

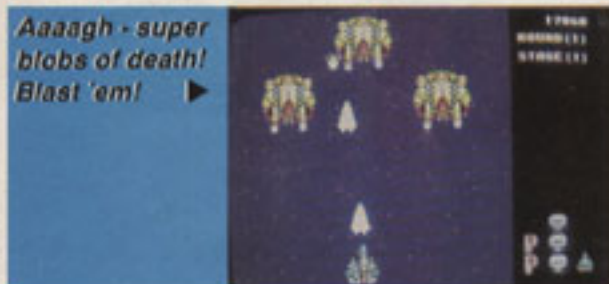


TRUXTON

There are three power-up weapons: lightning rays, green lasers and extra red firepower. Lightning rays are good for mass destruction, but aren't so effective on end-of-level baddies. Green rays are powerful, but are shot in a thin, straight line, which means you have to move around a lot if you're going to destroy everything. The best weapon is extra red firepower, giving both high destructive power and a wider firing range - you also get a shield with this weapon!



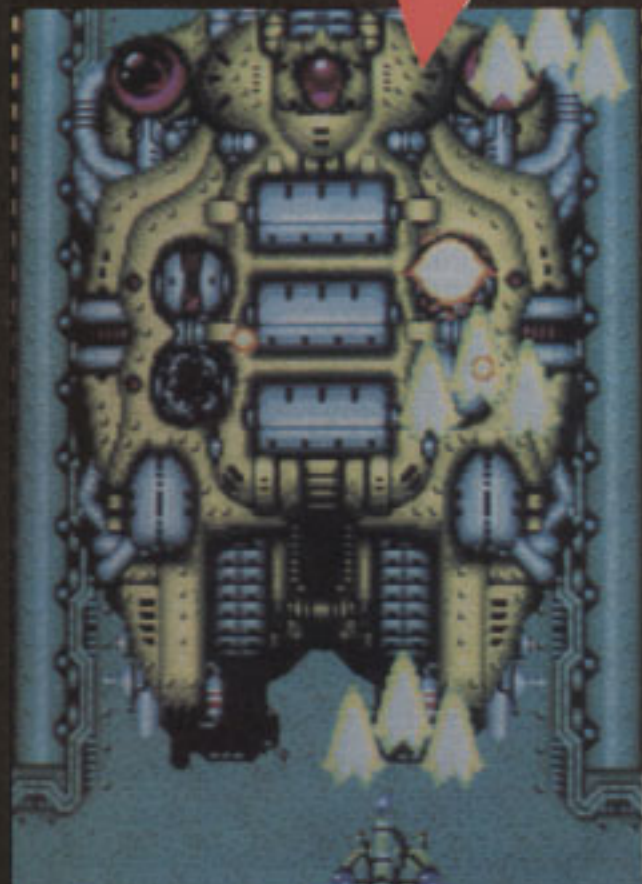
◀ The weedy basic shot. Grab some power-ups quick!



Aaaagh - super blobs of death! Blast 'em!



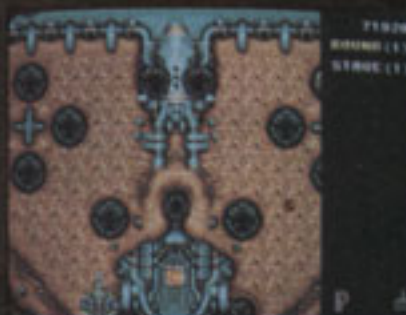
◀ The lightning follows your foes around.



▲ The Big Tank - first end of level jumbo!



▲ The drones have set movement patterns - learn them and you'll be able to avoid them easily.



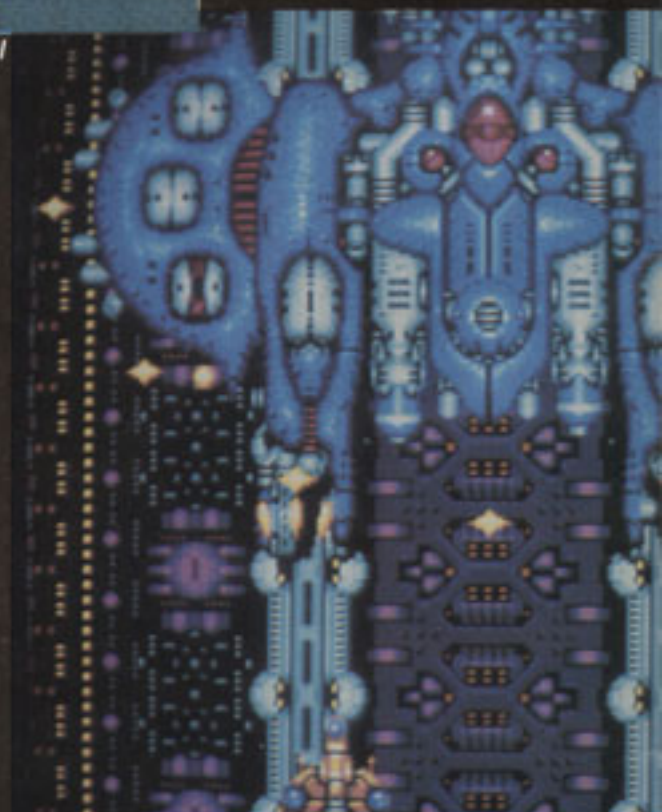
▲ Extra life aho!

