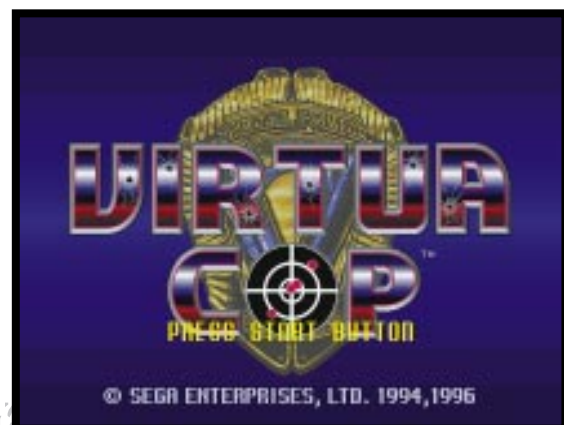


# after hours

We go shooting with a law enforcer in Virtua Cop, take to the skies with the Flying Corps, make a journey on the Orient Express before World War I, and join Donald Duck in a tropical paradise



## Virtua Cop

**PG** Hot on the wheels of the excellent driving game Sega Rally, reviewed in our March issue, Virtua Cop is the latest arcade-to-PC conversion from game giant Sega. A classic first-person perspective point-and-shoot-affair, it casts you as an up-and-coming cop in the crime-ridden streets of Virtua City.

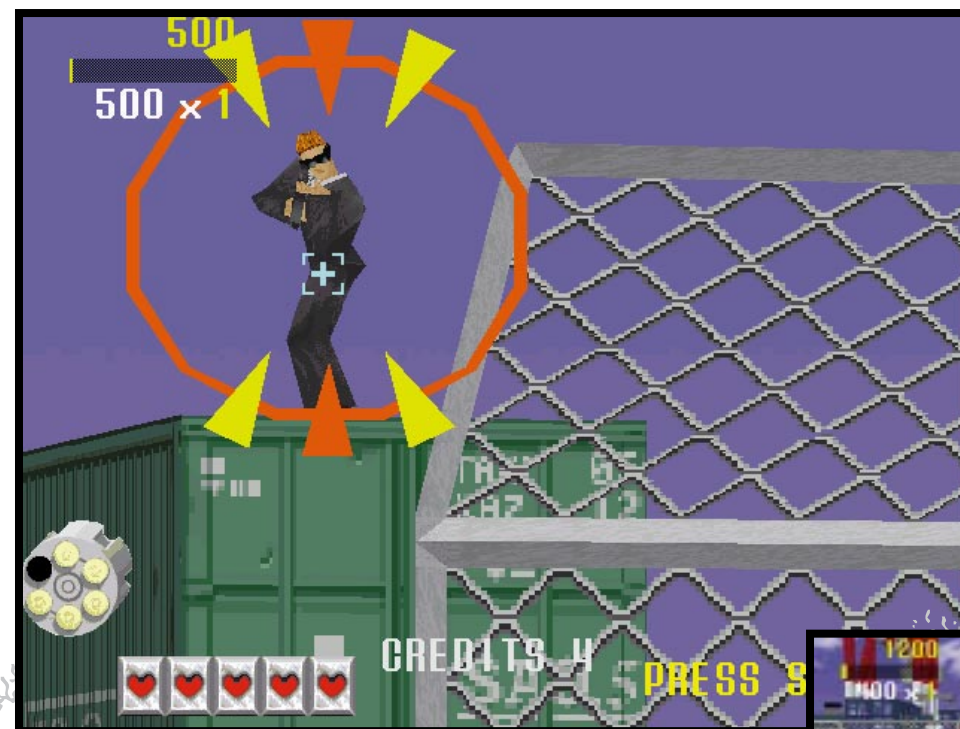
Of course, every law enforcer needs the proper training, so the first stop is the shooting range for a spot of target practice. To be a success, all you have to do is shoot 30 targets, which pop up at random intervals, in the allotted time without firing off too many stray shots. You can proceed straight

onto the streets without moving through this stage, but it pays to get to grips with your gun first.

Once you've selected a difficulty level in the arcade section, the action starts straightaway as you're thrown into the deep end. Baddies come at you from all directions hoping to make your game a short one, and the idea is to target and blast them using the mouse. When

you start you get a six-shot revolver to play with, but other more satisfying weapons can be found at later stages. Your gun is fired using the left mouse button, and a double-click with the right one reloads.

Shoot all the bad guys on the first level, while avoiding the occasionally innocent hostage, and you move into a warehouse hideaway for stage two. Here, as with the rest



of the game, it's more of the same but things get harder as you rack up the points. Other key stages in the game include entering the baddies' weapons plant and their headquarters for a showdown.

