

STILLER

ROD-LAND

Story  
£15.99 dk

give away when they expire. Often they'll also leave behind fruit for bonus points, or occasionally a Bonus Life letter which will rapidly cycle through the 'EXTRA' letters and then disappear. You've got to be quick to get the right letter before it vanishes — collect all the letters and an extra-life fairy pops up and predictably gives you an... (well I never) extra life! The extra-life fairy is a great graphic but you'll have to work hard to get to see her!

In fact, the mad scramble for all the flowers often leads to an even madder scramble to catch the meanies and bash the EXTRA letters out of them. The fight to get the last meanie is nothing compared with the fight between Tam and Rit to get the last letter standing between player and



● It's end-level time with one of the game's four spectacular super-baddies. Watch the elliefant swing left/swing on his trapeze while spitting out babyfants!

If it's cute, it's a Japanese coin-op so the saying goes and you don't come any cuter than wand-toting fairies beating up bunnies, that's *Rod-Land* for you.

The reasoning behind this slaughter is that Mom has been munnapped by the not-so-cute Demon. Mom's children, the fairies Tam and Rit, are miffed. Miffed enough to call on Dad to give them the Rods of Sheesanomo (magic wands to you and me) and Rainbow shoes from the Village Elder (to create ladders of course — what did you expect, rainbows?). Mom was spirited away to the Maboots Tower and it's at the tower base that T and R get down to work.

So far so typically Japlish. *Rod-Land*, to all intents, looks a pretty spartan affair with platforms and connecting ladders but it's the gameplay that provides the hook. All you have to do is get rid of the monsters that appear at the start of the screen. And you'll never have a more entertaining time killing baddies than in *Rod-Land*. Just walk

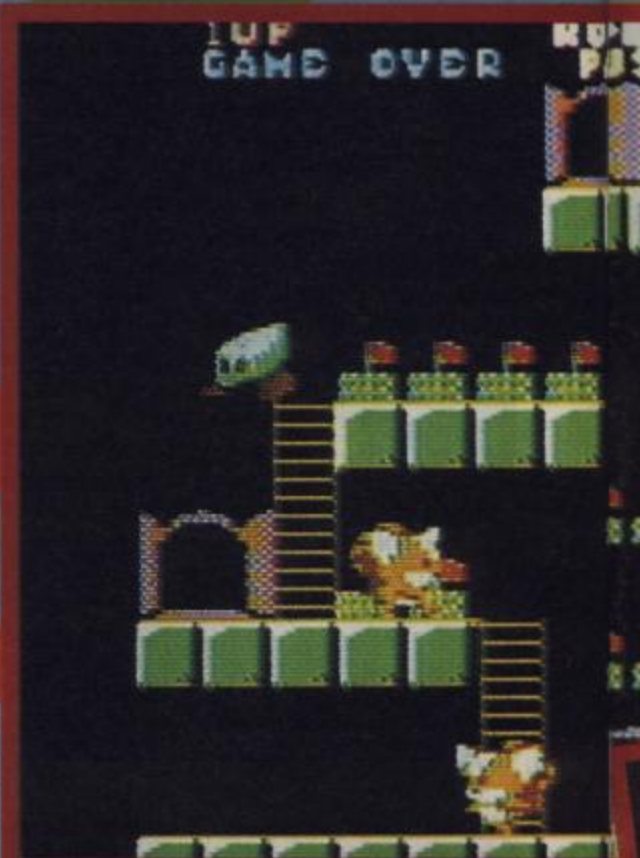
● Tam comes through one of the teleports at the top, these doors warp you between themselves and are a lot faster than walking!

up to one of the cutesy meanies, stun it with a zzap from your rod and then bash it on the ground a few times (and once more just for the hell of it!) Don't be shocked, there's nothing in the plot that says these fairies are pacifists!

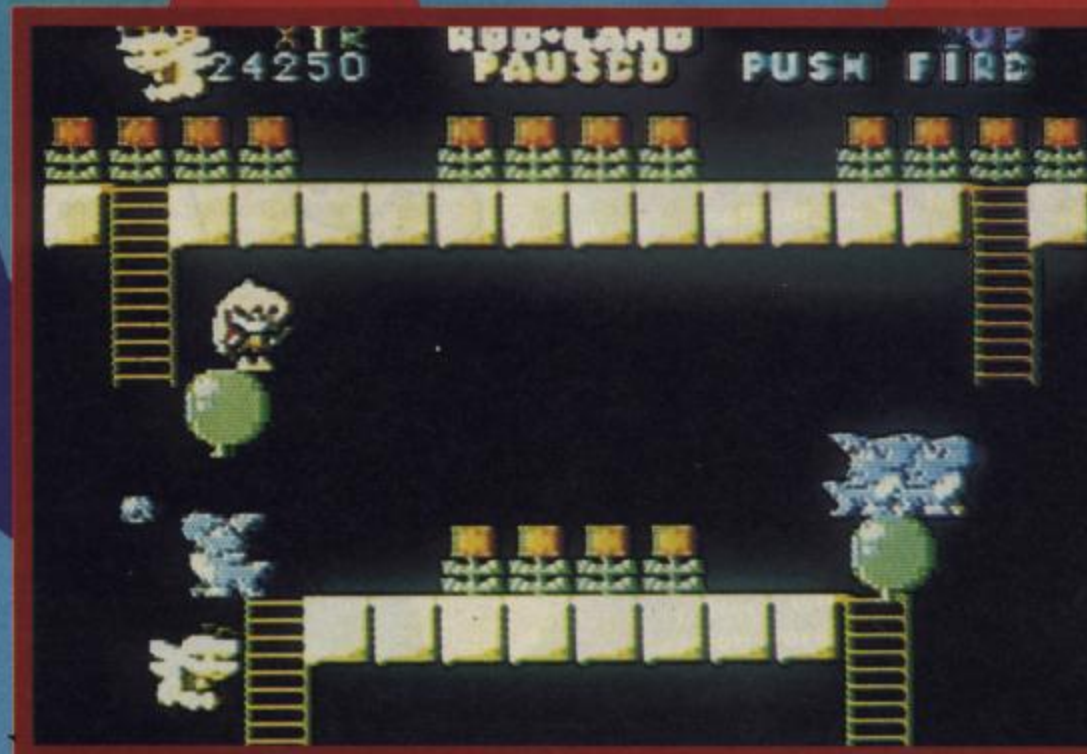
Tam and Rit can't bash each other about, but get too close to a creature in mid-bash then off to fairy heaven a life goes. (Hint: Don't bash a baddy when you're near a wall as it'll bounce off and bop you on the bonce!)

