



Yo! Chill! And other such confusing Californian expressions! It would appear that Toe Jam and Earl are having a couple of problems. On the way home to the planet Funkatron, Earl went and crashed their rocket. Now this wouldn't be so bad, but by a twist of fate, they've crashed on Earth, and now they're being hunted by such everyday sights as man-eating mailboxes and gangs of tomato-hurling police-chickens. Fortunately, the other inhabitants of the planet have left lots of goodies lying around, like spring shoes and munchies, which prove invaluable to our pals.

To escape the planet, the two alien funksters must find the ten lost pieces of their ship, including their twin four-hundred megawatt speakers, and achieve the dizzy heights of Supreme Funk Lords. If they don't they'll be doomed to spend an eternity evading bogey-men, giant hamsters and a jet-packed Father Christmas...



▲ Earl's in love with a psychotic shopper!

TEAM-TABULOUS

Toe Jam and Earl is much more fun when two players are participating. When the pair split up, the screen splits in two to show a view of each character as he rambles around. When the pair meet up, the screens combine and you have a larger view of the pair - and they also interact with each other, making jokes, slapping high fives and other such malarkey. And just watch their reaction when they both get hit by the cherubs' arrows!



ToeJam

PRESENTS AHOY

Toe Jam and Earl would probably never make it off the planet if it weren't for the fabola gifts left for them by sympathetic Earthlings. The Icarus wings, for example, allow the player to fly over to "islands" in space and collect otherwise unobtainable rocket pieces. Other handy gear includes spring shoes, a box which invokes a deadly storm of tomato rain and super hi-top speed boots!



▼ Plenty of goodies on that island.



▲ Earl's hanging tough.



Toe Jam & Earl

MEGADRIVE REVIEW



牛詩集

COMMENT

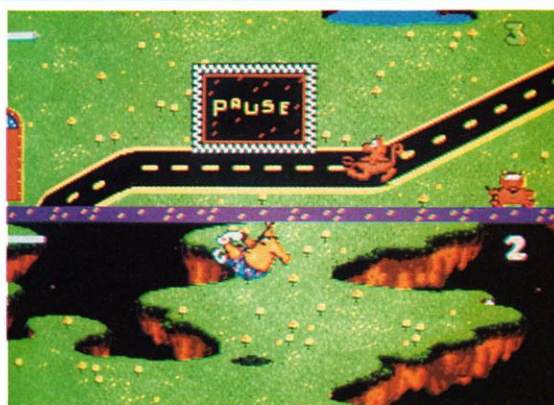


RAD

Toe Jam and Earl is a hilarious adventure. From the cartoon-style opening sequence (lasting several minutes) to the in-game banter between the two characters, the

emphasis is definitely on comedy. This would mean nothing if the gameplay wasn't up to scratch, but, fortunately, there is little to worry about in that department. The going is a little slow for the first couple of levels, but once you get into the swing of hunting for food and rocketship pieces and experimenting with the mystery items, it's a great game.

However, the game does move a tad on the slow side, which does detract from the action. If you're after fun and frolics in a Megadrive cartridge, Toe Jam and Earl is a very worthwhile purchase.



▲ Earl enters the lift.



▲ Earl bites the dust!

OH ISLAND IN THE SPACE

Most people who've lived on Earth all their lives might be quite surprised to see the places that the two alien pals are visiting. That's because each level comprises of islands suspended in space, with an absence of any buildings whatsoever. Should either of our heroes fall over the edge (which is quite likely when wearing super hi-tops or spring shoes) they plummet to the last level, and have to find the elevator out again.



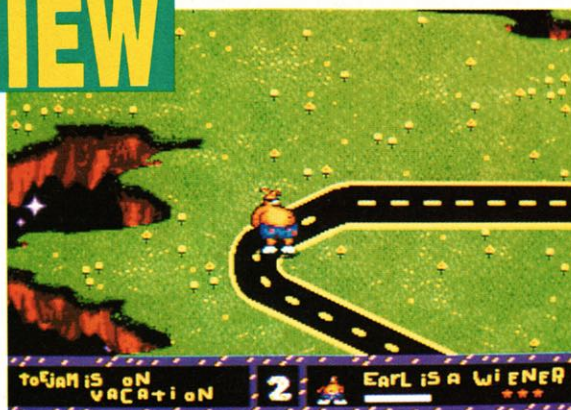


COMMENT

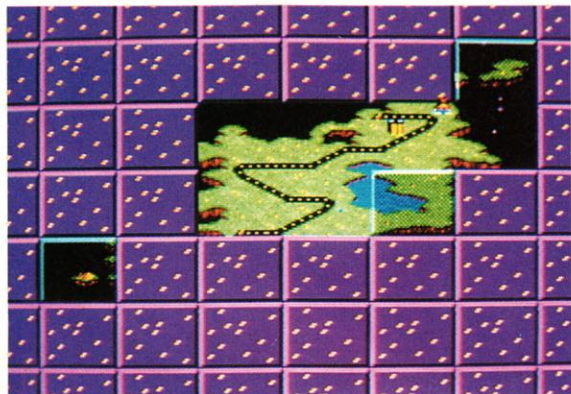


JULIAN

What a bonkers game! Toe Jam and Earl is packed with weird and wonderful things - from the whacked-out belly dancers to the jet-packed Santas, it's trip central all the way! The gameplay is quite laid back, but then it needs to be so that you can appreciate all the completely mental features. There are loads of really funny touches, especially when two players strut out together, and it's these that give the game its incredible addictive qualities - you just want to keep playing and playing to see what comes next. It's not a difficult game to finish, but it's the compulsion to find and do everything possible that keeps you coming back. Toe Jam and Earl is definitely the strangest game I've played. Not everyone will like it - it's not normal enough for mass appeal - but I think it's destined to become a massive cult classic with those who like to take hang out on the weird side....



▲ A desolate view.



▲ The map in all its glory.



▲ Where is that object, I wonder...



▲ Strut that thang!

MUSICAL MALARKEY

As you might expect, a lot of work has been put into the soundtracks for Toe Jam and Earl. The sound test at the start allows you to listen to any of the eight tunes, and make Toe Jam or Earl dance along to the music by pressing different buttons! If you crave for even further participation, then you can even lay certain sound effects over the music!

toEjAM
&
Earl™

BY: SEGA

PRICE: £39.99

RELEASE DATE: OCTOBER

GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: 0

SKILL LEVELS: 1

RESPONSIVENESS: REASONABLE

1-2
PLAYERS

PRESENTATION 94%

Fantastic intro and loads of options.

GRAPHICS 90%

Weirdo central, with loads of small, but well detailed sprites.

SOUND 96%

Some of the best and most varied tunes and speech yet heard on the Megadrive.

PLAYABILITY 94%

The laid-back gameplay and whacked-out features provide insta-addiction.

LASTABILITY 79%

It's not particularly difficult to finish, but there are tons of things to discover, and you'll want to find them all.

OVERALL 87%

A wild 'n' wacky game with a sense of humour so weird you've just got to check it out!