



## SOFTWARE GALLERY

### Stunt Island

Disney Software  
Designed by: Adrian Stephens  
MS-DOS  
1 Player

Just as Walt Disney Studios revived the animated motion picture with *The Little Mermaid*, *Beauty & the Beast* and *Aladdin*, Disney Software takes a completely different approach to computer entertainment with **Stunt Island**. Part simulator, part 3-D toy and part film studio, Disney's latest game inspires cre-



ativity and challenges players to devise and successfully complete the most amazing aeronautical stunts they can imagine. These stunts can be replayed and edited with the program's handy interface and later saved to disk and traded for other players' feats. Gamers can control as much or as little of the action as they desire.

**Stunt Island's** main interface consists of a series of locations that house "offices" specific to a part of the film creation process. The most important of these are the production office (where

stunts are put together and played out), the post-production studio (where film is edited and cut) and the airfield (where the player selects a flying machine to use in the stunt).

The program's locations are accessed and connected by road signs to complete the illusion of total containment of the stunts on the titular island. Players just hop into the cockpit of one of the many vehicles and try it out, edit their own stunt film of up to 20 minutes in length or even enter the Stuntman of the Year competition, a series of 32 events which offer monetary rewards and acclaim to the player's counterpart in **Stunt Island**.

**Stunt Island** would never succeed were it not for the simplicity bestowed upon the complicated process of film production in the interface. The game teaches players how to edit locations, set up events and control the vehicles' movements with tutorial information and lots of sample stunts that they can pick apart and reconstruct into something entirely different. Players set up events in **Stunt Island** with a simple menu-based command system which can be made to show the results of changes instantly in the editing windows.

The greatest amount of flexibility in **Stunt Island** comes from the piece-by-piece approach to stunt editing that breaks down the film into logical steps. Additionally, players probably won't get bored with the selection of objects, planes and locations in the game. **Stunt Island** boasts over 45 different aircraft, from WWII

and WWII planes and bombers to the space shuttle and commercial jets. There are 34 different locations in **Stunt Island**, the variety of which makes the possible stunts more dramatic. Players can fly over and through Stonehenge, land and crash at LAX Airport and even storm Alcatraz or an ancient castle.

There are eight possible cameras in use for any given stunt to try to capture just the right look, and over 800 buildings, props and other objects to place in a film. **Stunt Island** even allows use of one of the objects as a "flexible" flyer,

so that barns or cars can soar overhead for some interesting effects. An expansion disk is on the way from Disney Software, with more locations, objects and stunts for players to use and enjoy.

The greatest stunts in the world would be lifeless and boring if they didn't come across as real to the people watching them. **Stunt Island** excels in the graphics



**Exciting cinematic movie displays can be filmed, edited and viewed on-screen.**

and sound areas to complete the illusion of film quality for interested viewers. The 3-D polygon-based graphics have the right level of detail to eliminate most of the chopiness inherent in moving polygonal objects. The colors and special effects like explosions and fire expand the canvas of stunt designers.

The sound effects and music are usually the last parts added to a film, but their inclusion makes an incredible difference. The program is flexible enough to allow user-supplied music and even voice-overs (for owners of SoundBlaster sound boards).

**Stunt Island** was an interesting concept from the start, but Disney's implementation of the idea will have players hooked on the film-making process and determined to create the neatest stunts to show off to all their friends. Users may want to check out the many bbs systems and networks for some incredible films made by other **Stunt Island** fans. Happy filming!

— Russ Ceccola

RATING	
Complexity	Easy
Graphics	85%
Sound	85%
Playability	90%
OVERALL 90%	