



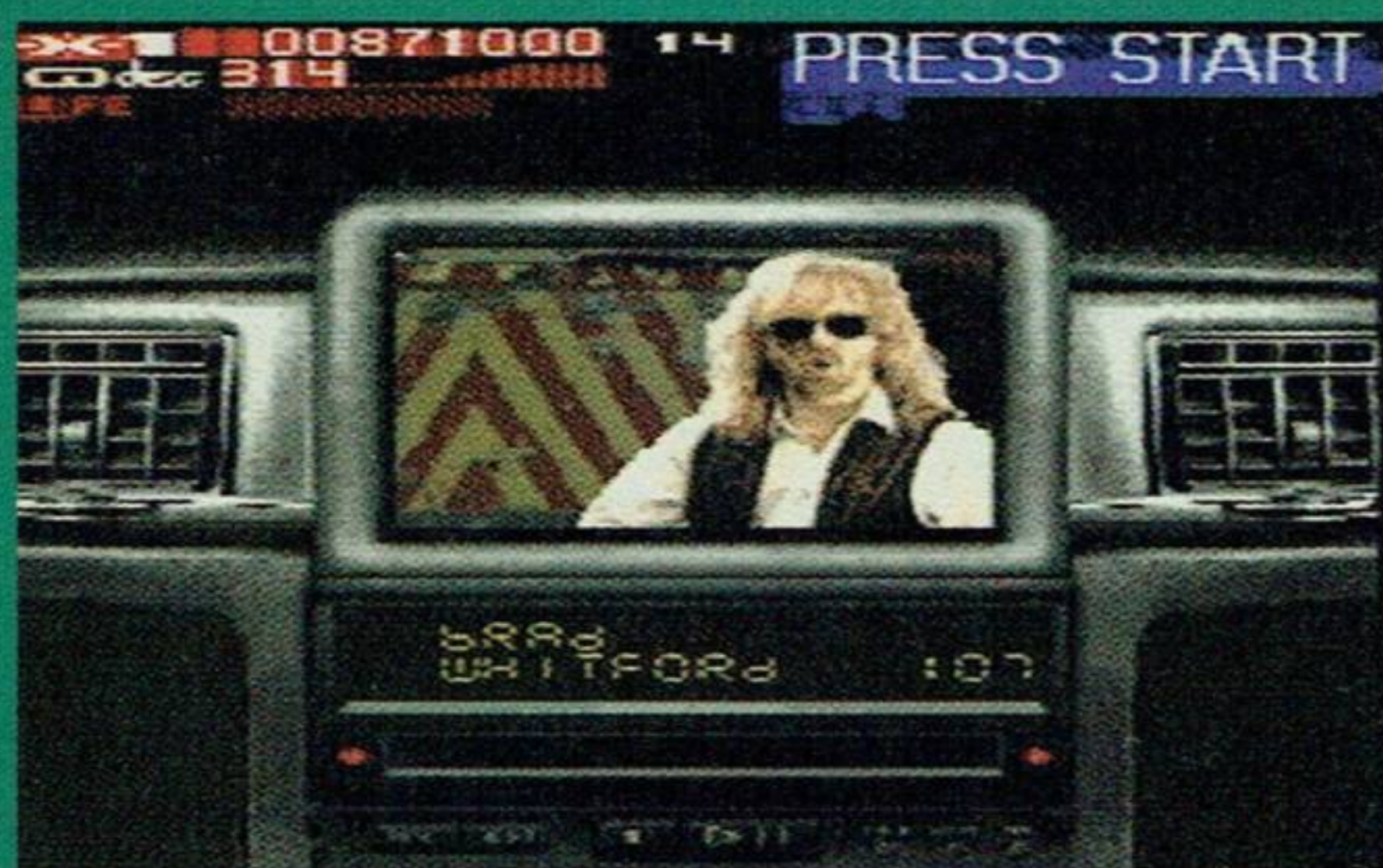
DUDE LOOKS LIKE A LADY



STEVE TYLER IS A ROCK GOD



TANKS FOR COMING...



HI DAD!



OH NO... POWER RANGERS...



