

## ***The Pure Wargame*** from QQP

QQP has come out with yet another strategy wargame entitled, "The Pure Wargame". However, don't expect this to be another Panzer General.

The Pure Wargame is an historical portrayal of eight battles during WWII with the spin of having airborne operations. You control either the Axis or the Allies while trying to complete pre-set objectives. These range from taking a bridge from the enemy to defending cities from enemy attack. You can send your planes out to selected targets and, depending on the weather conditions, bomb the life out of them.

With the options of allowing you to play as either the Axis or Allies and allowing modifications to each scenario, this game has a lot of replay value. You can change the weather and air-strike from historical to random. The weather can change the success rate of bombers hitting their targets.

An interesting option is the game equalizer, which gives the player easier or more difficult scenarios depending upon which side you choose. If you choose Private (easiest for the historically winning side) you'll have an easy game. If you choose General (hardest for the historically losing side) you'll have your work cut out for you.

With such a high level of replayability, the game should stay on your hard drive for some time--if it were fun enough to play. Now, if you're the type of person who loves wargames, always dreaming of toasting electronic soldiers to smithereens, who doesn't care about graphics, and is more interested in the strategy, then this game is for you--otherwise, don't bother.

The graphics are all in 16 color EGA. Which is okay for the wargaming crowd, but the rest of us would much prefer 256 color armies running around killing one-another. The land masses that you play on are dull, and repetitive--giving the whole game the same feeling.

The music can be great or mediocre, depending on your sound card. If you have a Sound Blaster, you'll get your familiar FM synthesis. If you have a Gravis Ultrasound, you'll get to hear it at it's best. All the music, which is in MIDI format, is classical --which fits this type of game. The sound effects are done well, but after hearing the same soldier scream, "SMOKE!" 500 times it gets to be quite annoying. Thankfully QQP included an option to turn off the sound effects and music.

The down side(s)? There is no animation of the sprites that make up each battalion. When you perform an air-strike, I expected to see an airplane fly over the target and drop a bomb. Nope. Instead, the player is bombarded by the same sound-clip of a plane dropping a bomb. With, "Death from Above" in the title of the game, I expected quite a bit more.

The interface could have been implemented a lot better. In the middle of a scenario, I went to search for the Save Game button. I didn't see it. I looked in the manual. That wasn't very helpful. So I decided to exit the game in hopes that the game would realize that I had an unsaved game in progress. No such luck. I later discovered the Save Game button under Game Options.

The manual that came with the game is one of the worst ever produced. There are only 8 screen shots--maps of the scenarios with text describing where things were. (Shouldn't that be IN the game?!) So when the manual tries to point out anything in the game, the gamer is left unsure as to what part of the game the manual is talking about. The manual is interspersed with side comments; making suggestions about what the writer likes best. The writer also has a talent for explaining simple ideas and concepts in the most complex fashion possible. This makes for difficult reading, and hard to follow.

All in all this game will probably make hard-core wargamers happy--the rest of you should not apply. The graphics are not good enough to enjoy. The sound effects

although well done, can get quite annoying and the music can be good--if you're into classical. The game has a lot of replay value, but it's lost if the game's just not fun. This one isn't. And with, "Volume 1" in the title, I expect to see more of the same in the future.

Louis Stice

**Rating**

Graphics	58
Sound	68
Interface	60
Fun Factor	58
Overall	61

**System Requirements**

No mention of minimum CPU--assume 386  
1 Meg Ram,Extended memory  
5.5meg hard drive  
VGA  
CD-ROM (for CD-ROM version)  
Recommend: Sound Card