

BY	VIRGIN
STYLE	SPORTS SIM
RELEASE	TBA

Yea, though I walk through the valley in the shadow of death, I shall fear no evil. Instead I'll play some golf. Because, you see, what most people don't realise is that down that valley of death there's a fabulous golf course! Valora Valley it's called.

So what does the Devil do when he needs to relax eh? After centuries stoking the fire, years spent pulling out sinners teeth with a rusty pair of pliers, and hours dedicated to making scratchy sounds down blackboards, surely ole' Cloutie must do something to unwind? Well, the truth is, he does what we all do when we need a spot of mother nature's fresh air — he plays golf.

Not ordinary golf of course. Don't expect to see the gentle slopes of a Gleneagles or Wentworth. I

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mean, when you're the Anti-Christ you don't want a game that's going to be the epitome of leisure. You want hellish sand traps, torturous five par holes and more frustration than the average mortal could bear! So, there's only one thing for it: you're going to have to construct a course that perfectly suits your temperament and personality. What this means is courses that run up steep hills, a putting green placed on the plateau of a craggy hill, sand and water traps positioned to perfectly swallow up the slightest mistake and patches of fairway suspended in the air! And voila: the unique Valora Valley golf course.

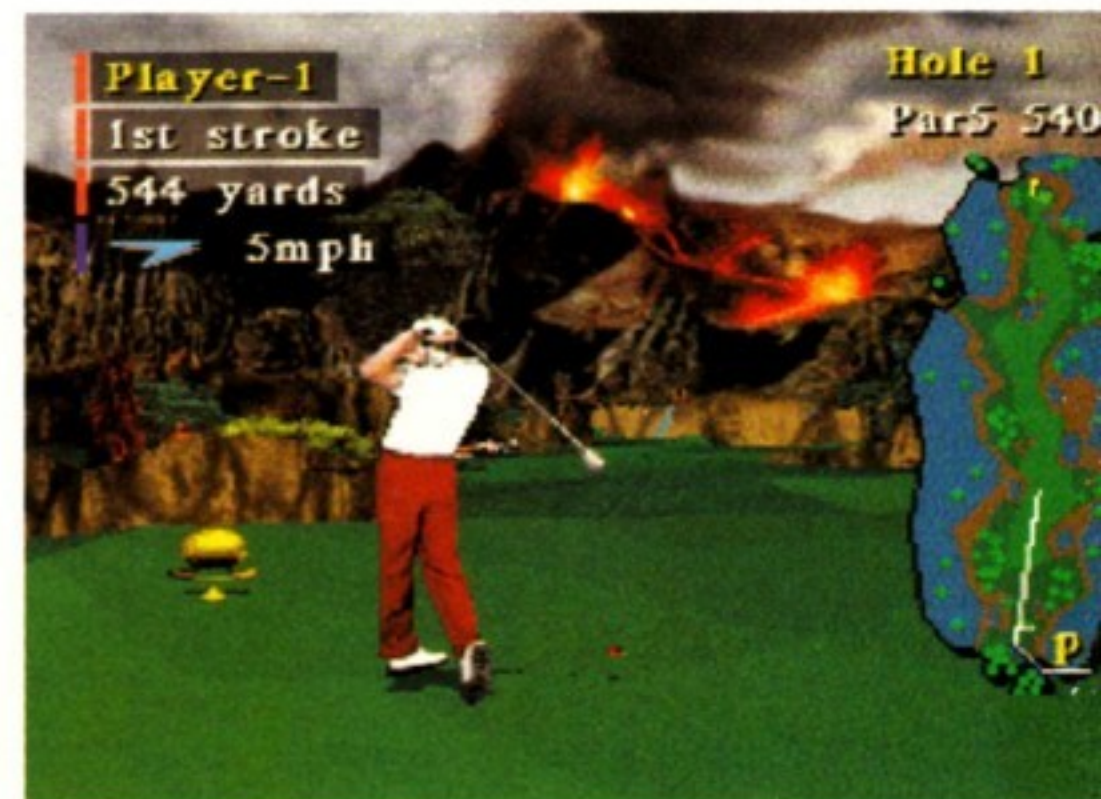
One thing Virgin's latest release isn't short on

is originality. With three golfing games already doing the rounds, this twist in the genre seems like a refreshing idea. In it's fundamentals though, Valora Valley Golf sticks with the traditional formula. Don't expect to hear Satan's dark and booming voice demanding use of the putter from his impish caddy. Instead there is the familiar precision control method when taking a shot, the standard choice of clubs, options to adjust direction and driving stance, and all of the rules associated with the game.

