

AMIGA

CD32

GAMER



■ ISSUE 4 £4.99
WITH COVER CD
NOT AN OFFICIAL
COMMODORE PUBLICATION



exclusive review

Horny Devil

We throw some cold water over Gremlin's frustrated *Little Devil* so we can take a closer look at this new demonic megastar in full.

Your brilliant CD packed with playable demos (featuring a brilliant full level of *Little Devil*) should be here. If it isn't, see your newsagent.

reviews

Dark Seed
Simon The Sorcerer
Jetstrike
Banshee
& more

previews

Rise Of The Robots
NovaStorm
Universe
Dragonstone
& SletetonKrew



plus

Drop In the **OCEAN**
We dip into the new releases from the Manchester crew



VIDEOCD reviews
from Bowie
to Queen

SX-1 taken apart
A new breath of life for the CD32?

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Our best cover CD ever? We think so. A cut-out and keep CD label (well, you have paid for it) plus comprehensive instructions for all our brilliant games. Enjoy yourselves.

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Mega-Race pops into the office at the last moment to dazzle us, the latest on Commodore, Alien Breed II remix Tower Assault gets rated, plus charts, snippets and more.

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Even better than ever, we bust open the fantastic *Heimdall II* in one, complete solution, start a huge guide to *Legacy Of Sorasil*, continue out extensive *Cannon Fodder* tips plus three pages of Busters. No problem.

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We've got designs on the future, and we recommend you join our club. 25% off newsstand prices plus a monthly letter from the editor (me) and guaranteed delivery before your friends. Don't resist.

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More controversy balanced by a fair few compliments in the most popular mailbag in the country. The usual pleas for more software, plus a few demands for more PD games on our cover disc. And here they are!

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The most exhaustive guide to CD32 software available. Every game available gets the ACG treatment, your guarantee of sensible opinions in the mad world of Amiga ratings. We're always right.

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Because however good this issue is, we know you'll be foaming at the mouth for the next exquisite issue of Amiga CD32 Gamer, and here's the page to drool over.

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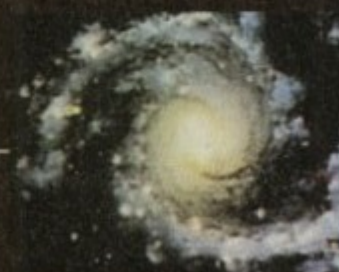
Machismo Machines..24

One of the most eagerly awaited CD32 releases looks pretty spectacular as it nears completion. We check out the stunning graphics and extraordinary AI routines that are combining to make **Rise Of The Robots** a must see piece of software. From the stunning intro routine to the beautifully rendered mechanical fighters themselves, this may turn out to be the game people will buy a CD32 for. Our must see work in progress starts on page 24, and we guarantee that you too will want your own macho robots to play with...



VIDEO CD Future.....18

From **Davie Bowie** and **Tina Turner** to **Kate Bush** and **Queen**, including a few trips into **deep space** and a brief flash of soft-core **pornography**. The Video CD market is well and truly open, with a wide variety of tastes and values catered for. The discs are out there, but is the quality good enough to actually buy an FMV unit for?



2 Into SX-1..16

Paravision's long awaited upgrade finally arrives, and it's rather spectacular, turning your humble CD32 into a rather powerful home computer bound to sell by the truck load. **Stuart Wynne** has the enviable task of taking the beastie apart to pass judgement on this great upgrade.



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The future keeps looking better, with some exquisite releases peeked at. **Universe**, **Dragonstone** and **Skeleton Krew** (11-12) provide the thoughtful new releases, whilst **All Terrain Racing** (13) provides the pumped up action. Plus, **OCEAN** (14) have a batch of cross-over hits in the pipeline, including **PGA European Golf tour**, **Mutant League Hockey** and **Jungle Strike**, whilst Psygnosis show off the devastating **Novastorm** (22) in a two page preview guaranteed to make your mouth water.



CD instructions

WARNING THE CONTENTS OF YOUR CD ARE CORRECT AT TIME OF GOING TO PRESS (in about two minutes). MASTERING PROBLEMS MAY CAUSE SOME DEMOS TO BE OMITTED. SEE CD FOR UP-TO-DATE INFO.



arcade pool

Team 17

(US 8-ball Demo)

While not perhaps the most sophisticated pool sim ever, it's certainly the easiest to get into and quite incredibly playable. The control system is a joy to use, while lastability is ensured by a huge number of pool variants - everything British eight ball to American 15, a trick shot sub-game and an incredibly challenging tournament mode. Two-player mode is best, of course, but however you play this is a winner. The demo version is a two minute version of US 8-ball pool, so see how many balls you can get down in that time. I defy you not to buy the game after a few furious sessions on this brilliant demo. Once you start, it's impossible to stop!

D-Pad: Move cursor.

L&R: Decrease/Increase power.

Red: Aim (prompts directional line).

Blue: Strike ball.

Hold Green and move the D-pad to implement spin. This is depicted on the cue ball on the panel at the base of the screen.

Arcade Pool is out now and costs £14.99.

lilil divil

Gremlin

(ONE COMPLETE LEVEL)

This huge, ProGold-winning game is like a classic Warner Bros cartoon. You control Mutt, the Lilil Divil himself, who is on a quest for a mystic pizza which will take him through an enormous labyrinth. Each of the game's five levels is a maze in itself, split into Tunnels, Puzzle Rooms and Goodies Rooms. At the end of each level there's a graveyard for less successful Divils - their souls can only be set free if you've collected the right three artifacts from the puzzle rooms.

Tunnels: The control system is very simple. Push forward to walk forward. Left and right make Mutt walk across the screen, while pulling back has Mutt turn around. Pressing red and a D-pad direction make Mutt jump in that direction, while pressing blue calls up an inventory screen. Pressing yellow takes you to the save/load screen which is useless on the demo, since a standard CD32 only allows you to save the level you're on. Treasure, food, keys and other collectibles are automatically picked up by walking over them. As you explore the level is automatically mapped in a small screen over the play window. Press red to kick open a door, but some doors will require a key.

