



- ▶ MACHINE: COMMODORE 64 (DISK ONLY)
- ▶ SUPPLIER: ACTIVISION
- ▶ PRICE: £34.95
- ▶ VERSION TESTED: C64 DISK
- ▶ REVIEWER: DAVID

Activision, are one of the few companies that have really made good off the backs of a film license, namely *Ghostbusters*. Versions of

ALIENS

which amazingly still continue to sell throughout the world. For *Aliens* the Activision overlords in sunny California decided that different games were needed to exploit the license either side of the Atlantic.

So how does *Aliens US*-style compare with Activision's excellent and atmospheric domestic release? Whereas the European game is an arcade adventure, the American one is much more arcade orientated, although it contains some arc/adv sections.

The first, and most obvious, difference is that *Aliens US* is a multi-load, disk only product which reflects the market which is primarily aimed — most Yanks collapse into fits of apoplexy at the very suggestion of loading a game from a

cassette!

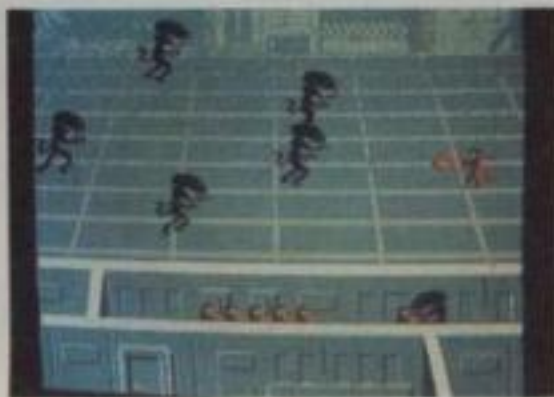
The game is divided into an introduction, and six different games, each of which can be entered immediately by entering a codeword given when the previous section has been successfully completed. You can, though, get a taste of the other games by using the cheat mode but no final rating will be given if you succumb to this! While the game loads the credits appear on the screen in suitably movie-like fashion accompanied by the theme music from the film. Those people who did not see *Alien* are then given a brief resumé of where the film ended and the sequel began. Then, after passing the weapon identification test, the first game, 'Drop-Ship manoeuvres,' is loaded.

In the first game, you must guide your ship through an increasingly twisted corridor of hoops until Drop is achieved. A 'Profile Compliance Indicator' will tell you when you are getting off course. If the PCI goes into the red, the Drop is aborted and you must try again. For a first game in a series of six, this was perhaps rather too difficult.

In game two, four of the marines in your landing party are trapped in sub-level three of the Atmosphere Processor (AP), and you've got to get them back to the relative safety of the Armoured Personnel Carrier (APC) — like now! Each marine can be moved around the AP which is seen in side view location by location. Each location has between two and four exits depending on



▲ Marine caught!



▲ The Operations Room



▲ The power loader

- ▶ MACHINE: CBM
- ▶ SUPPLIER: THALAMUS
- ▶ PRICE: £9.99 CASSETTE/£14.99 DISK
- ▶ REVIEWER: PAUL

Forget the plot with its unpronounceable names. Who cares what Hsiffies are? Gimme some action!

And with *Delta* you get action with a capital A.

In the charts it will be *Nemesis* and *Delta* battling it out for the top spot. Which one will win? Hard to say but *Nemesis* has the advantage of being an arcade conversion.

Delta is from the mind of Stavros Fasoulas, the brain behind *Saxxon*. The man certainly knows his shoot-'em-ups.

You control the Damocles against the never-ending alien menace. The more points you score, the more you are able to enhance your ship's weapons.

New weapons and accessories are represented by icons strung out across the screen every so often. The ones available to you — and this depends on your credits — are lit up in blue. Icons out of your range remain grey. Touch these and it's boom. To collect the available weapons you just fly across the icon.

Such is the speed with which

DELTA

you encounter these icons, strung out in your path, that my reactions were frequently not quick enough to get through.

The icons are:

Extra speed: Defending your planet needs speed. But be careful not to overdose on speed. The ship's engines will soon overload and will go slower than ever.

More bullets: The basic firepower is fine enough for dealing with the front line attack force but you should be better equipped when entering the later levels. Two credits.

Multiple fire: Aliens will attack from all sides. Guard

yourself with super multiple fire. Ideal for dealing with the spinning wheel of death. Three credits.

Fish Weapon: For four credits you get extra pulse lasers.

Protector: This ball of razor sharp spinning shrapnel and glass chops, mashes, winds and grinds. Five credits.

This is my favourite weapon. It reminds me of a knight's mace spinning in a circle of devastating destruction.

Warper: This gadget does things to spacetime. Once attached to your craft all time slows down. This makes it easy to avoid and shoot aliens. Six

credits.

Supa Shield: Seven credits spent well could make you almost unbeatable. Well, perhaps.

As you advance further into the games the aliens become more amazing to look at. And they become deadlier, of course.

But there is a tremendous sense of power as with your Damocles, fully equipped and fully powered up, rampages on blasting and destroying everything in its path.

The music is by Rob Hubbard, king of the computer keyboard. The brilliant thing is that you can actually play about with the music as the game loads in. Never again will you be bored while a game loads.

