



**PLATFORM**

**nes**

**AVAILABILITY**

Producer: ..... Ocean  
 Supplier: ..... The Computer Game Shop  
 0743 363 300  
 Price: ..... £34.99  
 Status: ..... OFFICIAL UK RELEASE

**OPTIONS**

Players: ..... 1 or 2  
 Continues: ..... None  
 Skill levels: ..... 1  
 Extras: ..... None

**FIRST GLANCE**

**ROB** A Mario-style platform adventure with lots of chicken McNuggets and sweet and sour sauce!

**CARL** Mildly-distracting platformer — I'd much rather have a burger any time!

**CHIKE** I don't care what Carl says, I really love this game — one of the best nes games for ages!

**86 GRAPHICS**  
 Nice graphics but sprites are nothing special

**68 SOUND**  
 Ronald McDonald on his Bontempi organ — yuck!

**88 PLAYABILITY**  
 Instantly playable with plenty of neat touches

**84 LASTABILITY**  
 Lots of levels to explore and an useful map screen

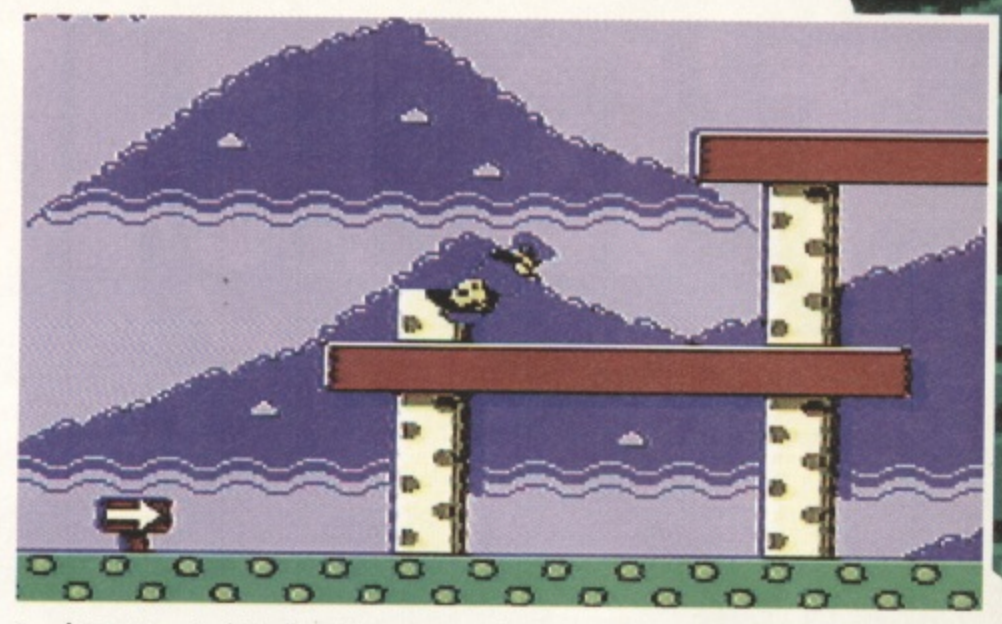
**FORCE FACTOR**  
 A worthy platform game that takes some cracking **81**

The golden arches are crumbling — there's a thief in McDonaldland! Hamburglar's on the rampage and only two cool kids can stop him. For some tasty action check this out...

**M**cDonaldland is a horizontal-scrolling platform/collect-'em-up featuring two young dudes — Mick and Mack. One day — while performing magic tricks at a picnic — Ronald McDonald's magic bag is stolen by the dreaded Hamburglar. The evil thief then disappears leaving only a trail of puzzle cards behind him.

Mick and Mack — now transformed into the MC kids — set off to collect the puzzle cards, track down Hamburglar and return Ronald's magic bag. Each level is filled with a selection of nasty enemies out to stop the kids.

Finding Hamburglar means travelling through all the stages of McDonaldland — each sub-divided into levels. The aim of the game is to search the levels for puzzle cards and give them to Ronald who then takes you to the next stage. The number of puzzle cards needed to complete a level increases the further into the adventure you get.



Level One is a cinch! Follow the arrow and jump on the platform. Just to the right is a Spinner — run across it at full speed and Mick and Mac turn upside-down.



This is the map screen of the first land — Ronald's Clubhouse. Four of the six puzzle cards (top right) need to be found to complete the land.

**NICK: 'Some great touches'**



**W**hen this cart arrived I thought 'Great! Where are the free Big Macs?' To my dismay there were none in the pack — I suppose they would have gone cold anyway! As for the game, I thought it was going to be just another trashy platform adventure — but how wrong I was!

McDonaldland combines the best elements of many platform games and has some great new ideas of its own. Levels are laid out on a map screen in a similar style to the Mario series and each holds plenty of platforms, bonus M icons and monsters.

I particularly love the clever use of blocks throughout the game — run into a special brick, the character flips upside down and gravity is reversed — a great effect!

The intro screen shows an animated sequence starring — you guessed it — Ronald McDonald with Mick and Mack! These sequences work really well providing a rest from the action and an impressive visual distraction.

Good games on the NES don't come along very often so make the most of McDonaldland — if you've completed the Mario games, give this a go!

