

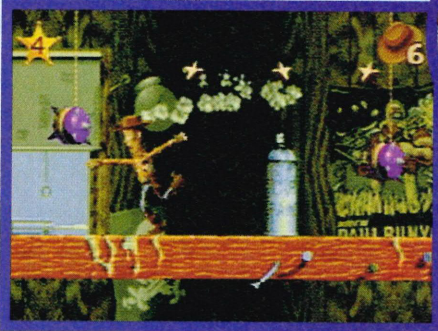
Mega Drive



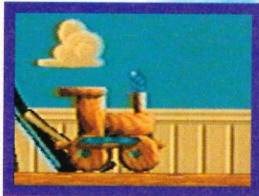
Work In Progress

- Disney Interactive
- 32 Mbit ● Easter

● Why walk when a passing T-Rex will give you a lift on his back? Oh, his real life pals would be ashamed!

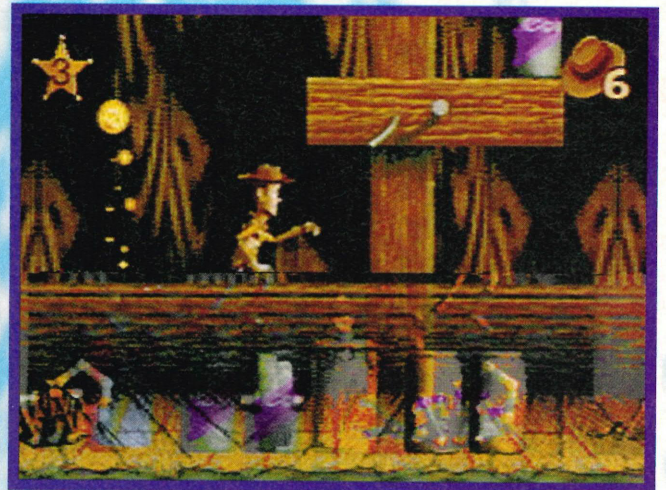


● As you can see below, it's not all platform, platform, platform. This nifty *Micro Machines* style level is great fun!



Toy

It's setting America alight as I write and will be winging it's way to our shores for Easter. What is it? The latest Disney marvel, and it's only on Mega Drive!



● The size of the sprites Disney have packed in is very impressive. No wonder they need 32 Mbits!



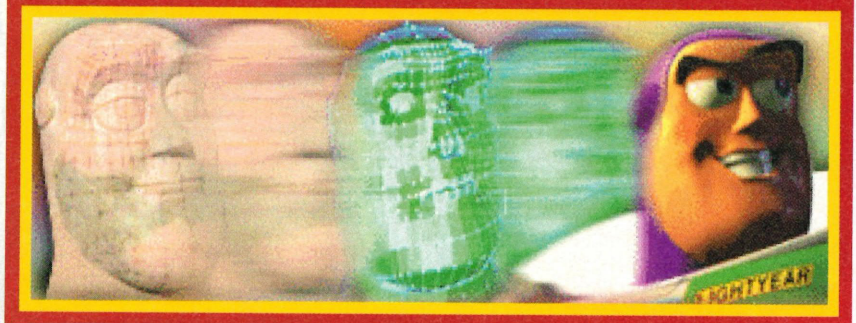
Touted as Sega's answer to *Clockwork Knight* on the Mega Drive, Disney Interactive's *Toy Story* is one hot looking game! Packing an impressive 32 Mbits it follows the movie closely, using rendered character data and backgrounds direct from the Silicon Graphics machines of the movie makers.

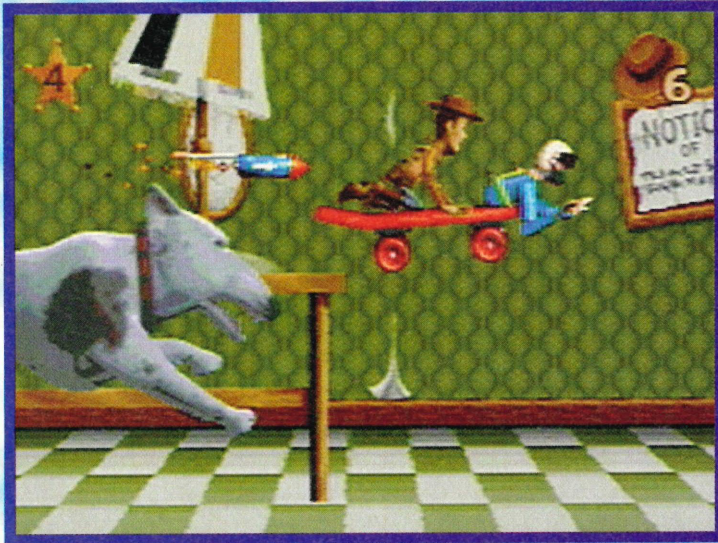


Pixel me silly!

Many processes go into creating a realistic character on a computer. Actors can be motion sensed to create their actual movements, or traditional animators can create cells which can

then be scanned in. All 3D rendering programs first create a wire frame model of what the finished character will look like, then polygons and textures are added to this to bring the character to life. Here we see the processes used in *Toy Story*. Interesting eh?





