UFO uses a series of screens as you monitor your bases (top), purchase materials and procure personnel (middle), and outfit and expand your base (bottom).

manual calls this ''enhanced''), at least the British Amiga users have discovered hard drives. Using the Commodore Installer, the files from the two disks are placed in a new drawer on your partition of choice. The disks themselves are not protected, so playing from copies of the floppies is possible if your hard drive lacks the minimum two megabytes of free space.

Subwar 2050 requires an Amiga 1200 or 4000 with a minimum of two megabytes of RAM. A joystick and speakers or headphones are recommended.

Submarine combat will never be the same.

UFO

Flying saucers have returned, and this time they aren't just sight-seeing. No, that is not a line from a 1950's science fiction movie, or a supermarket tabloid. It is the situation presented in a new strategy game called UFO Enemy Unknown, distributed by MicroProse.

The year is 1999, and flying saucers have begun an invasion of Earth. A multi-national force has been set up to deal with the crisis, and you are in charge. At first, your force is minimal; one base, with two interceptors and a troop transport. When a UFO is detected, you must dispatch an interceptor and try to shoot it down. If you manage to down the UFO over land, send in the troops to capture or kill any aliens that survived the crash. Once this is accomplished, you can salvage valuable Alien technology from the crash site.

If you do well, the grateful nations will increase their donations to your organization. This will allow you to build more bases, buy new and better ships and weapons, hire more soldiers and scientists, and generally make your job easier. Do poorly, and those same nations will tighten their purse strings. Soon your funds are being depleted by maintenance costs and you cannot replace destroyed weapons, or troops that have been killed. Eventually you will be helpless to stop the invaders.

Since this is a long-term fight for planetary survival, scientific research and manufacturing can play determining roles in the outcome. With every successful capture of a landing site, you acquire out-of-this-world materials, power and navigation systems, weapons, and more. Even alien bodies can yield clues to help the fight.

The central playing screen in UFO is called the Geoscape. This is a globe of the Earth that you can rotate in various directions, and zoom in on for a close-up look. Arranged along the side of the globe are a series of buttons that provide detailed information on such topics as funding levels, your bases, and the time. The passage of time

your keyboard to expedite the mission, such as ''attack current target.'' If you become overwhelmed with enemies or your own weapon systems become damaged, you can also tell the wing men to ''cover me,'' and they will attack whoever is currently attacking you.

Game options include three levels each of control sensitivity, skill, and graphic detail. These options can be changed during a mission, so if you find the opposition too tough, they can be toned down a bit before they kill you. Games cannot be saved in progress, but player accomplishments are saved at the end of every mission. The graphics of objects outside your sub are of the filled-polygon variety, so movements are quick and clean, although there is no surface detail to them. Just remind yourself

that you are looking at a computer-generated representation of sonar data. Besides, you will be too busy trying to dodge incoming torpedoes and targeting your adversaries to notice the lack of detail.

Three booklets are included with the game; a general manual, an Amiga Technical Supplement, and a copy of ''Under Currents, The Maritime Corporate Defence Journal'', with a cover date of May 2050. This last includes pages of specifications of the submarines used in the game, containing the required copy protection for the start of each game. The journal also contains a short history of submarines in general, and some background on the current corporate structures and infighting.

Like virtually all Amiga games these days, this is not only a port from Clone-Land, but also from England. While some features were left out of our version (the

within the game can be controlled from this screen, causing it to pass at rates of up to one day per second of real time. This is handy when you are waiting for supplies to be produced, or while waiting for the next UFO to appear.

When a UFO is detected, you are given the opportunity to send an interceptor after it. If your interceptor gets within range, a window opens to show a radar type of display. Choosing a style of attack, such as aggressive or standard, determines at what ranges your craft will fire. This part of the game is basically automatic. Once you have chosen the attack style, the UFO either gets shot down or it gets away.

When your troop ship arrives at a crash site, the game switches to the Battlescape screen. This is where you direct individual members of your force in search and destroy missions against the aliens. The battlescape screen is in 3D perspective, and shows only what is visible to your soldiers. As they move about, more and more will be revealed, but at first most of the screen is black. Along the bottom of the screen is a row of icons giving you control over all aspects of individual soldier's actions. Bar graphs let you track health, energy, morale, and time units available.

This section of UFO is turn-based. You move your soldiers, take any actions, then wait for the aliens to do the same. Most of this time the screen will be black, since most of the aliens' actions will be out of sight of your troops. Of course, any action that does occur within your personnels' vision will be shown.

