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FULL THROTTLE

Publisher:

LUCASARTS

P.O. Box 10307, San Rafael, CA 94912
415-507-4545

Developer:

LUCASARTS

88%

SILVER
3

GET YOUR MAC A-RUNNIN'

AND HEAD OUT ON THE HIGHWAY WITH FULL THROTTLE FROM LUCASARTS! by Brian Sexton

Hot on the heels of its PC/MS-DOS counterpart (or maybe just a short jog down the block), is LucasArts' "Full Throttle" for the Macintosh. LucasArts' Mac and PC release dates are getting to be so close together that I can almost foresee a day when the two will be one and the same. Until that time, Mac users can be content with the knowledge that the PC version of Full Throttle did not have a graphics smoothing feature. Heh, heh, heh!

For those of you who haven't already heard about Full Throttle, it's another one of those graphic adventure games, that so many of us have come to know and love. Early in the game, a biker named Ben is framed for murder. As Ben, you have to find the real killer to clear your, not so good, name. As in all of these types of games, there are people to meet, items to collect and puzzles to solve along your way. What really sets Full Throttle apart from other adventure games is the biker theme. I've been an elf, a wizard, a thief, a king and even a princess, in other adventure games (don't tell my parents about the princess part) but I don't think I've ever been able to be a biker before. This kind of originality carries throughout the game. If I were a teacher, I'd give LucasArts a gold star for creativity.

If you've played other adventure games from LucasArts or Sierra, you'll pick up the interface right away. If you're new to this kind of game, you'll probably still pick it up right away - it's that easy. Gone are the text fragments of old, replaced by a more streamlined point and click approach. Making Ben walk somewhere is as simple as a single click. To use special actions (use/hit, look at, talk to/taste, or kick), all you do is hold the mouse button until a stylish menu pops up, move the pointer to the desired icon, then release the mouse button. You never have to touch the keyboard, except to call up the inventory menu; unless you want to, that is. Full Throttle



supports keyboard control, just in case you have an aversion to plastic objects named after rodents.

As in other LucasArts adventure games, it's just about impossible to make a critical mistake and on the rare occasions when you do, you get to try again. This forgiving philosophy sacrifices a little bit of realism; but video games are fantasy, so that's okay now and then. In fact, it saves a lot of players a great deal of frustration. Even when you think you are absolutely stuck and are ready to resort to calling the tip line, there is a way to solve every problem. Trial and error will usually turn up all possible courses of action, if you just take the time to try everything.

My complaints about Full Throttle are few and I'm running out of room; so, I'll be quick. Sometimes, an element of the story is introduced prematurely; therefore it doesn't quite make sense until you talk to someone else afterward. Also, the action games may seem out of place to the adventure game purist. Worst (and in a way, best) of all, the game was over too quickly. I was having fun; I wanted it to keep going. Oh well, here's hoping for a sequel. If any LucasArts' adventure game has ever deserved a sequel, it's Full Throttle. The whole package is a classy job and a fun ride.



Virtual Mac