

Gary...

Feel free to chop away or make any changes that you feel need correcting...

...Doug

Mission Starlight™
Casady & Greene, Inc.
Version 1.1.5

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“Starlight rebel, go forth!” So begins this saga by Casady and Greene, Inc.

You, the able Starlight rebel, are to rescue those enslaved by, Adolf Blitter, the leader (a real mean guy) of the empire of Aalgezy. To do this you must destroy Adolf.

A walk in the park, you say.

Did I mention that to get to him, you must first, knock out his five heavily guarded and armored power plants. Each planet in you galaxy has just one. Don't forget that the planets are fortified...

A piece of cake, your quick reply.

Oh, one last item. After you have gotten past the parameter defenses on the planets and have destroyed all five power plants, his main defenses remain. You will meet these as you attack his base station because that is where the main defenses are. Then you get a shot at Adolf.

Strap yourself in your starfighter and remember you are a Starlight rebel!

Well, let's discuss first things first.

Cost: Retail \$49.95.
 Mail Order \$29.00

Copy Protection: None

Color: Supported.

Hardware: Requires a Plus or higher with 1 Mb RAM (you really need two floppies or, better yet, a hard drive). If you use color plan on 2 Mb Ram.

Options: Both mouse and keyboard are supported. Mouse options are pilot and regular. Pilot makes the mouse acts like an aircraft stick, ie: up pushes the nose of the craft down. Regular makes the mouse respond with up being up.

Documentation: Everything you need is in the program. Easy to understand and well written.

Playing:

Check that config button first! The game comes preset to get you working on the keyboard. All the keys can be easily changed. Make it easy on yourself because you will need all the help you can get against Adolf.

You must become proficient in six environments, five planets and the evil base station.

The planets will take some time to master. Each offers two levels of play. One planet is easy, it's the default planet the games highlights at the start. Two

planets are hard and two very hard. Don't worry you can jump right into the hard ones if you want. But to get at Adolf you have to knock them all out.

Easy, right?

Select a planet and you are carried into outer space from the Starlight Mother ship. On your way to a planet you encounter resistance. As the levels increase on the planets, this resistance increases in quantity, time and frequency.

You are allowed to move around in a four inch circle on the screen. Firing into the middle of the screen will get rid of most of the bad guys, but not all of them. You are being focused on a central point, the planet you are to rescue, and you must destroy as much as possible prior to the main event on the planet.

When you make it to the planet the action changes to a flight mode. Your task is to destroy the power plant. You'll need 10 bombs to get the job done and return to the Mother ship. You get an extra bomb for destroying 10 fighters. As the game goes on these folks get real tough.

You might try staying on the easy level and build up bombs for other planets. If you get too greedy the game will bring you back to reality. A friendly reminder from Adolf will destroy your ship... Unless you are very good.

After getting all the planets in order, your off to, Adolf's place, the evil base station. Good luck! You almost have him finished. There are, however just a few little obstacles in the way. These

will be even more challenging than what you have already experienced...

The game offers a save feature, called storage. You will find storage handy after you have been successful at completing a planet or two, etc. This feature lets you save up to five different games. Save the game after you restore a planet, then save after you restore the next, etc. You keep any bombs and starfighters you have after completing a planet.

Other things worth noting:

The sound is very good. The program comes on two 800 Kb diskettes and carries enough audio to keep or get your attention. You can turn it off or crank it up. Suit your self.

It is easy to set up. You just copy the files on to your hard drive and play.

Conclusion:

Is it a great game? I recommend it. My assistant reviewers (my three boys, eleven and under) suggest that it would keep you entertained. We, as a group, gave it 3.5 points out of 5. I have seen them choose playing Mission Starlight™ instead of Nintendo...

I guess that says it all.