



# SUPER HUEY

US Gold/Cosmi, £11.95 cass, £14.95 disk, joystick with keys

- Superb helicopter flight simulator
- Great 3D graphics, easy joystick control

Oh no. Not just another flight simulator', I thought. And I was right - this isn't just another flight simulator. It's a superb one. In which the thrill of flying low over the landscape at high speeds in a helicopter is brought to your screens with startling realism.

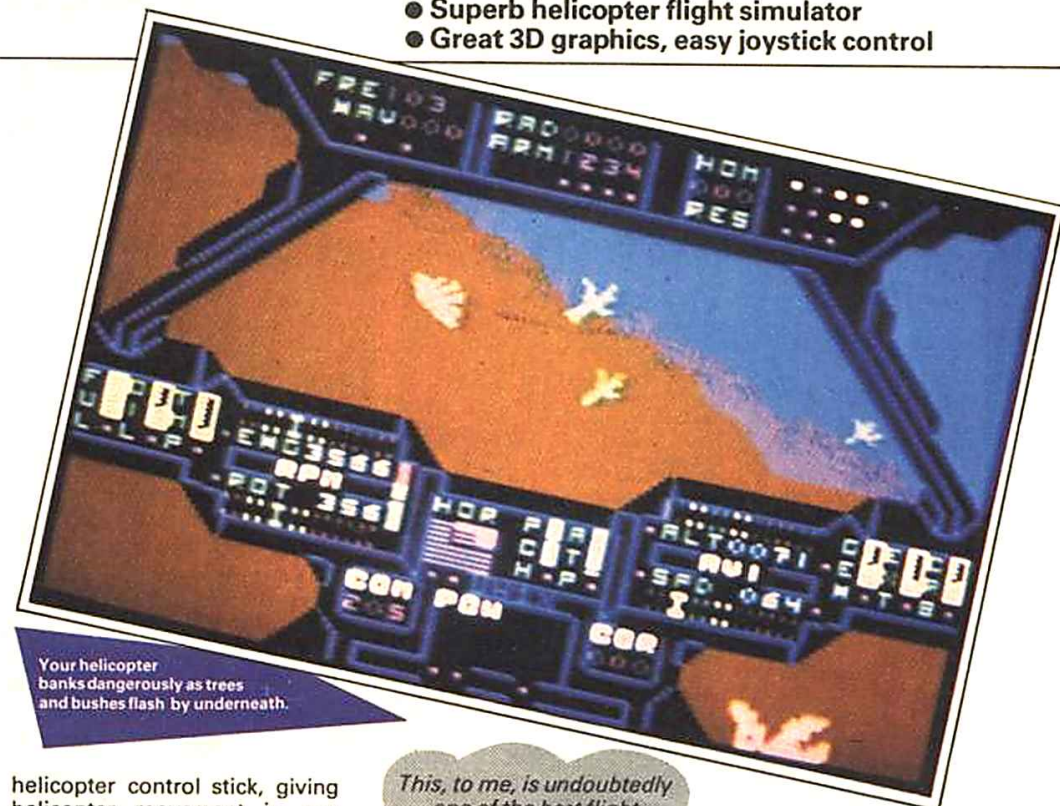
Personally, I don't like flight simulators much. But this one, from the author of such classics as *Forbidden Forest* and *Aztec Challenge*, has changed all that.

You control a Huey UH-1X - an experimental high performance helicopter, and there are four assignments to attempt (see panel).

Actually flying the UH-1X takes patience and time to perfect. Flying is mainly via the joystick, with the keyboard used for on-board computer commands. The computer has a large range of functions, 29 in all. These include various gauges and indicators, a compass, radar and other very necessary functions. The function keys turn on the computer, start and cut the engine, and engage the rotor.

Basically, there are two modes of joystick control: cyclic (fire button not depressed) and collective (fire button held down).

