

STARGATE

SNES
REVIEW

ACCLAIM • 16MEG
ACTION/ADV. • 1 PLAYER
AVAILABLE APRIL



It seems every time I sit down and play a video game based on a major motion picture, it's either insanely horrible, or delightfully enjoyable... never anywhere in-between. It's lucky for me, that Stargate on the SNES falls into the latter category, because in this stage of the 16-bit game, I doubt either one of us wants to waste our time.

One of the things I really liked about Stargate was the way you go about completing each level. Instead of breaking down each level into one mission (as is often the case), your character has to perform several different missions in every level. By doing this, the programmers at Probe have given the game a

non-linear quality. You find yourself traversing the level, back and forth, in order to find the people and/or items required to complete your mission. This feature separates Stargate from the run-of-the-mill action game. It also works well within the framework of a movie-to-game title. In most movies, several key incidents happen at the same location.

Games of late are usually not considered great unless smooth character animation is included as standard equipment. In this department, Stargate delivers impressively. Probe chose to rotoscope the characters for an overall more realistic look. The results are similar to the fluid character movement found in games like Alien 3, Flashback and Blackthorne, only I feel the results here are even better.

While not as impressive as the character animation, the actual game graphics are also noteworthy. The mode-7 flying sequences





put the limited 3D capabilities of the SNES to good use. In the side scrolling levels, the background graphics in general, and the enemy sprites in particular look very good. Everything is well drawn and has a decent amount of detail.

Games are supposed to be fun, and this is where Stargate really shines. You start out doing the "power up my weapon and find all the hidden items" thing, but after a while I found myself

getting really immersed in the game thanks to the interesting, between mission cinemas, and corn-free dialogue. The moody music and perfect play control also really helps put you inside the game. Stargate is difficult enough to be

considered challenging, but never frustrating. Even if you didn't see (or was not a fan of) the movie, it's easy to become engrossed in Stargate: the game. Nice job Acclaim
-K.LEE