Puzzle Rooms: Due to the incredible variety of puzzle it's impossible to give a single set of instructions. Instead the key is to experiment, exploring how the joypad makes Mutt act in a new room. Occasionally you'll need a special object to complete a puzzle, if this is in your inventory it will automatically be used if you press the right button.

Goodies Rooms: Situated near the start of every level, these contain various objects, some of which are essential to solving particular puzzle rooms. Select the object you want and press red to buy it - so long as you've got enough gold.

Lilil Divil is out now and reviewed on page 40.



super stardust

Team 17

(NON-PLAYABLE DEMO)

This is just a taster of the fantastic graphics Team 17 and Bloodhouse have magicked out of the CD32. Next month you can check out the gameplay with an incredible playable demo and a full review!



CD inlay

Snip out your label and pop it into the plastic bag on the cover. That felt nice, didn't it.

super frog

Team 17

(ONE COMPLETE LEVEL)

Essentially a cross between Mario and Sonic, this is a fast, slick and playable platformer which puts most other CD32 efforts to shame, despite the fact it's budget! There's six huge worlds – a forest, castle, fun park, pyramid, ice mountain and outer space – each of which is split into several levels. You also have masses of power-ups to find including speed pills, invisibility pills and even wings to fly with. The objective on each level is simple, find the required number of gold coins then get to the exit before time runs out!

Left: Move left.

Right: Move right.

Up: Jump.

Red Button: Shoot Destructo Spud when collected.

Superfrog is out now and costs £14.99.



jetstrike

Rasputin

(Four Complete Levels)

The CD32's best shoot-'em-up has no less than 200 levels and has more depth than most sims. Our brilliant demo gives you the change to fly six of the game's 60 planes on four varied missions. There's one of each of the game's combat, aerolympics, training and practice missions. The aerolympics mission includes the option for up to six people to play. Once a mission has been completed you can't replay it unless you reset. Check out our huge review on page 44.

Undoubtedly one of the game's strongest points is the control system which, with practice, allows for fantastic stunts.



L: Decrease speed.

R: Increase speed.

Red: Fire gun (if fitted).

Yellow: Fire weapon one.

Blue: Fire weapon two.

Green: Multi-function button.

with Up: Raise/lower

undercarriage.

with Blue: Autothrottle.

with Red: Pause.

with L: Follow Weapon Mode.

with R: Look around Mode.

Left/Right D-pad: Smoke on/off.

Jetstrike is out now, priced £25.99.



faulty discs

If you have any problems with your disc, please contact:
PC Wise, Dowlais Top Business Park, Merthyr Tydfil,
Mid Glamorgan, CF48 2YY. Tel: 0685 350505.
 Please do not send any faulty disks back to Paragon as we
 will not be able to deal with them!

multi media machine

Besides being one of the foremost producers of PD and Shareware compilations, **Multi Media Machine** is heavily involved in Amiga hardware. CDTV units form the basis of their popular karaoke and pub quiz machines, while also providing keyboard and disk drive accessories to their excellent SX1 package (see pages 16-17). Currently they're hard at work developing their own keyboard/disk drive interface for the CD32 for just £200 and have even acquired a DTI grant for developing a low cost MPEG encoding system. Despite all these technological breakthroughs, the company remains dedicated to its Now That's What I Call Games compilations of PD, Shareware and demo software. With the fourth volume about to go into production, Multi Media Machine have kindly provided a small selection of software as a sampler. Their disks usually include around 100 tracks and retail for just £20. And as you can see they're pretty good fun. **Multi Media Machine** can be contacted direct on 0204 383688 and are always interested in new material.

public domain games

BILLY THE BURGLAR

Thermogenesis

An odd platformer with a blood-thirsty sense of humour.

CLOWNING AROUND

MM/Jason

A simplistic educational program.

DOWNHILL

David Alves

A simple, but slick and playable skiing sim reminiscent of *Horace Goes Skiing* on the Spectrum.



DR WHO

Accursed Toys

The programmers' brilliant name is matched by a suprisingly fun little game. Intro music is absolutely splendid while the lengthy scene-setting text gave a casual viewer like myself a fascinating insight into the story behind the Time Lords. The game itself is simplistic - run around trying to get the monsters to shoot each other - but fun all the same. Options are accessed

via a keyboard, but are unnecessary to enjoying the game.

FIREFLY

Mark Sheeky

A straightforward vertically scrolling blast-'em-up with plenty of speed, action and great music. But if you get a high score, you'll either have to reset or get a keyboard.

FATAL MISSION 2

Robin Burrows

An attractive vertically-scrolling sci-fi blaster.



JONAS FULSTRAND

Marcus G.

This platform cum puzzle action is interesting.



demos

1 ROUND OF KWIZOKE

Multimedia Machine

A demo of MM's pub quiz game.

KAROE

Multimedia Machine

A demo of Multimedia Machine's CDTV-based Karaoke system, but no music in this cutdown version.

LATE NIGHT

Eric Shwartz

Jokey post-pub demo.

OWLMAN

P.T. Presentations

Short superhero skit cartoon.

PANTA RHEI

Talent

Enjoyable rave demo.



PINBALL FANTASIES

21st Century Entertainment

A five minute demo of the hit commercial release.

STAN

Erhm, FMV-demo which we found a little temperamental. May not work with your CD32.

VISTA 1

Another temperamental FMV effort.

share ware

BLIZZARD

An affectionate homage to classic C64 blaster *Uridium*.

FRUIT SALAD

Grand Master Design

A weird platformer with an amusing psychedelic touch. Requires keyboard for high scores.

HELLZONE

Culhane Gibbs

A rapid-fire horizontally-scrolling blast-'em-up.

PD & SHAREWARE

Public Domain software is put out by developers who ask for no fee for their games, preferring to demonstrate their skills for free. Shareware games, by contrast, are made freely available only so you can try them. If you like a shareware game enough to keep playing it then you should send the programmer a small donation so that he can afford to keep producing more great games. Full details are included within the Multi Media Machine sampler. ■

UNIVERSE

Take Boris Verne, a uniquely ordinary guy...

One minute he's sitting quietly at his 35-bit Excellence Engine home computer. The next he's being transported to another dimension by his eccentric uncle's Virtual Dimension Inducer!

