

REVIEW

PC

£35

BY INTERPLAY/ELECTRONIC ARTS

Space. The Final Frontier. These are the voyages of the Starship Enterprise. It's five year mission: to seek out strange new worlds and new civilisations. To boldly go where no man has gone before...



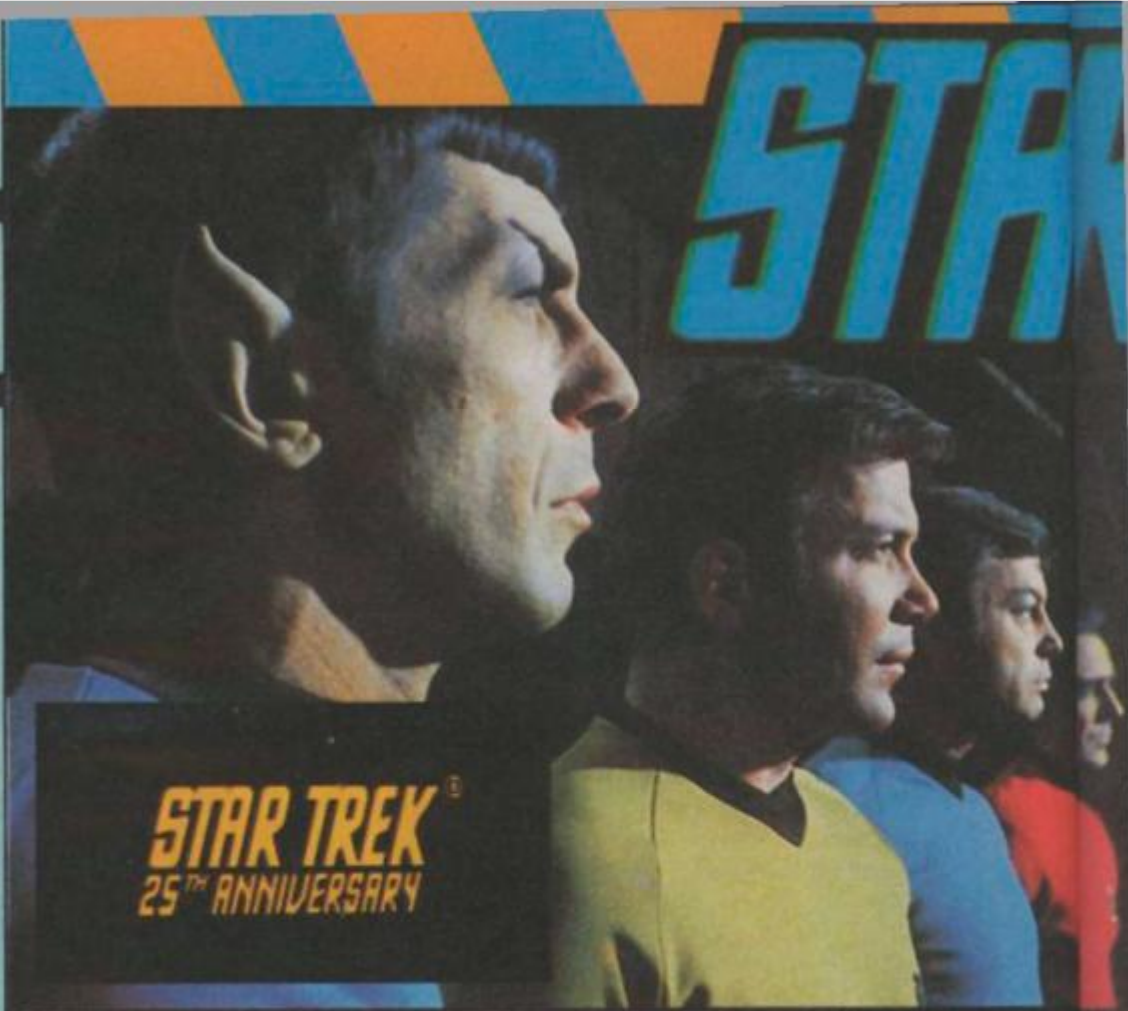
CVG. The Ultimate Games Mag. These are the boys with all the hottest stuff. Our neverending mission: to seek out fab new titles for cool Reviews. To boldly go where sad mags cack their pants...



This is it - THE game Trekkies the world over have been waiting for! We've seen some sad Star Trek games in the past, but Interplay knock spots off the lot and turn in a title which truly does justice to the show. Right from the incredible opening sequence, complete with classic music, through to the quick moral at the end of each mission, Star Trek is fantastic. There's a fantastic sense of being there because you control everything that goes on, and you just have to complete every task the Federation sets because, well, you're the Captain after all! Graphics and sound are both fab, with all the characters looking incredibly authentic - Kirk even sits the same silly way in his chair! Sound is a treat from start to finish, although a few more in-game spot effects wouldn't have gone amiss. Playability is where Star Trek scores highest, though. The game literally draws you into it and refuses to let go until you've completed every mission set and become a hero across the galaxy. Well, it wouldn't do to let the side down. All in all, Star Trek is one of the strongest PC titles ever and you'd have to be as boring as Spock to miss it.

