



U.N. SQUADRON

The enemy menace have massed one of the biggest armies ever, bristling with tanks and aeroplanes of just about every description! This massive force is the tool of a dictator intent on taking over the world, and by the time this game starts, he's almost done it!

As we speak, enemy forces are massing to take over the last remaining alliance base: Area 88. Only three pilots remain with which to take out the enemy, namely Shin Kazama, Greg Gates and Mickey Simon. It's their job to take to the scrolling skies as the UN Squadron - the last remaining force upholding truth and justice (with a little help from some rather massive artillery and a choice of death-dealing ships!).

But as time passes the enemy move ever nearer, so part of the UN Squadron's job involves protecting the last base from enemy attack. Strategy was never the good guys' forte, because the base is vulnerable from air, sea and land-based attack! So keep an eye out for enemy subs, lorries and stealth bombers!



DIVE BOMBING FOR FUN AND PROFIT

Boasting some of the most spectacular scrolling ever seen in a console game, the dive-bombing section is a small bonus sub-level that enables our heroes to gain a little extra cash. At the bottom of a dangerous canyon lies a mobile enemy base. Blast this into oblivion before the time limit expires and loads o' dough is yours for the taking!



▼ Cer-rikey! The UN Squadron ship looks doomed!



SAKI'S STRATEGY SECTION

Missions can be selected at will, provided they're within the boundaries of the illuminated part of the map. The illuminated area only gets larger once all of the enemy forces in the area have been annihilated. At the far right of the map lies the enemy base. Blast this into oblivion and you're a hero!



There's loads to shoot at the bottom of the canyon.



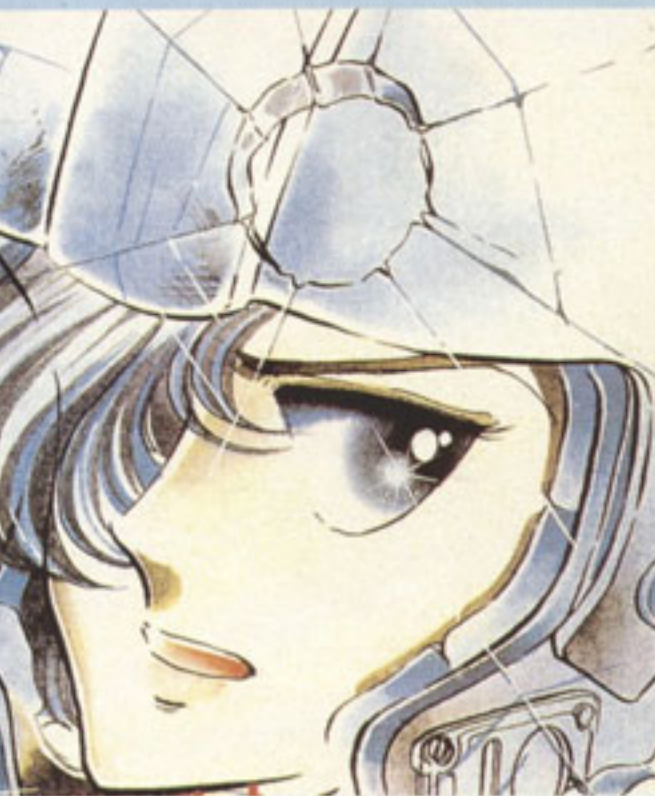
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▲ This sub jumps out of the sea in an effort to cream the UN Squadron ship!



This massive base causes many problems, all of them being fired at high speed!



DOCTOR McCOY'S SQUADRON SHOP



The defense spending cuts really cause our heroes some aggro in this game. The only way to get some cash to purchase hi-tech weapons is to blast all enemy artillery painted red. This releases a red icon that endows the player with some more cash. The shop is visited at the beginning of every mission. The range of weaponry is too vast to list here but includes the likes of massive three-way lasers, Gatling guns, and energy bombardments!