Valora Valley Golf actually looks quite similar to Pebble Beach Golf. Obviously it doesn't have that fat bloke, Craig Stadler, nursing you round the course. The tutoring voice in Valora Valley remains faceless. Actually it sounds a bit like Satan with an American accent. Pebble Beach Golf was not particularly impressive but although this shares a lot of its characteristics, the absurdity of the courses themselves are a considerable departure and enough to merit it being considered in its own right.

As you'd expect of a golf game, there are plenty of different modes of play. The Devil's Open takes you round the standard course which, while certainly being tricky, looks more like paradise than hell. There's also tournament play, stroke play, skins play (which is where money is placed on winning each hole), and match play. Although the precision control method for taking a shot is pretty identical to the usual golf style, it comes with appropriately crazy measurements like, warp, cyclone, psycho, and fire for that huge drive.

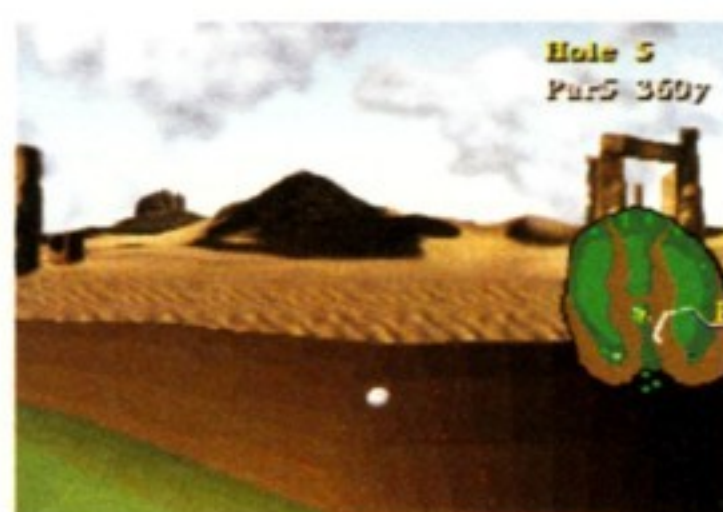
As for the rest, well, Valora Valley Golf comes with all those important stats, the facility for multi-player action and options to save games in progress. Expect to see us summoning Beelzebub for a full review next month.



Recognise the control symbol? Pebble Beach Golf!

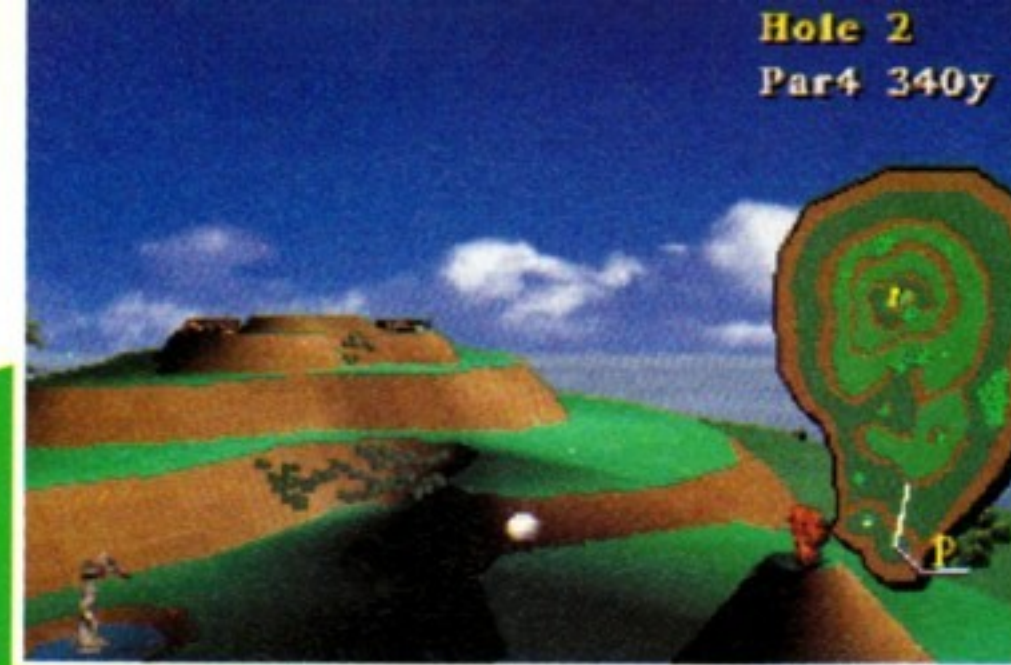


What we've got here are measurements of the power of your swing. Rather than use yards though, how about hells words.



