



TOKI

Toki was once a musclebound hard man who got his kicks by running around the kingdom slapping evil creatures of darkness about. When he got bored with all that activity, there was always that nice princess he could visit for all sorts of cuddle-related clowning. Watching from afar, a nameless, but yet rather evil sorcerer made an intensive study of Toki's behaviour patterns, and began to devise a vile plan against the heroic chap.

One day, when Toki was just about to get to grips with his princess, the sorcerer materialised and warped the our hero's love to a squalid dungeon far away. Then he robbed Toki of his manhood by casting an evil spell on him that turned him into a monkey! However, unknown to the sorcerer, a side effect of the spell enabled Toki to spit powerful fireballs at will.

Feeling rather depressed about his baboon-like body, Toki decides to infiltrate the scrolling platform levels of the sorcerer's domain, using his monkey-like reflexes and fireball-spitting abilities to climb ever higher and deeper into the evil domain. But the sorcerer isn't the only highly powerful denizen of darkness to be found in these treacherous lands. At the end of each level, Toki faces up to a massive, deadly boss bent on robbing the monkey-like hero of his very life!

ALL BOUND FOR JU JU LAND

The version of Toki reviewed here is a Japanese import, kindly supplied by Console Concepts (ring 0782 712759). To sort out any confusion, in Japan Toki is known as Ju Ju Legend, so remember that should you want to buy the game from an importer. Alternatively, you can wait for Toki to be officially released in the next couple of months.

ARCADE MONKEY BUSINESS

Toki is a coin-op produced by a relatively unknown arcade manufacturer called Fabtek, who had no coin-ops produced before or after this ape-based platform game. The Megadrive version isn't a very close conversion at all. The maps and scenery have been completely altered, and the stages have been split up into numerous sub-stages. The coin-op also had more power-ups and was far more difficult to get into.



HIGH SCORE 65960 PAUSE / STAGE CREDIT 3-1 1 LEVEL EASY

PLAYER 1 TIME 5120 3:51 JUJU 04 FOOD 36



FLASHING YOUR MONKEY ASS

Some of the collectables in Toki give the baboon-like character non-offensive power-ups. Collect the trainers for example and Toki is able to leap massive distances. On the other hand, a shining star grants the Harrod-esque being temporary invulnerability. You can tell when this is in effect because Toki flashes.



HIGH SCORE 65960 PAUSE / STAGE CREDIT 1-1 7 LEVEL EASY

PLAYER 1 TIME 14920 9:05 JUJU 04 FOOD 11



APE-RELATED BLASTING

Toki starts off the game spitting small fireballs. However, as you progress through the game more power-up weapons make themselves available.



HIGH SCORE 65960 PAUSE / STAGE CREDIT 3-2 1 LEVEL EASY

PLAYER 1 TIME 11670 9:30 JUJU 01 FOOD 28

FIRE: This curry-powered weapon enables Toki to breathe fire and fry his opponents!



HIGH SCORE 65960 PAUSE / STAGE CREDIT 1-1 7 LEVEL EASY

PLAYER 1 TIME 530 9:52 JUJU 03 FOOD 00

TRIPLE FIRE: Triple fire is much like normal fire, but Toki shoots off in three directions at once.



HIGH SCORE 65960 PAUSE / STAGE CREDIT 1-1 7 LEVEL EASY

PLAYER 1 TIME 670 8:58 JUJU 01 FOOD 00

POWER FIRE: Save energy by not firing and Toki is able to spit massive fireballs!

COMMENT



I like the coin-op, but this is nothing like it. Okay, so it has the same main character and power-ups, but unfortunately the screen layouts have been completely

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changed - for the worse. Instead of being fast, furious and fun, the platform action is drawn out, dull and very irritating. There are many virtually unavoidable traps dotted around the landscape which you only discover when you fall foul of them, forcing you to remember exactly where each one is and the steps required to avoid it. It's easy to see why the programmers have put those in though, because apart from the frustrating traps there's nothing in this game to stop you going all the way through on your first go. All the end-of-level baddies are ridiculously easy to beat and during the level the enemy sprites offer no opposition to your antics. Those who've played the original coin-op will certainly despise this ruination of the brill game, and those who haven't will find this a bland and unchallenging platform game. There are loads of better games of this type on the Megadrive - shop around and make your choice.

SUB-AQUA BABOONERY



HIGH SCORE 65960 PAUSE/STAGE CREDIT 3-1 LEVEL EASY
 PLAYER 1 TIME 51:20 JUJU 04 FOOD 36

In certain stages of the game, Toki takes to the water in the quest to find his lady love. Thankfully, the primate-related hero can hold his breath for the duration of the stage and still shoot off fireballs left, right and centre.

COMMENT



I can't really say I was a big fan of the coin-op, but to be honest this isn't really a lot like the arcade machine at all. The programmers have taken a lot of liberties with the game, stripping down the levels and power-ups, and taking away most of the fine backdrops that made the original look so nice. The gameplay itself is dull and frustrating, with evil traps in each level that your reactions on their

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own are not good enough to deal with. To get anywhere, it's a case of remembering each stage's layout. To be perfectly honest, Toki is a chore to play, heavily lacking in the excitement stakes. The final nail in the coffin is the incredible amount of lives and continues you're able to endow yourself with. Using these options, finishing this game in one session becomes very possible - if you can stand the vapid, boring gameplay. I'm afraid that this isn't worth £35.00 at all. If it's a new platform game you're after, I'd recommend giving Kid Chameleon or Alisia Dragoon a spin.



PLAYER 1 TIME 51:20 JUJU 04 FOOD 36



HIGH SCORE 65960 PAUSE/STAGE CREDIT 3-1 LEVEL EASY

PLAYER 1 TIME 51:20 JUJU 04 FOOD 36

BALLS: Toki shoots off energy balls that generally bounce about killing any meanies they touch.



PLAYER 1 TIME 41:30 JUJU 01 FOOD 40



BY: SEGA

PRICE: £34.99

RELEASE DATE: OUT NOW
 GAME DIFFICULTY: EASY
 LIVES: 1-9
 CONTINUES: 1-7
 SKILL LEVELS: 3
 RESPONSIVENESS: GOOD



PRESENTATION 50%

Nothing much to write home about, apart from a fair range of gameplay options available.

GRAPHICS 69%

The sprites look good, but the animation is a bit lacking and the backdrops are quite drab.

SOUND 70%

A pretty good tune plays throughout the game and the effects are okay.

PLAYABILITY 56%

Toki's easy to pick up and play, but the game is quite boring and has many frustrating elements...

LASTABILITY 39%

...and the absurd amount of lives and continues available make it a game you'll complete very quickly

OVERALL 47%

The Megadrive has many quality platform games that make Toki look like the dull, unoriginal game it is.