Along with a wand to make Paul Daniels go green with envy, Tam and Rit have very large pockets out of which comes a very large ladder, used to create a handy short cut to another platform — though the meanies can also use them. However, later level platform layouts can't be reached with a quick climb up a ladder — instead you must hitch a ride on a balloon or nip through a teleporter.

Killing baddies is great fun and very rewarding to boot as the meanies carry weapons around which they quite happily



I promise not to mention the 'c' word! *Rod-land* has a graphical simplicity reminiscent of the classic *Bubble Bobble*. The sprites are sickly sweet but nonetheless endearing — the baddies are almost too cuddly to kill! There's not really much to the action but it's all great fun and highly compulsive, especially in manic two-player games featuring that strange, but magical combination of cooperation and competition.





# ROD-LAND

£11.99 cassette,  
disk

times he can mention the word 'cute'. Sick bags  
at the ready!

Aw! Laughing  
gnome Robin  
Hogg gets  
goosey-eyed  
over Storm's  
latest coin-op  
conversion, and  
sees how many

extra life!

Eight screens of cute creature  
crunching later and Tam and Rit get to  
bop a big end-level baddie, if you could  
ever bring yourself to call a blubbery,  
smiling whale throwing out baby whales  
or an elephant on a trampoline a 'baddie'.  
Deadly they most certainly are, though,  
and to the grave they just have to go.  
Come Level 32 the horde of cute  
creatures (including chimps monkeying  
around, boomerang-lobbing starfish and  
snappy little lobsters) run off in terror as  
The Demon himself turns up but look,  
he's only a baby — not for long dear

● On this level your pocketable ladders  
aren't quite big enough, so it's balloon-  
piloting time.



● Spell E-X-T-R-A to get this reward  
screen and an extra life.

reader, not for long! To that, Tam and Rit  
replied 'Fairy-nough!'

Rod-Land is a little gem to play and  
shows that great gameplay doesn't  
always lose out to graphics in modern  
coin-ops. Simple platforms-and-ladders  
graphics take you on a nostalgia trip  
back to the days of *Lode Runner* but  
have you ever had more fun killing  
baddies than this?

Rod-Land hasn't lost anything  
essential in the conversion process; the  
backdrop has gone but that was just a  
case of pretty graphics and added  
nothing. It's the immensely addictive  
gameplay you want and Rod-Land  
delivers in its fine and very cute style.  
The creatures look as cute as cute can  
be with a great dose of variety and that

● Take too long and the cloud monsters  
appear! If they touch you a life is lost  
and you're automatically taken to the  
next level.

endearing look on their faces when you  
bash them around. The starfish are my  
faves even if they look as if they enjoy  
getting bashed around!

Game sophistication doesn't come  
into it all that much but for  
pure slickness and, more  
importantly, enjoyment of  
play, Rod-Land just can't  
be beaten, not even with  
an egg whisk!



## Credits

**Programming:** Steve Snake  
**Graphics:** Robert Whitaker  
**Sound:** Steve Snake  
**Project Coordinator:** Matthew  
Spall

## PRESENTATION 89%

Inevitable but well-structured multiload (8  
levels plus end-baddie conflicts). Typically  
excellent Storm presentation with scene-  
setting screens before the game, continue-  
plays, option to play either Tam or Rit.

Two different high score tables.

## GRAPHICS 89%

Simple but effective platform layout  
designs with some great weapons-effect  
graphics. Good overlaid Tam/Rit sprites.

## SOUND 76%

Martin Walker provides an effective remix  
of familiar FX with some cutesy tunes.

## HOOKABILITY 92%

The load at the start before you get going  
detracts slightly but the gameplay's  
simplicity makes it as instantly playable as  
the best of the rest.

## LASTABILITY 88%

32 screens are deviously designed, the  
creatures sneaky and the superbaddies  
formidable, and then there's the end-of-  
game Demon to worry about!

## OVERALL 90%

An obscure coin-op but with its first class  
playability, endearingly cute nature and  
great sense of FUN the conversion just  
can't be missed!