If you succeed in wiping out the invaders, an analysis of your performance is given, along with an inventory of your losses and gains. On the other hand, if the aliens appear to be on the verge of destroying your squad, call for an emergency evacuation and salvage what you can of the mission.

As the game progresses and you accumulate information on the aliens through research or interrogation of captured subjects, the UFOpaedia screen will become important. This is a database of all of the facts you have learned about your enemy. This will remind you, for example, that to make use of the alien power source your scientists have finally deciphered, you will also need alien alloys and some of the alien element Elerium.

UFO is supplied on four disks, and can be played either from copies of these disks or installed on a hard drive. If you have an A-1200 with a hard drive and only the original two megabytes of RAM, the installation routine will prompt you for a blank floppy, which it will turn into a special boot disk for the game. The 128 page manual is full of screen shots, and contains two excellent tutorials that will get you to the front lines with a minimum of delay. An AGA Amiga with a minimum of two megabytes of RAM is required. Games can be saved at any point, and up to five game positions can be maintained.

There is a programming quirk that caused some concern the first time it happened, then became an annoyance. Every time the game switches to or from the Battlescape component, it goes back to the Workbench screen for a few seconds. Don't panic. The game didn't crash, and will resume shortly. Also, many actions within the Battlescape involving the mouse control seemed sluggish on my A-1200 with some additional fast RAM, but the stock CPU.

These minor gripes aside, UFO Enemy Unknown is an excellent rendition of a classic science fiction theme. Are you up to the challenge of saving the world?

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SUBWAR 2050 & UFO

MICROPROSE Goes To War with Two Great Titles.

reviewed by Rob Hays

Subwar 2050

Imagine if you will, fifty-five years into the future. Current aircraft technologies have been applied to undersea craft, and multi-national corporations are trying to outmaneuver each other for the riches of the deep. This is the world of one of a crop of new releases distributed by MicroProse, called Subwar 2050.

This undersea world is full of high speed submarines, armed with deadly torpedoes, rockets, and other weapons. The corporations have escalated their disagreements into outright warfare, and if you have the right stuff, they will pay handsomely for your services.

After proving your abilities with a series of training missions, you can choose from any of four multi-mission campaigns. These can be played in any order, and each presents its own challenges. Ranging over the globe from the North Atlantic oil fields to the rich fishing grounds around Antarctica, you will be called upon to perform a variety of missions. Depending on the campaign selected, your term of service may be for a set number of missions, a period of time, or for the duration of your employer's difficulties.

As each mission is successfully completed, your bank account is credited with your pay, and for an especially well-done mission, a grateful corporation may add a bonus or a medal. This accumulated pay can come in handy to pay for emer-gency resuscitation or rescue should the bad guys succeed in destroying your sub.

The cockpit areas are dominated by a large display screen that takes the place of windows. This screen displays information gathered from your submarine's sensors, because sunlight penetrates only the first few hundred feet of water and these subs perform most missions at depths of many thousands of feet. One important piece of information displayed is the layering caused by temperature differences. These layers can be critical to your survival, since they reflect sonar waves like a mirror, allowing you to hide from enemy subs. Other information includes navigation way points and weapons status, as well as information on sonar contacts.

Like the oceans themselves, Subwar 2050 is full of sound. The far off songs of whales echo through the haunting musical theme. Moving ships cause varying amounts of noise, from a whisper to a bubbling rush, as they move through the water. Be sure to connect the headphones or speakers for this one.

As with most flight simulators, control is best through a joystick, although the cursor control keys or mouse can be used, and different views of the area are available through the function keys. Many missions involve a formation of several submarines. For instance, you may be assigned to a fighter escorting a troop carrier. You can give these wing men various orders from
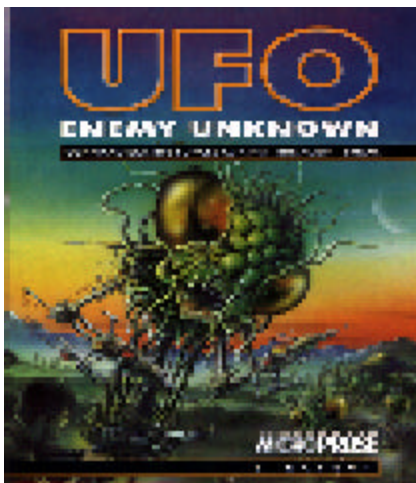
Subwar 2050 sends you on a series of missions (above right), but, do things wrong and you are beached (above left).