



REVIEW

It is the early 21st century. Pollution has got to such a stage where the ozone layer is in danger of collapsing completely, leaving the Earth a barren wasteland. Mankind's last hope is a secret project that will enable the human form to withstand the harsh environment of the future.

But, as per usual, something has gone terribly awry. One of the project team's top scientists has turned renegade, utilising the secret formula to develop his own army of mutant warriors in order to rule the world.

Only one man stands in his way - "Dynamite" Duke, a veteran of many a conflict. Armed only with a submachine gun and a bionic arm, Duke must fight through five levels to reach the now-insane rogue scientist to retrieve the formula and save the world!



▲ Don't just stand there - hit him!

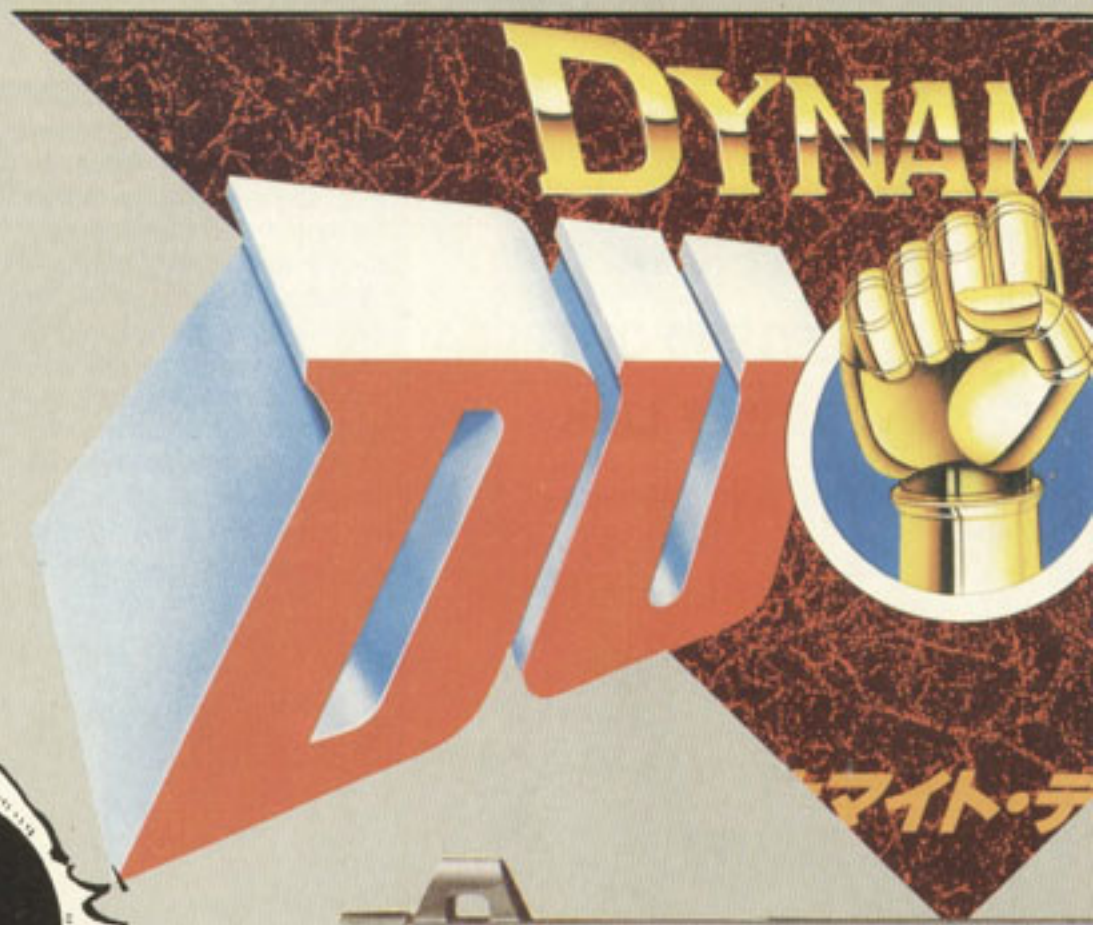
COMMENT



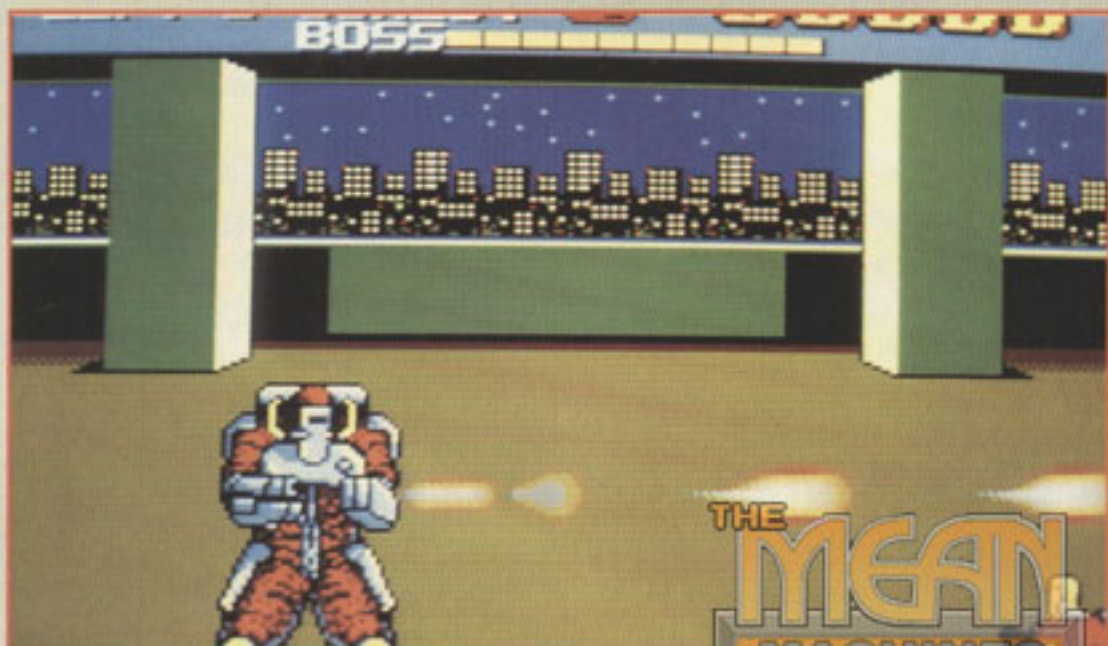
I wasn't exactly over-enamoured with the coin-op - it struck me as being just another Operation Wolf clone with added bits. The Sega version is actually quite entertaining, with some pretty decent graphics, but falls down on two major problems - firstly, the game itself does become remarkably repetitive, and secondly, it's far too easy! Gaming novices or fans of the coin-op may

**MATT** find a few hours entertainment with Dynamite Duke, but hardened gamers will find themselves completing this within a few goes.

▼ This certainly ain't no walk in the park!



▼ Barbecued Duke, anyone?





▲ Blast those balls (!)



▲ Don't let him escape!

▼ Airfield anarchy!



COMMENT

