



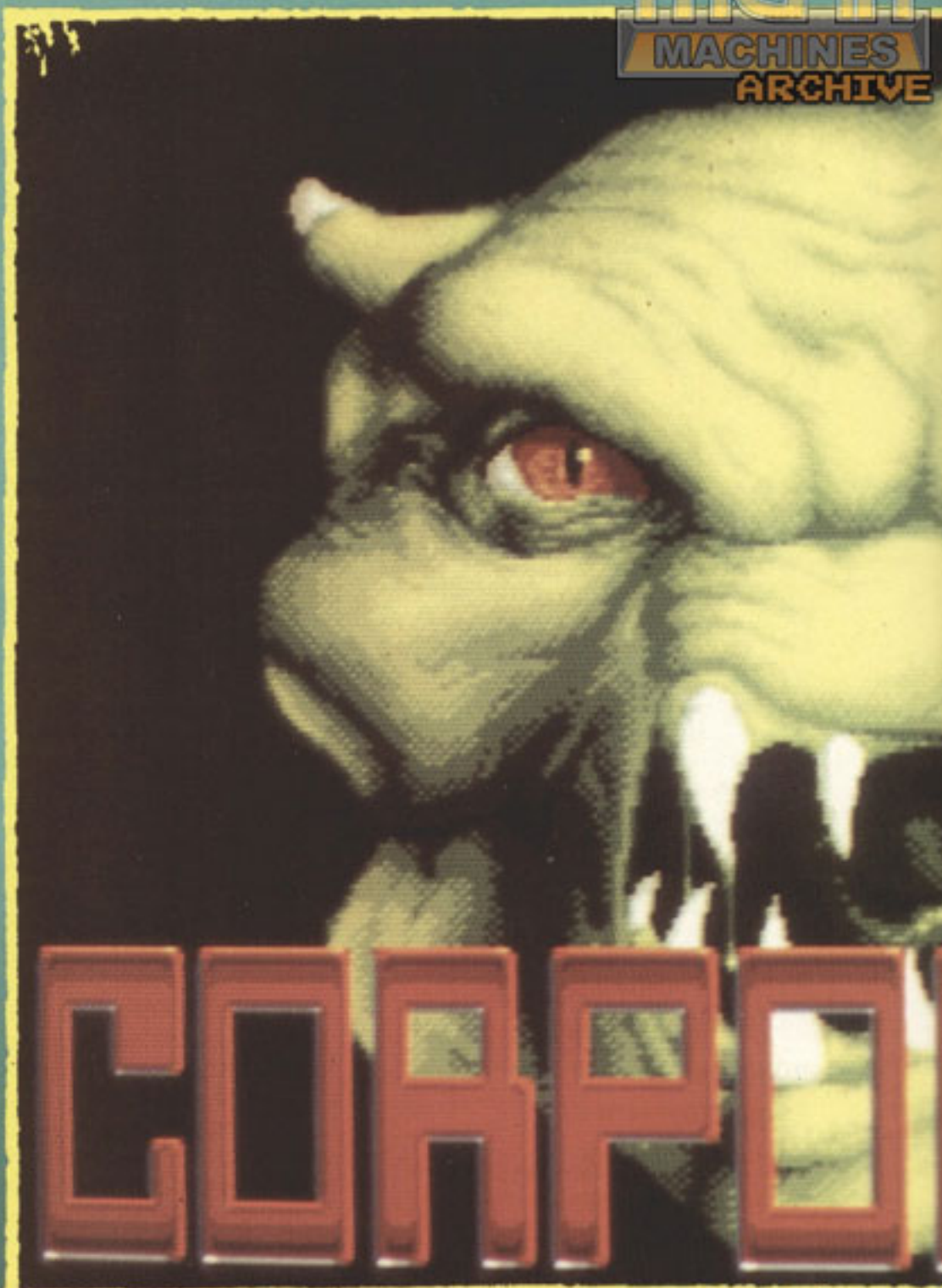
REVIEW

Androids play an extremely important role in 21st Century society. These emotionless, tireless machines carry out all the dirty jobs that people used to do, from simple housework through to fighting out wars on the front lines or flying planes. UCC are the biggest producers of androids in the world, supplying hundreds of countries with many different types of robotic machinery. The Corporation, as UCC are also known as, have a massive influence over many governments and can warp the course of justice to suit their own selfish ends.