Imagine how he feels when he emerges from a rip in the space-time continuum into an unknown dimension...

Encounter weird alien worlds and their even weirder alien inhabitants! Guide Boris on an action-packed chase across the gulfs of space to find a fabled lost star. Help him find the key to defeating the evil Golden King who rules his

UNIVERSE!

Rotoscoped game character, with real-time scaling and over 500 frames of animation...

Lush, 256-colour hand-painted scenes teeming with background animations...

Feel the sense of total immersion in this parallel universe, enhanced by atmospheric, mood-responsive music...



Available on: Amiga (compatible with 500, 600 and 1200),
Amiga CD32, PC and PC CD ROM

CORE
DESIGN LIMITED

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55 Ashbourne Road Derby DE22 3FS Telephone (0332) 297797 Facsimile (0332) 381511



COMMODORE SAVED?

As we go to press, rumours proliferate about Commodore UK's management being on the verge of succeeding in their buy-out of the company. Letters have already gone out to retailers urging them to hold on as Commodore hope to be back supplying them with hardware soon. While negotiations proceeded, DAVID PLEASANCE - the joint MD of Commodore UK - took time out to talk to STUART WYNNE about the company's future, new products and the Commodore scene generally.

What's Commodore's official opinion on the SX-1?

"We think the SX-1 obviously fills a need under the circumstances we find ourselves in. We have got our own unit designed but we obviously can't bring it to market yet. It's got all the same facilities as the SX-1 and will cost the same (£199), but will actually include a disk drive and keyboard. It also looks better as it's designed like a hi-fi stacking system and will fit underneath the CD32. We haven't finalised everything, but we hope to manufacture in the UK and have it released in Spring. In the meantime while the SX-1 isn't Commodore approved, and we haven't tested it, it does seem to fit the bill for people who want to use their CD32 as a computer right now."

What about Indy Direct's Blazer CD drive?

"Obviously it doesn't have our Akiko chip but they seem to have done a pretty good job of emulating it in software. We had our own CD Drive planned of course, but in the meantime you've got opportunists who are meeting a need. For myself I still think it's better to spend £50 extra and get FMV capability by buying a CD32 which you can connect to your A1200. You can get interfaces for about £29 and that seems a good deal to me. I don't know about Commodore releasing their own version, why reinvent the wheel, but we could do a CD32 pack which drops some software and includes the connector instead."

What's happening with the negotiations over Commodore's future.

Have Samsung dropped out from the bidding.

"No, they're still in there - we're bidding against Samsung now!"

There are rumours that Samsung just want the Amiga technology and would discontinue the existing range.

"That's true. I think it's a travesty. I really believe unless we buy Commodore that's it, that's the end. I regard the Amiga like my own child, we wouldn't let it disappear. We're certainly going to give it our best chance, if we win we'll be right back promoting the Amiga, if we lose we'll all be on the streets looking for new jobs. I think we've got a good chance, we've got several options arranged over finance. It'll be a real shame if we lose it over just a few million pounds."

If you win, there's talk there'll be a A1200 with CD-ROM Drive built-in for Xmas?

"There's no chance of that. The deadlines are such that for getting product into the stores this Xmas will be tight for our existing product range. There's no way we can get new equipment out before 1995. By Spring we do hope to have some new products but there's no use waiting expecting it to be cheaper. Those days are gone. We plan to be a lot more open, in fact I'd like to hold a forum where all the people who constantly criticise us can attend and just have a big talk about exactly what Commodore should do. A lot of magazines are very quick to criticise us, but they tend to use Amigas to work on and look at the high end business side."

We've got research from America that shows PC prices are increasing, not decreasing, because of pressure from people like Microsoft to get more memory, faster CPUs to deal with their applications. This is perfect for the Amiga. I think we've got a good eighteen month to two years to exploit our existing technology while perfecting the new stuff."



TOWER RATED

The long awaited *Alien Breed II* remix, *Tower Assault*, seems set for a 15 rating according to Team 17. While renowned for their non-stop blasting action, no-one's ever accused the Breed games of being overly gory. Yet despite the alien theme and small-ish graphics, the censorship rules are such that simply portraying dead bodies means an almost automatic 15 rating.

Currently Team 17 seem unconcerned by the rating and don't anticipate losing any sales. In the past voluntary 15 ratings have been regarded as good promotional tools, but with a mega-game such as *Tower Assault* getting so highly rated it seems likely that either the lucrative teenage market is going to be undermined, or the law is going to get widely broken.



MEGA-RACE-MANIA

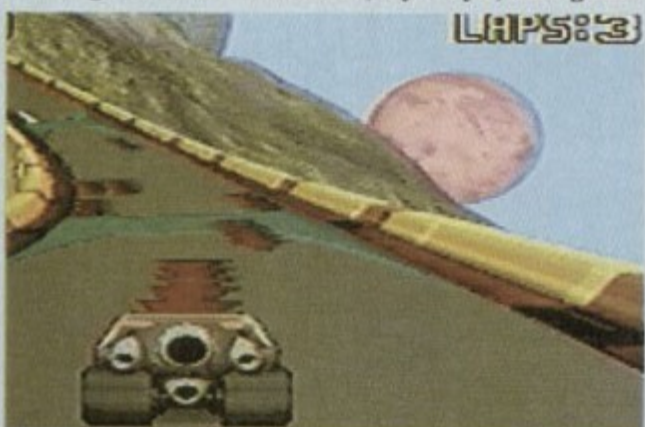
Just as the issue was closing, in popped Mindscape's James Morris with a demo of *Mega-Race*. Plans to leave a preview to next issue were soon dropped when we saw the jaw-dropping graphics.

After causing something of a wow on PC CD-ROM, Mindscape's spectacular *Mega-Race* is coming to the CD32 in style. PC magazines, which raved about it showing that format's superiority, are going to be heavily embarrassed by the CD32 version. The traditional blockiness of the PC's VGA mode has been replaced by a far sharper Amiga version. The car has lost its blotchiness, while those splendid background graphics - FMV spooled off the CD - are transformed. On underwater sections the water can now be seen rip-



pling quite beautifully, while the glare of lights on the urban levels is superb. These graphics are also fully animated, with fish swimming by on underwater sections and radar dishes turning on one of the later levels. Although the project still has many months to go - it's not out until November - the graphics really do set new standards and will cause a sensation when the game's finally released.