I must confess to being pleasantly surprised at this conversion. It's good all-round, with some great graphics - some of the sprites and backdrops are particularly good, although the animation is a bit poor from time to time - and good tunes and sound effects. It's certainly addictive, and I was kept at the Sega for a good few solid hours before I thought it was time to write something. There is one negative point, however. The difficulty level is sadly rather low, so even though you play it a lot at first, it doesn't take long to complete it, and after that the appeal wanes. A shame really, because if this had been more challenging, it would have been a real classic. As it stands it's an enjoyable shoot 'em up which offers plenty of short-term fun, but lacks lastability.

JULIAN

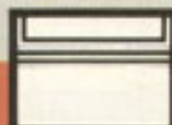


PRESS TP BUTTON

© SEIBU KAIHATSU 1989  
REPROGRAMMED GAME © SEGA 1991

BY: SEGA  
PRICE: £29.99

RELEASE DATE: APR  
GAME DIFFICULTY: EASY  
LIVES: 3  
CONTINUES: 3  
SKILL LEVELS: 1  
RESPONSIVENESS: GOOD



PRESENTATION 68%

An okay title screen, but no difficulty levels.

GRAPHICS 89%

Nice and colourful, with little or no flicker, but only average animation.

SOUND 85%

A good rendition of the coin-op music, with the odd boom and bang in between.

PLAYABILITY 87%

Very addictive at first, because it's easy to get into...

LASTABILITY 69%

...but unfortunately stays that way, making this a pretty easy game to complete.

OVERALL 79%

Shoot 'em up fans will certainly enjoy this, even though it's pretty easy to complete. If you're a good player, try it out first.