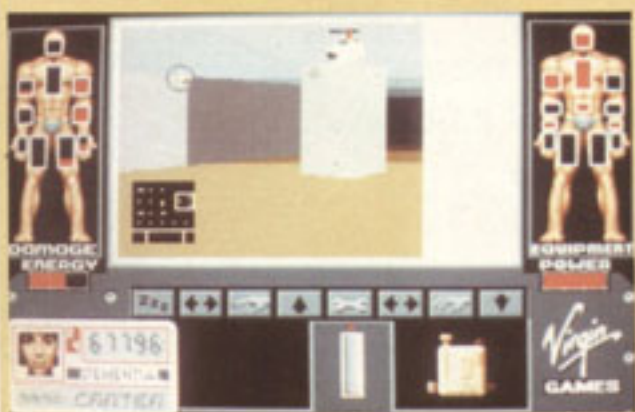
The benevolent Agency have been alerted to a series of highly illegal genetic experiments being carried out in the Corporation's massive skyscraper headquarters. Apparently, the evil members of the Corporation board want to maximise profits by selling these killing mutants to the highest bidder. However, the Agency have no proof of this and cannot take action against UCC. It's down to you as one of the top secret agents in the world to infiltrate the Corporation and locate some embryonic genetic mutations to use as hard evidence.

The action is portrayed in first person 3D, using a mixture of polygons (for the corridors) and sprites (for objects and enemies) to create the display. Your objective is to explore the Corporation building, collect equipment and solve puzzles in order to reach the higher floors of the UCC building.

The Corporation do not take lightly to unauthorised intruders and as such, you meet some of UCC's more gruesome genetic experiments on your path through to the heart of the building. Luckily, you are armed with blasters - but will they be enough against some of UCC's deadliest killing machines?



STEALTH 'N' SABOTAGE



Dotted around the Corporation corridors are monitor cameras (as seen in your local building society). These devices scan the building, alerting the inhuman guards to any shifty-looking security violators (like you). Later levels boast even more fiendish traps in the form of invisible infra-red laser beams and pressure pads. Luckily, the security system on each level can be deactivated or you can just blast the hell out of any cameras you see, the effect is much the same.

► The Agent Select screen. Choose your persona and then select some equipment to help you out.

RETINA SCAN

ACCEPT PASS

SKILLS

COMBAT	8
WEAPONS	8
COMPUTERS	4
ELECTRONIC	6
MECHANICAL	6
MEDICAL	6

DONNA JAXXON

STRENGTH	7
DEXTERITY	6
ENDURANCE	8
INTELLIGENCE	8
MOVEMENT	6
HEIGHT	5' 8"
WEIGHT	140lb



EQUIPMENT SHOPPE



After selecting your agent, you are free to purchase some equipment. This includes explosives, blasters, power-packs and even jet-packs. On this screen you can also equip your spy with bionic power-ups which help in hand-to-hand combat. The only limit to these activities is the amount of cash residing in your bank account!

