



• The ships look good; the space debris does not.

STAR TREK: LEGACY

Sensors indicate incoming atrocious pun

PUBLISHER: Bethesda Softworks DEVELOPER: Mad Doc Software GENRE: Tactical Space Sim AVAILABILITY: Retail ESRB RATING: Everyone 10+
 MINIMUM REQUIREMENTS: 2.66GHz CPU, 512MB RAM, 5GB hard drive space, 128MB videocard MULTIPLAYER: 2-4 players VERSION REVIEWED: Retail Box

REVIEW

Y Make no Bones about it: *Star Trek Legacy* is filled with treats for Trekkers...or wait, are we back to Trekkies now? How about just "nerds"? You get hyperaccurate renderings of several dozen series starships, big battles pitting the former Locutus against invincible world-assimilating Borg cubes, and a surprisingly smart narrative driven by the voices of all of *Star Trek's* captainly thespians from Kirk to Bakula (though, oddly, you never see a human face—it's like it's Pixar's *Starships*).

But fan service can only take you so far, and *Legacy's* maddening controls knock the solar wind out of the *Enterprise's* sails. You can ostensibly pilot with WASD, but for most ships, this proves painful...and (in what I'm sure is a nod to authenticity) painfully slow. Autopilot's your best friend: Point your cursor at a target, tap F, and let the game sail you to your destination. When you switch to another ship in your four-craft fleet, watch 'em phaser-beam and torpedo-bombard enemies automatically. A.I.'s certainly not an issue, as any ship not currently under your direct control easily holds its own.

THE UNDISCOVERED KEYBOARD COMMAND

Legacy's ships look and sound just right, but the gameplay exercises authenticity to a fault. You're a slave to the Federation's senseless placement of phaser arrays—beams constantly flutter and lose their lock when the angle of your saucer section goes out of whack, and you'll want to shoot the engineer in charge of



• Space combat's kinda fun once you resign yourself to letting autopilot handle most of the details.

aligning these ships' photon-torpedo tubes. Worst of all: The infuriating "subsystem targeting" theoretically allows you to specifically knock out enemy engines, sensors, or weapons—but the in-game help says to activate it with "LS" (whatever that is) while the manual directs you to press "T"—without specifying that, by the way, it's actually a *capital T*. And that's only step one. When you do eventually figure out the mess 30 minutes later, cryptic icons appear, disappear, and change color with no rhyme or reason, leaving what *should* be a matter of pinpoint accuracy up to sheer dumb luck. An Xbox 360 controller makes things easier...but that's just sad.

Most missions in the short single-player campaign involve shooting a whole bunch of Borg/Klingon/Romulan ships—which is fun through sheer force of nostalgia—with a goodly amount of escorting, rescuing, and beaming in away teams to space stations. One interesting noncombat mission finds Picard



• Authenticity is *Legacy's* biggest asset—and the game's story manages to find a surprisingly smart way to knit the eras together.

tractor-beaming stellar debris into larger pieces of stellar debris to prevent civilization-ending planetary collisions, but the space rocks look absolutely disgusting...as do most of the game's "special effects." Space stations explode into giant, embarrassing six-sided *Perfection* pieces, and not-too-distant satellites and other objects pop in and out of existence—inexcusable in *Legacy's* sparsely populated vacuum of space.

Don't get too excited about *Legacy's* multiplayer prospects, either. The game offers simplistic two-player co-op survival and four-player "deathmatch" modes (four ships per player from the Federation, Borg, Romulan, or Klingon fleets), but as of version 1.018 (the last as of press time), plenty of folks, myself included, must struggle with port-forwarding garbage, weird semi-lockups, and random "no connection" errors. For this? I'll take my chances with the away team. • Sean Molloy

FAN SERVICE CAN ONLY TAKE YOU SO FAR, AND *LEGACY'S* MADDENING CONTROLS KNOCK THE SOLAR WIND OUT OF THE *ENTERPRISE'S* SAILS.

VERDICT

Authentic voice acting and sound design; a few interesting noncombat missions.

Exasperating controls; error-riddled manual; multiplayer connection problems.

5/10

AVERAGE

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