ClockWerx   from Spectrum Holobyte

ClockWerx is another addictive game in the tradition of greats like Tetris. With a resounding endorsement from Alexey Pajitnov, the creator of Tetris, ClockWerx takes over your computer and forces you to keep playing.

The controls are simple to learn, consisting of only 4 keys (or mouse commands). Using these you must move your clock hand across 100 different levels while avoiding such hazards as other clock hands, spiked balls, dynamite, guns and many others. The initial learning curve is very simple. You can master the lower levels on child level difficulty in a matter of minutes, mastering the higher levels can somewhat more of a challenge, even on child difficulty.

I was also impressed with the startup interface. Not only can you select the difficulty, player, sound etc., you can also start the game on any level you want to. You simply scroll through the level menu and click on the one you want to play. This makes it much easier to see the harder levels without actually being that good.

The graphics are pretty much standard for games of this type, and the sound is a nice set of midi tracks. One thing I had trouble with though, was that the entire game is copied from the cd to the hard drive. While this means you don't have to have the cd in the drive to play, I think the main reason for placing ClockWerx on cd was so that Spectrum Holobyte could also include a couple of cool demos from some of their other software.

I really enjoy playing these types of games. I don't always have time to sit down and go through several areas of an adventure game, or long scenarios in a flight sim, and ClockWerx makes a great diversion from work that you can start and stop anytime and not get lost. If mind games turn you on, and Tetris is getting old, pick up ClockWerx and give it a spin.

Steve Gerencser

Rating
graphics   85
sound   80
interface   87
fun factor 88

overall   85

System Requirements
386dx33
4meg ram
5meg hard drive
Windows 3.1
CD-Rom   Sound Card
Mouse   SVGA