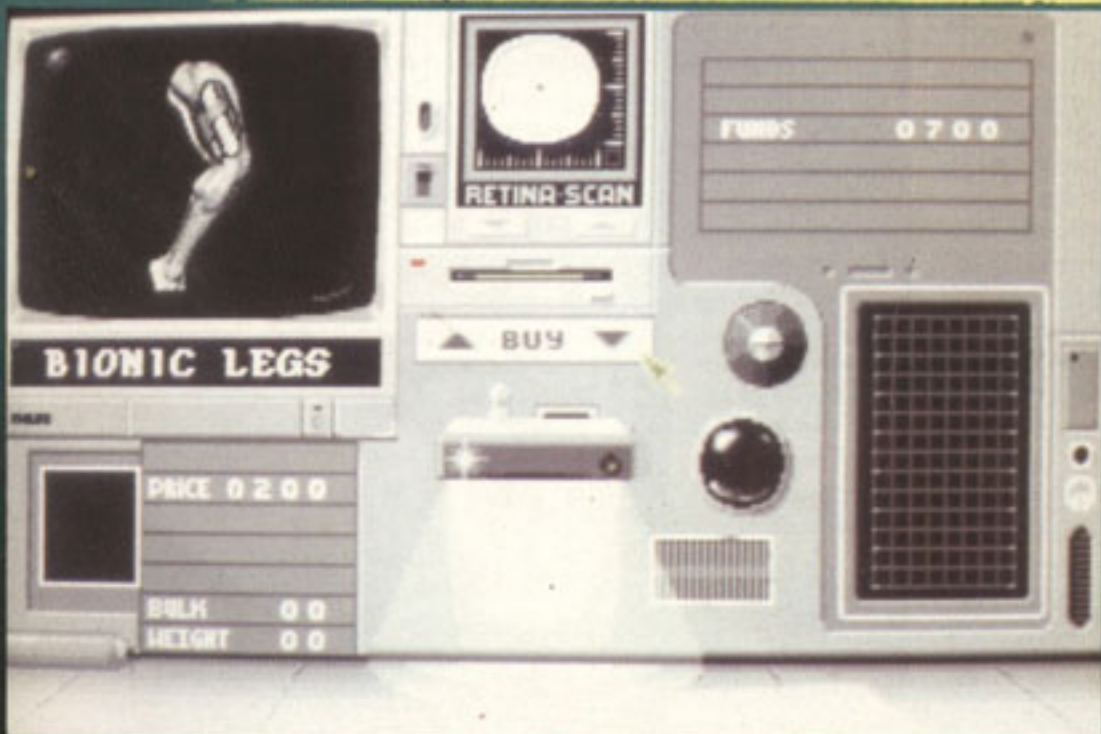


PASS CARD CONUNDRUMS



At the beginning of the game, you only have access to a couple of levels of the Corporation building. To gain access to the more dangerous levels of the skyscraper, you need to get your hands on access terminals that are hidden deep in the Corporation laboratories. Plug in your card and select UPDATE ACCESS to upgrade your card. You should now have access to more levels of the building.

◀ Here, our agent hero is selecting some extra limbs for use in the game. Bionic legs, as shown here, speed up your travel.





REVIEW

▼ Track your progress with the mini-map in the corner.

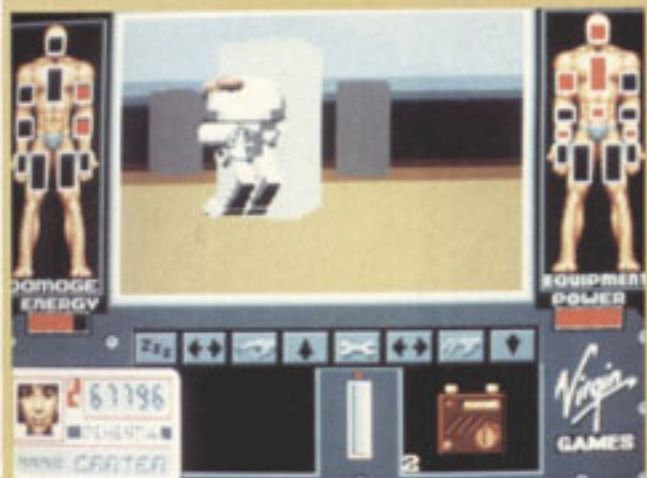
SELECT YOUR AGENT!



At the beginning of the game, the player chooses which agent they wish to play as. There are six agents in all to choose from - two men, women and androids. Each agent is proficient at different secret agent skills, even down to paranormal mental abilities. However, androids do not possess any psychic skills.



BLASTING THRILLS



As you walk about the Corporation building, you come across various security droids and mutants out to dust any suspicious-looking infiltrator (that's you). Luckily, you start the game with a decent enough blaster and more weapons are found around the building. Just select the weapon of your choice and blast away! Should you sustain any damage, keep a look out for medical kits (if you're human) or some micro chips (should you be an android).

COMMENT

Corporation impressed me immediately with its excellent user interface and decent gameplay. The thing is, not matter how long I played the game I kept coming away

RICH

with the feeling that I had hardly scratched the surface of the game - it's that deep and complex. The graphics (particularly the presentation screens) are very impressive, although I found that the corridors looked very samey. I got lost very quickly because there isn't that much in the way of distinguishing features. The sound is good, with a decent enough soundtrack accompanying the action. I was a tad disappointed with the sound effects though as they are flat and quite uninspiring. At the end of the day though, Corporation wins through in that it is a very challenging game with many levels to play through and the gameplay should appeal to most Megadrive players.

COMMENT



JULIAN

Corporation is both original and highly impressive. From the opening screens the game captures you with its excellent atmosphere and you just want to keep on playing and playing to solve its many mysteries. Making a map as you go along certainly helps since it's very easy to get lost in the massive maze of bland and empty corridors. The game is very challenging, and plenty of time and effort is required to get the most out of this game, which means ardent arcade game players with attention spans of a few hours won't really enjoy the action. But if you don't fall into that category and are after something that's different, intriguing and packs a load of long-lasting gameplay, this should be checked out as soon as it's available.



BY: VIRGIN

PRICE: £TBA

RELEASE DATE: JUNE

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUES: 0

SKILL LEVELS: 1

RESPONSIVENESS: GOOD



PRESENTATION 90%

Some good options at the beginning of the game, along with excellent presentation screens.

GRAPHICS 80%

The graphics are sometimes indistinct, but the overall look is quite impressive.

SOUND 80%

A good tune plays throughout along with functional effects.

PLAYABILITY 84%

Easy to get into with a user-friendly icon system.

LASTABILITY 87%

There are many levels to explore, each with many puzzles, so you should be at this for ages.

OVERALL 86%

A high quality, atmospheric role-playing adventure game. Recommended.