As a game Virtua Cop is instant fun, and anyone should be able to get to grips with it quickly. It may not be a new idea or have the lasting appeal of a more in-depth game such as Doom, but the action is all there and that's what counts.

As an arcade conversion it's outstanding, and as far as we could tell everything has been included. The 3D graphics, which use Microsoft's DirectX technology for fast performance, are detailed and smooth, especially when the game is set to run in higher detail modes.

The only major thing missing from the PC conversion is the handgun controller used in the arcade, but playing with a mouse instead isn't bad once you get used to it. CC

**It's not a new idea and requires quite a good PC to run well, but if you want the latest in 3D blasting fun Virtua Cop is for you.**

£39.99 (inc VAT)

Sega: 0181 995 3399

## Virtua Cop

Overall

★★★★★

Minimum requirements: 90MHz Pentium or higher, Windows 95, 8Mb of RAM, 60Mb hard disk, 4x CD-ROM, 256-colour SVGA graphics and a 16-bit Sound Blaster or compatible sound card.

## Flying Corps

**PG** It's usually around this time of year that we at What PC? don our flying jackets, hop into the company biplane and wobble skyward for a relaxing weekend in the balmy seaside town of Hemsby. This year, however, our

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trusty Sopwith Camel is in for its centennial service, so it was to a sigh of relief that Empire Interactive's World War I flight simulator, Flying Corps, touched down in the office.

It is 1916 – slap bang in the middle of the Allies' first bloody war with Germany – and the battle for air supremacy over France is raging. Following a bad patch, the British Royal Flying Corps is on the lookout for willing countrymen to be trained as fighter pilots. Naturally, the urgency of this situation precluded even a brief stop in Hemsby, so it was chocks away and into action.

If the thought of taking hold of a Camel's joystick gives you the hump, you can choose one of the many other World War I aircraft in which to carry out your missions. These range from simple take-off-



and-land training sessions to the difficult and ultimately fruitless ground attacks on tank formations over Cambrai. How you play the game is up to you – start from the runway, with limited fuel and ammunition if you wish – but the most fun comes from the instant aerial dogfights. It's during these that you get the chance to aim the Vickers .303 calibre and blast a few German Fokkers out of the sky. Alternatively, you can always try to take their Rumplers from behind.

## games news

**A**ctivision recently showcased its games for 1997. **Interstate '76**, previewed in January's news, should be available by the time you read this. It's a *Starsky and Hutch*-style driving combat game: as an auto-vigilante, you strive to save America's oil, to a specially-written funk soundtrack.

**Hexen II**, described as 'Diablo meets Quake,' brings shoot-'em-up violence to a mediaeval fantasy role-playing game. Featuring full 3D graphics and a wide range of weapons, you must fight your way through some 36 levels and four different worlds.

Meanwhile, **Dark Reign** is a futuristic strategy game, supplied with a fully featured editor so you can create your own levels, while **NetStorm** will only be

playable over the Internet, as you battle other players for domination of the skies.

Finally, **Dogfight** is the codename for a World War II flight combat sim, currently under development in cooperation with ParSoft and due for release in the summer. Activision: 01895 456700

New from Electronic Arts is **Need for Speed II**, the sequel to its classic racing game. With nine new cars, new tracks and a redesigned game engine, it promises to be even more fast and furious than the original. **Krush Kill 'n' Destroy** is a strategy game pitting Mutants against Survivors in a twenty-second century post-Apocalyptic world. Electronic Arts: 01753 549442

Kalisto Entertainment has announced its first game since ending its partnership with Mindscape. **Dark Earth** is an action adventure set in a world changed and darkened by the impact of a huge comet. Featuring stunning 3D graphics, it



will be available at the beginning of the summer. Kalisto: 01435 862212

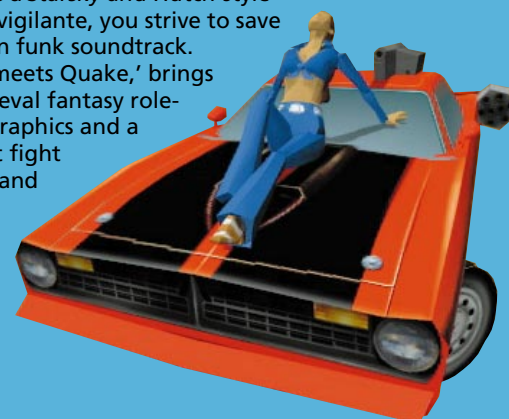
Pepper's Ghost has announced the completion of its ACT3 technology, which speeds the display of 3D figures or avatars. The first game to feature these avatars will be **Burning Ambition**, an action adventure set in South America, which is due out in the summer.

