

oot Tower - Paul Hughes

ating: Excellent

Product type: Development Game

Platform: PowerMac, Macintosh

Operating system: MacOS 8.5 and earlier

Developer: Sega PC

Website URL: <http://www.sega.com/> - www.yoottower.com

et another great new Macintosh game. This one is a MUST. I sat up till 2am just to make sure this review got in the next issue of 1984 online. Anyway, back to the game. If you have played Sim Tower before then you will have the basics of this game already. It is just like Sim Tower but with double the game play and a few different options, like selecting the area to build your tower in.

If you pick the example above, Kegon Falls, you build your tower around a waterfall. You install Ticket offices and design a good hotel, so those people who wish to spend the night underground, can [not for me anyway]. All the other scenarios are slightly different but in the end it is just the same game, where your task is to build a profitable tower. But I expect in the future you will be able to add more scenarios and different facilities.

The one thing that makes this game different from all the others in its class is how it uses plug-ins. When you load a different scenario, different plug-ins load. This allows every different level to have just a slightly different feel, and this is just what you want in a game, but another good thing about this is that in the future there will be the availability to add other items to your tower and even with the correct software, your own items.

Due to limited information available on the web about this game the following

specifications are predicted and for more full specs you should contact your local retailer.

PPC or better
20 Mbs Ram
256 colour monitor or better
80Mbs of hard disk for installation.

I ran it on a 200Mhz 604e with 128mbs Ram and a 17" screen and it ran great, but did slow down a bit when you opened it on to full 17" screen size. But as long as you keep the screen minimal on a slower computer the game should run without any problems.

You maybe asking yourself, why Sega PC released this game. Well it is very simple. They were not going to but Yoot, the game designer, made it a condition of his while designing the game for Sega PC, along with that he would be able to let his friends play it [hum..they must have Macs...cool]. We it's just another game you may say, but the truth is that the more games out for the Mac the better. When our games market grows and prices drop people will have no reason not to by "Apple" followed by "Apple".

Anyway, I think this game is great and why don't we show Sega PC that it was good to produce a game for the Macintosh market and maybe they will come back again and again with more games for us. [Maybe we will even get a Sega Mac department]

Rating: 8 / 10

Pricing: ?? / ?? (Expected UK retail price £50) ** Game Play: 9 / 10 ** Graphics: 8 / 10

** Pleasure Factor: 10 / 10

 Paul Hughes

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