Programmed in France, by Cryo, the game



boasts a suitably wacky sci-fi scenario with competitors having to score on the old thrill-o-meter, ensuring high viewing figures and plenty of advertising revenue. To this end there's a plenty of weapons and speed-ups to keep the action level up. There are five different worlds to compete on, including the interior of a whale, each with three different tracks. While playability has still to be programmed in, Mindscape are confident it will better the PC game and easily outrun 3DO's much hyped *Crash 'N' Burn*.



CD32 SNIPPETS

Jay Miner, the man widely regarded as the genius behind the Amiga, died on June 20th of the kidney ailment which had long plagued him. Miner was one of the most influential designers in videogame hardware, originally working for Atari on the VCS and later the groundbreaking Atari 800 computer. The use of custom chips was a key part of his work and even after leaving Commodore he remained a keen supporter of the Amiga. Whatever happens to Commodore, no-one doubts the core Amiga technology Miner helped develop will live on in one form or another.

Commodore UK is still struggling on, but other outposts of the Commodore empire are falling fast. France, Belgium, Austria and Switzerland have already closed, while offices in Italy and Denmark seem mainly preoccupied with chasing old debts. Only the German office remains reasonably strong. If Commodore is to once more become a global empire, its next generation AAA-based 64bit is going to have to pack some punch.

Whatever happens to Commodore, its World carries on with the World of Commodore show signing up a three year deal to exhibit at Olympia. The show usually attracts around 20,000 people and the organisers expect similar figures for the next show on October 18-20. Event organiser Peter Brameld hoped to keep prices as low as possible with plenty of promotions, including refunding the price of entry for anyone who spends over £100.

The trend for signing absolutely anything up for a licence, from FIFA to Wembley Stadium, continues with Krisalis' tie-up with the Professional Footballers Association. Essentially the players' union, the PFA might seem an odd choice but besides community help and so on the organization also runs the Player Of The Year awards which are a natural for a game. Eric Cantona's successor will thus appear in a game due in early 1995, which should have a strong arcade element although a more "infotainment"-type product may appear on CD.

Mr Blobby, the terminally sad offspring of TV's most smarmy presenter, is looking to break into the videogames market thanks to Millennium. PC and Amiga versions of a 'humorous', platform cum puzzle are due for Xmas, with rumours of a CD32 version as yet happily unconfirmed.

While no-one would venture out on a sunny day without sunglasses, trendy eye-wear for playing videogames has yet to catch on. GePro hope to change that with their brand-new Computer Optics. Although the big plastic frames may not be that fashionable, they allow unhindered viewing of a nearby monitor and actually have quite a serious purpose. According to GePro, the glasses protect against all ultra-violet, electromagnetic radiation from 20KHz to 200MKHz. The dangers of radiation given out by monitors is a controversial subject, but what's beyond doubt is that glasses do soften monitor glare and seem to reduce eyestrain. Proper monitor screens can be very expensive, so the £32.99 price tag doesn't seem too unreasonable. If you already wear specs, clip-on optics are available for £29.99. Both come with pouches and can only be obtained by mail order from GePro UK (Dept 142), FREEPOST MB 1927, Keston, Kent BR2 6BR (tel 0689 851206). They come with a full 14-day money back guarantee and are worth checking out if you suffer paranoid attacks from sitting in front of a monitor playing Jetstrike for so long.

Exploiting the large interest in the CD32 as a programming tool, a huge new compilation CD from Express PD, packed with hundreds of files of PD games, demos, animation sequences, utilities and music modules. Express PD Galore is a feast for PD and Shareware fans and at just £19.99 it represents good value for money. It should be available to buy now, but in case of difficulty, ring Express PD at the Magazine Business Center on (0533) 559711

CHARTS

1. BANSHEE	CORE DESIGN	\$29.99
2. GUNSHIP 2000	MICROPROSE	\$29.99
3. LIBERATION	MINDSCAPE	\$34.99
4. HEIMDALL II	CORE DESIGN	\$29.99
5. ZOOL	GREMLIN	\$29.99
6. FRONTIER: ELITE II	GAMETEK	\$29.99
7. NICK FALDO'S GOLF	GRANDSLAM	\$34.99
8. SENSIBLE SOCCER '94	RENEGADE	\$24.99
9. FIREFORCE	ICE	\$29.99
10. MORPH	MILLENNIUM	\$29.99



CHARTS
COMPILED
BY
GALLUP

GAME

Another big thankyou to Neil at Bournemouth GAME (0202) 311668 and Marcus and Robin at TORC SOFTWARE at 9 Wilton Parade, Feltham High Street, Middlesex, TW13 4BU (081 8932100), who all prove more reliable with software than a few software houses I could mention.



Yet again, our release dates are as accurate as the respective software houses allow us to be. Don't be too surprised if some of these games fall back a few months (a pattern of delay emerges with some titles).

Release dates

SEPTEMBER

Beneath A Steel Sky
Virgin

Highly acclaimed PC graphic adventure.



Bubble & Squeak

Audiogenic

Cutesy AGA platformer.

Dragonstone

Core Design

Overhead-view fantasy RPG with plenty of combat.

Exile

Audiogenic

Classic SF arcade adventure rewritten for CD32.

Graham Gooch Cricket

Audiogenic

Realistic bat 'n' ball fun.

Kid Chaos

Ocean

More platform antics.

Man Utd

Krisalis

Championship-winning footie action.

Pinky

Millennium

256 colour platformer with slick intro sequence.

Putty Squad

System 3

Novel platformer with lots of puzzles.

Soccer Kid

Krisalis

Fun, original footie-inspired platformer.



Super Loopz

Audiogenic

Highly addictive arcade puzzler.

Tornado

Digital Integration

The world's most comprehensive combat flight sim.

Universe

Core Design

Atmospheric SF graphic adventure.

Wild Cup Soccer

Millennium

The USP here is violent animal players.

