

RAIDEN
TRAD

STORY

Will those aliens never learn? Once again, they've invaded planet Earth and once again, Earth's scientists have managed to knock together a mega-powerful fighter to repel the evil forces. The trouble is, it's so complex that only one person in the world can pilot it, and - surprise, surprise - that lucky person is you. The world is depending on your blasting skills, so wheel out your space-suit one more time, and ready yourself for yet more xenomorph genocide.

This rather uninspiring story is merely an excuse for another vertically-scrolling shoot 'em up, with a selection of aliens to shoot and a variety of meaty weapons to shoot them with. Can you halt the advance of the alien fiends and then take the battle to the aliens' own homeworld? Well, here's your chance to find out.

DUAL WEAPONRY

There are two main types of weapon in Raiden. You start the game with the basic cannon and a high-power laser. When certain enemy vehicles are shot down, they release a weapons pod, which changes colour from red to blue. When the pod is red, your cannon is given a wider shot spread (this can be powered up eight times), and when it's blue, it's replaced by the laser. This meaty piece of hardware can be powered up to a wide-beam mega-laser of doom. Also available are nuclear missiles, homing lasers and alien-melting smart bombs.



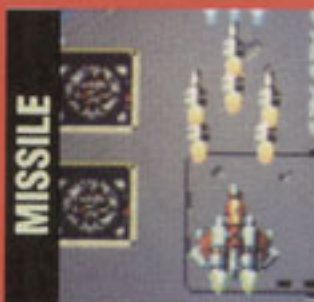
CANNON



HOMING



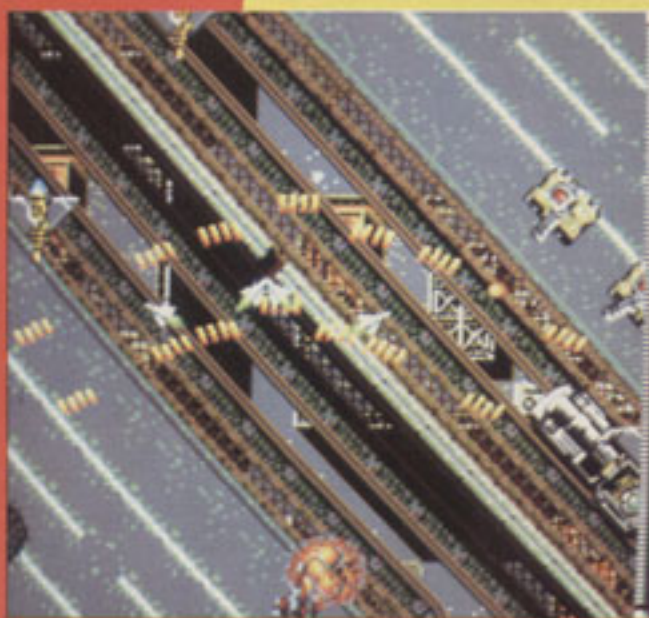
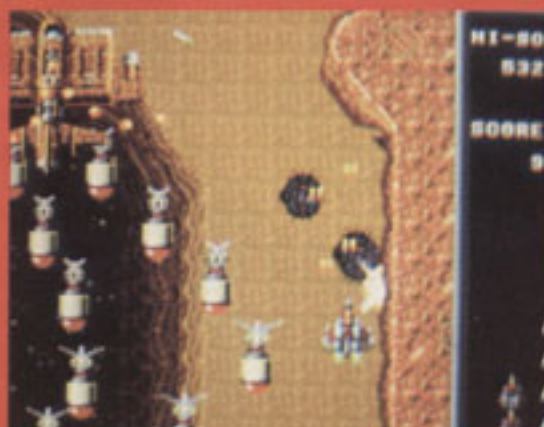
LASER



MISSILE

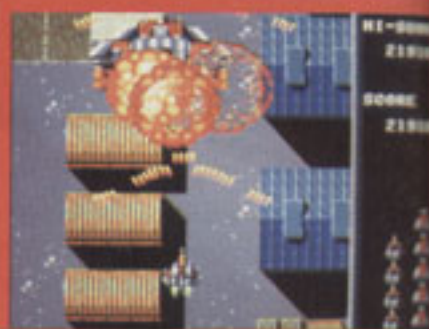
THE POWER-UP FAIRY

Like most other shoot 'em ups, the loss of a life in Raiden Trad results in the loss of all your special weapons. However, most other shoot 'em ups don't have a fairy godmother who appears at the point of your reincarnation to grant you a random selection of power-ups! This stops play becoming too frustrating, as you're not reduced to the ineffective single-shot cannon, meaning that it's still possible to make progress in the later levels.



