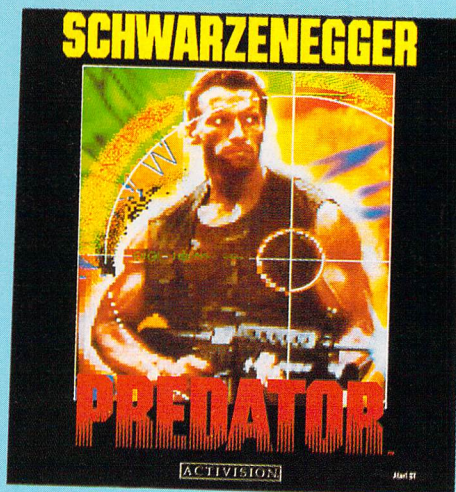


Rambo role playing

Program: *Predator*

Price: £19.99

Supplier: Activision, 23 Pond Street,
Hampstead, London NW3 2PN.
Tel: 01-431 1101



THE peace of the jungle is disturbed by the drone of an approaching helicopter. Hovering above the ground it disgorges six commandos who disappear into the bush. Bringing up the rear you follow them in as the chopper lifts away.

You soon find the wreckage of the senators' missing helicopter which you have been sent to find – but no sign of the eminent politicians themselves. Enemy guerillas have also found the wreckage, and some of your comrades too.

A sniper hiding in the crashed chopper is quickly despatched with a short blast of your sub machine gun, but you then come under attack by swooping vultures. They inflict serious damage to your energy levels and must be shot if you are to survive.

The ordeal of vultures over, you come across the remains of their last meal – one of your former team mates, lying in a pool of blood. Ammunition is now low, but you are gratified to find your comrade's gun still has a full magazine.

Suddenly the screen turns blue, a sinister hum pervades the air and you get the feeling you're being watched. An alien creature has fallen to Earth and has picked you out as its next victim. Tracking you through the jungle, it will

kill you with two laser bolts if you hang around long enough to be caught in its sights.

Continuing with your mission you come under constant attack from enemy guerillas, rushing-straight at you, popping out of concealed foxholes, firing from sand-bagged gun emplacements, or from the cover of buildings.

You have the option of hurling grenades as well as shooting, but keep an eye on ammo levels. If your ammunition is depleted you are able to defend hand-to-hand, but unless you can get a strike in straight away you're done for.

You start part two of this escapade with whatever ammunition you had left over from part one. The game continues with more attacks to deal with and weapons to

collect as you run out of ammo in nail biting situations.

The graphics in *Predator* don't stretch the ST. Walking behind tree stumps or weapons can give the impression that they are floating in mid air. Solid sandbagged walls can be walked through and the overall quality of the background illustration lacks the atmosphere which the game demands.

Predator has a lot going for it. Reflexes must be sharp, the feeling of tension builds as you progress through the jungle and the action is fast and furious.

Niels Reynolds

Sound	7
Graphics.....	7
Playability	8
Value for money.....	7
Overall	7

SECOND sight

This is very similar to Ikari Warriors. The difference is that here the scenery scrolls sideways, whereas Ikari scrolls vertically. It's basically a Rambo type game in which you cut, hack and blast your way through the jungle. It's good, but I think I prefer Ikari.

Andy Richards

Stylish conversion

Product: *Captain Blood*

Price: £19.95

Supplier: Infogrames, Mitre House, Abbey
Road, Enfield, Middlesex EN1 2RQ.
Tel: 01-364 0123

TWO months back, in the April 1988 issue of *Atari ST User* we reviewed the spectacular French epic *Captain Blood*.

The English conversion has just arrived and there are quite a few (minor, but important) changes and enhancements to the game which make it even better.

The first change you'll notice is the title screen, which is quite different, and I prefer it. When the game starts a terrifying creature reminiscent of the one in the film *Alien* slides down the ramp on the right of the screen. You've just given birth!

Unlike the original, not all planets have

defence systems, which makes flying to the rendezvous point with the alien much simpler, even boring.

Down on the first planet – you always start in orbit above an inhabited world – the alien is different, and is quite keen to be teleported aboard your ship. Communicating with him is much easier as the icons used by the upcom module are in English.

Selecting your destination from the galactic chart is now achieved by dragging a horizontal and vertical line so that they intersect at your intended target.

The amazing graphic display on entering hyperspace is now accompanied by the throbbing sound of your ship's engines. While on the subject of sound, I should also mention that the French digitised speech is now in English.

The documentation is also in English,

and I discovered several new features which had previously gone unnoticed, partly because of my poor knowledge of French.

What I had previously considered to be a bug – *Blood*'s violently shaking hand – is actually a feature: He is degenerating and must replenish his vital fluids by disintegrating his clones in the Ark's frigidarium.

Captain Blood was a brilliant game in its original French form. The English conversion has been significantly improved, and is now even better.

Roland Waddilove

Sound	10
Graphics.....	10
Playability	10
Value for money.....	10
Overall	10