I ACTUALLY PREFER GWAR AS FAR AS ROCK COMEDY GOES



WHAT THE HELL IS THIS? THANK GOD IT'S NEARLY OVER



HANG ON, WHO'S DRIVING?



CHICKS DIG ME...

Revolution X

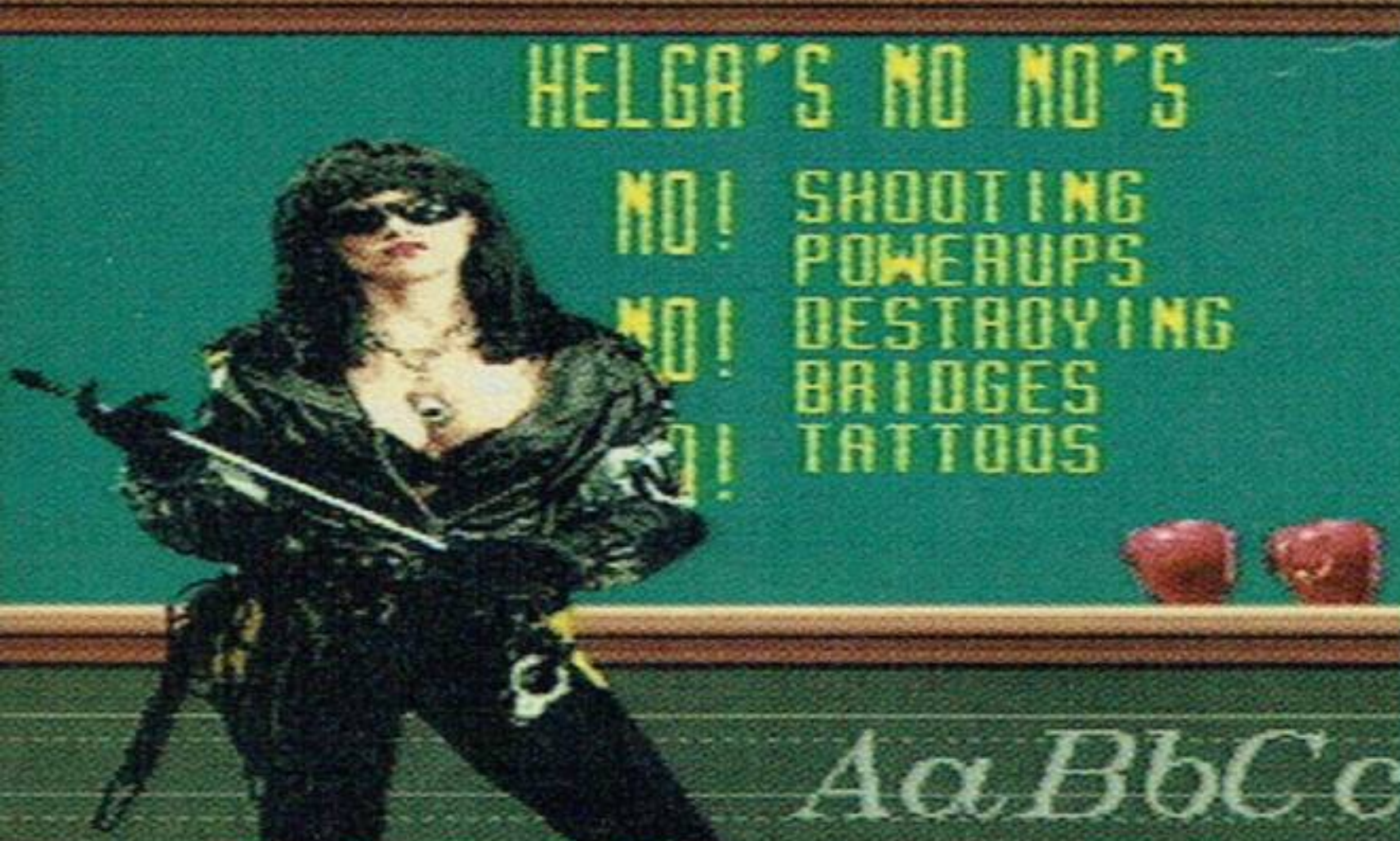
Available: NOW • Category: SHOOT 'EM UP • Players: 1-2 • Publisher: ACCLAIM • Price: \$99.95 • Rating: MA15+



UNFORTUNATELY, YOU CAN'T SHOOT THESE TOOLS



WE LISTEN TO AEROSMITH IN OUR BIKINIS ALL DAY LONG!



