

It is said that the Brave One came to save civilisation. It is also said that he said, "I will battle the hosts of hell and destroy the evil crystal, Black Orb, so that light may live again." And it is said that everybody else said, "Oh, nice one!" and there was much rejoicing at the fact that the village weirdo who wore nothing but pants was at last off to embarrass another community!

The Brave One's task is enormous. When he reaches the Dragon's Tower he must battle his way to the fiftieth floor, using his sword skills and magical abilities. Upon reaching the penthouse suite of the tower, he comes face to face with Drokmar (the Evil One) and the inevitable battle to the death commences.

Luckily, the task is not as arduous as it sounds. When the Brave One unlocks certain doors in the tower, a warrior labouring under a comparable psychosis, joins him in his quest. Also, there are hundreds of chests to open on the journey which might contain something handy (or something lethal if you're unlucky).

On certain floors one of Drokmar's strongest minions is waiting to pit its wits against our friendly meathead and his buddy. A new, more powerful sword is the prize for victory. And it is said that, should the Brave One restore light to the world, he might be forgiven for his pant fetish, providing he doesn't wear any beige or maroon ones!



## A BIG SWORD

As the Brave One slashes his way through the multitude of levels his sword is bound to suffer some wear and tear. Fortunately he is rewarded now and then with a new sword which is bigger and more powerful than his standard one. Should the Brave One sustain a hit he drops it, but he can pick it up again providing he does it quickly. It is even worth jumping into fire or spikes to regain the sword because it proves invaluable, especially when fighting bosses. There are six swords in all, of which the most powerful is the Sword of the Thunder God.



SWORD OF STEEL



SWORD OF THE EARTH



SWORD OF THE SUN

## DISPOSABLE HEROES

Drokmar has captured a number of warriors who can be released from their cages to aid your cause. There are eight allies in all, but only one can be used at a time. Companions are switched when the Brave One comes across another cage. Each warrior has particular assets that might prove useful against certain adversaries. The Priest throws missiles of light that are especially devastating to the undead, Amazon's skills at archery means she can kill at a distance and the Thief has a talent for finding hidden treasure. When the Brave One keeps an ally for any length of time their skill level begins to increase.





SUPER NES

REVIEW 

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## A FLOORED CONCEPT

Magic Sword is a huge game with 50 levels, or floors in this case. Some of the floors are very short, and some contain bosses, but nearly all of them are worth exploring entirely because chests are often hidden beyond the door that leads upwards. There is a useful level select option on the front end which allows the player to come in at floor 33, leaving them 17 floors to tackle, if indeed they get that far.



▲ Mr Lizardman and the Brave One team up against a nasty villain!

## THANKS

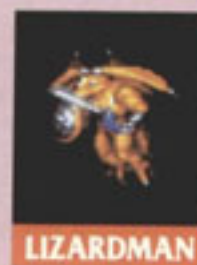
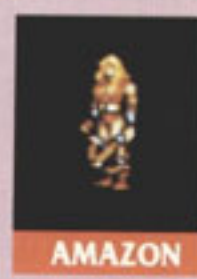
Thanks go to Console Concepts of Stoke for sending us our review copy of Magic Sword. Phone them on (0782) 712759 for more details about the game.

## COMMENT



### ROB

Visually this game is superb. The sprites and backdrops are all expertly drawn and the animation really brings the characters to life. The idea of involving another warrior also succeeds, providing a further dimension to the game. Also in its favour is the range of options the game possesses, especially the floor select option which cuts out the tedium of completing earlier levels. What I didn't like is the bland approach to the gameplay. It is purely a matter of slash, swipe and stab throughout all of the 50 levels. The only chance I had to refine my games playing skills was when I came up against one of the bosses. Before and after that, things continue in the same style. The same goes for the many items that can be accumulated. Whilst they prove useful, they do not do enough to make the gameplay any more exciting. Ultimately Magic Sword fails to impress because behind the visual spectacle is a game severely lacking in originality.



# BIG BOSS GROOVE

On some levels the Brave One and his companion face up to one of the big bosses. It might be a fiery lion with wings, a dragon or a phoenix. With most bosses it is useful to have a companion who can throw things. This means that the Brave One can cower behind them and protect himself while his ally takes the damage. In the fighting arena there are chests well worth opening because they either contain items that restore life, or increase attack and defence capabilities.



## TREASURE HUNT

There is an endless amount of treasure chests in the Dragon's Tower. If the Brave One swipes one of them with his sword it opens to reveal an object that could be useful. There are 24 different items in all. Some just give a points bonus while others restore life. The magic items are the most interesting though. A gauntlet increases attacking force and a golden pot helps an ally heal faster. The scroll item makes more items appear, and a King's crown increases defensive force. There are chests which cause harm as well and it is worth memorising where they are so you can avoid them next time around.



## COMMENT

In its favour, Magic Sword is quite a large game with plenty of slash 'em up action and some very good ideas, like being able to change your companions on the quest. The graphics are also pretty good with some great characters to blow up in a variety of mystical ways. The music and spot effects serve to boost the atmosphere no end as well. So why isn't Magic Sword a mega game? It's quite simple. It's

### RICH

just far too repetitive for its own good. Once you've got over the variety in all of the different companions and worked out which objects are the best, there is very little more in the gameplay to provide interest. The shoot 'em up/slashing action does not vary enough between each level and I must admit to getting pretty bored after ten stages. There are forty stages after that, but it was just too much of a chore to be worth bothering with. Magic Sword is okay, but is only recommended to people who really loved the coin-op and I doubt there are many of them about to be honest.



BY: CAPCOM

PRICE: £39.99

RELEASE DATE: OUT NOW  
 GAME DIFFICULTY: MEDIUM  
 LIVES: 1  
 CONTINUES: 3  
 SKILL LEVELS: 3  
 RESPONSIVENESS: OKAY



## PRESENTATION 85%

Some informative title screens, a full range of options and a very useful floor select option.

## GRAPHICS 82%

Very lifelike sprites enhanced by the good animation. Detailed and atmospheric backdrops.

## SOUND 83%

Excellent sound effects and some entertaining music that captures the spirit of the game.

## PLAYABILITY 70%

Smooth controls, but the approach is bland and lacks challenge. The game suffers from slowdown at times as well.

## LASTABILITY 73%

There are 50 floors which might keep you playing for a while but the game gets boring and automatic after a while.

## OVERALL 71%

A graphically superb game with some interesting features, marred in the end by the lack of thought given to the gameplay.