

# The X-Files Game

The answer is **out there** and you'll enjoy finding it.



**After the** mammoth success of the X-Files television series, it was inevitable that a computer game would follow. After two years in the making, the designers have wisely opted not to let you play the part of Scully or Mulder, but to interact with both of them as FBI agent Craig Willmore. You are investigating their disappearance, so before you can start chatting to Scully about her pout and lovely, floaty, red hair... (*sorry, forgive me*) you've got to find them. Skinner has come over to Seattle to give you some pointers, but mostly seems to stand around looking broody and sullen while you look for his agents.

**There are** hours' worth of QuickTime movie footage to look at, all of it original

stuff. There's no doubt that this is a quality product. It's scripted by X-Files writers, packed full of Files minutiae, and features a lot of the usual suspects. It is a little over-reliant on point-and-click, though, and navigating through the game involves an awful lot of clicking. The odd, dimly-lit mood of the television show has been successfully recreated but you will need the brightness control on your monitor set to maximum to pick out the clues. The icon interface is well thought out, meaning that there are no complicated key combinations to learn, and despite all the clicking it's worth it for the moody, atmospheric QuickTime clips.

PAUL TRUEMAN



► **THE QUIRKY, BROODING MOOD OF THE TV SHOW COMES ACROSS IN THE GAME**

## PCW DETAILS



**Price** £39.99

**Contact** Fox Interactive 01753 549442  
[www.foxinteractive.com](http://www.foxinteractive.com)

**System Requirements** Windows 95, P120, 16Mb RAM, quad-speed CD-ROM, 250Mb free hard-drive space.

# Vangers

Shooting, driving, **strategy and more**; you *must* get this game.



► **HARD DRIVING AND HOSTILE TERRAIN**



**Is it a space game, a strategy game, or a driving game?** There is no niche for such a diverse game as Vangers: One for the

Road. The background story takes up four pages of the instruction manual, yet unlike the run-up to many other games it is a fascinating read. Thumping music throughout maintains the sense of

tension established in the opening pages, and the graphics suck you in to the heart of the action. As a human/bug hybrid — a Vanger — you're running for your life. The terrain is hostile but your vehicle should see you through. As your trading activities earn you more credits, you'll be

able to buy a better and more manoeuvrable form of transport and, most importantly, weaponry. But why weaponry? The colony, that's why; nasty bug-like creatures that operate with a collective mind who will, given half a chance, use your body as a fertile host for their larvae.

**If you're after** a fast moving shoot-em-up that will test your keyboard driving



▲ **4WD OWNERS, EAT YOUR HEART OUT!**

skills, keep you entertained with an engaging story line, despatch you to a distant part of the known galaxy and throw in a bit of trading strategy on the side, then Vangers: One for the Road is for you. If you're not, then you cannot possibly be a serious PC games player.

NIK RAWLINSON

## PCW DETAILS



**Price** £39.99

**Contact** Interactive Magic  
01344 409399  
[www.imagicgames.co.uk](http://www.imagicgames.co.uk)

**System Requirements** Windows 95, 98 or NT 4, Pentium 133MHz processor (166MHz recommended), 16Mb RAM (32Mb recommended), 50Mb free hard-drive space (200Mb recommended), quad-speed CD-ROM, SVGA video card, mouse, Windows-compatible sound card.

# Outwars

It's easy to get into **Outwars** and satisfying to **blast those bugs**.



**Outwars** marks the end of Microsoft's inhibitions about games with violence. It's a shoot-em-up in the mould of *Battle Zone*, with a mission-based structure and a continuing storyline. You play a marine,

▲ **THE GRAPHICS AREN'T GREAT BUT THE SOUNDTRACK IS PRETTY TASTY**

uses Direct 3D, so any reasonably modern 3D accelerator card can be used. Once you're into a campaign, you'll be treated to some cheesy video briefings before each mission, but they do help to build the plot. The game has various missions and they're not just confined to killing

bugs; they are designed to be dynamic, so you'll be given a briefing which could change halfway through if the aliens do something unexpected. One aspect that really adds to the atmosphere is the music, which sounds very cinematic and is, in fact, as good as a few action film soundtracks that I've heard.

**I was initially** pretty sceptical about *Outwars*, particularly when first loading it up. The graphics are not going to win any major prizes, especially when compared to the likes of *Unreal*. The game

bugs; they are designed to be dynamic, so you'll be given a briefing which could change halfway through if the aliens do something unexpected. One aspect that really adds to the atmosphere is the music, which sounds very cinematic and is, in fact, as good as a few action film soundtracks that I've heard.

**Outwars** is a little formulaic and doesn't look particularly great. But it offers good gameplay and manages to achieve that elusive feeling of immersion in each mission. Definitely worth a look if you enjoyed *Battle Zone* or fancy some *Starship Troopers*-style bug-blasting.

DAVID FEARON

## PCW DETAILS

★★★★

**Price** £34.99

**Contact** Microsoft 0345 002000

[www.microsoft.com/games/outwars](http://www.microsoft.com/games/outwars)

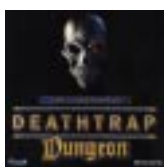
**System Requirements** Windows 95, Pentium 133, 16Mb RAM, 25Mb available hard-drive space, quad-speed CD-ROM drive, Direct3D-compatible graphics accelerator recommended.

