

Reviewed by: Misha Sakellaropoulo

Vic Kombat is yet another addition to the ever growing list of fighting games available to Macintosh users. But Vic Kombat is almost God compared to the others. No hypercard game, no 2 color graphics, no bad sounds. Vic Kombat was filmed live in a studio with a digital camera. The graphics are 100% photorealistic... except for the blood. The blood was drawn in using, most likely, just a simple movie editor. Because of that the blood doesn't really fit into place very well but adds a nice touch of realism to the game. This new version of VicKombat adds color, a much needed touch up to a previously shades-of-grey game.

Photorealistic and so much more. Vic Kombat is truly the best fighting game out there, at least in terms of graphics and fun. The game does suffer in a few areas: mouse-only control and only one punch, one kick, and a block in terms of moves. However all these problems will be corrected when Vic Kombat II comes out. VKII will have more characters, faster animation (currently the program runs at about 10 frames per second), more moves, keyboard control (and mouse control), as well as a better soundtrack.

Vic Kombat was programmed by a group of college friends and the pictures in the game are most likely of themselves -- hence the reason the blood had to be drawn in (they wouldn't be friends if they drew blood when "play" fighting now then, would they?).

Despite Vic Kombat's relatively low 10 fps speed the game is surprisingly smooth. And with 7 speed options, you'll surely find a speed suitable for you and your mac's needs. Vic Kombat offers photorealistic graphics (the first fighting game to do so) and a stellar soundtrack. VK won't disappoint you.

Unfortunately, however VicKombat requires a massive amount of RAM: 10 megabytes. However, non PowerMac users can get the game to run at around 4.5 megs of RAM. I found the game still ran smoothly using RamDoubler, although at times the animation slowed down considerably, but this was only for a short period of time. RamDoubler seems to be the only solution for owners of 8 megabyte PowerMac systems since virtual memory seems to affect the game's performance more than RamDoubler.

Scaled 100%

The bottom line. For what it is, VicKombat is probably the best fighting game out there. But with a lack of moves, keyboard control, two player possibility and lack of characters the game needs a bit of work. But what VicKombat lacks it makes up with it's graphics and great sounds (everything except for the "Cryptkeeper laugh" which sounds more like a chicken... keep your eyes peeled for VicKombat 2, it may be one of the best shareware games to ever be released.

graphics  
music

sound effects

challenge

addictiveness

fun factor

concept  
story line

n/a

game play

overall

Minimum System Requirements:

- 2.3 megabytes of hard drive space
- 10 megabytes of RAM
- most color monitors
- 68030 processor or better

Download Time: ~ 25 minutes (14,400)