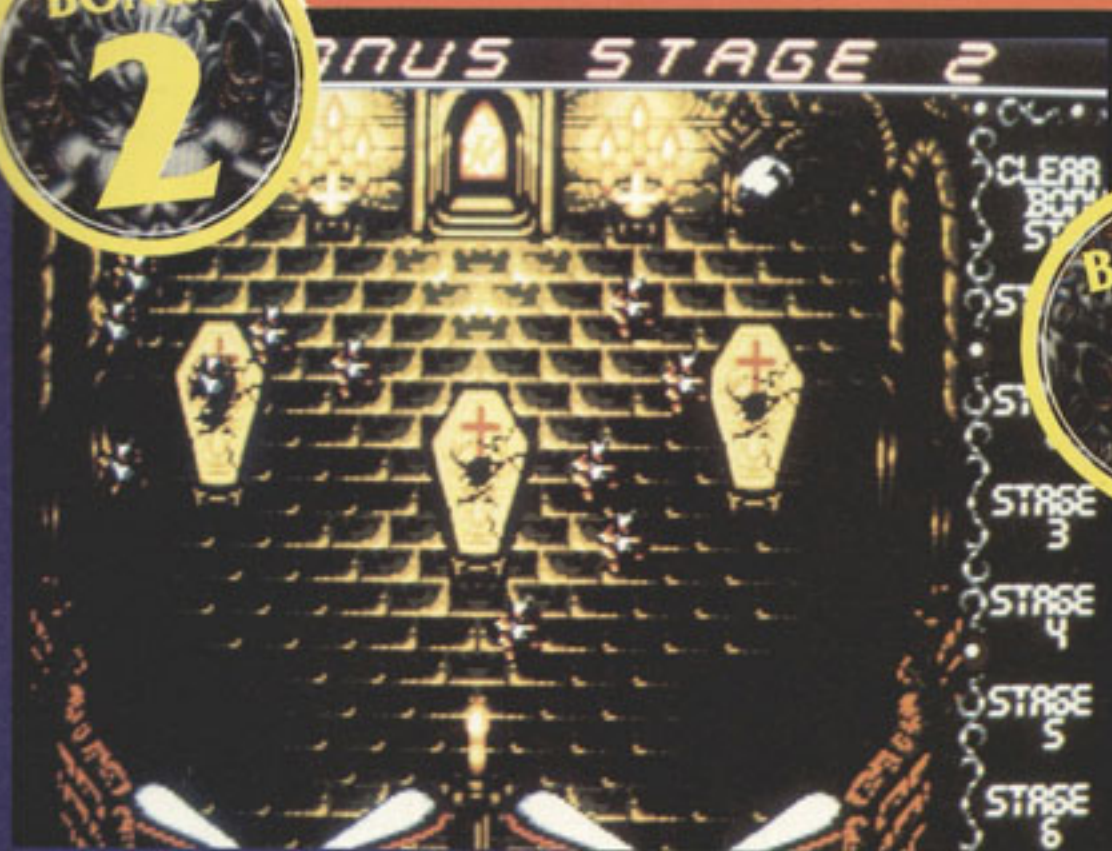


Bonus stage three involves two tasks. The first objective involves destroying the two wizards. After this is done, another nasty turns up. Once he's dead the bonus points are won.





BONUS
2



In stage two the idea is to destroy the three coffins protected by bats. Once again, around five hits on each coffin should be enough to destroy them. A million points are gained for pulling this off.



BONUS
5



Luck as well as skill plays a part here! In stage five the idea is to hit the throne in the centre of the garden, while cloaked guards do their best to deflect the blows.



BONUS
6

Stage six is really tough. A weird beast spews up an even weirder snake-type thing which the player must destroy. Once this is done, the beast spits out a whole host of weirder still snake-type things which must be defeated. Weird eh?

BONUS
4



Stage four is an easier bonus level. All that a player needs to do is cause the skulls to explode. This jolly task is accomplished with around five hits to each skull.

HEAVENLY ADVICE

Once the spring is released, keeping the ball above the top set of flippers is the best way to build a high score. As the ball falls further down the table, not only does the risk increase of losing it, but it also means that getting back to the big-time points is a lot more difficult.

COMMENT



JULIAN

Featuring a superb, surprise-packed playfield, heaps of bonus screens and the most realistic pinball "feel" I've experienced in a videogame, Dragon's Fury (or Devil Crash as it's called in Japan) is the finest silverball simulation yet seen! There's loads to discover and I came back to it time and time again to see whether I could find new ways of boosting my score - it's incredibly addictive in that respect! The graphics and sound are both outstanding, but really it's the gameplay that makes this very original and highly unusual game well worth checking out.



