



TWW

CRUI

DUDI

The pressure groups lobbied the Pentagon for years, but the pencil-neck bureaucrats still insisted on burying their toxic plutonium waste underneath the Statue of Liberty. Unfortunately, during the last deposition of waste, the bungling bin men accidentally blew up the highly radioactive materials. New York was almost completely annihilated, and it took around 20 years to rebuild the once-proud city.

During this time, a small frail scientist conducted a twisted experiment. He lured some of the radioactive Gary Harrod lookalikes into his blast-proof tower and transformed their already deformed bodies into terrifying fighting machines. He kitted them out with incredible weapons and dispatched them to take over the city!

The Government got wind of this cunning plot, and hired two mercenaries (that's you, if you hadn't yet seen through the painfully transparent plot) to kick their mutated butts into oblivion. This takes place over a series of horizontally scrolling backdrops, as is usually the case in arcade beat 'em ups.

Using your kick-ass skills and immeasurable strength, it's your aim to bring down the small, frail scientist and his minions before they completely take over New York!



▲ It's fat girls on a stick.

VIDEO VANDALISM

Blatant vandalism may not be big or clever, but in 21st century New York, ripping up the scenery is the key to success. The Two Crude Dudes arm themselves up with a variety of weapons including traffic lights, rocks and heavy boxes. You can even pick up enemy punks and chuck them at their pals! Perhaps the greatest weapon of is the automobile. Unrealistic as it may seem, the Two Crude Dudes can lift about four tons of vehicle and crush entire legions of sprites by chucking it in their general direction!



CRUDE DUES



STAGE ONE

The seediest part of New York is your first destination. Use your violence-related skills to kick the hell out of the barricades (and the enemy mutants) in order to reach the first hideout.



STAGE PREVIEW

There are five distinct stages in Two Crude Dudes, each boasting scores of mutants to kick the excrement out of.



STAGE TWO

The Highway used to be the main way of getting in and out of the city. However, now it's been reduced to a playground full of all the geeks, goons, baboons and art designers that couldn't find a home in the city.

STAGE THREE

This abandoned warehouse was on the outskirts of the nuclear explosion. The walls are falling apart and the ceiling has collapsed. Dozens of crazed Jeremy Beadle lookalikes are waiting for your arrival.



COMMENT

Two Crude Dudes has some nice features - trotting along carrying a massive car over your head ready to chuck it at a group of aggressors is great, and ripping up lamp-posts is a hoot. It also offers a decent challenge as long as you select the hardest difficulty level and use one credit per game - choose easy and use all the continues and you'll finish it in one sitting. But for all that, I didn't enjoy the game as much as I thought I would - even with two players. The graphics and sound are disappointing, the animation is poor, there's not much variety in the action and the way the Crude Dudes move and respond to the joypad doesn't feel right. At the end of the day Two Crude Dudes is just a bit too rough around the edges to appeal to anyone other than ardent beat 'em up fans.

JULIAN



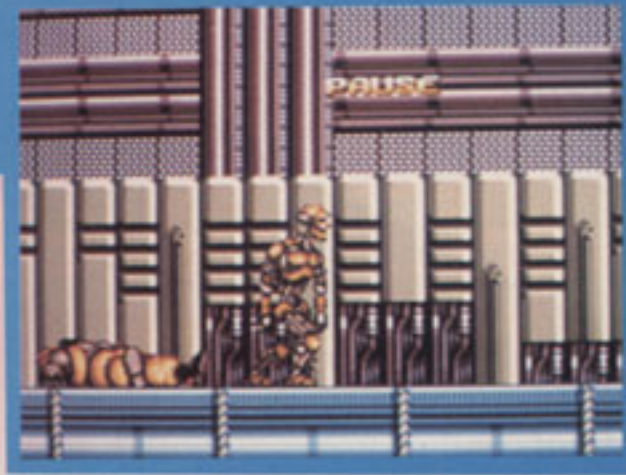
STAGE FIVE

The subway is the last level of Two Crude Dudes, and is also the only route to the small, frail scientist's evil domain!



STAGE FOUR

In this part of the country, it's winter all-year round, as the presence of constantly falling snow indicates. Suffice to say, there are plenty more enemy mutants just waiting to dust your monkey ass.



▲ These Terminator-style robots start out as weedy-looking slapheads and guard the entrance to the scientist's chambers.



WE'VE GOT THE MOVES

The Two Crude Dudes have all manner of amazing combat moves at their disposal. The usual staple diet of ordinary punches and kicks are available, but the best move of all is the flying kick. While the other moves only deal with one mutant at a time, this move decks any unlucky foe in your path!



▲ Beware the nipple-biting dogs of doom!



▲ It's Crude Dudes double whammy.

THE REAL THING

Energy is reclaimed in Two Crude Dudes by kicking the seven shades out of cola dispensers. After every four blows, a can of cola is produced. Slurp this down and repeat the process to increase your energy. Watch out though, because the dispenser explodes after you've hit it a certain amount of times, taking any leftover cola with it!



COMMENT

I'm one of the biggest beat 'em up fans there is, but I couldn't help but get the feeling that there's something missing from this game. As arcade

RICH

conversions go, Two Crude Dudes is great - it's an extremely close rendition of Data East's Crudebusters coin-op. There's all manner of violence-related tomfoolery here, with loads of people to beat up in a variety of hilarious ways (chucking around the various poles, traffic light and automobiles is a great laugh!). The graphics are okay, and the sound is acceptable, but Two Crude Dudes just didn't really impress me. Perhaps it's because there are too many continues. I got to the last level on my first go. Maybe it's the fact that the mutants (and that includes the bosses) seem to have little character or intelligence. I think that die-hard beat 'em up fans shall enjoy this quite a bit, while others will only be mildly impressed.



BY: DATA EAST

PRICE: £34.99

RELEASE DATE: IMPORT

GAME DIFFICULTY: MEDIUM

LIVES: 3-6

CONTINUES: 3-6

SKILL LEVELS: 3

RESPONSIVENESS: GOOD



PRESENTATION 68%

A nice amount of options, but the attract sequence is very limited.

GRAPHICS 78%

The sprites are large but not very well animated, but the backdrops are quite clumsy.

SOUND 79%

Some good thumping tunes, but the effects could have been better.

PLAYABILITY 85%

Two Crude Dudes is instantly playable and enjoyable, especially with two players participating.

LASTABILITY 75%

Avoid using the EASY difficulty setting or you'll complete the game in no time. The higher difficulty levels are much tougher.

OVERALL 79%

A bit rough around the edges, but Two Crude Dudes should go down well with most beat 'em up fans.