Pepper's Ghost: 0181 546 4900

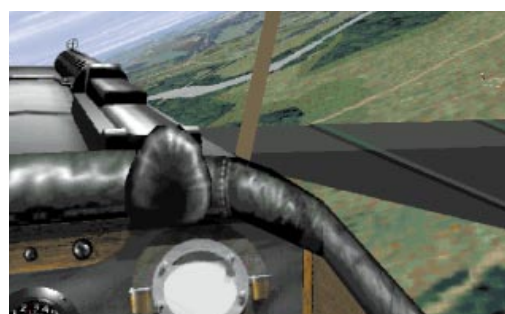
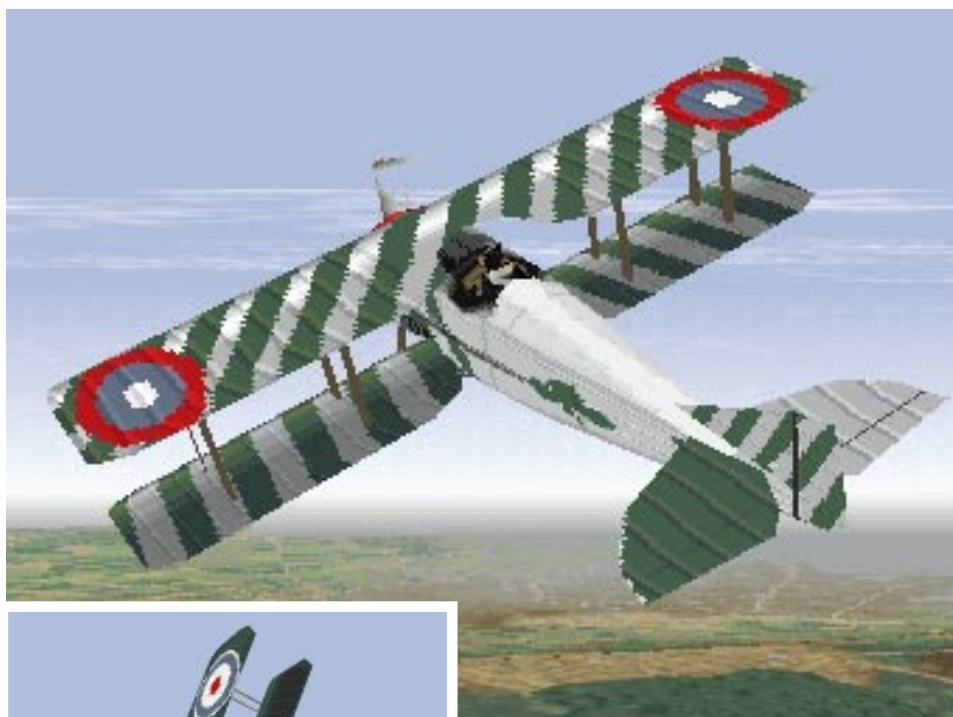
Logitech's new digital joystick and gamepad promise precise control over Windows 95 games. Both the **WingMan Extreme Digital** and the

**ThunderPad Digital** retain compatibility with DOS games through an analogue interface, and should be available now. Logitech: 01306 734300

**Gamester** is a scheme allowing rental of computer games, initially from around 250 retailers nationwide. Some 200 titles will be available to members from only £2 per week. Gamester Multimedia: 0800 424263







American doctor Robert Cath, you join the luxury train in Paris with a ticket to Istanbul.

It looks as if it might be a one-way ticket though, for the friend you were supposed to travel with, Tyler Whitney, has been murdered. In normal adventuring fashion, it's up to you to solve puzzles and gather information to find out just what your friend was involved in.

Like Cath, you have only the faintest idea of what is going on and no idea who you can trust. Nonetheless, you step into Tyler's shoes and try to carry on his under-cover dealings. The game is slow at first: without any inkling of why you are on the train it's difficult to do anything other than explore.

As you talk to the other characters you'll discover more about Tyler's business. As you become more absorbed in the game, their help is increasingly important if you are to save the train.



