

Jaguar



By Henry Loftholm

Flashback is becoming a '90s classic as it moves to the more powerful consoles like the Jaguar. This is the original 16-bit game—no 3D graphics or first-person perspective here—but it still makes you eager to play it from one end to the other.

Have a Hart

Flashback details the adventures of Conrad Hart, which begin on the distant planet Titan. In *Total Recall* style, Conrad's odyssey begins when he discovers a message from himself. You trek through seven levels of aliens with Conrad and his trusty gun, journeying from Titan to Earth to the aliens' home planet.

The controls are intricate because Conrad has a lot of moves. Some key moves, such as the running long jump, are difficult to coordinate, so you won't always nail them. And sometimes Conrad doesn't jump when you press "jump," a shortcoming that costs you damage.

Walk the Walk

The game's distinctive look makes it stand out. Conrad's



PRO TIP: When the blob aliens on Morph start rolling, let them get close enough to stand but not so close that they harm you. Crouch and roll (push *Down* and to either side on the control pad) to move quickly from side to side.

moves, like those in *Prince of Persia*, are smoothly animated as he walks, runs, crouches, leaps, and reacts to getting shot.

Through rotoscoping—a technique by which a person is filmed and the footage is



turned frame-by-frame into computer graphics—the various characters move very realistically, drawing you into the game. You'll notice occasional slowdowns, which indicates this version is a straight port of the original game with little or no optimizing of the programming code.

The sounds are sparse, but you do hear ambient noises like



PRO TIP: Shoot at one of the gunmen, then hit *Button B* to raise the force field and absorb your opponent's return fire.



PRO TIP: Jump at spots like this one, or you'll get the shock of your life.



PRO TIP: After the taxi leaves you at the Paradise Club, you must make a bled running long jump before moving on. Put yourself on the ledge, then shoot out the orb and the glass window behind it to enter the Club.

PRO TIP: Don't be surprised when an enemy gunman seemingly comes back to life after a fall. He'll lie on the ground until you hit the floor he's on.

PRO TIP: Rolling under an obstacle or below some gunfire is easier if you have your gun drawn.

chirping birds and Conrad's footsteps. The fact that you don't hear much, especially if you're isolated by a set of headphones, adds to the sense of impending danger.

Back to the Past

Although there's no improvement in Flashback's 64-bit stint, the game is no less enjoyable. Jaguar owners looking for decent games will welcome this cart.

If Flashback is new to you, by all means immerse yourself in its edge-of-the-seat gun play. If you've played Flashback previously, however, look elsewhere, because this cart is just...well, a flashback. ☐



PRO TIP: On Level 6 of the Death Tower, stand one step inside the previous screen (A) and jump to catch the ledge at B. Before the falling mine blasts you, drop down. Leap over the land mine and climb up to C. Do the running long jump to run under the falling mine and leap up, then catch the ledge to pull yourself up to D.

Jaguar Game Profile

Flashback

(By U.S. S&P)

U.S. Gold didn't enhance Flashback in its move from 16-bit to the Jaguar, but the game's dark mood and sharp animation make this classic as enjoyable as ever.

Looks	Sound	Game	Value	Quality
4.5	4.5	4.5	4.5	4.5

Price not realistic
16-18 mg
Available March
Autobioscience
1 player

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