**Game Evaluation:**

Name of Game: **Technocop**

What is the storyline/concept (how do you feel about it)?

**You are a Technocop. That is all I could gather, and I could care less about it.**

Is this game best played alone, or with a group?

**Alone. No one would ever want to play this with you.**

Level of Immersion (On a scale of 1 – 10):

**10**

How difficult is this game?

**Moderate**

Would you like to give it another go?

**No, because there is no entertainment value in this game.**

Review:

**Ew. Technocop is the worst Sega Genesis game I have ever played. It begins with a boring driving segment where you shoot slowly at another car. Great. At this point, it is obvious that Technocop is not an attractive game – and it could easily be a Master System game. Anyways, in the next stage, you have to hunt down a criminal in a run-and-gun action game style… or not. Your character is sluggish, your jump is slow and floaty, and the weapon is also slow. The enemies have a clear advantage over you. The stages are two floors, and look the same all throughout. Once you find and kill the criminal, there is no reward or climax, all you do is progress to the next stage – which is another driving stage. It alternates between stages, and they’re all virtually the same. Fun. Did I mention that there’s no music? More fun. As you can tell, I despise Technocop – there is NOTHING redeemable or substantial about this game, and EVERYTHING just screams “I NEED TO BE REDONE, I NEED IMPROVEMENT!” 2/10 – 1/5**