

Disney's Aladdin (Mega Driver)

Release year: 1993

System: Mega Driver

Disney's Aladdin is another example of the how the 16bits era was a golden era for platformers.

The game pictures the classic 90s Disney movie, where you play as the main character Aladdin, going through the plot of the movie.

The story telling is the first interesting aspect of that game. If you have watched the movie, you will recall the story line and will be able to follow it throughout the stages.

On the other hand, if you haven't watched the movie, the game does a pretty good job in explaining the plot through simple, short, but very well made cut scenes.

The game feature top notch graphics, with beautiful environments and great character animations, the game almost feels like a cinematic game, like Prince of Persia.

One of the lower points of the game in my opinion is the level design of some stages. The game not always does a great job in explaining what the objectives are and sometimes the stage features exploration elements that are not clear, creating some kind of artificial difficulty.

It is also a short game, which can be issue to some people.

It is nevertheless a title worth checking out, it is a fun game, and the graphics are definitely worth being appreciated and studied.

