



STAR CONTROL

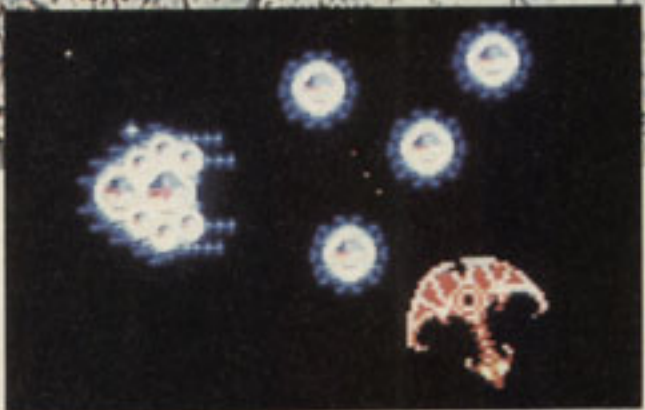
Aaaieee! The evil Hierarchy is attacking everything the good Alliance holds dear! There's only one thing for it: send out the Alliance ships for a grand battle to the death!

Star Control is a space combat game played head-to-head against either a human or computer opponent with four selectable intelligence settings.

The basic game is based around battles of dogfights. Each fleet has eight completely different ships, and both players simply choose one ship to take into combat. The battle takes place over a single screen. When the combatants are far apart, the game automatically switches to a distant view, with small spacecraft. As the players come closer, the game zooms in and the ships get bigger - close up combat is displayed very large, so you can see just exactly how much damage your weapons are doing.

The object of the exercise is simply to destroy your opponent by killing off his crew. Each hit sustained bumps off one of his men, and his crew bar diminishes accordingly - a completely depleted bar results in the ship exploding in spectacular fashion.

When a bout is over, the loser chooses a new ship to battle the victor with, and the overall winner of the contest is the first person to destroy all the ships in the opponent's fleet.



▲ The Avenger's cloak will save it!



KNOW YOUR ENEMY

There are 14 ships featured in Star Control. Dotted around the review you'll find profiles of seven of the most deadly ships. All of the ships in the game have a different main attack weapon, along with a custom device. Pressing the B button fires the main weapons, and these range from rapid-fire lasers to cruise missile launchers! The custom device for each ship is fired up with the C button. Some ships have extra weapons (missiles and the like), whilst others have more interesting units like cloaking devices, shields and warp-units!



PROFILE ALLIANCE



YEHAT TERMINATOR
This very quick ship has a fast-shoot cannon, and also has a force shield which stops virtually anything.

UR-GURN HIERARCHY

CREW FUEL REFUEL THRUST TURN SPEED RANGE DAMAGE

Force Shield

Twin Pulse Cannon

YEHAT TERMINATOR

ALLIANCE FREE STAR

PROFILE HIERARCHY



ILWRATH AVENGER
This ship's flame-throwers are excellent in close-quarter combat, and its cloaking device means it can sneak up to opponents undetected.

UR-GURN HIERARCHY

ILWRATH AVENGER (uncloaking to attack)

Sensory Clusters

Optical Cloaking Device

Hellfire Spout

Poor Tactical Positioning

ALLIANCE FREE STAR

PROFILE ALLIANCE



ARILOU LALEELAY SKIFF
Very fast, with no inertia. Auto-aim laser and hyper jump abilities. Useful, but tiny crew means one hit and it's all over.



▲ The Vux scores a direct hit!

PROFILE HIERARCHY



UMGAH DRONE
Another close-quarter ship. Its antimatter ray is deadly, and it can also zip backwards out of trouble.



COMMENT



JULIAN

Many of my lunchtimes (and beyond) have been taken up with very noisy mega-battles with Gary Harrod! Playing it on you just isn't anywhere near as much fun - even the excellent presentation, brilliant sampled sound effects (see how many old b-movie sounds you can identify!) and a weirdo strategy game don't help. I think it's simply because you can't turn to the Megadrive and shout gleefully at it when you've just wiped out its best ship! So think long and hard before you buy this game - if you've always got a second player to kick ass with, it's highly recommended. Solo players just won't get value for money out of the product.



BY: BALLISTIX
PRICE: £34.99

RELEASE DATE: JULY
GAME DIFFICULTY: MEDIUM
LIVES: N/A
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: VARIED



PRESENTATION 87%

Superb intermission screens and breakdowns of each ship plus a massive variety of options give this plenty of polish.

GRAPHICS 83%

The still screens are utterly stunning, but the in-game graphics are rather disappointing.

SOUND 83%

Raucous effects which suit the action perfectly - see how many samples you can identify from crappy sci-fi movies!

PLAYABILITY 93%

It looks rubbish to start with, but simultaneous two-player action comes no finer than this

LASTABILITY 82%

The two-player option is something you'll come back to years from now - the single player action isn't as much fun, though.

OVERALL 86%

Looks crap, but this is a thoroughly brilliant two-player Megadrive title which should definitely be looked at.