**NICK 80%**

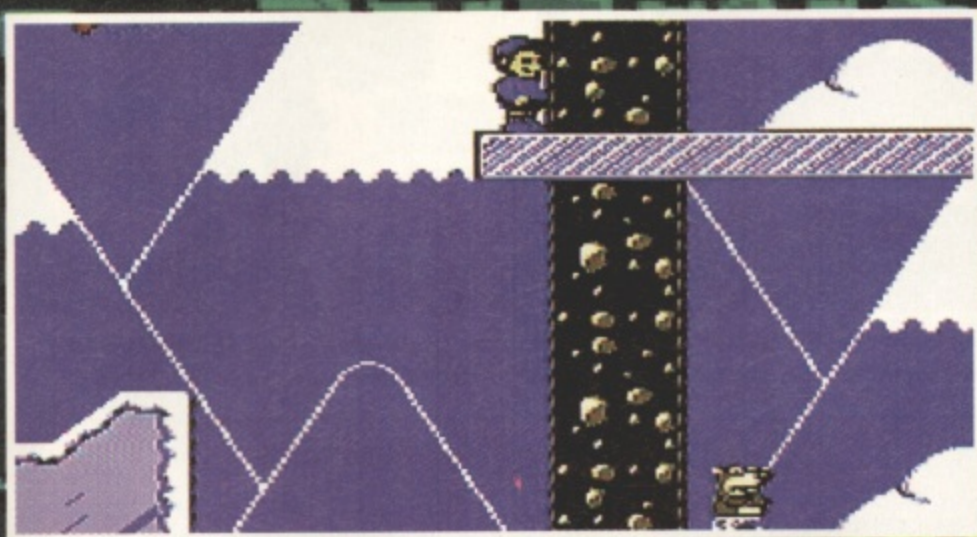


**MCDONALD**

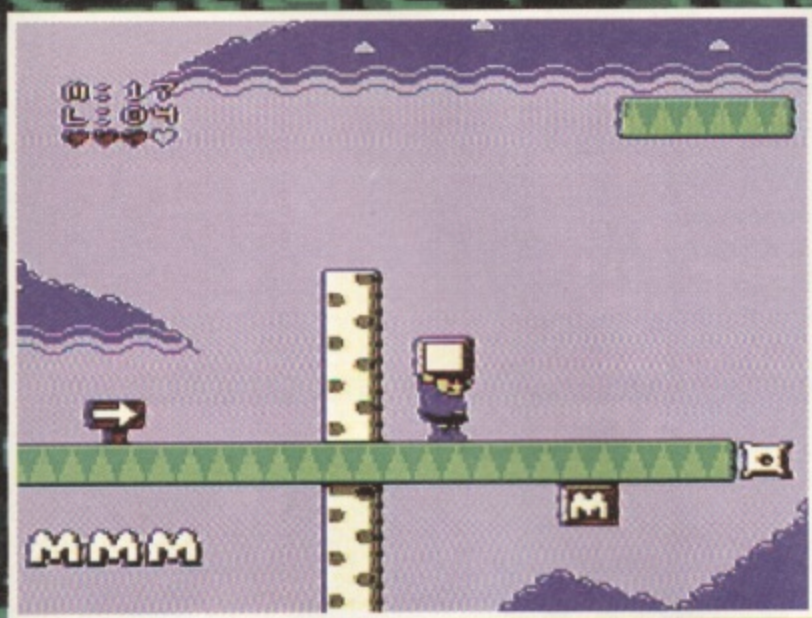
## KROSS REFERENCE

Ever wondered at the remarkable similarity between Mick and Mack and the two young American rappers Daddy Mack and Mack Daddy — better known as Kriss Kross?

Rumour has it, the M.C. Kids are actually based on the young chart stars! Whatever next — a game starring Right Said Fred or Take That! Don't laugh, it could be true!



The action gets a lot tougher — and colder — in Level Two. This ice bridge is very slippery so be careful — one slip and Goforit is waiting to get you!



To reach the golden arch below the platform, run across the Spinner. Objects can be thrown by pressing [B] — to throw in the air press [UP] and to throw directly at the ground press [DOWN].

## CHRIS: 'A great laugh!'



Take one clown, two kids, four magic cards and eight bits of technology, put them all together and you've got one of the best games to come out on the NES for ages! Okay, I know what you're thinking — not another NES platform game. Well, you're right — this is no ordinary title!

Beneath the the traditional bounce-'n'-bop Mario-style exterior is an original game bursting to get out. The inventive use of gravity blocks adds another dimension to gameplay and the McDonalds licence ensures an extra big helping of fun.

The graphics are nothing spectacular but the colourful backgrounds are consistent with McDonalds' image. Don't expect a wonderful soundtrack either — music has never been very good on the NES and the *McDonaldland* accompaniment is another in a long line of blippy and annoying theme tunes — my advice is turn it off!

Despite these niggles, gameplay is very good indeed and — as the challenge is pretty tough — lastability is high. *Mario* fans beware — there's a new kid on the block!

CHRIS 82%

## YOUR GUIDE TO McDONALDLAND



**Hanging Harry:** this nasty web-head spends his time hanging from trees — duck to avoid him.



**Springboard:** jump on these for a flying leap — ideal for reaching seemingly-out of reach ledges.



**Putt:** this dizzy bird flaps around the screen creating all kinds of fuss — chuck a block at him.



**Golden Arch:** find 100 of these to play a bonus game — there are five extra lives if you win!



**Draggie:** this slow-coach is simple to avoid — a running jump leaves him trailing behind!



**Puzzle Card:** gather a specific number of these to complete a land — there are 42 cards in all!



**Gnash:** one bite from this vicious fish is deadly. Watch out for him in the water sections.



**Reverser:** touching one of these sends you spinning all the way back to the start of the level.



**Goforit:** this busy little creature spends his entire life chasing you around McDonaldland.



**Spinner:** found at the end of walkways in the sky — run at them and they turn you upside down.



**Extra life:** search for 1-UPs in hidden places — each gives an extra Mick and Mack character.



**Block:** pick these up and throw them at enemies or use them to build helpful platforms.

# McDONALDLAND

