

BY **ACCLAIM**

PRICE **TBA**

STYLE **SHOOTING**

RELEASE **TBA**

T

he idea behind Revolution X is to save Aerosmith. Why you'd want to save Aerosmith is another matter entirely. Maybe you're under the delusion that the lyrics to 'Dude Looks Like a Lady' hold the secret meaning of the universe.

Then again, maybe you're just sad.

Whatever the motives, it's with this dubious premise that Revolution X kicks off. It's an Operation Wolf style shoot 'em up, shunning the 3D graphics of Virtua Cop in favour of the conventional 2D approach. The result is one of the worst games yet to appear on the Saturn, limping leperously past the likes of Johnny Bazookatone and Titan Wars, to redefine the boundaries of naftdom.

But first things first. You're no doubt still pondering why it is that Aerosmith await your rescue. The fact of the matter is that they've been kidnapped by 'The New Order' and are being held separately at various locations around the globe. Your task involves not simply overcoming this enemy force, but finding the whereabouts of the precious band members. Such a task necessitates the use of a reliable machine gun and some specially lethal CD's.

The shooting fest begins in a helicopter and from then on it's comically relentless. Your first task is to get into the gig where Aerosmith are playing. Once there you witness their kidnapping and are informed by Steve Tyler, the lead singer, that the fate of Generation X depends entirely on you. You are then handed the keys to a Lamborgini and given a choice of destinations. Should you feel perversely inclined to continue, each of the three destinations on offer must be completed if Aerosmith are to be saved and Generation X liberated from the dark forces of the New Order.

Rather than learning from the likes of Virtua Cop that part of the fun in shooting games

is to do with suspense (enemies appearing from behind cars, bursting through doors etc.), Revolution X simply piles out all your foes indiscriminately, inviting you to mow them down in precisely the same fashion. If you've got a joypad with auto-fire you can probably leave the machine to it and go and make yourself a cup of tea or something, just popping back now and then to see how many more vulgarly pixelated sprites have been wiped out.

It was perhaps a sneaking suspicion that this was the case, that led the programmers to make the bosses so mind-numbingly labourious to beat. It's not that they're particularly tough or cunning, they just seem to have limitless energy. If they actually had a power bar display it would probably run in lines all the way down the screen.

So forget it. Switch on the auto-fire and go watch paint dry or something, anything, just so long as it's not Revolution X.

ROB

Rock stars and video games. **A match made in heaven** or a lame publicity stunt? The involvement of **trendy bands** with games like WipEout and Loaded might make you think the former. But **Revolution X** will most definitely make you think the later. Prepare the bargain bucket!



