

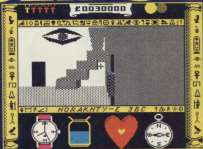


# TOTAL ECLIPSE

In the beginning, there was *Deller*. Then, a bit later, there was *Darkside*. Now, quite a bit later than that, there's *Total Eclipse*. What do they all have in common? Firstspace, innovative revolutionary 3-D display system which lets you explore every aspect of the gameplay area from every angle. But's about.

The plot of *Total Eclipse* is a bit more down to earth than the science-fictionary *Darkside* and *Deller*. This one is set in the 1900's, and your task is to explore an Egyptian pyramid and destroy the shrine of the sun god Ra. Oh, did I mention, the world is going to be destroyed by lunar meteorites if you don't manage it in ten hours! Well, it is.

The firstspace backgrounds are, as usual, excellent, each separate character is shown in a single colour, with temporary, stars, treasures, mysterious objects and doorways liberally scattered throughout. To move through locked doors you need to collect Aztec symbols, to please your birds manager, pick up treasure, to keep yourself in good health, find water troughs and keep an eye on your heart rate.



of water, at which point you die and get treated to the sight of the moon exploding.

**Total Eclipse** is a fabulous game-playing experience, but it must be said that if you have already played *Game indoor* *Outside* you may find it a bit tamey. Like the ultimate Hinton game, which started off as interesting and ended up as being boring WITHOUT ACTUALLY DEGRADING IN QUALITY. Perspective games might have a fairly short life span. So get 'em while they're hot.

beating is the only annoying aspect of the otherwise satisfactory sound effects. So far, there's a little chance of the winning, usually, I run out



It's important to explore every inch of the chamber, the perspective view shifting as you move around. You can also shift your viewpoint up or down, smooth or stand, and choose your speed of walking. Watch out for unexpected falls, for there jumps off stairways, and crying for naughty won't do you any good.

Interaction with objects consists mainly of shooting them; activate your sights with the space bar and you can aim at and shoot any object. Try shooting the rat on the wall for a useful clue, or the basket for a helpful object.

While the pretty graphics on



either side of the main display serve no function at all, the goggles at the bottom of the screen is available. The controller shows you the remaining time until the eclipse, and warns you when it's time to close the box to rest. The water level shows your remaining supply, while the bean looks in time with your pulse. It's a little surprising, really.

It's time to take a rest, or you may die of a heart attack. The continuous sound effect of the heart



ARCADIA

**FAX BOX**

TOTAL ECLIPSE Label: Isotonic  
Major Developments: Pure  
\$14.95 disc: 48K/128K  
Technically good but samey 3-D adventure

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