Gameplay was a little bit sticky on our Pentium 100MHz test machine, but the resolution can be altered to suit your PC. At its higher resolutions Flying Corps is visually one of the best games around, and even at a basic resolution (640x480) it's pretty good. The undulating terrain is decorated with realistic-looking fields and trees, as well as World War I ground features such as tin buildings and tanks. When you look 'down' you really feel like you're miles up in the air passing over the most beautiful countryside imaginable – until you remember it's supposed to be war-torn France. **SC Not a game for arcade fanatics, or the politically correct, but if you like flight sims with a bit of character then you should look no further than Flying Corps. Be warned, though, shooting down Fokkers can be seriously addictive.**

£39.99 (inc VAT)  
Empire Interactive:  
0181 343 7337

### Flying Corps

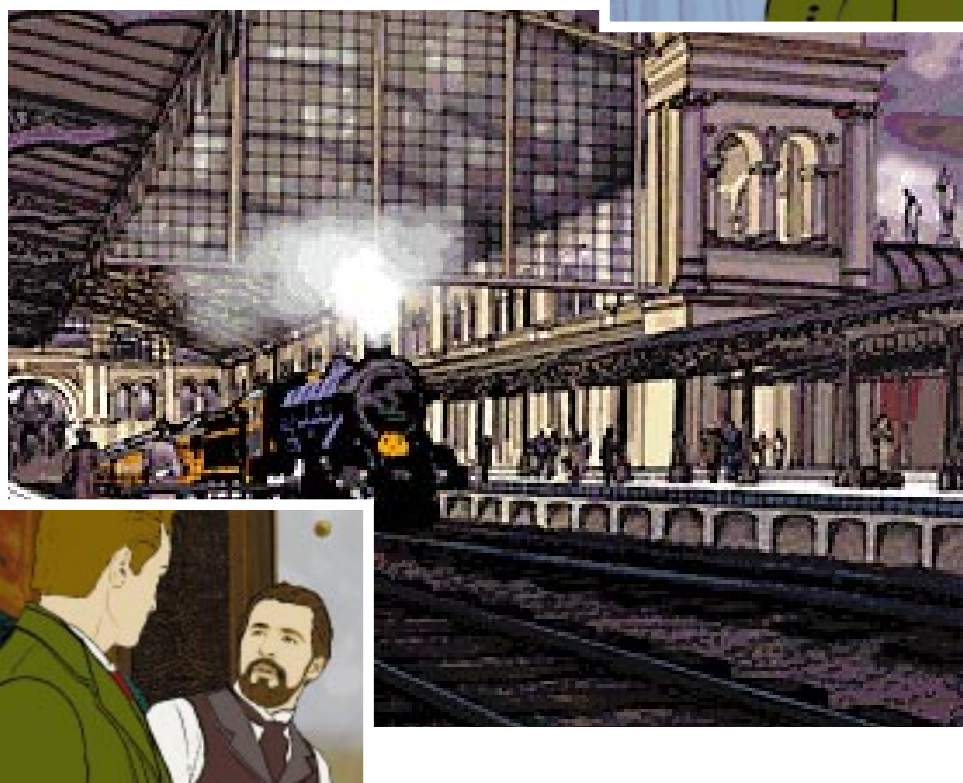
Overall ★★★★★

Minimum requirements: 90MHz Pentium, 5Mb of hard disk space, 16Mb of RAM, 4x CD-ROM drive.

### The Last Express



If you've always wanted to take a trip on the Orient Express, you'll enjoy Broderbund's latest game. It's set just before the outbreak of World War I and, as



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Unlike most adventure games, The Last Express doesn't have a linear structure. Although almost anything you do will affect later events, most of the clues can be found, and the puzzles solved, in any order. This allows the game to progress in real time – and unless you're careful, time will run out.

Graphically, The Last Express is unusual, with all the characters drawn in an elegant Art Nouveau style. The train interiors are beautifully rendered, showing off the opulence of the Orient Express with a fine attention to detail, but it's unfortunate that the frequent changes from 3D to 2D graphics spoil the illusion of luxury. We were also disappointed that the frequent animated scenes, which could have added a lot to the atmosphere, were rather jerky, even on our Dell P200 test machine. JS

**The Last Express is enjoyable, but it won't be to everyone's taste. Its pace is very slow, and it is difficult to immerse yourself in it totally. Moreover, although the graphics are pretty, they're not really up to the standard we have come to expect from today's games.**

