

TOTAL ECLIPSE



business, it's easy to see that Microsoft Plus! means, this I was just hanging around the office in my "log" mode when the new 3D perspective game from Microsoft came through the door and I was the first to get hold of it. Yeah! Try getting it back now, suckers!

After *Order and Dark Side* whipped us off in galaxies far away, *Total Eclipse* brings us right back down to earth (well, don't mean it really). In fact, *Eclipse* is the setting, and you, uh? Well, are an Egyptologist? A Cop? Again? No. Let's hit some history here.

(Speak voice with huge-sfx!) It is written that in the days of ancient Egypt the High Priest of Ra, the God of Sun (I thought! He was a strip of golden sun myself, but never mind), placed a statue on his people, because he'd lost all power in something our ancient documents are a little sketchy on this point). So, being a quite-thinking sort of genius, he instantly had an enormous pyramid built, and in the pyramid chamber a stone was installed to fix the aforementioned deity. The statue was that if anything ever blocked the sun's rays during daylight hours, it would be destroyed.

Twelve is 2600 years later, you've just discovered that there's going to be a total eclipse of the sun in, well, two hours. If the moon is destroyed, all sorts of terrible things will happen — total nuclear, new ice age, and another series of *Cyberpunk* *Play* *Play*. "Yes, you're got to save the world."

How you do this is by finding your way through a vast labyrinth



There's the room they call the old jail, and well they might. That door at the left-hand corner is one of your tools, and the one up at the right looks pretty blocked off, but that eye got something to do with it. So will you go through the middle one. Like a complete maniac (see here).



An ancient man, this looks real ancient. "But though you the left... couldn't you get water better — not that I'm a real... well, but never mind. The thing on the left of the cap is an... uh... a... uh... On the right, who knows? But notice that there's a... uh... underneath. What could it be under there?"

mean of name, check full of puzzles and treasures, and the occasional darn-thrashing manner? The treasure is of course there for the taking, and the success of your mission is measured by how much you grab, as well as whether you save the world or not. (It's a necessary bit, isn't it?) You're equipped with your trusty revolver with loads of bullets, your wristwatch (to tell you when the world is going to blow up), a water bottle which you'll need to keep topped up. (Finally, you're dead in the game), and a compass, which seems to be remarkably useful when you're trying to make a map. The latter two, you will end trying to make a map from the first moment you load this up.

Yes, *Total Eclipse* is a mystery game, more so even than *The Dark Side*. Each room has several walls, but some are high-keyed reach and others blocked off. Some blocked doors can be opened with *Athena*, which is around the place and can be easily picked up. Others need a more ingenious approach if you're to get past the block and through the door, and so, a little doesn't usually work. Water troughs make that doubly true, while some magazines are usually more precious than the eye.

As always with these games, there are a lot of toys to memorize, but sometimes you get used to it. An wall on just walking and turning, you can look up, look down, crouch and then stand up again, or a 10-foot and even change your view size. Pressing F1 makes you rest a while — useful, that, as it helps

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calm your heart — you don't want to have a coronary, do you?

The idea in the end is to rise to the top of the pyramid through the maze. It's real easy — I've been playing this for hours and I'm nowhere near close. Height above the ground is measured in cubes — you start at 24, you want to get to 72. So many times you get yourself to a decent height and then find yourself plummeting through a hole in the floor. It's often a good idea to keep an eye on things down below.

The game plays very similarly to *The Dark Side*, although you're moving through the atmosphere in a quite different way. Memory is combined with Knight Lore and you're not far off. The emphasis is on puzzle-solving rather than blasting, and the graphics are, as ever, impressive. The Pacscope technique opens up huge areas of gameplay that just now were denied us, and it's to inventors credit that the games are so clever and enjoyable as the former ones. A hit, or a palpable hit.

YS CLAPOMETER

Not another superb Pacscope game from Incentive. These people just seem straight ahead of the competition.



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GUERRILLA WAR



A crack machine life is not an easy one. Keep firing!

Imagine 15.95 (and) 14.95 (disk)

Beam in the angles of a tropical island, the people grow beneath the iron rule of a cruel oppressor (green, green). The A team have had to shy off because of a flat tyre, but help at hand comes from two crack machines waiting on the beach to liberate the island. You are of course one of those machines, so, go get 'em boy!

Unfortunately, you're going to have to battle your way through five different sections before you can liberate the island, and progress is tough, hindered as you are, by loads of obstacles. Firstly you've got to fight your way past the regular soldiers, who charge at you in groups of two and three, making killing them extremely difficult. You'll find soldiers clog in bushes and flags too. Watch out for them 'cos they'll pass the time by shooting at you, or chucking flash-grenades in your direction, rapidly turning you into dead marine. Lucky!

It's a bit more than just a shoot 'em up though. You sometimes find the soldiers will be leading a hostage. Taking out all the soldiers, but leaving the hostage, will result in a large bonus. Have tactfully a trigger finger though, and you'll lose five hundred points. So watch out for those hostages.

The soldiers you kill will sometimes leave a weapon behind. Collect it and it'll dramatically increase your fire power, until you get tired, that is. And should more ammo be needed, just pick up an enemy

bottle or more magazines from the fallen enemy supply.

Getting past that isn't too tough, and you'll still need to battle the standard set of section means. That's not a massive 32 hits before it'll die, and on each level, you'll need differing tactics to score those hits, so getting through any level is not going to be easy.

Guerilla War is as good a conversion as could be expected on the Spectrum. The graphics are smaller than the arcade version obviously but are still a fair size, and are well animated. It's also extremely addictive, and will keep most players coming back for more.

But there's one gripe. *Guerilla War* misses the magazine because of the awkward control method. You need both hands to play one for the joystick, and another for the keyboard to launch grenades. It's awkward and annoying. Maybe one day, however, this is an addictive little game, and with five levels to work through, will be many a cold winter evening.

YS CLAPOMETER

A good of romping *Gladius* through tropical forests, let down slightly by awkward control.



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