

GENESIS PRO REVIEW



By Earth Angel

(Rap the following
in section).

Here's a story,
it's a real pearl.
It's about two guys
named ToeJam & Earl.
They were flying along
in space one day,
When they took a detour -
the hard way!
Now they're stuck
on planet Earth you see,
And they don't like it,
they wanna' be free.
But, with help from you
on the coolness scale,
We'll soon see
the end of this tale.

(And hopefully the end of
Earth Angel's rapping days.)

Anyway, ToeJam and Earl are two cold bussin' aliens from Funkotron. They've crashed on Earth and the only way they can get home is to check out the entire planet until they find the missing ten pieces of their rocketship. What you, as T & E, find on Earth is sometimes exciting, and sometimes disappointing, but always interesting and like nothing you've seen in a game before.

Two Guys From Outer Space

The pieces of the ship are hidden on the 25 different levels of the planet. Every time you play the pieces are in a different spot. One or two players



Two players split the screen.

can search for the ship pieces. Two player simultaneous action features a radical split-screen view that enables the two aliens to split up and search different areas. One player can be either ToeJam or Earl. Earl be big and bad, but ToeJam is the speedier of the two.

PROTIP: ToeJam can jump pretty far, especially when he's got Super High Tops or Spring Shoes. But, hey, Earl's pants fall down and ya' don't wanna' miss that.

PROTIP: Stand still too long and you're gonna' take a snooze. It'll take quite a bit of pounding on your buttons to wake yourself up again.

PROTIP: If you're stuck and it seems impossible to reach an area don't give up. Walking along the edges of land often causes new land to

appear. And, hey, you can swim - but not too far or you'll drown. Even better, fly.

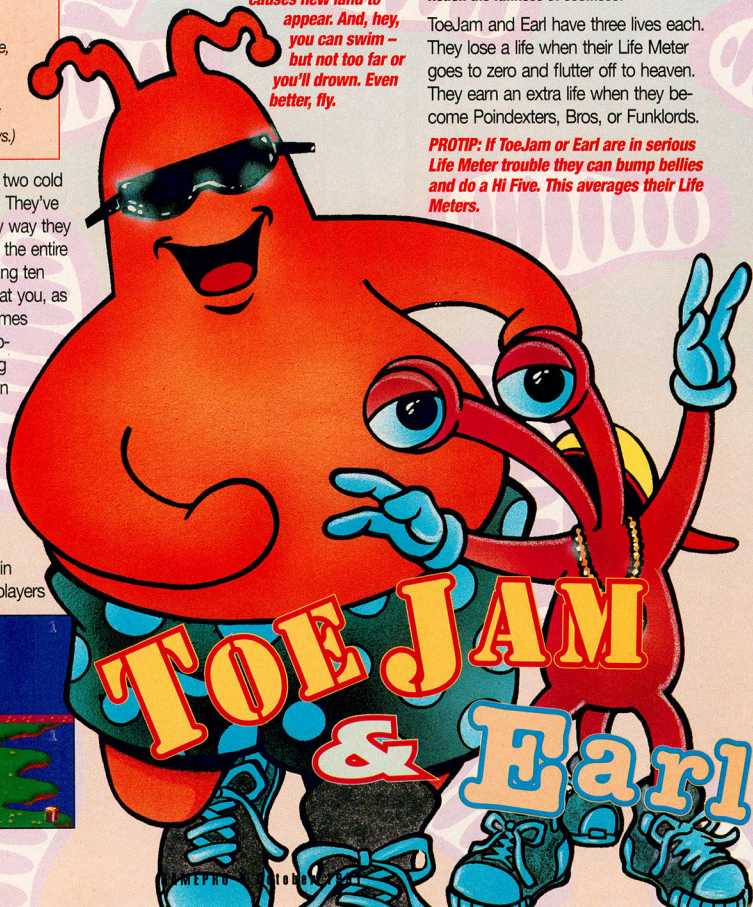
ToeJam and big rappin' Earl begin the game as Weiners on the coolness scale. As they earn points in the game by collecting special items and exploring the planet they get cooler and cooler, becoming Poindexters, Dudes, and if they're totally cool, they reach the ninth level of coolness and become Funklords.



