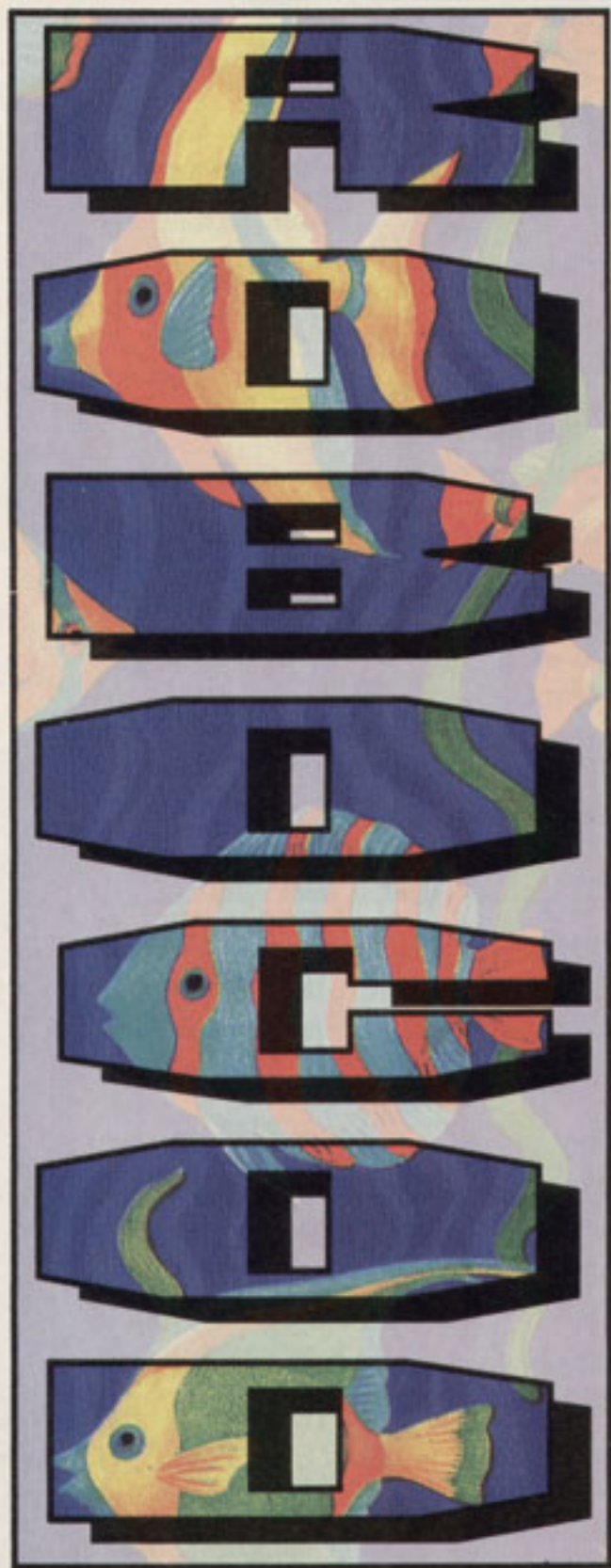




REVIEW



▼ Robocod takes flying lessons.



The evil Dr Maybe is back, and this time he's determined to take over the world, and at the same time destroy the underwater agent James Pond who put a stop to his plans last time. He might have a little difficulty with the latter, however, as James has been cybernetically altered into part fish, part machine, all secret agent - Robocod!

Dr Maybe's plan this time around is to conquer the planet using evil psychopathic toys, manufactured at none other than Santa Claus' Arctic toy factory! Armed with his new found robotic abilities, Robocod must penetrate all levels of the evil operation, destroying any toys he sees, and hopefully bring Santa and Dr Maybe to justice.

Robocod is a platform game similar to its predecessor, but is much slicker, with improved gameplay, more levels and a lot more variety. Robo runs and bounces around the landscape, killing everything that gets in his way. His ultimate aim is to find and destroy the giant guardian on each level - bump off every one and Dr Maybe and Santa will be defeated.

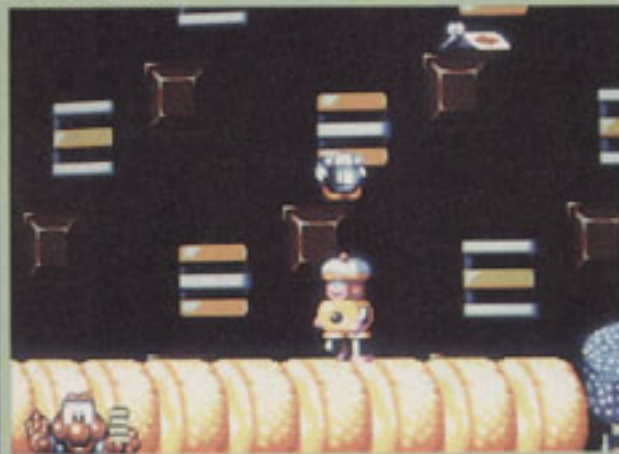
The only problem is - will Santa get out of prison in time for Christmas eve?