COMMENT



RICH

The excitement level generated by Super R-Type was enough to have most people running for a change of underwear, but UN Squadron (or Area 88 as those funky Japs calls it) is better still. It's got better graphics (and very artistic they are too), it hardly slows down at all, it's bigger, and it's very tough to master! The game's difficulty level is pitched at just the right level.

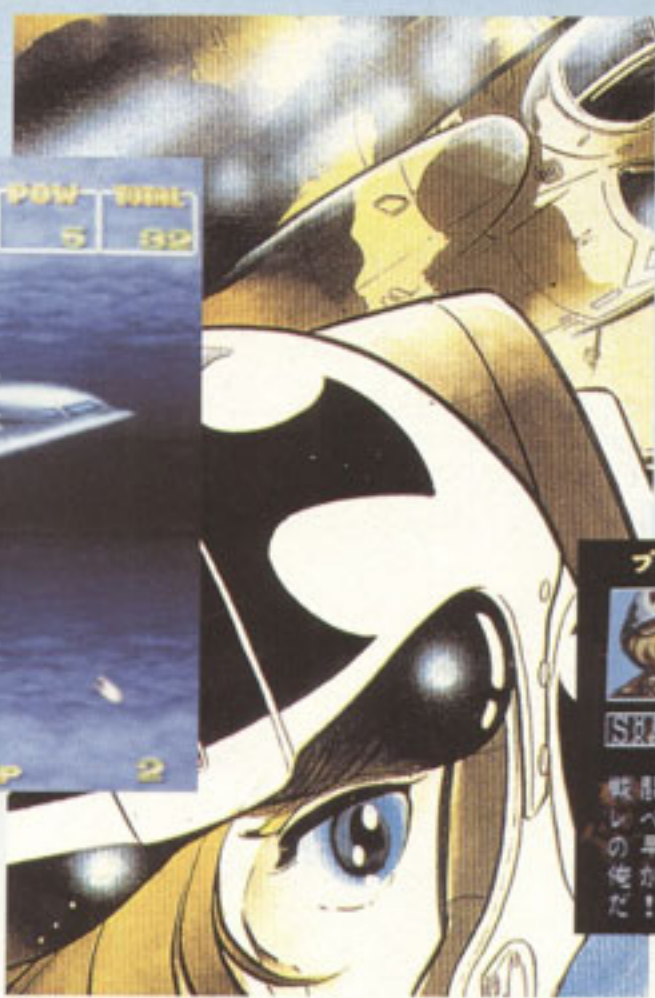
Things start off pretty simple but by the time you reach level four, the sheer amount of enemy hardware out to blast you really makes things difficult. UN Squadron simply oozes polish, from the excellent intro to the massive explosion of the last end-of-level boss. If it comes to a toss-up between this and R-Type, UN Squadron comes out tops every time. But if you're a really flush (or indeed, flash) geezer, get 'em both for the best console blasts available in the omniverse!

**AREA 88:
 THE HEROES**

There are three heroes selectable at the beginning of the game. Shin Kazama is the token female of the squadron. Though her power-up abilities are limited, she's the fastest flyer. Greg Gates prefers a more powerful ship at the expense of speed. Mickey Simon is the last member of the squad. Both his power-up capabilities and speed are average.



▲ This stealth bomber has many deadly weapons up its capacious sleeves.



プレイヤーを選択して下さい

SHIN KAZAMA	MICKEY SIMON	GREG GATES
戦闘機のレベルUPの早さは俺がNo.1だ!	特殊武器の追加は、俺が一番多いぜ!	体力回復で、俺の出るねえ!

AEROPLANE ANTICS

Using some of the cash gleaned from each level, it's possible to completely new aeroplanes! Each new 'plane is more manoeuvrable than its predecessor and can carry more special weapons at once. Also worth noting is that each ship can use more power-ups, thus increasing your destructive potential!



**F8E CRUSADER
 POWER LEVEL: 5**
 The bog standard ship. Not that nippy and it's crippled by a low power-up capability.



**F20 TIGER SHARK
 POWER LEVEL: 5**
 The F20 has the same power-up level as the Crusader, but has greater speed and uses different special weapons.