Reach the fullness of coolness!

ToeJam and Earl have three lives each. They lose a life when their Life Meter goes to zero and flutter off to heaven. They earn an extra life when they become Poindexters, Bros, or Funklords.

PROTIP: If ToeJam or Earl are in serious Life Meter trouble they can bump bellies and do a Hi Five. This averages their Life Meters.



Yo, Whas'up

As the space bros boogie from place to place with the funkiest of beats in the background they come across the strangest crew of aliens they've ever encountered – Earthlings! The Earth-dudes include Wizards who'll heal you for a buck, Wisemen, Opera Singers, seductive Hoola Dancers, Devils, Cupids, and giant Hamsters in Rolling Balls. Some of the Earthlings want to help ToeJam and Earl (of course, they're gonna' want a buck or two for their trouble). Others are just serious bummer.



PROTIP: When these pesky Geese are pelting you with Tomatoes the Opera Singer may come to your aid. Pay her three Bucks and poof, the Geese are gone.



PROTIP: If you see something tunneling at you, boogie outta' there fast. It's a Mole and he gets ya' he'll grab a few of your Presents.



PROTIP: That shadow that comes sneaking after you is the Boogie Man.

PROTIP: Sneak by bad guys (press and hold Button A when you don't have an Action Present) and they won't bother you.

PROTIP: Watch out for Cupid's bow and arrow. If he hits you with an arrow you'll become lovesick and wander around aimlessly, usually falling over the edge or into the water.



PROTIP: Watch out for the Tornado. It picks you up and drops you wherever it stops spinning – usually in the water or mid-air!

Play that Funky Music Space Boy

ToeJam and Earl have to use all of their smarts to stay chillin' and not get too messed up by the wacky Earthlings. Luckily, the Earth is covered with Presents of every size, shape, and color. The two space Funklords have to grab every present they can find – they can carry up to sixteen each. When they're in a jam it's time to tear into a gift. Some of the presents, Action Presents, are totally radical items that give the space dudes a



Fly high with Icarus Wings.

boost – like Icarus Wings that enable them to fly or Tomatoes to toss at bad dudes. Some presents are just for fun, like Rootbeer (makes ToeJam and Earl burp), and some presents are just downright gnarly. For example, one present hangs a black cloud over your head and zaps you with lightning.

PROTIP: An Un-Fall present is the best. When you fall, and you will, open it to return to the level you fell from.

PROTIP: Slip on the horsey Inner Tube and paddle through the water with ease – just watch out for Sharks.

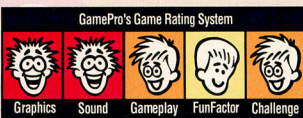
PROTIP: Once you've opened a gift the other gifts of that kind are marked in your menu screen, so no more guesswork – unless...well, if you open a Scramble present all your presents are scrambled and no longer labeled.

PROTIP: If you hear a phone ringing answer it dude! It'll turn over a few pieces of the map.

T & E also need maximum munchies what with all that traveling around. They can snack on any tasty food items they see to power up their life bar. They love Burgers, Fries, and Fudge Cake, but watch out for Moldy Bread and Old Cabbage.

They Be Bad

Check out ToeJam and Earl to see totally cool graphics, incredible originality in gameplay, super-fresh tunes, and lots of chuckles. You can even just do some jammin' with the two funkmasters to see them dance and hear the game's sounds. If there's a bummer about this game it's that it's a little like Christmas – once you've opened all the presents some of the excitement is gone. Once you've discovered all of the game's surprises it might seem a little slow, especially if you're a fan of fast-moving shoot-em-ups. But Earth Angel says check it out – if for nothing else, just to see Big Earl move!



**ToeJam & Earl by Sega of America,
Available October '91
Price Not Available**