● Look at the size of that dog! This high-speed level is a chase scene from the movie. Don't stop or it's Fido's supper time!

Story



Players get to take control of the hero of the story Woody, with a voice provided by Tom Hanks in the movie. The gameplay is pretty straight forward. Some levels scroll along sideways with typical platform game action going on around the character, others give a first person car racing perspective as Woody rides on a remote controlled car or the back of a dinosaur. There's even a Doom style section for good measure. None of this is particularly original, but with graphics like this filling in the blanks, *Toy Story* is a Mega Drive game to rival many of the Saturn offerings.

● The displays of old toys in the movie will bring back memories for big kids everywhere!

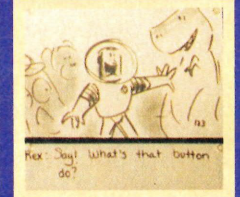
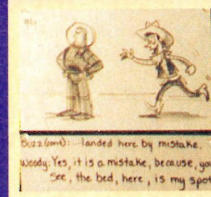
It has been programmed as a joint venture between Traveller's Tales, Psygnosis, Disney Interactive and Sega. Big names indeed! It carries roughly 18 stages in all with the perspectives shifting between first and third-person and lots of variety thrown up in enemies and challenges. Woody has his trusty pull-string that he can whip out like a yo-yo to defend himself and there's the obligatory collection of power-ups dotted around.

a Mega Drive game to rival many of the Saturn offerings

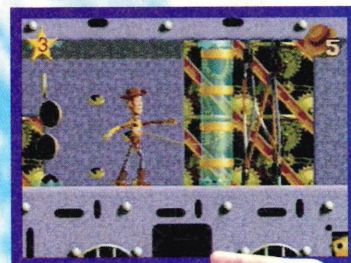
I wanna tell ya a story!

As with all the Disney animated classics *Toy Story* started out life as a pencil sketched story board. This was then used by Pixar to create the

breath taking computer graphics that make up every scene, similar to methods used in traditional cel animation. Mind blowing, isn't it?



● A section of the movie where Woody rides a car in the real world is reproduced in the game.



● Everything from the backdrops to the smallest power-up is brilliantly rendered.



● With cowboy Woody as the hero of the tale, Buzz Lightyear just had to crop up as a bad guy somewhere in the game. The nasty blighter!



Mega Drive



Work In Progress Toy Story



● You don't want to mess around with people!

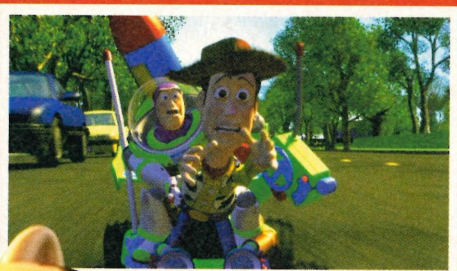
Disney magic

This all new Disney movie is a big change in direction for the company in animation terms. Walt Disney animators have used computer graphics in the past, but only for small sequences in their major movies. The chandelier in *Beauty and the Beast* was computer generated, along with the balancing animals in *The Lion King*. *Toy Story* is completely created on Silicon Graphics workstations by Pixar with no traditional animation techniques used at all! Quite a risk for Disney really. Directed by Academy Award winning film maker John Lasseter and starring the voices of Tom Hanks and Tim Allen the movie follows the lives of a bunch of toys. It all begins in the bedroom of a young boy called Andy, where the toys come to life when people aren't around. Andy's favourite is Woody, a beaten up

old cowboy doll who says things like, "Somebody poisoned the water hole!", and, "Reach for the sky!" when his string is pulled. All the other toys looked up to him, and respected his views until the dreadful day of Andy's eighth birthday - a new toy came to town.

Buzz Lightyear is a space ranger and a member of the elite Universe Protection Unit sworn to defend the galaxy against the evil Emperor Zurg. Packing a laser gun, retractable jet wings and a microchip processor giving him a full vocabulary, Buzz doesn't realise that he's only a toy, and about to encounter the wrath of old Woody.

And so the fun begins!



● More end of level antics with Buzz Lightyear. The fool doesn't realise he's a toy - he thinks he really is out to save the Universe from evil. His laser gun is nothing but a light bulb!



● With no gun Woody has his work cut out in persuading Buzz to cut it out. Just give him a slap Woody!

TOY STORY

Play away WOODY

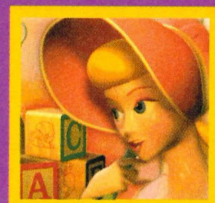
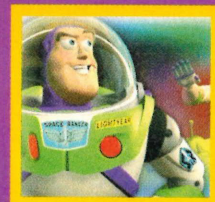
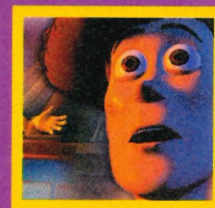
The leader of the pack, until Buzz came along and attempted to take over. He has a holster, but no gun. Experts believe that it was lost during the epic production of 'How the Den was Won' when Andy was six and home from school with chicken pox. The love of his life is Bo Peep and he has no horse, preferring to travel around in a remote controlled car.

