

SOFTWARE REVIEW

Broderbund

joystick recommended

Name - Star Wars

Version - 1.0

Type - Game

Company -

Requires - Mac,

Star Wars was perhaps one of the greatest movies of all time, but Broderbund's version of Star Wars is certainly not one of the great computer games. It is based around the arcade version of Star Wars. There are three different scenarios used. The first is in space around the Death Star, where you battle tie fighters in your trusty X-Wing fighter. The enemy tie fighters shoot back, but their shots can be neutralized by your own lasers. All tie fighters are destroyed with a hit except for Darth Vader's, which is invulnerable, but still gives you points if you shoot it. From there you proceed to the surface of the Death

Star, mitigated by a digitized recording of Luke Skywalker saying, "My God, look at the size of that thing!" Depending on the level, there are either cubical ground emplacements or towers. Both shoot fireballs at you, the same type fired by tie fighters. The ground emplacements can be destroyed, but only the tops of the towers can be destroyed. Bonus points are given for destroying all towers. The final scenario is the trench of the Death Star. Fireballs are shot at you from the sides of the trench. Upon entering the trench, Obi-Wan Kenobi's voice bids you, "Use the Force, Luke". Using the Force in the trench means dodging all the fireballs, thus receiving bonus points. At higher levels, barriers are placed which you must fly over or under. At the end of the trench you must shoot the target on the bottom of the trench, and if successful, the Death Star explodes in a less than spectacular fashion, and you move on to the next level, receiving bonus points for the amount of shield points you have left.

The Star Wars theme of the game may excite those who have never played it but have experienced the superb arcade version;

however, this game is hardly worth stimulation. First of all, the sound effects are horrible. The firing of the X-Wing's lasers is the standard old computerized laser sound. The explosion of the Death Star is no better. There are a few digitized sounds for the voice sequence, but they are of bad quality. This game totally ignores the immense sound quality of the Mac.

The graphics were about as bad as the sound. They were the same wire frame graphics as the arcade game, but the smaller screen of the Macintosh does afford the simple graphics the same magic as on the large arcade screen. The explosion of the Death Star is pathetic at best. Even though this game was based around the arcade version, it could have only benefitted from utilization of the impressive graphic capabilities of the Macintosh.

Moreover, the game is redundant. The three same scenarios are, for the most part, unchanging. Destroying tie fighters becomes a flog. Destroying fireballs becomes a flog. This game becomes boring very quickly.

The Verdict: Star Wars is a spud. It is not what one would expect from Broderbund, who has created such hits as Ancient Art of War, ShufflePuck Cafe, and the incredible SimCity. If you're thinking about getting this game, don't. Go to an arcade and spend 25 cents instead on a Star Wars game that is really worth playing.

THE SCARECROW