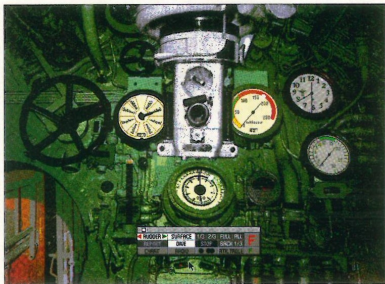

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[Juegos De U-boat Para Mac](#)

GAMES



It's no good, I can't fly this thing without some digital displays and a couple of computer terminals. Get these crusty old dials out of my face.



These are torpedoes. Nothing more, nothing less. They're not here for any particular reason, I just thought you might like to see them in their natural habitat.



Loose lips don't sink ships, torpedoes do and this tatty little box programs the gyro-thingies in the torpedoes just to make sure. It all looks a bit primitive but this is 1940, remember.

U-Boat

It might go against the grain to begin with but you'll soon be sinking Allies' ships with the best of them in this World War II game.

This is a fabulous, if simple, little game. I was enthralled, educated and generally extremely taken with it. It was the early summer of 1940. I was Kapitänleutnant VonTimmy. And it was my sworn duty to defend the Reich by sinking all that naughty Allied shipping.

You guide your Unterseeboot about the North Atlantic and Mediterranean by issuing commands to various members of your crew. When the occasion demands you take on the roles of captain, navigator and torpedo aiming chap as you stalk your prey. The navigator has a nice big chart upon which he plots the bearing of any ships you spot, while the torpedo-aiming-chap (sorry, I don't know what he was called) has a complicated-looking torpedo-aim-

ing-device (I do know what that was called, but you're probably not interested) with which to aim his torpedoes.

For all that I was engrossed by *U-Boat*, though, it's not faultless. In fact, if I were being thoroughly candid, it's riddled with faults and, more seriously, a couple of bugs. But I enjoyed it so much that I tried my best to work around them. Other players might not be so patient...

Time in the game passes at a variable rate. Very useful. A U-boat can only travel at 16 knots flat out and it takes quite a while to get anywhere. So if you're just cruising about the place, looking for a fight, then you don't want to have to watch the hands on the clock dawdling past when you could be launching eels (hip U-boat slang for torpedoes) at the bad guys. Then again, you don't want time to be flying by when you're in the heat of battle - you'd never have time to do anything.

The problem is that once you're within a certain distance of another ship, the clock slows down automatically and you can't change it. This means that when you're stalking something (which can mean staying submerged for several hours of game time) you actually have to spend quite a few minutes of real time just watching the clock. It's not very interesting.

Then there are the crashes. It's something that the average Mac user may be used to - a certain desktop publishing program will crash several times an hour if the work's urgent enough. But you don't expect games to crash. This one does. Usually when you dive just before an attack.

Usefully, there's a 'save game' feature. But it only saves one game position. It only saves it when you quit. And it hides the file. If you

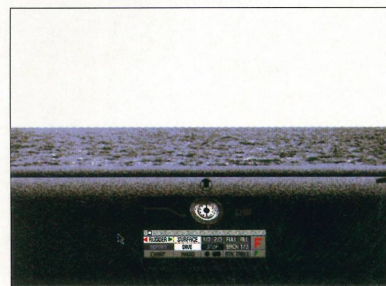
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The graphics are a tad on the functional side (in other words, mostly grey) but that did at least mean that it would run on my PowerBook 165. So hurrah for that. But there's not that much to look at in a submarine, anyway. The sounds (which are best enjoyed on the supplied headphones) provide most of the atmosphere and are excellent.

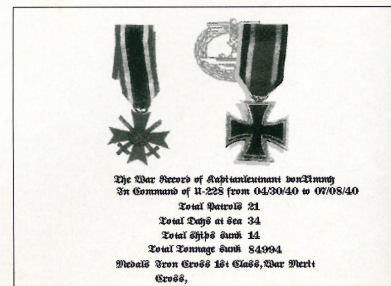
All in all and all that, it's a superb game and one that I'd recommend to anyone who fancies living in the 1940s for a bit. But you'd probably be better off waiting until a bug-free version (mine is version 1.2) is released. *Tim Norris*



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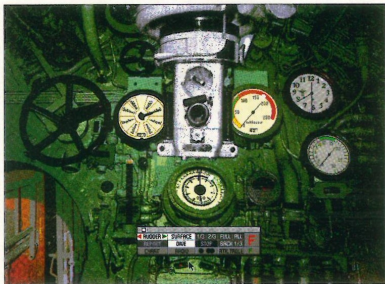
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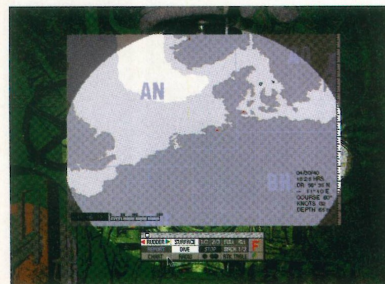
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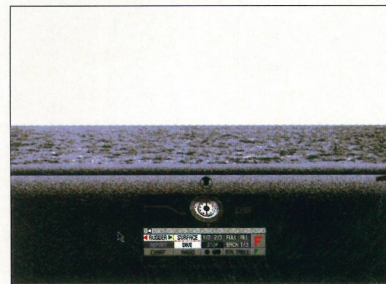
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