

ANO GAIA

Simon Tillson

READER GAME

Bless us and save us, eh? It's a reader game that isn't a puzzle number. *Ano Gaia* is a jolly well-written shoot-'em-up with oodles of scrolling action, tonnes of



These are Simon's own screenshots, you know. Pity he couldn't supply the captions as well though.



As the professional hitman bore down on him, the disgraced Jolly Green Giant ducked behind a wall.

enemies and some nasty surprises on later levels. The storyline wibbles on about pollution, luxury spacecraft, gigantic pirate ships which swallow up everything in their path and waistcoats but, essentially, you have to shoot everything that moves. (Occam's Razor, eh? It's a marvel.)

When shot, some of the baddies will leave behind power-ups. These come in two flavours – weapons and speed. If you want to collect the power-up, hold down fire until your ship is glowing, then fly over the icon. Otherwise, just shoot it for points. (When your ship is going at full pelt it's a bit tricky to control y'see.) Oh, and later on 'things' start appearing in the

scenery. Crushers, drills and big squashing 'things', in fact. It's probably a good idea to avoid 'em, however hideously unfeasible this may seem.

Simon waxes lyrical in his accompanying letter about all the software tricks he used to get the game running as fast as it does. Not that it means anything, but it lends colour to the background, or something.



The bloated whalebone corset of doom spread terror throughout the galaxy. Who could stop it, eh?

CONTROLS

Joystick or definable keys. (Hurrah! A sensible controls box for once. Andy)