Zonked
Rasputin

SF-themed platformer.

OCTOBER

Alien Breed II

Team 17

Overhead-view shoot-'em-up.



Cyberwar

Sales Curve

Stunning CD-ROM only arcade game.

Jungle Strike

Ocean

Hugely popular Mega Drive isometric shoot-'em-up.

Kingpin

Team 17

Fun bowling sim.

Marvin's Marvellous Adventure

21st Century Ent.

Huge CD32-specific platformer.

Megamorph

Psygnosis

Arcade puzzler.

Mutant League Football

Ocean

Superviolent SF sports sim.

NHL Hockey

Ocean

Comprehensive ice hockey sim.

PGA European Tour

Ocean

Highly acclaimed Mega Drive golf sim.

Shaq Fu

Ocean

Basketball star in martial arts japey.

Skitchin

Ocean

Skateboarding fun.

Skeleton Krew

Core Design

Isometric 3D shoot-'em-up.

Space Academy

Mindscape

Isometric 3D SF graphic adventure.



Speedball II
Renegade

Brilliant combat sports game upgraded for CD32.

Super Stardust

Team 17

Asteroids, but with stunning new graphics.



NOVEMBER

ATR

Team 17

One or two-player isometric 3D racer.

Evasive Action

Mindscape

Fun dogfighting from WWI to the 21st Century.

MegaRace

Mindscape

Beautiful looking CD-ROM racer.



Pinball Illusions

21st Century Entertainment

The latest and best in the hit pinball series.

Rise Of The Robots

Mirage

Hi-tech combat game with great graphics.



Scavenger IV

Psygnosis

Microcosm 2, but better graphics and promising gameplay.

Simon The Sorcerer II

Adventuresoft

Fun graphic adventure gets bigger and hopefully better.

Virtua Chess

Titus

Supremely sophisticated chess sim.

DECEMBER

Baldy

Mindscape

Arcade-style puzzle action inspired by Lemmings.

Flight Of The Amazon Queen

Renegade

Acclaimed graphic adventure gets new soundtrack for CD32.

Psycho Pinball

Codemasters

Hi-tech, CD-ROM only steel ball action.

TFX

Ocean

Brilliant arcade-action flight sim.

The Sensible World Of Soccer

Renegade

Massive upgrade of best footie game ever.

Tong Dynasty

System 3

Ambitious arcade-adventure.

1995

Adrenaline Factor

Mirage

SF adventure with fantastic 3D graphics.

Bazooka Sue

Krisalis

Oddball cartoony adventure antics.

Fist

Supervision

RPG based on hit Steve Jackson telephone game.

Inferno

Ocean

Fantastic SF combat sim.

King Of Thieves

Team 17

Overhead view shoot-'em-up.

Lost Eden

Virgin

Stunning CD-ROM-only graphic adventure.



Reunion

Grandslam

Galaxy-spanning SF wargame.

Rock 'N' Roll Years

Supervision

Multimedia package with sound and video clips.

Zool 3

Gremlin Graphics

Yet more alien platformer antics.

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Previews



Core's latest epic adventure actually began life as a movie script. Sci-fi artist Rolf Mohr unsuccessfully hawked his idea around the movie studios, before eventually deciding to make it a game. Over one and a half years in development, it could well be Core's most spectacular adventure yet.

Like Giger, Mohr originally trained out as an architect but later specialised in architectural 'artist's impressions' while doing sci-fi book covers in his spare time. The latter connection got him involved with the Games Workshop where he did the cover for *Space Fleet*, while also working on his movie synopsis. Then several years ago Core advertised for an illustrator to work on their *Curse of Enchantia* adventure. Mohr applied and was promptly brought in house. After *Enchantia* zoomed up the sales charts, Mohr dusted off his old *Universe* script and proposed that as a game. It would take a year he said. Core gave him eight months and of course it ran massively over.

The main reason for the overrun was a new graphics system called Super Pre-Adjusted Colour (SPAC), which enabled the A500 to display 256 colours instead of 32. While this meant the game could be designed for CD32 quality graphics, rather than have an A500 version touched up for CD32, it imposed heavy technical demands. On *Universe* Mohr was painting the various scenes (over sixty in all), then scanning them in as 24bit hi-res images before using D-Paint to cut them down. SPAC forced further retouching to meet its technical demands.

Mohr is proud of the result with some truly gorgeous scenes reminiscent of matte paintings from a 1950s SF movie. There's also plenty of animation in the backdrops, on one desolate planetoid an asteroid goes tumbling overhead posing some intriguing problems.



Rotoscope animation is used for the main character and he's fully scalable too, wandering across fantastic landscapes with his size varying realistically. As you progress the game introduces arcade elements including a docking sequence, first-perspective car chase and a *Flashback*-style run and shoot section. Mohr

universe



had hoped for more of these to keep closer to his original story-line, but the production deadline forced them to be cut although other elements, such as barren worlds, became enhanced with other members of the team introducing puzzles and creatures.

The hero of this hugely promising adventure suffers the unlikely moniker Boris Verne. Aside from the name, Boris is supposed to be your average everyday joe – even if his uncle is an eccentric who's invented a Virtual Dimension Inducer. Our Boris inevitably trips over the thing and is sent tumbling into a parallel universe. Here Boris finds himself caught up in the war between the evil emperor Nelamises and the peace-loving Mekalien Empire. Boris is to provide the latter's unlikely saviour, but it's not be going to be easy...

Aside from the arcade sequences, the game is controlled via a slick point and click system which allows plenty of flexibility over approaching the numerous puzzles. The sophisticated feel of game betrays the developers' experience with Core's previous hit, *Curse Of Enchantia*, and seems set to be a huge hit. In the realm of graphic adventures at least, the CD32 seems to be enjoying almost a glut of great games!

● *Universe* is to be released in September by Core.



skeleton krew

Non-stop blasting action, huge end-level bosses, a heavy rock soundtrack and some of the wildest characters this side of Judge Dredd – there's no mistaking this for another Core adventure. *Skeleton Krew* is Core's rock out mega-blaster, a no holds-barred attempt to provide the ultimate in arcade action.