# Deathtrap Dungeon

The graphics are grungy but there's plenty of **gruesome gore**.



▲ **SENSIBLY DRESSED IN A PIECE OF DENTAL FLOSS, OUR HEROINE GOES TO MEET THE MONSTER**  
◀ **WATCH OUT FOR THAT FLAME THROWER!**



**Years ago**, the ruler of Fang built a huge labyrinth beneath the hillside, filled with traps of devilish cunning and a large collection of wild beasts. Supreme among them was Melkor the Red

Dragon. Offering a reward to anyone who could enter the dungeon and live to talk about it, the Baron sat back and watched hundreds go to their deaths.

**The two characters** you control in this game seem to think they can do better. There's a massively-proportioned one-

man slaughterhouse, who is getting bored of decapitating anyone who looks at him a bit "funny" and wants the reward so he can retire. Needless to say, the female character wears very few clothes and has a torso that would put the TV Gladiators to shame. The idea is to work your way through the ten levels of the castle and dungeon, beginning at the Spire and working through to the final confrontation with the Red Dragon (or will it be the Baron himself?).

**This is** one of the more inventively-packaged games we've seen so far this year, with *Deathtrap Dungeon* playing cards included, as well as a *Fighting Fantasy* novel written by Ian Livingstone. Although the graphics are a bit disappointing, this game should suit gore fans down to the ground.

PAUL TRUEMAN

## PCW DETAILS

★★★★★

**Price** £34.99

**Contact** Eidos 0181 636 3000

[www.eidos.com](http://www.eidos.com)

**System Requirements** Pentium 90MHz processor (P166MHz), Windows 95, 16Mb RAM (32Mb rec.), 120Mb free hard-drive space, double-speed CD-ROM.



# M.A.X. 2

Strategy/shoot-em-up gaming **to the max**. It's only 2D, though.



**Mankind has been** admitted to the The Concord, an intergalactic parliament, but all sides are wary of each other. When

a renegade group of humans land on an unexplored planet and discover an active alien base, it's time for you to step in and sort out a troubled situation. Your first

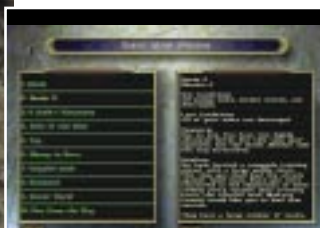
mission is a relatively simple one but as you play on and the story unfolds, you will have to take command of constructing whole human bases and defeating the hordes of aliens that threaten the Concord.

**You marshal** your troops, and more than 25 tanks, guns and troop carriers — in other words, the usual carriers of death and destruction required in a game such as this this. Combat is easily

arranged: you simply "point and click" on the troops you want, and then click on the enemy to be engaged. As with all good strategy games, though, there is more to it than simply co-ordinating vast planetary punch-ups: you have to use your resources to make initial purchases of engineers and construction machines, and work out what to build with them.

**Essentially**, M.A.X. 2 provides you with everything you ever wanted from a two-dimensional strategy shoot-em-up, apart from looks. If it's a brainteasing strategy-simulation you're after rather than jaw-dropping graphics, then this is the one for you.

PAUL TRUEMAN



▲ THERE ARE PLENTY OF MISSIONS TO KEEP YOU OCCUPIED  
▲ PARLIAMENT HAS BEEN DISSOLVED!

## PCW DETAILS

★★★★

**Price** £34.99

**Contact** Interplay 01628 423666

[www.interplay.com](http://www.interplay.com)

**System Requirements** Windows 95, Pentium 133MHz processor, 16Mb RAM, 30Mb free hard-drive space, double-speed CD-ROM.

# Cannon Fodder

The price is right, the game is **classic** and the action is furious.



**Among**

Cannon Fodder's stars are, apparently, James Dean, Elvis Presley, Vera Lynn, Norman Wisdom and JR Ewing from Dallas. However, who plays who is anyone's guess.



**As the leader**, you allocate lots of little men to assist you in carrying out scenes of mass carnage and destruction, wiping out the enemy and blasting their buildings. As you and your recruits run, swim and ski your way through combat, firing bazookas, throwing grenades, driving tanks and flying choppers, you

must fight your way through 24 missions. Each mission takes place in a different zone within which you must follow instructions in order to complete each raid. You can kill yourself and your own, if you wish, and blast other

▲ OUT ON A MISSION TO SEEK AND DESTROY  
(INSET) SMALL GUYS, BIG BAZOOKER

innocents who misguidedly cross your fearsome path. Although all this sounds gruesome, the comical graphics are reminiscent of a bedtime story. The first missions are very similar, with little

graphical variation, but persevere through this surprisingly more-ish game and it actually becomes quite engaging.

The explosions are satisfying and your bullets never run out.

**Cannon Fodder** is a shoot-em-up of the old school — if you want fast, all-action, adventure, then don't bother. But if you think you would enjoy playing a classic-style game, then at only £4.99, you could do a whole lot worse.

HELEN FORTGANG

## PCW DETAILS

★★★★

**Price** £4.99

**Contact** 0171 721 8767

[www.sold-out.co.uk](http://www.sold-out.co.uk)

**System Requirements** MS-DOS 5.0, 486 DX33MHz, 4Mb RAM (configured to expanded memory), double-speed CD-ROM drive, SoundBlaster-compatible sound card.