

# Raid On Bungeling Bay

from Broderbund  
Software

Arcade-style game  
for Commodore 64,  
disk drive and joystick  
\$29.95 (U.S.)

## Review by Michael Quigley

**Raid On Bungeling Bay** is a shoot-'em-up viewed from above, like reading a map. You are the pilot of a helicopter and your task is to fly through a series of islands, blowing up factories. Life isn't as simple as it may sound, though — trying to prevent you from doing your duty are tanks, anti-aircraft guns, boats (which also supply the factories) and airplanes of two colours: black and white. Contrary to custom, the white ones are the bad guys!

The graphics of this game are exceptionally good. The total playing area is the equivalent of one hundred screens on the C-64, and there is continuous scrolling in all four directions (that is, if you keep going straight up, you'll eventually come back to the same place). Controlling your helicopter with the joystick requires a bit of skill, which comes with practice.

High scores are retained automatically, and there are provisions for pausing and restarting the game. The sound is also good, and every slight movement of the joystick results in a change in the pitch of the helicopter's rotors.

The only thing I don't like about this game is the fact that its disk has not one but *two* errors for copy-protection. This seems callous, in view of the 1541's inherent ability to self-destruct. How would you like it if, every time you turned on your car's ignition, the engine was damaged a little more? □