TIM BOONE

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I CANNAE HOLD HER, CAPTAIN!

Star Trek. Probably the most famous TV series ever, it's a phenomenon that just won't go away! A quarter of a century ago your mum and dad thought it was the tops and your gran and grandad thought it was pretty brill as well. 25 years on and it's still just as good as ever. Fabulous plots, great special effects and the interplay between the characters all added up to the greatest slice of sci-fi you were likely to see on TV.



If you're one of those lonely and left out types who don't know the original show, James T Kirk and his pals sailed the galaxy looking for good deed to do on behalf of mankind. In their travels they'd run across all sorts of weird and interesting types and even a few Klingons - the deadly enemies of the Federation! Nowadays most of you will probably know Star Trek: The Next Generation - which is a damn fine show and no mistake. But it just doesn't compare with the original all-round brilliance of the original, which was a right old laff and has never been beaten!

THAT WOULD BE LOGICAL, JIM

The game features a simple and novel control method which you'll quickly master in your travels about the galaxy. It's point and click with a difference, because you're controlling individuals on the flight deck and then on the planet. Sometimes people and things don't do quite what you expect, and sometimes they don't do anything at all! Well, what do you expect - you are Captain James T Kirk of the Starship Enterprise and they're all aliens after all!



STAR TREK



REVIEW



Well beam me up and call me Spock! It's Star Trek on the PC. For about ten years now, there have been rumours and promises of mega Star Trek games. This is the first one to deliver. It takes all the best parts of the TV series formula and turns it into a top notch game. There are eight missions to complete and each one is like an episode of the series, complete with corny aliens and terrible scripts. It's all a good laugh though and the combination of arcade battle sequences and puzzle/adventure elements is top class. The graphics are in super mega VGA-o-Vision and look dreamy. The sprites are excellent, right down to the high heeled boots for the male characters. The music is a spot on rendition of the TV themes, with a smattering of groovy sound effects for good measure. It's time to suspend disbelief and boldly go where no man has gone before (at least, not on the PC). It's one of the most involving and entertaining games of its type and it's a top treat for Star Trek fans every where.

FRANK O'CONNOR



I'M A DOCTOR, NOT A MECHANIC...



Broadly speaking, Star Trek falls into two parts - arcade and adventure. In the arcade sections you're inside the Enterprise, flying about and scrapping with all and sundry in glorious 3D technicolour. Come to a planet and the adventure section begins, in which you control Kirk and crew on their planetary ponderings and all-round dogoodiness. With stackloads of puzzles to solve and places to explore through eight very deep missions, you're guaranteed to be playing well into the night!



TO EXPLORE STRANGE NEW WORLDS.

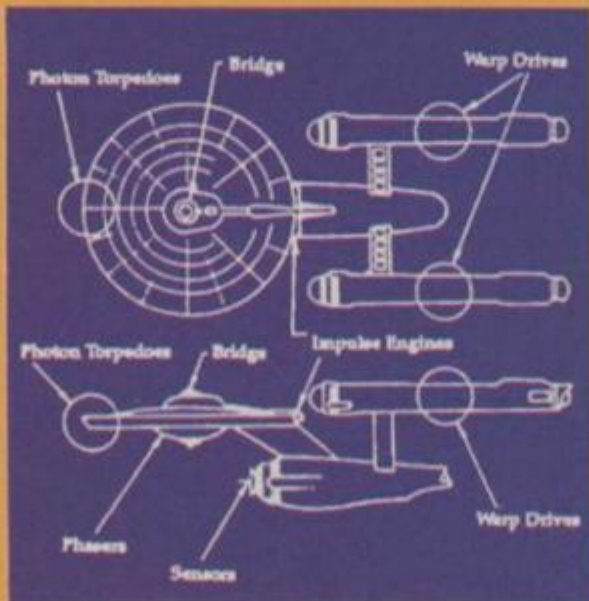


TO BOLDLY GO WHERE NO MAN HAS GONE BEFORE.

BEAM ME UP, SCOTTY



One of the most striking features of Star Trek is that it's so much like the original TV show! Obviously programmed by huge fans of the series, each mission is really like taking part in a complete episode! At the start of the game you're treated to the theme tune as The Enterprise whizzes about, and at the end of each mission the crew banter among themselves like they did on the telly! If that's not enough, there's even a moral to pick up from every tale. Now that's style!



PC

GRAPHICS	93
SOUNDS	91
PLAYABILITY	92
LASTABILITY	93
OVERALL	93