

you repeat this you'll find that eventually you will succeed in destroying the last five reactors. Now you must destroy the eight reactors that are situated outside the complex.

■ **Reactor 1** This is a very hard reactor to destroy. Ride over to the side of the pylons, P1. Next slide into it to prematurely activate the laser. Provided you are quick enough, you can scamp down the slope and take off to bomb the reactor. Then run for it.

■ **Reactor 2** Approach the pylon, P2, from the top of the hill to ensure that the laser doesn't shoot at you. If you're unsure as to the exact location of the reactor, then ride down from the top and go on until you hit a tree. You'll notice that the reactor is directly below the pylon. Climb back up and into the pylon. As quickly as you can, ride down and take off at the lowest point. This takes some practice. It's directly over the trees without landing on them definitely marks off your energy. If you find that you're constantly going out of control, then try to gain more height when you first take off. Drop a bomb when you are roughly over the reactor.

■ **Reactor 3** This has got to be one of the easiest reactors. Drive up to pylon, P3, and run into it. Roll back down the hill as quickly as you can. Turn around and take off as low down the hill as you can. Fly straight and bomb the reactor. You don't need to worry about the laser, because by the time you've destroyed the reactor, you'll disappear out of the screen and will be safe.

■ **Reactor 4** Another hard reactor. Basically it involves a short take-off area coupled with lots of trees to sap your energy if you land on them. Activate the pylon, P4, and ride up the slope, turn right when you're beside the laser and drive down the opposite slope. Take off and try to gain height. Fly as straight as you possibly can to avoid unwanted tangles in the trees. If you've timed everything correctly, you should be able to bomb the reactor and get out of the screen with only minimal damage.

■ **Reactor 5** Due to the short take-off area, this reactor can cause a few problems. Ride into the pylon P5 as usual to activate the laser. Then carry on along on the same level until you are roughly in front of the tree if you've still got time, then slide down the slope and take off. Once in the air, you are fairly safe so, if you bomb the reactor cor-



▲ Other view

rector, you will fly on out of the screen and escape the laser.

■ **Reactor 6** This is where things start getting exciting. Stay on the middle level where the pylon is situated. When you've had a good look around - ride into the pylon and set off the laser. Quickly ride round the mesa and head out towards the sea. When you start down the slope, turn round and take off. Bomb the reactor and press the down key to make sure you land straight away. You'll also have to land in the right place, otherwise you could end up in the drink. Once you land, turn right and scamp as fast as you can.

■ **Reactor 7** This is the second reactor of them all. It's on the other end of Reactor 6's hill. Climb the hill and activate the laser. Dash straight across and down the slope where you should take off as low as you can. Press up once you're in the air and bomb the reactor. You shouldn't need to worry about the laser as you will disappear out of the screen as soon as the reactor is destroyed. Land as soon as possible once outside the screen.

■ **Reactor 8** Don't panic! This may look daunting but it is, in fact, quite simple. Equipment diving from the laser in the reactor via the slope and vice versa. This might find that bumping into the tree before you go down the slope will help you judge a correct time for take off. When you're in the air, drop a bomb immediately and press left to move your glider out of the screen before the laser can blast you.

Now check your energy - if you are below 40 then consider trying again - you'll need the energy when you're inside the complex. If you are lucky, and have plenty of energy left, then now it's time to get inside the complex itself.

By now you should be getting excited. To get inside

the complex is a fairly safe business, providing you've enough energy. You should have noticed that as soon as you destroyed the eighth reactor the real world all disappeared. Don't panic - this is meant to happen. Drive around the wall until you reach the top right-hand corner. Climb up the nearest hill, take off and head for the wall. You will need to press up to make sure you don't just crash into it and go out of control. It may well take a lot of practice, but there is always a master window to throw the computer at yourself out of.

Once on the inside, have a good look around and provided you have enough time left, you should find some interesting things. As you explore, it will become obvious that there is another wall which needs to be scaled before you can go further inside. The top right-hand corner of the complex wall provides a safe take-off. Don't be put off by the fact that you are taking off from an activated laser! You'll need to direct the glider up to make sure that you don't crash into the spikes. If you manage this then you have virtually completed the game. Drive around the complex and before you know it, you will easily destroy the last two reactors.

■ **Reactors 9 and 10** These are the last reactors to destroy and are inside the complex. I will tell you how to get inside in a few minutes, but first there's how to destroy them. Both are right next to each other and are incredibly easy to destroy. As you can probably see from the outside, the complex is designed out of Dragon 19s and other junk and useless materials. The reactors are placed in a dip which allows you a safe and unobstructed take-off approach. Fly over and bomb the first one. No matter how hard you try,

Glider Rider

ings. Follow the instructions on how to destroy each reactor in turn, and use the incredible, full-colour maps.

■ **Map Chat** over the page is a guide. Use the overall plan of the playing area to find the best arrangements of the reactors.

■ At the start drive around the reactors which we mentioned before and work out which line of action you are going to take. It's sometimes better to attempt the harder ones first and when you are low on energy press down. If

MAP CHAT



REACTOR 1.



REACTOR 2.



REACTOR 3.



REACTOR 4.

you will not be able to destroy both at the same time. So, land and turn round. Dive back to the same safe of area and repeat the same procedure.

Even these are designed, turn round and swim back the way you came. When you are outside the complex, drive to the nearest hill and take off in the direction of the sea.

Here's the disappointment: Nothing else happens except a message appears. No fancy 120 turn or finishing sequences, no opportunity to play again at a different level or anything at all. You can't even see your sub! The other pretty message that

appears says: "You've completed the game and escaped with your life - don't let it go to your head!"

The art department has been working overtime this month and has great festive jokes in preparing this 3D map of Oliver Stone. It shows roughly the location of the sea reactors. To enable you to see the 3D effect you will need the wonderful and really original spectacles. If for some reason these are absent, then rush to your nearest optician and about 10 minutes at him, if they're present, then something's wrong. If I'm having you on then I'm a computer journalist.



REACTOR 5.



REACTOR 6.



REACTOR 7.



REACTOR 8



REACTORS 9 + 10