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# 600

• Johnny encounters Mr L Diablo and he's no pushover either! If he doesn't move fast, Johnny gets a toasting.

 Above: A tricky stage that's crawling with little green goblins. Shoot them to collect music notes.





Put your hands together for the miniature, rendered, quiffy haired hero who is about to appear in possibly the best platformer for the Saturn yet. The musical genius Johnny Bazookatone has arrived...



ohnny Bazookatone contains a fantastic intro sequence that blew our smelly socks off when we first saw it. This game is just the business isn't it?







● "Your name's not down – you're not coming in!" This huge bouncer doesn't take too kindly to Johnny appearing on the disco dance floor, and tries to batter him. In the background, a helpless member of Johnny's band is captured!











 A very strange level this one. The backgrounds are suitably odd and it contains some very weird creatures.



• Doh! Johnny loses his battle to find Anita and kicks his guitar in frustration!

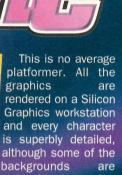
t's the year 2050, the planet is united in peace and harmony, and the coolest guy around, Johnny Bazookatone, spreads his funky electric love vibes, whilst achieving countless number one Nobody really hits.

cares who Elvis or the Beatles were.

Unfortunately, the despicably evil Mr L Diablo despises Johnny and his success and sends out his denizens of darkness to steal all his recordings, as well as his lovingly tuned guitar, Anita. Gasp! Fuming with anger, Johnny grabs his guitar gun and goes in search of her.

This is a remreditally that just 00235 quality noticeably dark – but they still look great.

The game is viewed side on, but each level has an undeniably stunning 3D depth to it.









• The final confrontation with Diablo is a tough one, especially as he flies around all over the place. Johnny does seem to have the edge here though



 Some of these bosses are just mental. Just look at that nutter who operates a drill. He's tough to beat too!



## Gallian

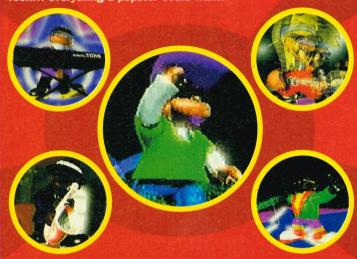
The stages span a hospital, a restaurant, a penthouse, a ballroom and loads more weird and wonderful locations. Each is packed with detail and Johnny encounters some of the wackiest bad guys and bosses yet seen on a console. Creatures that have to be fought include a mad butcher surgeon, gigantic bouncers and weird mutants operating gigantic drills! Johnny himself is easy to control and is so well animated it feels just like playing a huge cartoon. He even slicks back his quiff when he's got a spare moment or two. The soundtrack is incredible, and contains possibly the best in game music I have ever heard! Not surprisingly it has all been done by some top musicians responsible for many of the chart topping groups and solo artists today in fact. The music is true CD quality, packed full of mellow tunes and thumping beats, which compliment the action perfectly.

Johnny Bazookatone is our favourite game of the moment, and he is definitely one of the original console most games characters for quite some time. This is a platformer that just oozes quality, and held my attention for every hour that I played it. A lot of attention to detail has gone into this producing one of the best, and certainly funkiest, games around. Go check it out

folks, you won't be disappointed! Steve Hardy

## Johnny and the Bazookatones!

ohnny isn't the only one responsible for all that music. His band are a real talented bunch of geezers, and they each represent a different style of music. Every stage has a soundtrack relating to their musical styles. There's disco, soul, rock... everything a popster could want!





● The start of the game sees Johnny having to fight through a prison.



● Those little green men get everywhere! They crop up when least expected but aren't that dangerous.

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 Johnny discovers the dangers of watching too much television as he fights two goblins.



Yes it's just a platformer, but Johnny Bazookatone is an astounding game, using the best rendered graphics and some of the funkiest sound aroundl