



EXPLOSIVE EXTRAS

Duke's machine gun usually does the job, but when things get a little too tough, he has a few surprises up his bionic sleeve, including an arm-mounted missile launcher that obliterates everything on screen! Add to that the numerous supply cases that are scattered about each level, which bestow Duke with the following:

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EXTRA AMMO I
Increases ammo supply.
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PISTOL
Enhances firepower.
- D**

DYNAMITE PUNCH
Up to a maximum of five.
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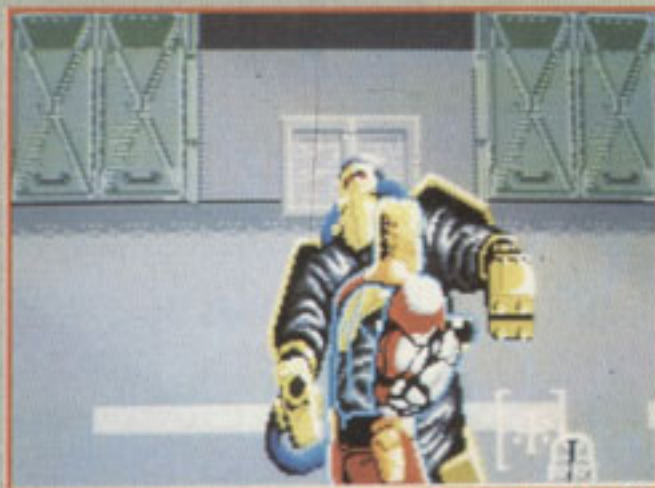
BULLETPROOF VEST
Makes Duke invincible for 9 seconds.
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EXTRA AMMO II
Greatly increases ammo supply.
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BAZOOKA PISTOL
One shot has ten times normal firepower!
- FULL AUTO**

FULL AUTO
Rapid fire machine gun, which doesn't deplete ammo levels.
- 

LIFE PACK
Restores lost energy.



FUMPIN' FISTICUFFS

At the end of each level, Duke has to go face to face with an assortment of hard-nut guardians. This involves punching the living daylights out of them until their energy is depleted. Not an easy task, by any means, especially when the guardians have armour-plated suits with fire cannons, or can spin around like manic ballet dancers, delivering numerous blows to your head before you can even move!



▲ Get that extra ammo!



COMMENT

A similar style of play to the Master System version, but the Megadrive game is that bit tougher, giving more of a challenge. The graphics are almost coin-op perfect, and there are some really nice audio touches. However, overall, Dynamite Duke fails to really enthrall because it becomes very repetitive after a couple of days, and pretty darn difficult if you're not used to playing games like this. Fans of the original arcade machine will certainly enjoy this, but even then, not for long.

MATT





COMMENT

The Megadrive version of Dynamite Duke shows just how good the Sega version is. When you compare the two, the differences between them are purely cosmetic. As you'd expect, the graphics are as close to the arcade game as you're ever likely to get and the sound is pretty much spot-on. But when it comes to gameplay, the Megadrive version is almost

JULIAN identical to the Sega in the fact that it's very addictive at first, but lacks lasting appeal. There are extra difficulty levels, but really they don't make the game that much harder. Dynamite Duke will definitely appeal to shoot 'em up fans, but anyone else should try before they buy.

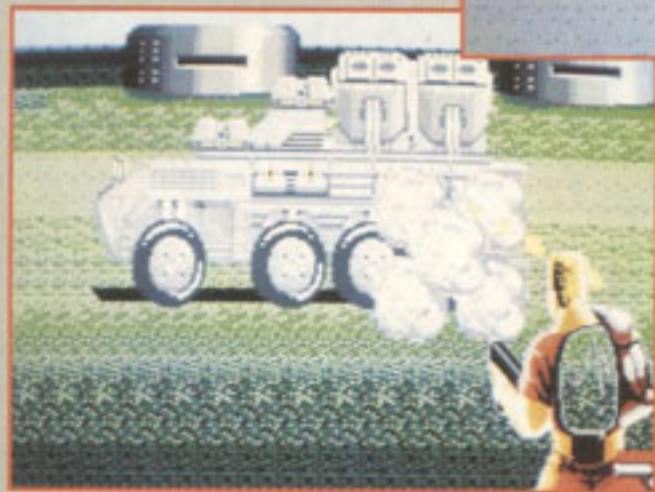


▲ A bridge too far?

▼ Now that's a b-i-g tank!



▼ Ignore the clones - blast the cyborg!



▲ Tanks for nothing (groan)...



MEGADRIVE REVIEW



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BY: SEGA

PRICE: £39.99

RELEASE DATE: APR

GAME DIFFICULTY: EASY

LIVES: 1

CONTINUES: 3

SKILL LEVELS: 3

RESPONSIVENESS: GOOD



PRESENTATION 63%

A fair selection of difficulty levels, but not a lot else.

GRAPHICS 82%

Very nice indeed, and remarkably close to those of its coin-op parent.

SOUND 80%

Nothing too astonishing - the usual mix of bangs and booms.

PLAYABILITY 89%

Really rather entertaining, and quite easy to get into.

LASTABILITY 67%

Lacks long-lasting appeal because it's rather easy to complete. The difficulty levels add a bit of challenge,

OVERALL 79%

Again, a pretty decent conversion of the coin-op, but only Operation Wolf fans will want to play this for any length of time.