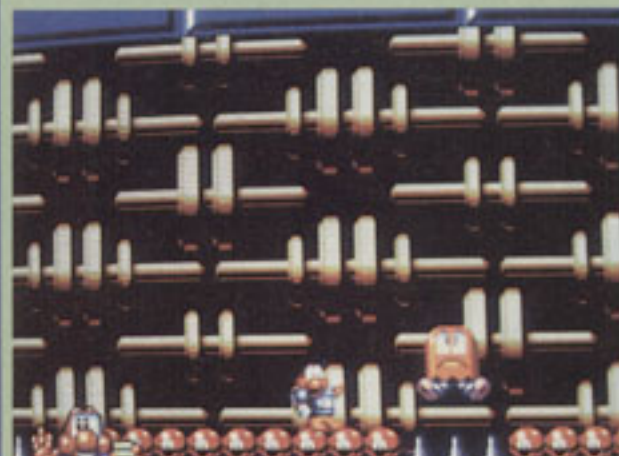
▲ Those spikes kill.

MEANIE MACHINES

Before reaching the secret underground lair of the two villains, Robocod faces many clockwork-related baddies. Amongst the vile killer toys menacing their way around the screen are flying playing cards, deadly jelly babies, teddy bears of doom and a bottom-kicking Bertie Bassett!



▲ It's Pond versus someone very familiar...



▲ Robo sends the bad guys flying!



▲ A massive staircase greets our fishy hero!

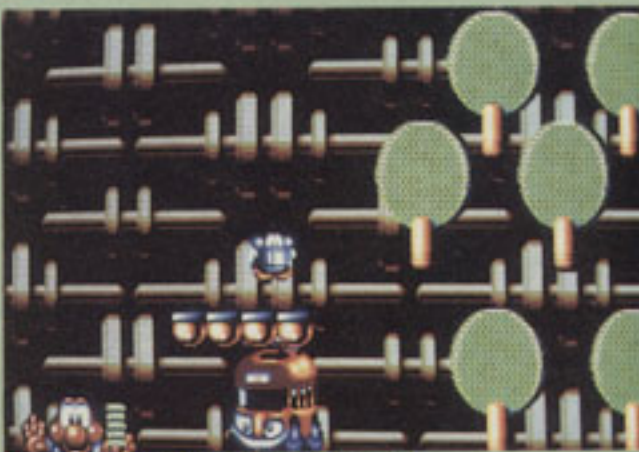


▲ Bonus goodies ahoy!

REVIEW



▲ Meet the first end-of-level boss!



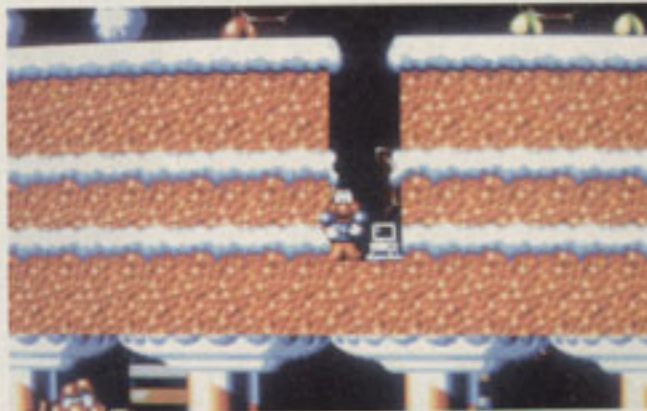
▲ Owww! Watch out Robocod!

COMMENT



RAD

Let's face it, Robocod has certainly been heavily "influenced" by other major console platform games such as Sonic and Mario, but it's managed to take all the best bits and leave out any annoyances. It's a huge game, with loads of secret rooms to discover. It has great graphics, with some superb scrolling, especially on the train and jelly scenes, and best of all it's got the most playable and addictive platform action the Megadrive has yet seen - and that's saying something! Once again, Electronic Arts have come up with the goods; an incredible game which only Captain Dough Head would miss.





COMMENT



JULIAN

A game starring a robotic fish was never going to be normal, but this gets a max on the barking bonkers scale!