COMMENT

There were a few things worrying me when I set about playing this macabre pinball sim. Firstly I was worried that the inertia of the ball would be unrealistic, and secondly I feared

ROB

the table would only contain static obstacles. I'm happy to say that all of my fears were quickly dissipated. The inertia effect captures the weighted effect of the ball perfectly, and the flurry of activity kept my eyes glued firmly to the screen. The graphics are state of the art, with all of the sprites expertly drawn, and some mesmerising effects on the bonus stages. All of these elements go to make the gameplay very entertaining and realistic. The only thing I didn't like about this game was the music. There is nothing wrong with it as such, the sound quality is superb in fact, it's just that my tastes veer away from the dramatic rock opera guitar solos, and the whines of a satanic wind organ. But despite this fussy criticism, it's true to say that Dragon's Fury sure makes a mean pinball!

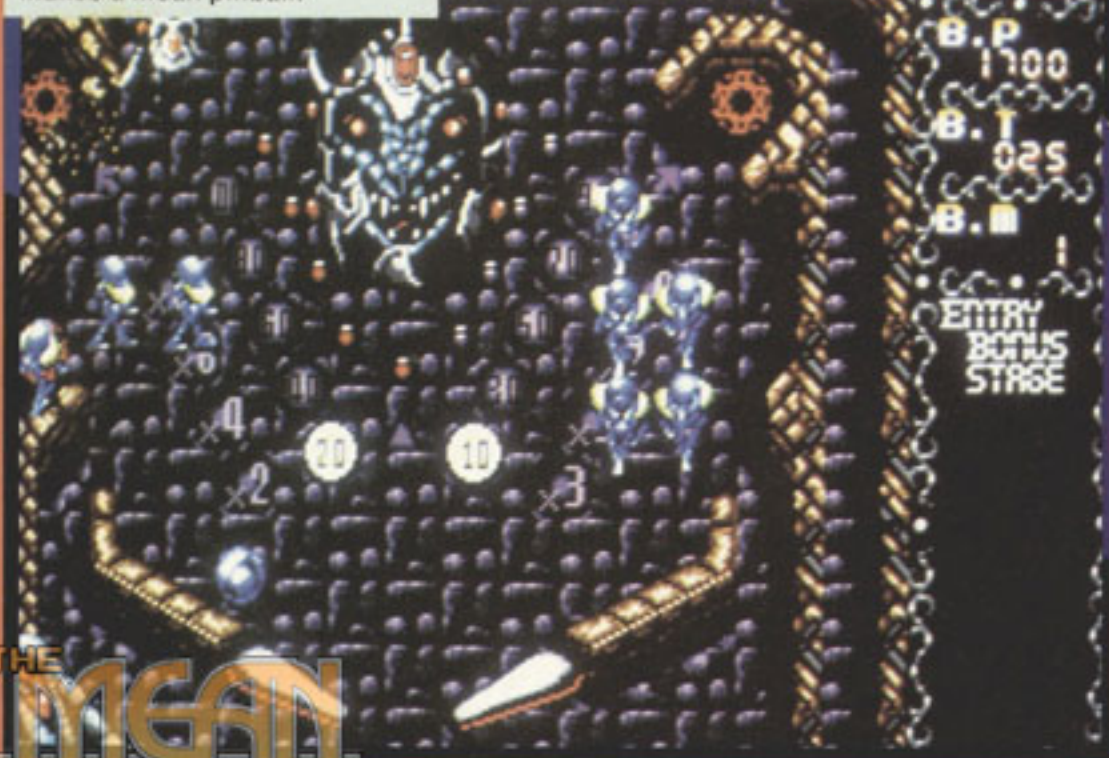


▲ Urrhhh! There are many evil monstrosities in the Dragon's Fury game. This one is very dangerous.



▲ Here's another of the bonuses screens secreted within the Dragon's Fury game. Here, you are charged with the task of destroying spinning coffins.

330600 BALL 00



BY: TECHNOSOFT

PRICE: £34.99

RELEASE DATE: JULY

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: NONE

SKILL LEVELS: 1

RESPONSIVENESS: GOOD



PRESENTATION 90%

There are eerie title screens, a password system and an all-important two-player option.

GRAPHICS 94%

There are some stunning 3D effects, especially on bonus stages. The sprite animation and backdrops are both superb.

SOUND 91%

Excellent sound effects and a well put together musical score enhance the game atmosphere perfectly.

PLAYABILITY 91%

Because the ball moves very realistically, this is just like pinball, but with all of those impossible extras!

LASTABILITY 88%

Mastering the tougher bonus levels should keep you going for some time. Working on a high score also takes practice.

OVERALL 92%

A remarkable "gothic" pinball sim that succeeds in every aspect. A must for all Megadrive owners!