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• Creep Night: 3D Ultra Pinball •

Game Type: Pinball

Publisher: Sierra

Distribution: Commercial

Play: One player up to four players

Size: 35.7mb unstuffed; 26mb stuffed

Game Rating: -[@ @ @ @ @]- 95%

This sequel to the popular 3D Ultra Pinball is excellent in every way. Creep Night takes the theme of ghosts, haunted mansions, skeletons, and other creepy stuff. Just like the first one, there are three (3) different pinball games you can play not to mention that the game is in a 3D environment. In each of the three games, there are bonus levels, similiar to that of the first game made by Sierra. For example, on one level there is a bonus where you must hit a pinball into the vortex to score a million points. There are many different bonus levels than the first game, and I found that the game strays from real pinball machines. In real pinball machines there are some things you can hit and they make them so its easy to loose. In Creep Night, its the exact opposite. There are more bonus levels and it is very hard (not impossible :) to loose your ball. I found that after showing the game to a friend and letting him play a while, he ended up scoring over a billion points on his second game.

In the long run, I strongly suggest the download and PURCHASE of this game. It is well worth it for the experienced pinball master to the novice one.

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• Alley 19 Bowling •

Game Type: Bowling

Publisher: StarPlay

Distribution: Commercial

Play: One player up to four players

Size: 30.3mb unstuffed; 16.7mb stuffed

Game Rating: -[@ @ @ @]- 84%

Alley 19 is one of the most realistic bowling games there is. The game brings more real life attributes to the game which makes it harder and more challenging. Alley 19 is set in a 50's style, you will see this when you see what the characters you choose from are wearing. Even though it might be old clothing, its the same game. After you have picked a character, chosen your name, and decided on a ball color, you are ready to begin. Once you are ready to bowl, you walk over to the ball return and pick up your ball. Next, you move your character to the place where you want him or her to start. When you are ready to go, you simply move the mouse away from you to the desired amount of power. If you want to put a hook on the ball you are given a chance to at the end of your cycle.

The game is very challenging in that you can "eyeball" the proper way to get a strike to pick up a spare, or you can even use the marks on the lane to help you out. Its well worth the download to play a while. I'm not sure if I would buy it because it may get boring after a while.

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