



Now you see it: When the doors of the Sub-Zero 700 Series units are open, that is. The tall freezer and tall refrigerator are at each end of the room. The island contains two base freezer units (not pictured). Two more sets of refrigerated drawers are diagonal from the island.

Refrigerator units fit behind cabinetry

BY MARY KLEMIC
STAFF WRITER

Unlike the 800-pound gorilla of the old joke (*Where does it sleep? Anywhere it wants.*), options were limited as to where to put a heavy refrigerator in room layouts.

But now you can put a refrigerator in almost any space, and even make it disappear when it isn't in use. This isn't magic — or a joke — but an innovation from the Sub-Zero Freezer Co. called the Integrated 700 Series.

The series is a system of tall and base (drawer) units, each 27 inches wide,

that fit behind cabinetry. The units can go anywhere in the room, in any room in the house or office. When the doors are shut, their fronts match those of the cabinets and shelving.

"The esthetics of the look . . . (and) flexibility" are the special qualities of the series, said the company's Bill Schlueter.

He was at an open house featuring the series at Trevarrow Inc. in Auburn Hills last week. The units are available for viewing there, and are also offered at Artistic Kitchens in Farmington Hills, Kitchen Plus in Livonia, Kitchens by

Lenore and Richards in Birmingham and Living Spaces Inc. in Sylvan Lake.

You can put the pieces in a variety of configurations — using the tall and base units together, for example, or only the base units. In smaller kitchens, they can be spread throughout the room to cut congestion.

A base unit can fit under a kitchen island near the sink, handy for washing vegetables. One for beverages or ice cream can be placed by the back door for summertime refreshment. The pieces fit comfortably in the office, bedroom or entertainment area. Tall units fea-

ture a deli drawer for quick snacks.

Each storage area within a unit can be set with its own temperature. Adjustable shelves and halogen lighting are featured. A soft alarm system sounds when the door is left open for more than 15 seconds.

Owners have their choice of a left-hand or right-hand door swing. Ice makers are optional.

The units, available since January, have a 12-year warranty. So far they have been used mostly in new construction, Schlueter said.

New space game is silly but solid shooter

BY WILLIAM SCHIFFMANN
AP NEWS FEATURES

What a way to win a promotion!

There you are, fooling around with your spaceship, pushing buttons, learning the ropes as Cadet First Class, when a zillion alien bad guys attack Outpost 51.

Somewhat, everyone else who can fly and shoot at the same time is on vacation and not answering their pagers, so you get a quickie promotion to Flight Officer and off you go to defend the universe.

Alone.

Gee, thanks, guys.

That's basically the premise of *Shadow Squadron* (\$59 for Sega 32X). But don't let the ridiculous plot dissuade you (hey, they're all pretty silly). This is

a solid space shooter with pretensions to greatness.

You can take the controls of one of two fighters. The Feather 1 is a lightweight craft with a Spectral Shield for protection, automatic lasers, guided torpedoes and the ability to turn on a dime, or whatever they use for money out there in deep space.

Feather 2 is a heavier craft, with heavy lasers and a more powerful shield. But it doesn't have the Spectral Shield, and it is sluggish.

A big difference — Feather 1 docks with a supply ship and is recharged at the end of each mission, while Feather 2 must play pretty much the whole game with just the power on board at the start.

Either Feather has an on-board com-

puter that will help your attack in many ways. From a distance, it indicates targets with a red box and the distance to cover. A red arrow will show you the way to the nearest large target, although you can fly the mission any way you want and don't have to destroy enemy ships in any particular order.

You also have a tracking screen that shows targets as white blips and power and shield indicators.

You can select from two difficulty levels, choose from two types of speed control, turn the music on or off (off gets my vote), adjust the speed at which the cross hairs move, select auto or manual pilot, adjust the controller button functions and even change the color of your craft.

Here's one problem: not enough mis-

sions.

There are only half a dozen, and once you get on a roll they go by pretty fast. You do have a lot of choices in your attack, so you can play the game many times and not repeat specific patterns, but it's just not the same as having new missions to fight.

The later missions are tricky, however, and you won't just breeze through. Wait until you run into the Ganeluz in mission five, or that murderous solar-powered G.L. cannon in the final mission.

Graphics are excellent, sound is blah, control using all six buttons is sharp and explosions are fun to watch.

This 16-bit cart is a winner if you like fly-by-the-seat-of-your-pants space action.