You know Core are serious when the promo pamphlet arrives – 22 pages of slick text and colourful illustrations oozing quality. Each and every character is given a full blog, dripping with psychotic details and stats. The green-haired Rib, for example, has a distinctly dubious history as 'Korporate Joybim' and Malevolent Mutants gangmember before being 'diskorporated' by Spine – the *Skeleton Krew*'s leader. Reincarnated as Rib she now boasts a Tri-blast Trasher sidearm, a speed of 10 and at six foot weighs just 140lb. There are four such psychotics in the Krew, two of which can be-picked for simultaneous play.

The game takes the form of an isometric shoot-'em-up, an angled perspective which helps show off the *Smash TV*-style control system whereby you can move in one direction while swivelling the upper body to fire in another. There are six levels in all to blast through, complete with password save and mega end-level monsters. The 2062AD storyline is that the DEAD Inc cryogenics corporation has been having a few problems with its creations, mutant Psykogenix escaping to wander the streets and cause mayhem. In response the city call on the *Skeleton Krew* mercenaries for an exercise in total destruction. Besides all the blasting, the Krew must also master various vehicles including jetskis, submarine and speedbike.

● *Skeleton Krew* will be released in October.



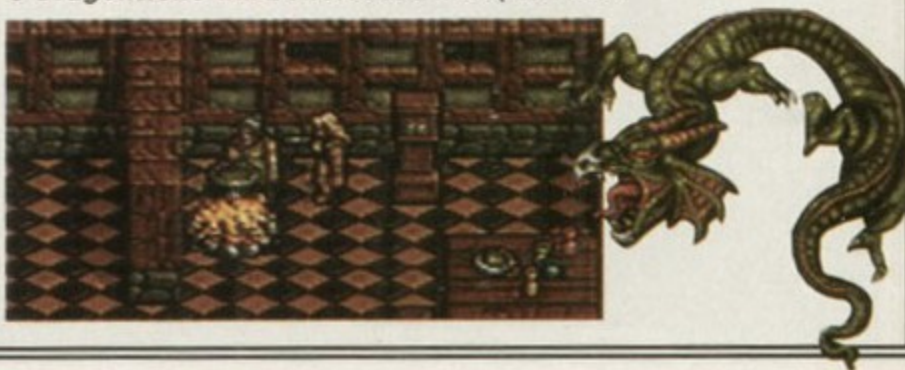
dragonstone

After the stunning *Helmdall 2*, it's no surprise to find Core once more dabbling with mythology. In *Dragonstone* yet another god is stripped of his immortality for a huge new adventure. More than that the amnesiac hero cannot remember, only prolonged adventuring will uncover the secrets of his past...

Although *Dragonstone*'s graphics lack the immediate impact of some other Core games, Nintendo's classic *Zelda* games adopt a similar perspective and rank among the best RPGs around due to their enthralling puzzles. Like *Zelda*, *Dragonstone* packs its overhead view landscapes with plenty of enemies – most are relatively weak cannonfodder to keep your trigger finger in practice – but later on there are more formidable creatures to overcome. The control system allows you to access a menu screen at any time wherein you can talk to people, examine objects and drop items. The close-up shots are a neat touch, while the dialogue has a tongue-in-cheek flavour.

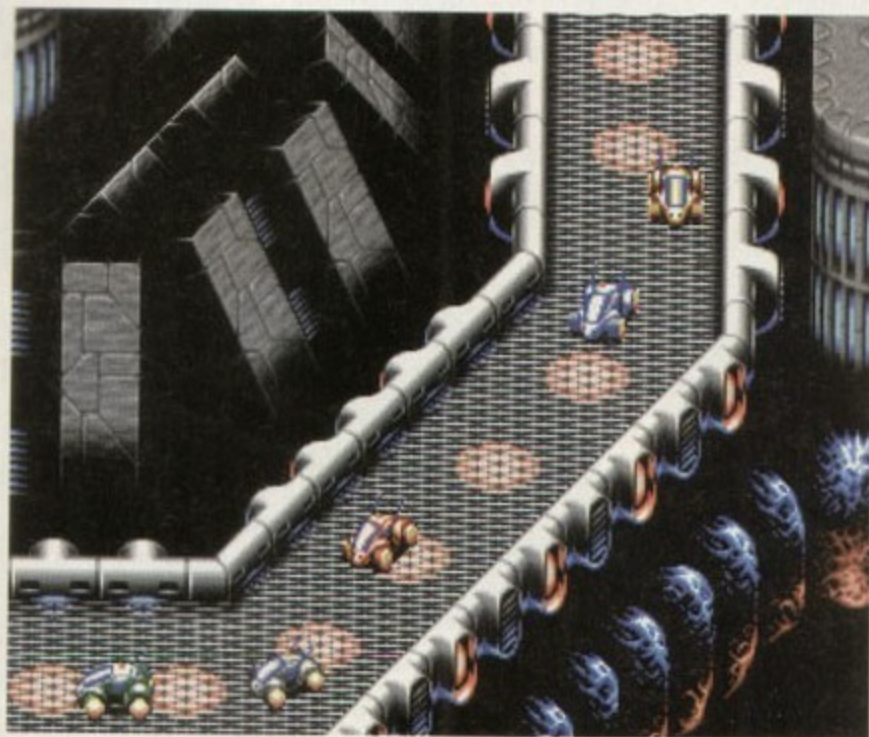
Core plan to split the game into seven huge, maze-like levels over which you will be locked in battle with the forces of the evil Agon. It's an intriguing game and we can't wait to see just what puzzles Core plan to set us with this latest fantasy adventure.

● *Dragonstone* will be released in September.



all terrain racing

While the Nintendo owners have long been raving over *Rock 'N' Roll Racing*, Team 17 are now planning to demonstrate that anything the SNES can do, the Amiga can do faster, cheaper and better. From these early screenshots, it looks as if they could be about to deliver the goods yet again.



The basic idea with ATR is simple. Draw dozens of different, beautifully detailed tracks, grab six super-fast buggies and throw in a whole bunch of power-ups for heckuva super-violent race game. The PR promises six cars on-screen running at no less than 50Hz. There will be three different types of car to choose from, each with their own handling characteristics, and you can spraypaint them whatever colour you like.

