



THE ROCKY REVIEW®



The Cast The Cult and the Critics

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Calling All Lips

This weekend is the lip-sync contest. So far, there is nobody who wants to compete on Friday night but we do have four contestants for Saturday night. They are...

- Graig Allaby.....The Number of the Beast
- Jeff Costa.....????????????????
- Jim Doyle.....Livin' On My Hair
- Steve Levin.....Stranger in a Strange Land

The judges will be R.I. Cast members. They will each rate each performer on a scale from one to five. The performer with the most points will win.

If we just get one person to perform on Friday night, he or she will win the prize because there would be no competition! So, if you are reading this on Friday night, run out to your car, grab some tape that you could lip-sync to, and do it! Don't be a pussy!

SMALL PRINT-- Rocky Horror Cast Members are excluded from this contest.

LET'S DO THE TIME WARP AGAIN

If you've never seen *The Rocky Horror Picture Show* on stage or in the movies, you probably have no special interest in this computer game imported from England. If you are one of the many who have made midnight showings of *The Rocky Horror Picture Show* into an underground cult event and know every line backward and forward, you are probably even now chanting, "I've got to keep control..."

Even if you're not an initiate, you can play *Rocky Horror Show* without really missing much. For those of you who are devoted RHPs fans, the computer game may or may not satisfy your demented hunger.

Rocky Horror Show, the game, is a fairly ordinary piece of arcade-like software. You control either Brad or Janet (your choice) through the

creepy mansion at Frankenstein Place. (In case you didn't know, your car has broken down, and you've just come in to use the phone, but you didn't count on meeting such a weird crew. As half of the *All-American Couple*, you find yourself wandering the mansion in a bemused attempt to comprehend your surroundings—at least that's the basic story line.)

As far as the game's concerned, you must find all the pieces to the De-Medusa machine, a sinister device that holds your lover (Brad or Janet—whichever one you're not playing) petrified and captive. The machine's parts are scattered all over the mansion, and you can carry only one at a time. You need keys to open doors, and quick movement to avoid the many less-than-helpful denizens of the house. You have only 25 minutes (computer time) to complete the task, or else!

The cast of characters is scintillating, ranging from harmless to deadly. Some of the more mildly amusing people simply steal your clothes and deposit them at the front door, leaving you blushing in your skivvies. As an All-American boy or Girl, you can't function at all without clothes, so you become helpless until you have once again donned your apparel.

Among the more deadly of your coinhabitants is Riff-Raff, the manic-depressive butler whose antimatter gun is pretty indiscriminating about its targets. Then there's Eddie, the motorcyclist. He begins the game in a deep freeze, but when the freezer temperature rises, so does Eddie. If you figure out how, you can re-freeze Eddie.

You control your character with a joystick, and the controls are simple and responsive. Press the

button to pick up a machine part. Press it again to put it into the machine. That's about all there is to control.

Some shortcuts and surprises lurk in the mansion's shadows. One significant shortcut is the elevator, which you can use to great advantage. Other surprises are best left unmentioned.

You can win *Rocky Horror Show* fairly easily, and therefore it may not be a game with tremendous staying appeal. On the other hand, it's fun to play, and beating it is not a sure thing. The graphics are not the most spectacular, but fairly typical Apple II graphics. In some ways, the game seems old-fashioned, but that is not necessarily a drawback.

Apparently it was immensely popular in England, so perhaps it has that elusive quality that makes a game special. I enjoyed it and can recom-

mend it with several reservations: (1) Don't expect state-of-the-art game play or game mechanics; (2) expect to be able to map out and win the game fairly easily; (3) don't expect the game to be a great mental challenge; and (4) don't expect an absolutely faithful and convincing rendition of *The Rocky Horror Picture Show*. Finally, whatever you decide, remember, "It's just a jump to the left..."

Rusel DeMaria

ROCKY HORROR SHOW
Electric Dreams
 Division of Activision, Inc.
 P.O. Box 7287
 Mountain View, CA 94038
 (800) 227-8765
 In CA (415) 949-6044
 LPTV PERM. 83483
 ELEC. REG. 10/15/87
 64K RAM
 CIRCLE READER SERVICE NO. 402

Three is a wonderful number!!!

Mike Frongillo