

Super Pipeline

from Interphase
Technologies

Maze game
for Commodore 64
\$44.95 (Cdn.), \$34.95 (U.S.)

Super Pipeline is one of the best maze adventure games I have seen for the C-64. Although it doesn't approach **Zaxxon** or the naval battle screen of **Beachhead** for eye-boggling graphics, it is well-designed, fun to play for both children and adults, and very user friendly.

Super Pipeline's musical score, which includes Debussy's *Golliwog's Cakewalk* and a famous violin theme by Paganini, is hilarious. I also appreciated the fact that the player can control so many features of the game. You can choose the level of difficulty, the number of lives (up to eight), the number of players (one or two), and the beginning screen from any of the first eight. You can even turn off the music or the sound effects.

You can also load and save the high scores, and this is the only part of the game I *don't* like. The reason? The scores are saved with the infamous 'save and replace' method, which strikes paranoia into the hearts of many Commodore owners. The safe solution to this problem is to keep your scores on an expendable disk.

This minor quibble aside, **Super Pipeline** is a joy to play, and a welcome relief from those games that wear out their welcome rapidly because they become too difficult after five minutes of play.

Review by Michael Quigley