COMMENT



MATT

Truxton grabbed my interest from the beginning despite its unoriginality. The graphics may not be the flashiest seen on the Megadrive, but they are large and colourful and serve their purpose well. The power-ups are excellent, my favourite being the lightning bolt - this allows you to unleash electric death on the nasties from any angle, your beam following them around the screen! All in all, a great game that should be welcome in any shoot 'em up fan's collection.



▲ Second boss, and guess who's got no smart bombs?

Aliens are steering five asteroids towards Earth, guarding them with a host of nasties armed to the teeth! Guess who's the only one stupid - sorry - brave enough to try and stop them?

This shoot 'em up casts you as a space fighter pilot inflicting as much damage as possible on the swarms of flying aliens and ground installations that are, naturally, trying to shoot you down.

There are a host of power-ups to be collected, as well as extra weapons, extra lives and more smart bombs. The smart bombs themselves are represented as skulls, and unleashing them causes a huge skull-shape to flash across the screen, killing everything.

The end-of-level baddies come in a variety of shapes and sizes and usually in numbers of two to four. It takes a lot of firepower to eliminate them and even when you do, it's no rest for the wicked - the alien scum still keep coming!

HOW TO POWER-UP

Weapons are upgraded by collecting the flashing tokens left behind by dead aliens. Power-ups need to be collected in quantity to push you onto the next level of destruction, while the smart bombs are on a one-to-one basis. Changing weapons is achieved by snatching up the relevant coloured pod left behind when a ground installation is destroyed.



▲ A partial shield is little comfort, but better than nothing.

COMMENT



JULIAN

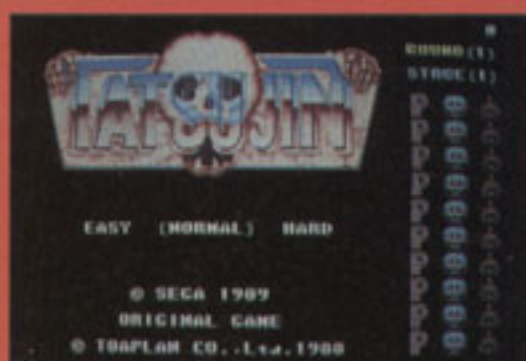
Truxton is a fine example of a pure, no-frills arcade blast. Just fly up the screen in your Supa Deathmobile and dish out laser doom to the oncoming baddies. At first the going is quite easy, but once the aliens start firing back and begin to attack in large numbers, the game becomes very challenging indeed - just wait until you tackle the exploding light bulbs (well, that's what they look like) on level three! The graphics are pretty straightforward, and the sound is alright, but when it comes down to gameplay, Truxton has plenty of blasting thrills and spills on offer.



▲ The baddies get bigger and bigger - keep grabbing the power-ups!



▲ These light bulbs may look silly, but don't think they're pushovers!



BY: SEGA

PRICE: £34.99

RELEASE DATE: NOV

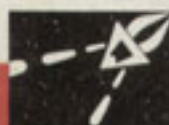
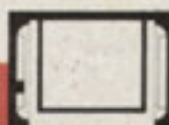
GAME DIFFICULTY: EASY/MED

LIVES: 3

CONTINUES: UNLIMITED

SKILL LEVELS: 3

RESPONSIVENESS: VERY FAST



PRESENTATION 71%

Three skill levels, but little else.

GRAPHICS 82%

Bright, with well defined sprites

SOUND 74%

A decent, if rather tinny tune and basic effects.

PLAYABILITY 85%

Easy enough to begin with, getting rapidly harder. Highly addictive stuff!

LASTABILITY 76%

Experienced blasters should be able to complete the game - if not, you'll certainly have fun trying.

OVERALL 82%

A highly enjoyable blasting romp. Recommended to shoot 'em up fans.