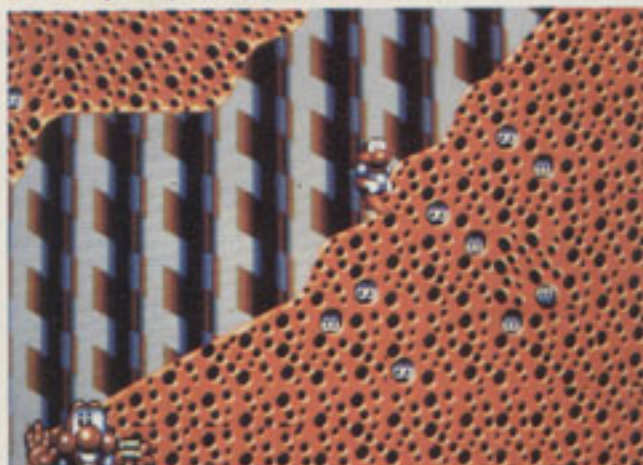
The game looks absolutely astounding, with gorgeous, super-cute sprites, outstanding backdrops and some fantastic effects. The sound is great too, with nauseatingly jolly tunes pounding away as you leap about. But it's the seriously bizarre sense of humour that runs throughout the game that makes this one of the most appealing and addictive Megadrive games yet. It's packed chock-a-block full of weird things and features: look out for Penguin biscuits, licorice allsorts, cute cars, vicious cuddly teddies, blue snowmen - and that's just on the first level! Robocod might look fabulous, but it plays even better! There are loads of wacky features, including mega high-speed jelly bounce levels, upside down screens and a race along the top of a cute speeding train - and the game is jammed full of secret screens, false and hidden doors and extra bonuses. The levels are brilliantly designed so that there are several ways to complete them, so even if you finish the game, you return time and time again to see whether you can find new routes and screens. Put all those points together and you've got the best platform game yet seen on the Megadrive. Yes - even better than Sonic and Mickey Mouse!

BAD HADDOCK

Robo's new metallic body provides him with some fabbo new abilities with which to crush the plans of Santa and the Doc. The most useful of these is his stretcho-torso, which allows him to stretch to enormous heights, grab hold of high ledges and hoist himself up. Our piscine chum also has a neat way of destroying his enemies. When Robo jumps on top of a nasty, he can then force his robo-weight down upon them, thus squashing them into a state of utter flatness.



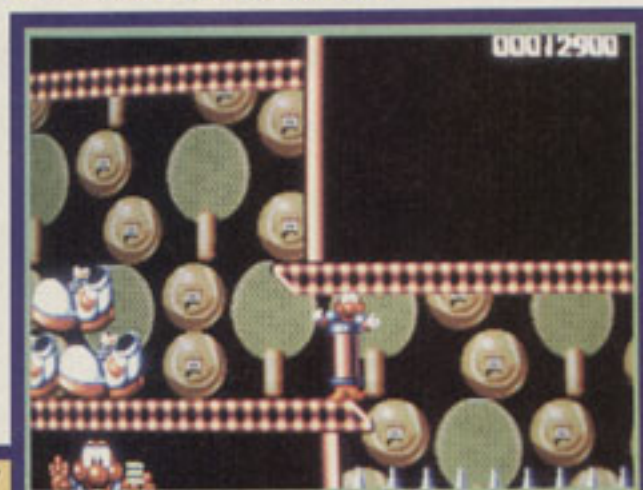
▲ It's pom-pom time for Pond!



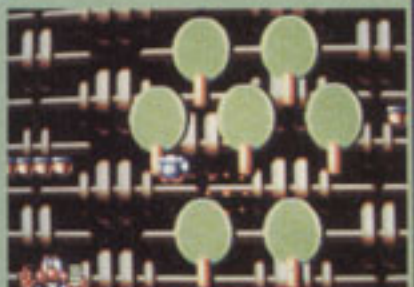
▲ The honeycomb strikes back in this game.



▲ Can Robo reach the icon?



▲ If Robo strikes to the roof here, he avoids the spikes below!



▲ The lolly pops o' doom



BY: EA

PRICE: £39.99

RELEASE DATE: NOVEMBER
 GAME DIFFICULTY: MEDIUM
 LIVES: 5
 CONTINUES: 3
 SKILL LEVELS: 1
 RESPONSIVENESS: ULTRA



PRESENTATION 88%

No options to speak of, but superb in-game presentation.

GRAPHICS 96%

Utterly fab. Stunningly-drawn, weird and wonderful sprites and even stranger backdrops!

SOUND 89%

Nauseatingly cute tunes and effects - make sure you've got a sick bag handy!

PLAYABILITY 97%

The superb gameplay and wild humour results in instantaneous addiction...

LASTABILITY 93%

...and the vast size of the game and sheer amount of secret screens and bonuses keep you playing for weeks.

OVERALL 95%

The finest graphics + highly challenging action + tons of secret screens + unbelievably addictive gameplay = the best Megadrive platform game yet seen.