utureCop L.A.P.D - Brian Collins

Now what the heck?

Alright, you've scrolled down and have seen the screenshot and you're thinking, 'Oh no, not another one of these lame Mech games. Isn't there already a million out there anyway?"

Well this ain't your papa's mech game, this is FutureCop: L.A.P.D. and it will blow you away.   You take on the role as an officer in charge of a HoverWalker, at your disposal are an awesome array of weapons that turn your enemy into something that looks like the stuff I feed my dog.

HERE WE GO!!!

The controls for FutureCop are very simple to figure out in the default setting and can be set any way that you like them.

The Graphics in this game are really top notch.   There aren't any textures out of place and even on an unaccelerated machine I was able to reach very high and smooth frame rates at 640x480 resolution and millions of colors.
The gameplay is very well done.   Your basic goal throughout the game is to destroy object 1,2,3 and move on.   But, there are a few hang-ups that might get you frustrated if you didn't read the manual.

or example on the first level you have to jump a ramp to get to the last part of the scenario. I tried jumping the ramp then in the walker mode which was very hard to do. When I was finally reading the Read-me, I found out that I can press < Shift > and < C > to get into the hover craft mode. Then jumping the ramp was fun and I went and did it over and over and over again untill I had to go to the bathroom.

Network play rules, that is only if you have a good ethernet connection going on a LAN. Over the internet it became shaky and erratic, dare I say unplayable, but that is the fault of NetSprocket not the game. And the split screen 2-player mode makes you want to barf after playing.

JUST THE GRIPES MA'AM
Now I really like this game, but there was one thing that drove me nuts while playing it. And that was the camera. There isn't any free form camera in this game like in Hornet 3.0 which I would have liked, nor is there any solid fixed camera angles. Instead there is a TombRaider style camera that follows you around and for the most part does a good job but I would like to see more camera angles than the one put into the game.

ND IT'S GOOD!
FutureCop is Electronic Arts first venture back on to the Macintosh and I first and foremost must give them a round of applause for making it such a good game.

And then I have to give them another one for the price, while most games now cost almost $50 U.S. dollars, FutureCop will only lighten your wallet by about $20 dollars.

On a scale of one to ten with ten the highest, I give Future Cop: L.A.P.D. a 9.6. If the network game issues had been EA's fault I would have had to given it a lower score. But the only issue that I had with this great game is the camera angles.

FINAL JUDGEMENT:

Comments?:
Brian Collins