



REVIEW

Zebediah the Great isn't a magician in the mould of Paul Daniels or the Great Soprendo. Despite his side show appearance, Zebediah's magic centres more on raining rocks down onto people's heads and giving himself wings. In the interests of aiding humanity, Zebediah has taken on an apprentice, Jake, a typical Californian Bill and Ted clone who can't talk properly. All is not well in Zeb's camp however, as the great wizard has some powerful enemies who reckon the time is ripe for revenge. So one day, whilst Zeb and Jake are out jogging, Jake's girlfriend Allison is kidnapped and taken to the Headquarters of the dastardly villains.

Jake sets out across the platform wilderness leading to the evil doers hideout, using his newly-learned magical powers and amazing athletic abilities to overpower his enemies. If all else fails, there's always his corny surf-speak to fall back on...



BLAST-RELATED SKYLARKING

One of the most useful things Jake has learnt is how to fire bolts of magic from his fingers. Pressing the button once lets off a smaller beam useful against foot soldiers and Death Spinners. For larger enemies, however, a larger bolt is preferable. One of these is fired by holding down the fire button until Jake's Magic Meter starts to flash. Release the button and watch those nasties explode!



MAGIC MOMENTS

Although Jake has only a limited amount of magic to start with, indicated by his Magic Meter next to his energy bar, there are a multitude of ways he can use this. Firstly, pressing select calls up the menu of magic. From here, any one of twelve magical powers can be chosen. These allow Jake to freeze his enemies, heal himself, blast people to bits and best of all, transform into one of the super-powered beings shown here



JAKE: Jake's only real advantage is his power-up weapon, plus the fact that all his offensive magical attacks (such as rock storms and whirlwind bombardments) can only be utilised in this incarnation. Charging back to Jake does use magic, so be careful.

GOBLIN: The goblin is a pretty speedy character with a short-range high power finger blast which destroys any thing with one blast. He is also capable of huge somersaults, during which he is utterly invincible!

ANGEL: This is probably the most useful transformation, as it allows Jake to fly. This makes it much easier to complete levels with a high ground-force and few airborne enemies.



V.I.P. HE THINKS I HAVE GREATLY POTENTIAL...



COMMENT

Totally Rad's one of those games that looks great on paper, but in reality isn't actually a great deal of fun to play. The lack of challenge on the early levels makes things initially rather dull, and the uninteresting screen layout and rather repetitive nature of the action means that by the time any sort of challenge arises late in the game, you're already pretty bored of it. Totally Rad could have been just that, but it's not and I can't really recommend it to anyone other than platform beginners with a low boredom threshold.

JULIAN

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▲ More platform action.



COMMENT

For the first couple of plays Totally Rad is a shambling mockery of a parodic travesty (Like your English Jaz). Although the graphics aren't bad and the animation is pretty skill, the gameplay has all been done before, and been done better in many cases. The magic also makes the first few levels ridiculously easy. All you need to do is select flight and scoot over all dangers! Stupid, really. Still, once you get past the first two or three levels, the game picks up a bit. The number of powers add a fair bit of strategy to the proceedings, although once you know which magic to use where, things get a bit simplistic again. Totally Rad certainly has some good ideas, but it's just too simplistic in its implementation. Given a lot more challenge and a little more thought it could have been great, but as it stands, it's just a reasonable quality game only really of interest to anyone who's Totally Bored of standard platform games.

RAD

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◀ Some close-up platform action as our hero faces up to an evil enemy.

▼ A nice close-up of the only frog in existence who can breathe underwater.



FROG: The frog man doesn't really come into play until later on in the game. His ability to breathe underwater (But frogs can't breathe underwater - JAZ) is essential to negotiate certain levels, although his attacks lack power.



BY: JALECO
PRICE: £34.99
 RELEASE DATE: JULY
 GAME DIFFICULTY: EASY
 LIVES: 2
 CONTINUES: INFINITE
 SKILL LEVELS: 1
 RESPONSIVENESS: GOOD



PRESENTATION 78%

No options, but loads of inane intermissions to keep you entertained.

GRAPHICS 81%

Small but detailed sprites and great animation coupled with some fairly decent backgrounds.

SOUND 52%

Bleepy tunes and loads of, well, quite poor effects actually.

PLAYABILITY 71%

Enjoyable enough, with plenty of things to discover to start with, but it does get dull fairly quickly.

LASTABILITY 59%

Totally Rad is moderately long and it gets pretty hard later on.

OVERALL 63%

A reasonable game which misses out on brilliance due to over-simplification of the gameplay and unoriginal level design.