STAGE 2

The ruined metropolis is devoid of people. However, the aliens have taken over and are at this moment building highways for their military supply transports.



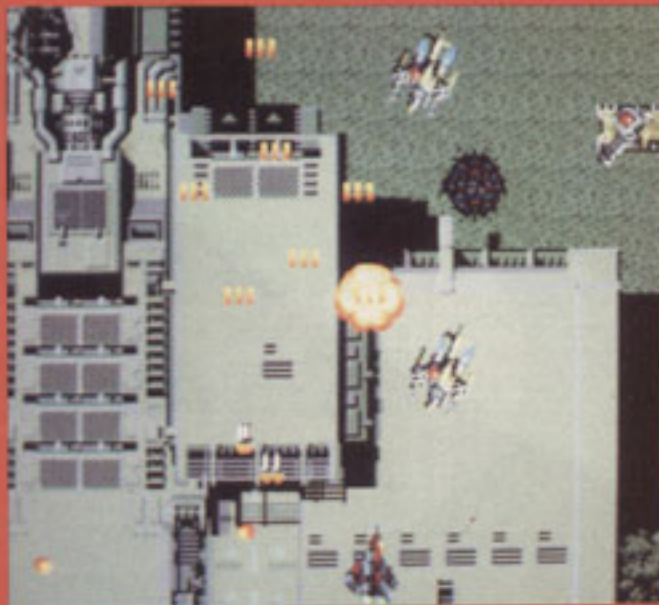
STAGE 4

The aliens have converted these ancient ruins into a super hi-tech base. Also, look out for an underground enemy base marked by a mysterious symbol...



STAGE 1

People were enjoying these fine country-side scenes, until the war turned these fine fields into battlefields.



▲ Two massive tanks are found at the end of level one. In order to succeed, just keep to the middle of the screen, at the bottom. Now just blast away!

STAGE 3

An alien battle fortress infests our fine ocean. Destroy this and the aircraft carrier to inflict serious damage on the alien war machine.



STAGE 5

This enemy fortress is under construction at the front line of the battle. Neither offensive or defensive system are at full power. Destroy it now, at its weakest moment.



COMMENT



RAD

First impression of Raiden Trad are none too good. The sprites are poorly defined and lack variety, although the movement and scrolling is very smooth. However, once you get into the game, it's not at all bad. Shoot 'em ups are a very tired genre, but this game has a couple of features which raise it a few notches above the average blaster. The random power-ups dished out after the loss of a life make progression through the more difficult stages much less frustrating, and the wealth of power-ups provide great satisfaction in their wide-spread destruction. There aren't many good up-screen shooters, and whilst this isn't an essential purchase, it's one which bored shoot 'em up fans should definitely consider.

COMMENT



JULIAN

On the surface, Raiden Trad doesn't look like it's got anything to save it from sinking without trace into the sea of Megadrive shoot 'em ups. There are only two main weapons and two supplementary weapons, and the graphics and sound are hardly Earth-shattering. However, it does have two things going for it: playability and challenge. It's a pretty tough game, and the way the weapons work is neat - whizzing around with a fully-tooled weapon gives much mindless blasting entertainment. The last mystery level is absolutely rock, and it takes a lot of practice to get all the way through the game. If you haven't already had your fill of up-the-screen blasters, this is well worth checking out.



BY: MICRONET

PRICE: £TBA

RELEASE DATE: TBA

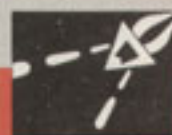
GAME DIFFICULTY: MEDIUM

LIVES: 1-4

CONTINUES: 20

SKILL LEVELS: 3

RESPONSIVENESS: EXCELLENT



PRESENTATION 72%

Standard options, but little else. In-game presentation is reasonable.

GRAPHICS 76%

Blurry sprites, and not many different enemies. Good scrolling and movement, though.

SOUND 84%

Groovy theme tunes and plenty of solid blasting noises.

PLAYABILITY 87%

Fast and responsive, and great fun to play.

LASTABILITY 76%

Eight levels, plus a secret super-hard level at the end - plenty of lasting appeal there!

OVERALL 81%

A very playable shoot 'em up which is short on originality, but provides a solid and enjoyable challenge nonetheless.