

nasty, slimy aliens.

No-one's yet produced a game based on the first two, so this must be a game based on the latter. The aliens in question are a touch nastier and slimmer than the average two-headed, green-skinned jobs though, because they would actually like to eat Earth and its inhabitants! What's needed is someone to jump into a spacecraft

second and so on). The idea is to survive each level by shooting at and destroying the waves of flying aliens (and ground installations later on) and avoiding crashing into the host monster's insides. Survive to the end of the level and you have to take on a guardian before moving to the next stage.

As you'd expect, there are

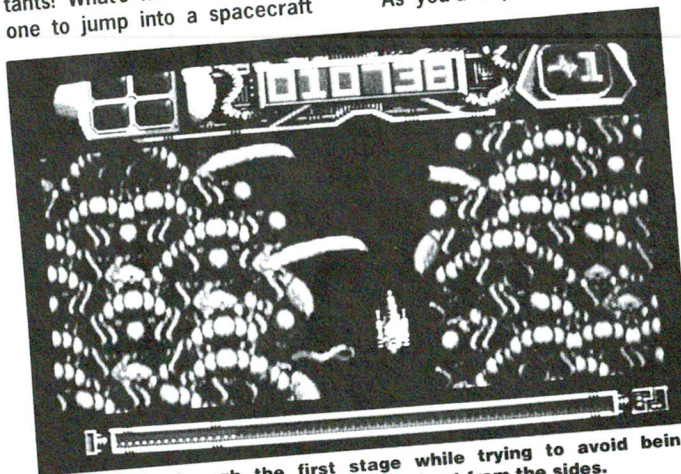
you lose one of four lives, you lose the weapons.

GRAPHICS AND SOUND

The backgrounds are well drawn and menacing, but the sprites are dull and uninspired. The collision detection is ever so slightly off, and on more than one occasion you'll be

GRAPHICS 4
SOUND 2
INTELLECT 1
ADDICTION 3

OVERALL 28%



■ Sneaking through the first stage while trying to avoid being grabbed by those large 'arms' that shoot out from the sides.



■ Make it to the end of the stage and there's the end-of-level guardian to be destroyed before you can progress any further.

LINE £19.95 ■ Joystick

SKATE OF THE ART

Twenty stages of viewed-side-on skateboarding action. Controls are limited: scoot (for speed), lean back, lean forward and flip are the ones you'll use most as you move left-right across the screen at great speed, jumping obstacles and shooting up and down ramps.

Though there are twenty of them, the levels are all short and it's simply a question of remembering which moves come in which order and hitting the fire button at just the right moment to get through them. Should you misjudge a jump, however, you go sprawling

across the road and have to restart the level with one of your initial five lives gone. Make it through the stage and you are rewarded with a 'flip' bonus, decided by how many jumps you did, plus a time bonus, decided by how quickly you finished.

■ Flipping in the Underground.

Skate of the Art, so far from being state of the art, is basic stuff indeed. Although it looks all right, it is simple in design and quite frustrating in gameplay. Even hardened 'boarders' out there will find their interest evaporating quickly with this one. **Andy Smith**

GRAPHICS 6 / SOUND 5 / INTELLECT 2 / ADDICTION 3 / OVERALL 38%

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