The races will take place over 36 different tracks (with more available in special sub-games), which will range over various terrains such as icy, rocky, futuristic and much more. Besides stunning graphics, the tracks will boast bridges, tunnels, ramps, moving barriers and even super-sneaky short-cuts. On-screen pick-ups include power-ups such as enhanced traction and extra speed, plus loads of weapons such as missiles and machine guns. Best of all there'll be a storming simultaneous two-player mode which is bound to get the adrenalin pumping.

Although the lead version, from which these scrumptious shots are taken, is 32-colour A500, the CD32 version will have 256 colour AGA graphics and a rocking CD soundtrack. While there's still plenty of work to do yet, ATR already looks like great fun. Expect a full behind-the-scenes feature soon!

● ATR will be released in November.





oceanic power

For the ever more distant future, *TFX* and *Inferno* mega-projects have acquired the reputation as games which could make the CD32. Yet while their release dates are forever being delayed, Ocean have reached out for a six-pack of EA conversions to fill in their Amiga schedule. Ocean's PR promises CD32 versions for all of them, but are they worth waiting for?

jungle strike

Alongside *PGA* this ranks as the undoubted cream of the crop, a 500lb gorilla among games which is the second in a smash-hit series of games beginning with *Jungle Strike*. All of the games adopt the same overhead, angled perspective which allows for some very pretty isometric graphics. While the basic concept is very simple and arcade – the helicopter couldn't be easier to control and bounces off buildings – it's skillfully embroidered with masses of gameplay and realistic detail.

In the new game your AH-64 Apache gunship has been replaced by



the ultra-new Lockheed Comanche and, during various stages of the game, you also get the chance to clamber into a MX-9 Attack Hovercraft, an Assault Motorbike and even an F-117A Stealth Fighter. The scenario is typically 'ugly American' idiocy with the US

military pitted against drugrunners led by a man named after Nicaragua's ex-president, the left-wing Ortega. In a mind-warping bit of logic, the drugdealers apparently plan to nuke America – their biggest market – which thus justifies bringing the full weight of US military might against them.

The game is split into no less than nine levels, beginning and ending with Washington DC and including a Hovercraft attack on drugrunning submarines, a training ground raid, a night strike, motorbiking through a city siege, attacking an Arctic fortress, river raiding in a F-117A and blowing up a drug baron's villa in the mountains.



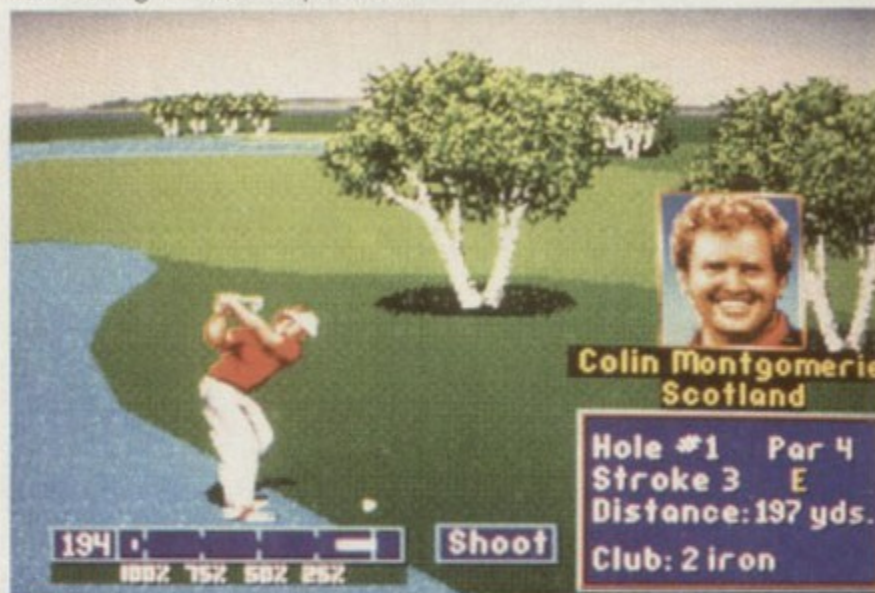
The Amiga version will improve over the original with additional options and plot screens, while the CD32 version promises intro animation and extra sound throughout.

PGA european tour

A genuine software legend, *PGA* has long been famous for both the sophistication of its long-term challenge and the easy accessibility of its control system. The Dome, in Norfolk, are the team responsible for the Amiga conversion and show no signs of being intimidated by its reputation. Programmer Gavin Hardwood is, in fact, confident of surpassing the original Mega Drive bestseller. "The major difference between the Mega Drive and the Amiga is obviously in the colouring. With 256 colours available we can get rid of the pinks and the blues in the trees and make the grass look like the grass."

"We spent a long time studying the code which gave us time to get it running on the Amiga looking identical to the Sega version very quickly. This gave us time to enhance it and experiment with different textures and fading of the grass into the horizon for instance. Another thing that was time consuming is that we had to play each hole of each of the five courses to do a proper job. You cannot display a screen map to get an idea of the game, you have to play it."

Gavin also found some problems with the differing hardware: "The hardest part was that the Sega has hardware sprites which don't affect the playfield whereas on the Amiga the sprites have to be cut into the bitmaps and the background have to be restored afterwards." Nevertheless the speed of the AGA chipset more than compensates. "Each golfer, and there are four in total, has over forty frames of animation making him look very smooth."

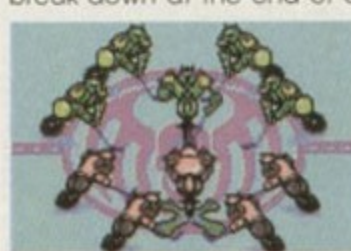


But for the core gameplay Gavin is determined to stick as close as possible to the famous original. "We are being as faithful to the original as we can possibly be. As you can see, it has the pro shop where you can practice a round, improve your putting or driving or select one of the four types of play: match play, skins, stroke play and shoot out where the highest score on a hole means elimination. There are also five courses to play on. All the other features in the console version such as wind, club selection, replays, overhead or fly-by views and course statistics are to be implemented. What would a golf game be without these, anyway?"

mutant league ice hockey

MLIH can best be described as a fast and furious, no holds barred hockey game without any rules. For ice hockey fans that might not seem much of a difference, but believe us it is with explosive booby-traps, numerous hazards and a wide variety of weapons. Fights are shown in full close-up and other fun features include 'wasting the goalie', bribing the ref and on-screen wind-up comments from the opposing team. Despite such bizarre game elements, there's a formidable sim underneath the gore.

