

Super NES

By Toxic Tommy



Even though this is the third Wing Commander game, it's entitled "Wing Commander II: Vengeance of the Kilrathi." It's almost identical in look and feel to the other two installments - and that's both good and bad.

Report for Duty

This time, the Kilrathi cat people put you, the Wing Commander, in the doghouse! Your mothership was destroyed while you tangled with the Kilrathi's invisible stealth fighters. But since you're the only one who "has seen the enemy," everyone's calling you the chicken commander!

The story line is compelling, and a mysterious saboteur adds intrigue. More-



Trade insults with Kilrathi pilots.

over, the story graphics are the game's visual stars. Clean, detailed close-ups of characters are nicely presented.

Commanding Views

You fly via a cockpit view, but one of the space-fighters also offers a cool tail-gunner look. The forward view is dominated by the top-notch instrument panel, but the dogfight visuals are limited. The tail-gunner look offers a full-field kill zone.

Wing's weak spot is the combat animation of the Kilrathi ships, which jerk around and quickly dive off the tiny gameplay space.

Unlike previous Wing games, lasers and shields quickly recharge so intermediate peons should have no problem filling space with lousy Inter.

The nicely crafted controls also help pile up the felix fatalities. You can spin your ship 360 degrees on a dime.

Wing Commander survives this battle. It's



PRO TIP: During dog-fier, cutlights, speed up to chase or evade your foes. Slow down when you're ready to shoot.



YOU'RE BUSTED!



This time you've been labeled a traitor. Aha, galactic assassin-bay duty!

...but the story graphics are great!



There will be more than that.

A Kilrathi cloaking device? Your commander thinks you're seeing...er, not seeing things.

Targeting enemies by sight is as tough as ever.

The sounds are also a little tough...on the mind. The minimal effects are just okay. The military music's fine, but the action lures drone.

Here Kitty, Kitty

Your Kilrathi competition isn't so tough. This Kilrathi crew fights like cats, which cuts down the challenge factor.

close enough to the originals that fans will expect the cat-scratch combat graphics. It also offers notable improvements - it just should have kept earlier challenge factors. Intermediate Commanders and rookies should feel free to just Wing it.



PRO TIP: In the Broadsword, you can attack forward at top speed and hit Raptor A to finish the victim with the tail gun after you pass.

PRO TIP: You can always attack with full shields. Just outrun attackers as you recharge. Twelve seconds does it.



The Kilrathi plot to destroy their own crew is to keep the stealth fighters secret.

PRO TIP: 200 to 250 kps is a good speed for fighting and for eluding asteroids.

PRO TIP: If you run into invisible stealths, use the radar screen to track and attack them. Fire when the blips are dead center.



Angel rebuffs as commander of the Concordia.



Can you save your career?

Super NES Game Profile

Wing Commander II: Vengeance of the Kilrathi
(By PC)

Despite improved graphics and an easier challenge, the third Wing Commander is almost identical to the earlier installments of this durable series.

| Graphics | Sound | Control | Challenge | Strategy |
|----------|-------|---------|-----------|----------|
| 4.0 | 3.5 | 4.0 | 3.0 | 4.0 |

Play and load times: 30 minutes
 4-player: First-person cockpit view
 Available on: Super Nintendo
 1-player: Forward scrolling
 2-player: Passwords

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