In cyclic mode, the joystick responds almost like a normal



Your helicopter banks dangerously as trees and bushes flash by underneath.

helicopter control stick, giving helicopter movement in one plane (forwards, backwards, banking right and left, and actual turning right and left of the helicopter - yawing).

In collective mode, the joystick gives up/down thrust and control of throttle for speed. Flitting between the two proves no

*This, to me, is undoubtedly one of the best flight simulations on the 64, for under £30. Control of the UH-1X is extremely realistic, and there's plenty of things to do once you've learnt how to fly. The effect on take off will bring back memories to those who've experienced this form of flight before - a few stomachs might bring back something too.*



problem, and is certainly easier than using two joysticks.

Once familiar with the Huey, landing (for refuelling, emergency or otherwise), can be performed with ease and you'll soon find yourself executing more complex manoeuvres.

Flying low and hard over the ground gives an impressive view of a speeding landscape, as trees and houses pass beneath. This is a very strong point about the game's graphics, and something that a lot of flight simulators fall down on.

The cockpit itself is graphically effective, and a nice touch is the instrumentation coming

## The four flight missions

**1. FLIGHT INSTRUCTION:** In which you take computer controlled flight training, performing a series of manoeuvres selected by the computer. You are, however, in full control of the helicopter and so you need to know what you're doing.

**2. EXPLORATION:** This is where you can put some of that practice into play. You must fly a survey mission over previously uncharted territory. Use your compass and other computerised instruments to map out the terrain surrounding your base. Mountains, lakes, villages and other geographical points must be added.

**3. RESCUE:** One of the harder missions to complete. You must home in on a distress signal transmitted by a group of survivors in a mountainous region. Once the injured are located (using your RES receiver, COM magnetic compass and all your flying skills), you must land, perform a rescue, and navigate your way back to base. And if this isn't hard enough, the maximum number of passengers you can carry at one time, is only two.

**4. COMBAT:** The ultimate test for all your flying skills and know-how. Somewhere out there is a secret desert installation, to which you are assigned to protect. This is under possible threat of attack by unknown hostile forces. Enemy helicopters, ground forces and encampments, threaten your very existence. Search and destroy all with your machine guns and missiles.

PRESENTATION	ORIGINALITY
86% <i>Excellent instruction booklet except inadequate info on missions</i>	72% <i>New approach to flight simulation.</i>
GRAPHICS	HOOKABILITY
87% <i>The 3D flying effects are superb.</i>	82% <i>Surprisingly easy to get addicted.</i>
SOUND	LASTABILITY
78% <i>Excellent realistic helicopter noises and a great intro tune.</i>	92% <i>Four separate missions, and a massive landscape to explore.</i>
VALUE FOR MONEY	
87% <i>One of the cheapest flight simulators around. A great buy.</i>	





Like all flight simulators this may not have universal appeal because it is so complicated. It does have some wonderful action sequences though and blasting other choppers is a real feat in itself. The flying feeling is well done, particularly when you get close to the ground and the trees whizz by you at speed. The choice of missions also adds to the fun and suits both those who like killing things and those who like saving them.



alive on powering up the helicopter. The title screen at the beginning is outstanding. 3D credits float around the screen to the sound of some excellent backing music, and the bit where Paul Norman's name flies like a helicopter across the screen... wicked!

The sound of the Huey's rotors in motion is brilliant, giving a very effective recreation of a helicopter in flight. Other sound effects too, are very good.

The instructions with *Super Huey* are excellent. They give a run down of the Huey itself (plus references for further reading), a summary on how to fly a helicopter and step-by-step instructions on flying the UH-1X.

The latter two are definitely worth reading, as they really do prove to be an aid when flying. A



*Instant addiction with this superb and novel flight simulator. Flying a helicopter, I found, is a lot easier than flying an aeroplane, and more controllable too. After only a few minutes I was having an absolutely exhilarating flight over an extremely realistic 3D landscape. With different missions and, my favourite, a combat mode all I can say is watch out Airwolf, I'm coming to get you.*

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only annoying point about the instructions, is that there isn't enough depth on the assignments.

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