



Sega's ToeJam & Earl "Yo! What's Up?"



Our friends from Funkotron just start getting into this place, with its fast food ("Yummm!") and a little cash ("Moneeey!"); that is until they meet up with a strange species known as Earthlings. ToeJam and Earl encounter everything from a gaggle of wayfaring geese to a mother and child team, shopping until they drop. Along for the adventure are the round opera singer, the demented dentist, the nerd herd ("Geekus Dorkia") and hamsters in a roly-ball.

Not all members of this maniacal menagerie are bad news. For a spot of cash, the wizard will heal, the wise man identifies mystery presents and the opera chick scares off other humans. Three guesses as to her method! Some characters are just a nuisance, like the hula babe that just makes our boys wanna dance ("hubba hubba"); or stupid cupid's arrows, which can make a love-sick alien go right over the edge. Others, like the boogeyman or the red devils, can be a major bummer and wipe out your life line.

ToeJam and Earl have various modes of getting around. Special gifts such as Spring Shoes, Rocket Skates, Icarus Wings and Bonus High-tops help the



boys boogie out of bad situations. They may tip-toe past sleeping foe, but if our heroes stand in place too long, they'll be catching some zzz's themselves and it takes some frantic banging on the buttons to wake 'em up.

There are 25 different levels of planet that must be explored. The spaceship pieces are located at random on a select ten; this changes each time you play. ToeJam and/or Earl begin at the lowly rank of 'Weiner' and their goal is to progress onto higher levels of coolness, such as 'Dufus', 'Homey', and 'Rapmaster'. Points are earned whenever tiles of the map are turned, or by opening up presents. Each player begins with three extra lives which can be replenished by the proper munchies. Additional lives are awarded when you reach the levels of 'Poindexter', 'Bro', and the supreme level of 'Funklord'. "Yo, Alright!"

This outta-this-world adventure can be played as either a one or two player game. As a single, you can be ToeJam or Earl. Together you can enjoy some nasty split screen action and cover ground much faster. Besides, someone has to be there to keep big Earl out of trouble! (He has a little trouble keeping his pants up.)

Don't be surprised if the beeboppin' bro's take a break to bust a move or two. And don't be surprised if you find yourself joining them!

ToeJam & Earl Review

Reviewed by Ed, The Video Wizard

Concept:	8	Now this is new and original. It's easy to get into; watching two funky space cadets strut their way around the stages, jammin' to digital funk and rap music.
Graphics & Animation:	7	The backgrounds can give you a headache at times, but for the most part it's pretty hip. Watching ToeJam & Earl move almost make you want to rush out and buy an M.C. Hammer CD.
Sound:	8	Great sound effects! It's good to see use of the 16-bit sound capability, but the real fun is in playing percussion with the game in the sound effect mode.
Playability:	7	It's not the most difficult game to master, but it's definitely a game for an enjoyable evening of entertainment with a couple 'a funky dudes.
Entertainment Value:	8	I enjoyed this game, especially the wild elevator rides to the funky sounds of <i>ToeJam & Earl</i> . I think it's a great game for players of all ages.

Overall Rating: 7.5





Move up in the world with Icarus wings



Beware of the pesky present-stealing Mole

"ToeJammin'!"



ToeJam & Earl Review

Reviewed by Andy, The Game Dandy

- Concept:** 9 It's a gnarly game! Starts up a little slow, but don't let that fool you. This original cart sports incredible moves and catch phrases, and two wacky, lovable aliens. My personal favorite is the Honolulu-type chick and the newest pick-up line... "Aloha."
- Graphics & Animation:** 9 You'll find hilarious dance moves Dick Clark could be proud of. This colorful adventure is already great, but I'd like to try different Earth settings. Can you imagine ToeJam in a shopping mall?
- Sound:** 9 They sneeze, burp, hiccup...well, you get the idea. The tunes are groovin'; featuring house music, rap and innovative lingo.
- Playability:** 9 Now this is a game that's not too tough to get into, and there's enough variety as either ToeJam, Earl, or the twosome. Its split screen two-player action is twice the fun.
- Entertainment Value:** 10 What can I say? It's a blast! This game will keep you in stitches all night. I'm anxious to see a *ToeJam 2*!

Overall Rating: 9.5

ToeJam & Earl Review

Reviewed by Marianne, The Game Master

- Concept:** 10 This is a totally hip-hop, happenin' kinda game that's not just the same old thing. It rules!
- Graphics & Animation:** 9.5 The excellent character and color choices are original. It makes *Sonic* look like a box of 8 Crayolas as opposed to the big package of 64.
- Sound:** 10 Totally awesome sound with excellent jam sessions. I'll be watching for it to come out on CD. ToeJam describes it best, "Yea-Alright!"
- Playability:** 9 It's an original plot that's easy to grasp, but never boring. And the only game I know of with a jam session.
- Entertainment Value:** 10 Superb! You have the variety of *Sonic*...like when you wait too long they get impatient. These guys either start dancing or completely crash out on you, and you have to hammer on the buttons to wake them up. I love it!

Overall Rating: 9.7

**Terrific
ToeJam
& Earl
Tip**



In a two-player game, separate in the lower levels to explore more ground and save time finding things. But stick together in the higher levels to help each other out.