BUZZ

From a star of a top sci-fi cartoon series to a moulded plastic toy, dependant on batteries, Buzz Lightyear is the latest addition to Andy's toy collection. He has no idea that he's a toy, but thinks his mission if life is to save the earth from the dreaded Evil Emperor Zurg, a sworn enemy of the Galactic Alliance.

BO PEEP

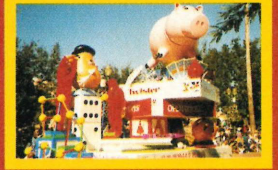
A beautiful young girl... well okay, a table lamp that sits by the side of Andy's bed. She's lost all her sheep and doesn't know where to find them. All that's left are a few tails! She's romantically involved with Woody, but has to fend off the advances of Buzz too.



Toys On Parade

America has already been engulfed in *Toy Story* mania! The Disney/MGM theme park in Orlando, Florida has been host to some amazing Disney parades in the past including *Aladdin*, *The Lion King* and *Beauty and the Beast*.

Their latest extravaganza is a celebration of the *Toy Story* movie complete with plastic green soldiers, giant board games and all the wacky characters from the big screen. Come on, pack your bags, we're off to see it right now!



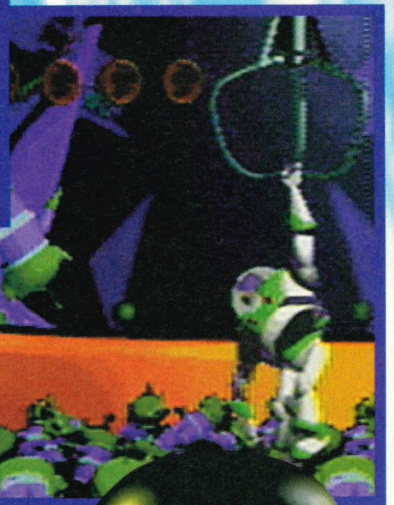
It's typical, isn't it? Just as things start to hot up on the Next Generation console front, Sega come along with a fantastic looking game on the Mega Drive like this. It's the equivalent of Nintendo's *Donkey Kong Country* on the SNES with beautifully rendered graphics packed into a 16-bit console. We have been flabbergasted by what we've seen so far on the game, and just by looking at the screen shots here I'm sure you will be too!

I was impressed with *Toy Story* before I even switched on the Mega Drive! The pre-production version came on two cartridges to handle the 32 Mbits! Once into the game the graphics didn't fail to impress. Huge sprites fill the screen with some of the best animation I've ever seen in a 16-bit console game. If the gameplay can raise itself above the basic movie tie-in level then Sega should really have a cracker with this!

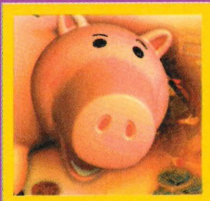
● A 3D racing game is incorporated into *Toy Story*. You just have to have this game when it comes out in Easter!

Toy Story is already out in America, and is scheduled to appear over here in time for the Easter holidays. Start saving now – a 32 Mbit cartridge isn't going to be cheap!

● There's even a *Doom* style level packed with odd alien creatures to slap about. Disney Interactive have done a fantastic job!

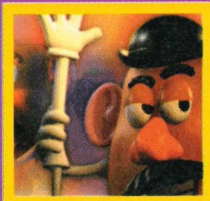


● More gorgeous backgrounds with lush sprites on top. With power like this inside the Mega Drive, why have we had to put up with so much dross?



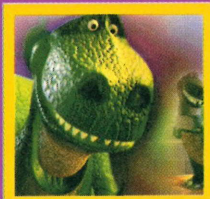
HAMM

The resident bank up high on a shelf in Andy's bedroom Hamm is a thrifty fellow with an obsession with change. Inside his belly he's got a few coins, a paper clip, the gun out of Woody's holster, a Lego flag and the ship from the Monopoly board. His favourite snack is an old half pence piece. Burp!



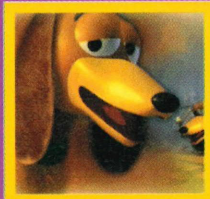
MR POTATO HEAD

A world famous toy, Mr Potato Head started out his life back in 1952 as a set of eyes, ears, noses and mouths for kids to stick into vegetables. Since then he's been through many transformations, ending up a moulded plastic spud with a special trap door to store his spare parts.



REX

Once a mighty predator in the Jurassic age the Tyrannosaurus Rex has now been reduced to nothing but a plastic toy. He worries about everything from his plastic chipping to the smart-aleck rubber shark down the bottom of the toy box and why are his front legs so pathetic?



SLINKY DOG

Starting out life as nothing more than a spring that could move down the stairs by itself, Slinky Dog is part of the slinky family created by marine engineer Richard James back in 1943. He had a unique idea for a new toy after a spring used in a testing meter fell onto his desk and turned it into a world wide success.