Valora Valley Golf

Virgin stick horns and a pointy tail on to the golf sim!



Before you attempt a hole a satanic American voice gives you a summary.

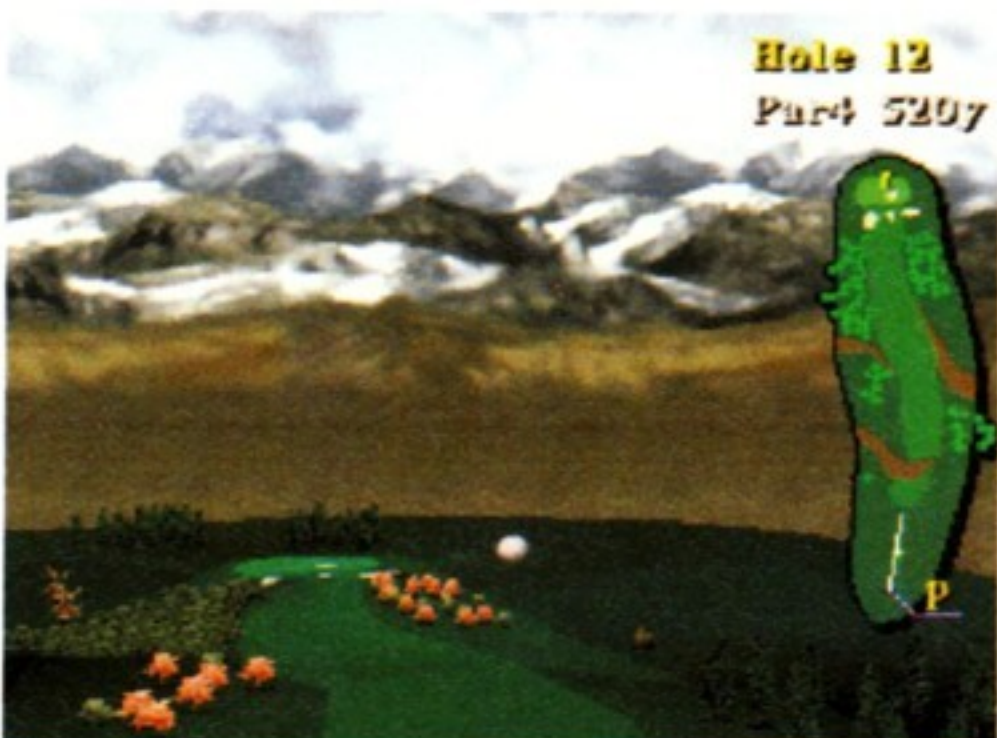


By the way, if your golf ball lands in the volcano, you're best advised to leave it. If you want to keep your legs that is.

This contour map enables you to check the roll of the green. Some of them in Valora Valley are very bumpy indeed.



There are a range of angles from which to watch the flight of the ball, be it reverse-angle, following or a squinting distance.



Let's take a quick look at hole four in the Devil's Open. A stranger course you are not likely to see because on this hole the aim is to travel up the hill to its summit where the green is situated. You can either try to get there in one shot which involves using some precise backspin, or go via the slopes at either end. Remember though, if you make any major misjudgements either on the green or trying to get there, your ball will come tumbling down the cliff leaving you back where you started.

HOLE		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
PAR		5	4	4	3	5	4	4	4	3	5	4	4	3	4	4	3	5	4
Evans		0	0	0	0	1	2	3	3	3									
King		0	1	1	1	2	3	3	3	3									
Wilson		1	1	1	2	2	3	3	3	3									
Parker		0	1	1	1	1	1	2	2	2	3	3							
Levy		1	1	2	1	1	1	2	2	2	3	3							
Young		2	2	2															
Martin		0	0	1	1	1	2	2	2	2									
Stewart		1	2	2	2	2	2	2	2	2									
Lee		1	1	1	1	0	1	1	1	1	2	2							
Richards		1	1	1	0	1	1	1	1	1	2	2							

Have no fear! The scoreboard is here! It's ready to tell you whether you're under par, over par or, hey, on par!