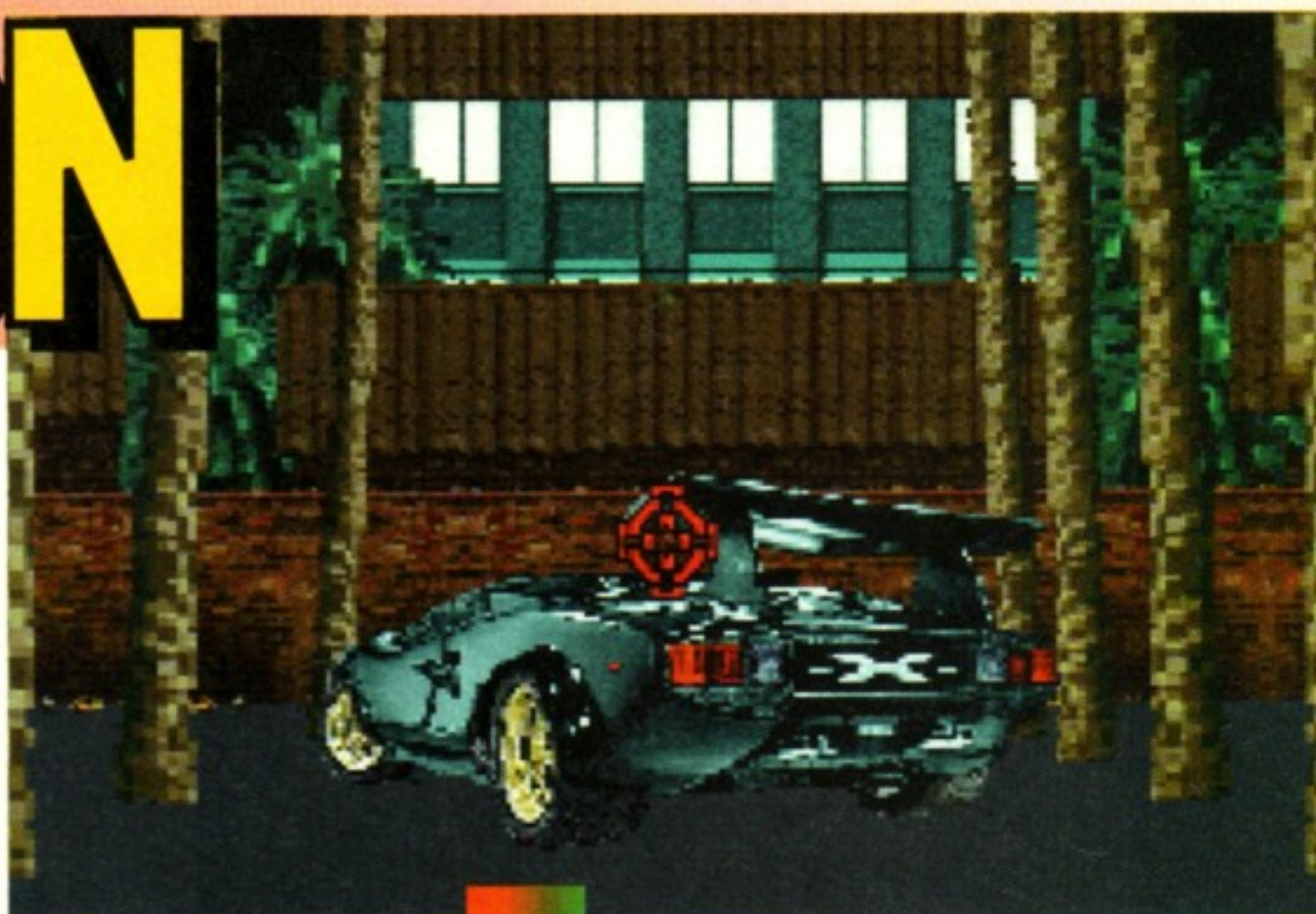
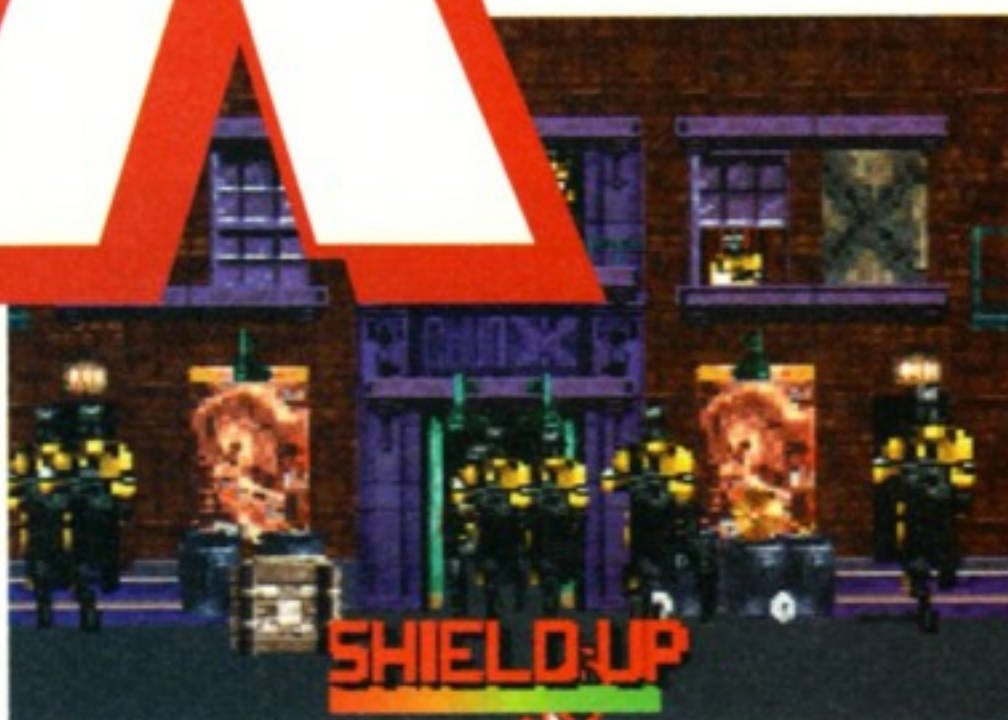
Above and left we see the fun bus wandering about a Middle East wasteland. Destroy it if you can be bothered.



X REVOLUTION



There are points in the game where you will be given a choice of directions. Simply shoot where you want to go. If you can be bothered.



This is Aerosmith's babe magnet of a car. In it you'll find a variety of mission objectives as dictated by the band members. Choose if you can be bothered.



Above is the foyer to Club X where Aerosmith play their gigs. There are a few babes in cages here who you might try and free. If you can be bothered. Oh, and a spelling mistake meant that the 'S' was left off the word by the way.



This helicopter is the first of the bosses you'll face. By the time you've beaten it you'll have an enormous beard.



An incredibly bland and monotonous game matched only by the blandness and monotony of the band that endorse it. Virtua Cop this is not.

graphics	47
sound	50
playability	46
lastability	42

overall

44%