**F14D TOMCAT
 POWER LEVEL: 5**
 More special weapons can be crammed onto F14D than any of the other POWER 5 ships. It's also a bit faster too.



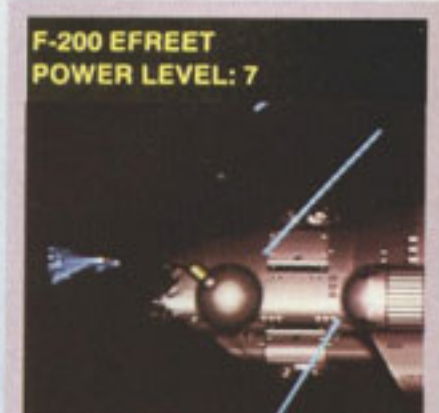
▲ On the night sky level, massive enemy carriers arrive to offload some nasty missiles in your general direction. Keep those eyes peeled!



**A10A THUNDERBOLT
 POWER LEVEL: 3+3**
 Capable of higher speeds and carrying an even more lethal range of weapons than the POWER 5 ships, the A10A is very powerful indeed and carries downward-firing missiles on board as standard.



**YF23 STEALTH RAY
 POWER LEVEL: 6**
 Another POWER 6 ship, the Stealth Ray has slightly inferior firepower than the A10A Thunderbolt, but its stealth abilities enable it to completely fox any kind of homing missile!



**F-200 EFREET
 POWER LEVEL: 7**
 Another ship with stealth abilities, the F-200 is capable of carrying every single special weapon available to the UN Squadron! It's the nippiest ship there is, and is the only POWER 7 ship in the whole game!



▲ The MegaCrush weapon is used to terrifying effect.



UN SQUADRON: THE COIN-OP

The basic gameplay of this Capcom arcade conversion is much the same as the coin-op. However, the strategy screen was not evident in the arcade machine and each character only had one ship to fly during the game. Some of the level geography has also been altered in this Famicom game. Arcadesters will know that the follow-up to UN Squadron, Carrier Airwing, is also out and about in the arcades. This features the same basic gameplay but had far superior graphics.



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COMMENT



I thought that Super R-Type was good - but this is even better! Featuring knockout graphics, stunning sound, superlative gameplay and a tough, tough challenge, UN Squadron (or Area 88 as it's known in Japan) is one of the best blasters available on any system. It's not a true arcade conversion; instead it incorporates levels from the coin-op and adds a whole load of new features, making this a much bigger and more varied game. The graphics really are stupendous, with beautifully drawn backdrops and perfectly detailed sprites - check out the screenshots and see what I mean. What you can't see, though, is how it plays. But take it from me, this is a fast and hard game. The action is frantic, and much dodging and weaving is required to battle through the levels. The difficulty level is nicely balanced, and the action completely addictive, keeping you playing and playing until your trigger finger aches. I've already said that Super R-Type is a must for your Super Famicom. This is even more of a must!

JULIAN

エリア 88

GAME START
CONTINUE HIGH

◆ DATPRO 1989/1991
◆ CAPCOM 1989/1991

BY: CAPCOM

PRICE: £45.00

RELEASE DATE: NOW

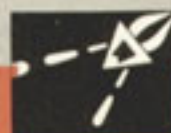
GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 3

RESPONSIVENESS: FAST



PRESENTATION 90%

Some Japanese text, but it's not important. Other than that, very well presented from beginning to end.

GRAPHICS 94%

Some of the most superb backdrops on any video game, and brilliant sprites to boot.

SOUND 90%

Mega explosive effects and decent tunes spruce up the atmosphere.

PLAYABILITY 94%

The shoot 'em up action is addictive from the word go.

LASTABILITY 91%

Even completing the game on easy level takes some doing!

OVERALL 94%

The best shoot 'em up on the Super Famicom. Even better than the coin-op original!