

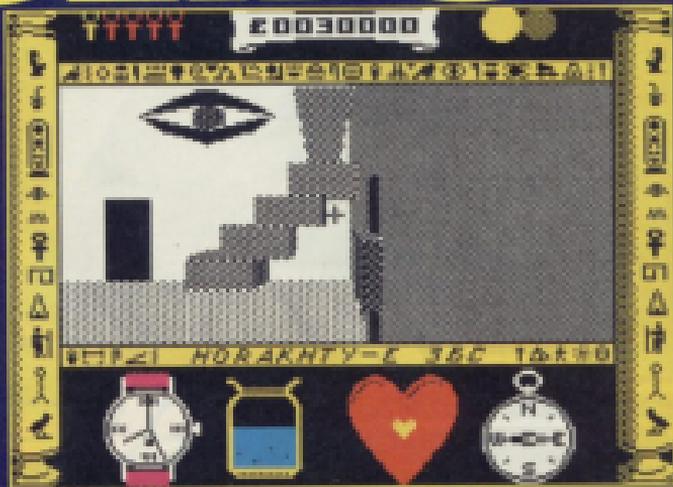
TOTAL ECLIPSE

In the beginning, there was *Deller*. Then, a bit later, there was *Deltavide*. Now, just later than that, there's *Total Eclipse*. What do they all have in common? First steps.

Deltavide's revolutionary 3-D display system which lets you rotate every aspect of the geometry area from every angle. Not a what.

The plot of *Total Eclipse* is a lot more down-to-earth than the science-fictionary *Deltavide* and *Deller*. This one's set in the 1950's, and your task is to explore an Egyptian pyramid and destroy the shrine of the sun god Ra. Oh, and I mention, the world is going to be destroyed by lunar meteorite if you don't manage it in ten hours! Well, it is.

The *Deltavide* and *Deltavide* are, at first, excellent, each presents obstacles in place in a single colour, with temporary, static, transient, mysterious objects and doorways liberally scattered throughout. To move through locked doors you need to collect Aztec symbols, to please your bank manager, pick up letters, to keep yourself in good health, find water troughs and keep an eye on your heart rate.



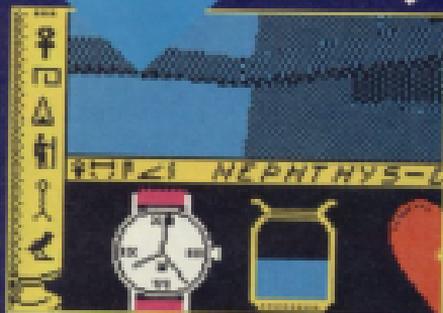
of water, at which point you die and get treated to the sight of the moon.

repeating.

Total Eclipse is a fabulous game-playing experience, but it must be said that if you have already played *Better and/or Outside* you may find it a bit sparse. Like the ultimate *Filmation* games, which started off as stimulating and ended up as tiring, boring, **WITHOUT ACTUALLY DELIVERING IN QUALITY.** *Freezeop* games might have a fairly short life span, so get 'em while they're hot.

beating is the only annoying aspect of the otherwise satisfactory sound effects.

So far, there's little chance of me winning, usually, I'm out



It's important to explore every inch of the chamber, the perspective view shifting as you move around. You can also shift your viewpoints up or down, zoom in, stand, and choose your speed of walking. Watch out for prepositioned traps, fire traps, jumps off stairways, and crying for mercy; won't do you any good.

Interaction with objects consists mainly of shooting them; activate your lights with the spare bar and you can see it and shoot any object. Try shooting the red on the wall for a useful clue, or the casket for a helpful object.

While the pretty graphics on



either side of the main display serves no function at all, the graphics at the bottom of the screen is invaluable. The watch shows you the remaining time until the eclipse, and seems forward if you hold down key B to rest. The water level shows your remaining supply, while the beam levels in time with your pulses. If it starts pulsing wildly,

it's time to take a rest, or you may die of a heart attack. The continuous sound effect of the beam



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Technically good but samey 3-D adventure

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GAMES REVIEW