○ £40 suggested retail price  
○ Broderbund: 01429 273029

### The Last Express

Overall ★★☆☆☆

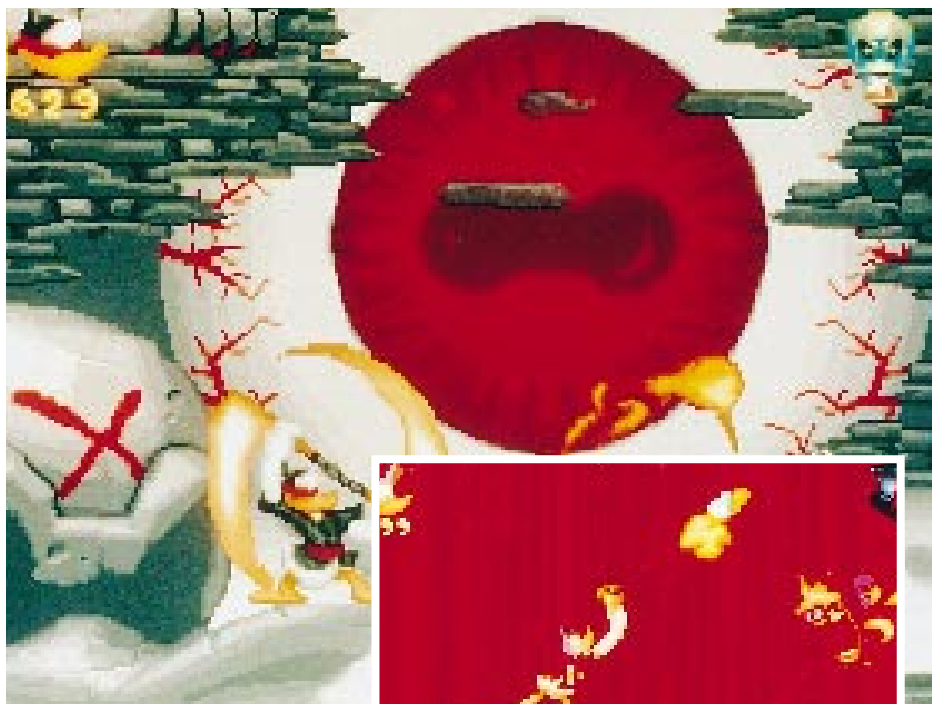
Minimum requirements: DOS 6.22 or Windows 95, 486DX2-66 (Pentium for Windows 95), 8Mb of RAM (16Mb recommended for Windows 95), 30Mb of hard disk space, 2x CD-ROM drive (4x for Windows 95), local bus video, Sound Blaster 16 or compatible.

### Donald in Cold Shadow



Platform games hit the big time back when home computers were all the rage but their end isn't in sight just yet. Donald in Cold Shadow, from Disney Interactive, stars everyone's favourite duck in a platform adventure set in a tropical paradise.

Donald (in the guise of duck detective Maui Mallard) begins his adventure in Mojo Mansion, where



he must collect golden tickets, ammunition bugs for different weapons, coins and so on. Assorted assailants (including end-of-level baddies) must be negotiated, together with numerous puzzles and pitfalls.

The game is humorous, well animated, and the levels are quite varied. The graphics, though detailed, are a little blocky when the game is played full-screen, but are always engaging. JP

**Witty and amusingly presented, this should**

**appeal to anyone who likes their platform games with the emphasis firmly on fun.**

○ £29.99 (inc VAT)  
○ Disney Interactive:  
0181 222 1413

### Donald in Cold Shadow

Overall ★★☆☆☆

Minimum requirements: 486DX/2 66 or higher, 8Mb of RAM, 2x CD-ROM drive, sound card, Windows 95.

### TOP TEN CD-ROM GAMES/LEISURE TITLES

Last month	This month	Title	Label
1	1	Red Alert	Virgin
2	2	FIFA 97	Electronic Arts
3	3	Tomb Raider	Eidos Interactive
6	4	Encarta 97	Microsoft
4	5	Championship Manager 2	Eidos Interactive
5	6	Flight Simulator 6.0	Microsoft
–	7	Sega Rally	Sega
7	8	Rally Championship	Europress
9	9	Diablo	Blizzard
–	10	Flying Corps	Empire

### TOP TEN DISK GAMES/LEISURE TITLES

Last month	This month	Title	Label
1	1	Return of The Arcade	Microsoft
5	2	Scrabble	US Gold
2	3	Aladdin	Virgin
4	4	Jungle Book	Virgin
3	5	Best of Windows Entert.	Microsoft
7	6	Mini Office	Europress
–	7	Worms	Ocean
–	8	Mavis Beacon 2 (UK Edition)	Mindscape
–	9	Bridge Champion	Oxford Softworks
8	10	Premier Manager 3 Deluxe	Gremlin Interactive

**Age ratings:** We have assigned viewing suitability ratings for each game. U = Universal; PG = Parental Guidance; 15 = suitable for viewing by 15-year-olds and above; 18 = suitable for viewing by 18-year-olds and above.



Figures for both charts from Chart Track Ltd – month ending 28.2.97