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MISSION EVALUATION:

Tester: *WST*

Product: BACKLASH

Version: 1.10

Shareware

Full Release

Date: *28/09/95*

Campaign: BACKLASH

IRON HORSE

GAMBIT

Mission (0-14) : *14*

Upgrades Configured:

Dumb Fire Missles	<input checked="" type="checkbox"/>	Guns Level (0-3)	<input checked="" type="checkbox"/>
Targetting Missles	<input checked="" type="checkbox"/>	Power Cells (0-3)	<input checked="" type="checkbox"/>
Spinner Missles	<input checked="" type="checkbox"/>	Power Plant (0-3)	<input checked="" type="checkbox"/>
Cluster Missles	<input type="checkbox"/>	Armor Plate (0-3)	<input checked="" type="checkbox"/>

Specific Comments on the Mission:

*MAP SYSTEM GOT 07.07 EUCID - FIXED
TOO DIFFICULT - REDUCED PROPTS, REMOVED BACK END,*

SPUT UP CONVOYS !

Difficulty of the mission (1-10 1=Easiest, 10=Hardest) :

Playability of the mission (1-10 1=Worst, 10=Best) :

Approximate time playing the mission :

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MISSION EVALUATION:

Tester: *Alley*

Product: BACKLASH

Version: [] Shareware [] Full Release

Date:

Campaign: [] BACKLASH [] IRON HORSE [] GAMBIT

Mission (0-14) : *2*

Upgrades Configured:

Dumb Fire Missles	[]	Guns Level (0-3)	[]
Targetting Missles	[]	Power Cells (0-3)	[]
Spinner Missles	[]	Power Plant (0-3)	[]
Cluster Missles	[]	Armor Plate (0-3)	[]

Specific Comments on the Mission:

missile play in hyperspace

*Paragraph 3- ~~30~~ change 4th sentence
change "that" to "which"*

Difficulty of the mission (1-10 1=Easiest, 10=Hardest) :

Playability of the mission (1-10 1=Worst, 10=Best) :

Approximate time playing the mission :

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MISSION EVALUATION:

Tester:

Product: BACKLASH

Version: [] Shareware [] Full Release

Date:

Campaign: [] BACKLASH [] IRON HORSE [] GAMBIT

Mission (0-14) : 5

Upgrades Configured:

Dumb Fire Missles	[]	Guns Level (0-3)	[]
Targetting Missles	[]	Power Cells (0-3)	[4]
Spinner Missles	[]	Power Plant (0-3)	[02]
Cluster Missles	[]	Armor Plate (0-3)	[]

Specific Comments on the Mission:

1. Big ugly bit map of planet in your view screen when entering mission
2. a lot of ~~big~~ big ugly ships
Hard to kill

Paragraph 42 - line 3
change "will be" to "are"

Difficulty of the mission (1-10 1=Easiest, 10=Hardest) :

Playability of the mission (1-10 1=Worst, 10=Best) :

Approximate time playing the mission :

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MISSION EVALUATION:

Tester: MJT
Product: BACKLASH
Version: SW BETA 07 Shareware Full Release
Date: 9/11/84
Campaign: BACKLASH IRON HORSE GAMBIT
Mission (0-14) : 0 E

Upgrades Configured:

Dumb Fire Missles	<input checked="" type="checkbox"/>	Guns Level (0-3)	<input type="checkbox"/>
Targetting Missles	<input type="checkbox"/>	Power Cells (0-3)	<input type="checkbox"/>
Spinner Missles	<input type="checkbox"/>	Power Plant (0-3)	<input type="checkbox"/>
Cluster Missles	<input type="checkbox"/>	Armor Plate (0-3)	<input type="checkbox"/>

Specific Comments on the Mission:

CRASHED ON 425K FREE CONVENTIONAL MEMORY
TIGER MISSILE ALSO ATTEMPTED.

Difficulty of the mission (1-10 1=Easiest, 10=Hardest) : 1
Playability of the mission (1-10 1=Worst, 10=Best) : 5
Approximate time playing the mission : 20 min

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MISSION EVALUATION:

Tester: **hjt**

Product: BACKLASH

Version: **07AUG95** Shareware Full Release

Date: **10AUG95**

Campaign: BACKLASH IRON HORSE GAMBIT

Mission (0-14) : **12E**

Upgrades Configured:

Dumb Fire Missles	<input checked="" type="checkbox"/>	Guns Level (0-3)	<input type="checkbox"/> 1]
Targetting Missles	<input checked="" type="checkbox"/>	Power Cells (0-3)	<input type="checkbox"/> 1]
Spinner Missles	<input checked="" type="checkbox"/>	Power Plant (0-3)	<input type="checkbox"/>]
Cluster Missles	<input type="checkbox"/>	Armor Plate (0-3)	<input type="checkbox"/> 1]

Specific Comments on the Mission:

3rd OBJECTIVE, ADD PCX10D DEMO OF REMOVB OTHER 2, FA, CHECKED

OBJECTIVES NOT SET - FIX APPLIED, CHECKED

Difficulty of the mission (1-10 1=Easiest, 10=Hardest) :

Playability of the mission (1-10 1=Worst, 10=Best) :

Approximate time playing the mission :