WHERE'S THE NO COCK-ROCK SIGN HELGA?

*If Aerosmith were kidnapped who would volunteer to rescue them? **DAVID WILDGOOSE** is the lucky **HYPER** conscript...*

Revolution X is a game that is so ridiculous, so over the top in every possible way, that it nearly proves impossible to hate. And it knows it too.

Take the plot, for instance. In a crisis of apocalyptic proportions, Aerosmith ("America's premier rock band" the manual quite incorrectly informs us - admittedly though, the original arcade Revolution X came out a couple of years ago when the group's star shone vividly brighter) have been abducted from LA nightspot Club X. Who would do such a dastardly deed? Several poodles demanding the return of their hair perhaps? Or was it simply a sane lover of music who could stand no more?

Evil Old People

Don't be silly. It was clearly the work of some evil, sinister mega-conglomerate of big, brutal business and fascist, corrupt government. Because, you know, them grown-ups and politicians they just don't understand The Kids. They don't understand the clothes we wear, the language we use, the music we listen to, they just don't get it at all. Which is obviously why they chose to kidnap Aerosmith, of all people.

Undoubtedly fed up with teenagers continually whining about how hard it is for them today, the New Order Nation (the evil, sinister, etc, from earlier) have decided to put an end to all forms of enjoyment, all unsanctioned social activities, and turn young people into a nation of mindless, acquiescent zombies. But, don't worry kids, all is not lost. For you have been given the chance to save the day by rescuing the 'Smiff and escorting them back in time to play a huge sell-out concert at Wembley Stadium. With the 'Smiff back with the Kids, the New Order Nation will fall to its knees.

Yeah, as I was saying, Revolution X knows that it's stupid, that it's an utterly ludicrous and monumentally thick game, but it also knows that we won't take it at all seriously. An ironic wink and a knowing smile convinces you that this can't be all bad. Which is why it can get away with being virtually nothing more than a point-and-press shoot 'em up. There's a screen that scrolls around a fair bit (sometimes in eight directions during the one level), there's a couple of gun sights and a whole host of goons to waste. They're the basics, but thankfully, there's also a bit more to make Revolution X one of the more varied of this type of game.

Finding the Right Route

Although, the gameplay is not totally non-linear, you do have some say in where you wish to go. If you see a door in the background, chances are you'll get the opportunity to go through it. In fact, one level consists almost entirely of searching through doors and passageways in a huge warehouse attempting to find the right route. Also, you'll find all sorts of hidden bonuses and little bits and pieces lurking around the place. Just shoot at everything and see what happens.

Revolution X's main failing is that it is far too easy. There are only five levels, plus a final showdown with Headmistress Helga - the leader of the New Order Nation, and whose evil apparently knows no bounds. The goons are mostly pretty stupid, and the end-of-level bosses aren't particularly tough. So, I reckon even the most average gamer would be

watching the end sequence within a couple of days. Any competent player could rent it and probably finish it in one sitting.

However, fans of Aerosmith are well catered for with plenty of their tunes to keep you happy, even though you've surely heard them all before many times. Oh, and fans of the arcade original won't be disappointed either - the graphics aren't as good, but the gameplay is much the same - so just add 10-15% to the Overall score to account for your own personal perversity. While we've reviewed it here on SNES, Rev X will also be available on PlayStation, Saturn, Mega Drive and PC CD ROM. The only differences are the quality of graphics.

If you like basic point and shooters or you like Aerosmith then you may just like Revolution X. Everybody else should be directed elsewhere.

VISUALS 80 - Hey! Look! It's Steve Tyler! In FMV!

SOUND 75 - Depends on your appreciation of the 'Smiff, I guess. The effects aren't quite top notch.

GAMEPLAY 68 - Not terribly exciting, but better than most other similar titles.

LONGTERM 50 - Way too easy, despite reasonably large levels and hidden bits.

OVERALL 62 - Not great, not rubbish, just sort of "okay".