Original *Delta* isn't, fun it definitely is. Buy it and you and your Commodore will have a good time.

What next we wonder from Stavros Fasoulas, Finland's top games programmer.

Whatever it is he'd better hurry up. I've got an itchy trigger finger just dying to get some more action.



- ▶ GRAPHICS 9
- ▶ SOUND 10
- ▶ VALUE 8
- ▶ PLAYABILITY 10



whether it's a corridor or bend, a T junction or a cross-roads. When aliens are near, the upper portion of the screen becomes agitated and you know to expect trouble any second. When the aliens get into the same location as you, there is no escape until you have polished them all off — a rewarding, if messy, task.

Although part two is similar, in many ways, to the European game, the remaining four are substantially different, although not necessarily original in their own right. Part three, 'The Operations Room Rampage', finds our heroes cornered in the OR with one last hope of escape, if you can hold off hordes of marauding aliens long enough for the others to cut a hole in a two ton steel door. The aliens drop through the ceiling and rush at your from left to right across the screen. By moving your sprite up and down the right hand edge of the screen you can liquidate the little darlings before they can slip past you and grab one of your pals.

Once a hole has been blasted in the operations room door, it's on to the 'Air Duct Scramble' which can best be described as a double-decker *Pacman* derivative in which you must find your way from the Operations Room to the Drop-Ship landing field. This plan view maze game differs from *Pacman* insofar as some tracks pass over or under other ones giving the game a maze-like quality. This means that you may be right next to the exit but on the wrong track, and thus unable to reach it without going way back towards the Operations Room.

Safely back in the Drop-Ship landing field, and with only 17 minutes before the whole planet becomes nuclear history, it becomes apparent that there is one human survivor left on the planet. Sensors are picking up the life readings of a little girl, called Newt, who is somewhere in the Atmosphere Processor. The penultimate game involves the location and rescue of Newt by Ripley, leader of the landing party. The screen

display is similar to the other game set in the AP, but this time you only control one character so all the other bio-displays etc are replaced by ammo, flare, and time readings. Flares can be dropped at key locations to mark your course, while the ammo display tells you how many of your original 99 shots remain.

In this final encounter, you don the power-loader, a robotic exoskeleton that works a little like a forklift with two enormous mechanical claws. These claws can be manipulated in all directions using the joystick. Each time you hit the queen with the claws the green scroll bar at the bottom of the screen indicated how much damage you have inflicted. When the bar is fully green, you will be able to pick up the dead queen and dump her in the airlock. If, however, she succeeds in getting to the bottom of the screen before this time, it's curtains and all your efforts will have been in vain.

Although no one of the six games in *Aliens US* is as

REVIEWS

C+VG



involved or challenging as the single game in the European version, as a collection on one disk there is sufficient variation, challenge, and gameplay to keep most gamers happy and frustrated for many a long night.

▶ GRAPHICS
▶ SOUND
▶ VALUE
▶ PLAYABILITY



▲ The beginning of the adventure



▲ The Alien Queen



▲ Weapon identification

- ▶ MACHINE: COMMODORE 64
- ▶ SUPPLIER: ENGLISH SOFTWARE
- ▶ PRICE: £9.95
- ▶ REVIEWER: PAUL

Leviathan. What can I say about it? Is the game original in its concept? No, not really. It's pure arcade shoot-'em-up, very slick and very colourful.

Is it good? Very. In fact, it's probably English Software's best game to date. No, I'll revise that opinion. It is the best English Software game I've seen.

The mission is simple: seek and destroy enemy ships across three planet zones — Moonscape, Cityscape and Greekscape. Your ship has limited fuels and is up against the clock. Extra fuel can be collected by landing near fuel

pods or blasting pods in the space sectors.

If you bought last month's C+VG you'll already know the what you're up against from the maps of first two levels. They show you the terrain but not the dangers. These include cannons, flack, lightning bolts and, of course, and a whole host of flying aliens.

The game feels a little bit like *Super Zaxxon*, with diagonal scrolling. The *Leviathan* ship can fly either way but going from left to right, I found, enables you to gain a little more time when the aliens attack. It is also useful to consult the central monitor on the screen at the

start of each game. This gives you a hint of what you're up against.

The *Leviathan* ship is equipped with unlimited missiles and three smart bombs.

The graphics are excellent. Quite what the relevance of the Greekscape is I don't know, but it's very nice to look at.

Interestingly enough, the idea for *Leviathan* was inspired by the video for ZZ Top's *Rough Boy*. Remember how their groovy car turned into an equally groovy space ship? Well that, apparently, inspired the *Leviathan* ship.

The ship really is a nippy little

beast. It can twist and turn, flip and flop with the greatest of ease.

Some of the obstacles I found infuriatingly difficult to overcome. The great thing is that if you come across some really mean and nasty looking bit of the game you can turn round and fly back the way you came, hopefully travelling full circle and sneaking up behind the tricky bit.

The enemy ships come in all shapes, sizes and varying degrees of nastiness. To successfully complete the zone you must destroy all the enemy.

Leviathan ranks high in the first division of space shoot-'em-ups.

▶ GRAPHICS
▶ SOUND
▶ VALUE
▶ PLAYABILITY



9
8
9
10

LEVIATHAN