Each player has stats for defensive, power, passing, checking and fighting, plus there's a full play break-down at the end of each session. There's quite a bit of strategy involved in the game and plenty of bone-shaped power-ups for speed, health and so on. After a go on a development version, I found the game very fast and playable with good controls and lots of action. The conversion work is being handled by Catfish and, as you can see, the CD32 version will use the full 256 colour palette.



Other forthcoming OCEAN games are *Skitchin*, *Shaq Fu* and *NHL Ice Hockey* and will be previewed in full next month. ■

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hardware

2 into SX-1



Over the past six months Paravision's SX-1 upgrade has taken on near mythological status. Forever on the verge of release, numerous delays made many wonder if it would ever hit the shelves. Now it's finally arrived, STUART WYNNE asks if it's any good.

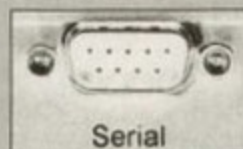
The ability to turn your CD32 into a home computer has long been the machine's most sought after upgrade. Long criticised as 'merely' an A1200 with a CD drive stuck-on, turning the CD32 was a problem most expected to be solved in weeks. Almost a year after launch, the solution arrives belatedly and with a hefty £199 price tag, but offering so many functions it's difficult to complain.

The SX-1 box is certainly a substantial bit of kit, measuring 7.5" by 6" by 2.5" its solidly made out of steel and plugs into the FMV port at the CD32's rear. Aesthetically it leaves much to be desired, and the resulting CD32/SX-1/keyboard set-up isn't the easiest shape to fit around a monitor, however there's a reason for the design. Besides masses of external ports - of which more later - the SX-1 provides internal space for the fitting of a standard Amiga hard drive. Also lurking inside the casing are a pair of Amiga Kickstart ROMs, space for the fitting of additional RAM and a built-in clock which just requires a battery to set it working. As one Amigaophile put it, the SX-1 is built like the proverbial brick out-house and its resilience is more than matched by its functionality.

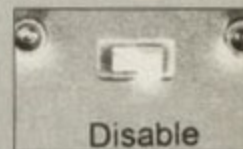
One particularly welcome feature is an FMV passthrough port which means you can keep the MPEG module connected even while using the SX-1. There's enough space in the CD32 that the SX-1 can attach to the FMV port and fit the FMV back into the machine a few centimetres above the original port. The CD32's FMV capability is, of

course, the one function none of the new CD32-compatible CD-ROM Drives for the A1200 can replicate. Considering the fact that the complete SX-1 upgrade costs about the same as an A1200, this all-in-one capability is worth bearing in mind.

Around the edges of the SX-1 are all the A1200 ports Commodore left off the CD32. There's a complete list right, but the most important one is a disk drive port allowing up to two standard Amiga drives to be connected. There's also a parallel port for printers, among other add-ons, and an RGB colour output for monitors. Pixel sharp screens are at last possible for people without SVHS TVs! Basically you're getting almost complete A1200 functionality, with one novel touch being a socket for a PC



Serial



Disable

have to be careful as not all PC keyboards are AT101 compatible, and even some that are don't work with the SX-1. Also, no PC keyboard has the special Amiga 'A' keys which are very useful for some application short cuts as well as for resetting the machine.

Getting the SX-1 running is a powerful demonstration of Amiga user-friendliness. While any PC upgrade of similar scale would be a technical nightmare, with the SX-1 you simply unscrew the FMV port cover, slide in the SX-1 and that's it. Connecting an Amiga disk drive is a matter of simply plugging it into the relevant port. Now when you turn the CD32 on, the machine will automatically check the disk drive and if a disk is present will boot from it. We tried a host of Amiga games and they ran just like on a normal A1200. Applications ran just as easily, although it has to be admitted we were using the CDTV keyboard running into the CD32 rather than a PC keyboard.

Installing a hard drive is only slightly more complex, but thorough instructions are included and technical support is available - albeit from Texas! Jumper switches inside the SX-1 allow you to reconfigure the system so it automatically boots from the hard disk, which is in fact more friendly than the A1200.





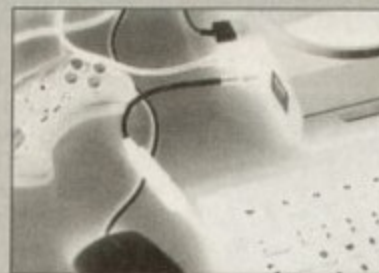
Parallel Port
(25 pin A1200 compatible.)
Parallel Printer
• Video Digitiser (Scanner)
• Audio Digitiser
• Parnet to other Amiga systems.

Disable Switch
• Turns off Hard Drive, Floppy Drive, Serial port and Parallel port to ensure hardware compatibility with awkward CD32 programs.

IDE Hard Drive Connection
• 37 pin external for larger unit. DB37 standard.

CDTV LIVES!

The SX-1 we reviewed was supplied by Multi Media Machine, a company with a long history producing PD compilations and using CDTV's for kaoroke and pub quiz machines. They're offering the SX-1 as part of a comprehensive bumper pack. Besides the SX-1 itself you get a CDTV Amiga floppy disk drive and a CDTV keyboard, both attractively designed by Commodore and fitting in well with a CD32. You also get three of their PD CD compilations (with over 300 games) and a CD packed with utilities.



Worth around £400 separately, it's available for a very reasonable £299 from Multi Media themselves (0204 387410) or from our very own Supersavers (page 74-75). If you've already got an SX-1 but need a keyboard and disk drive, the company does the above deal SX-1less for £99.



Audio Input Connection
(6 pin Mini-DIN type.)
• Allows mixing of Amiga audio and CD audio with a third audio stream.

AT-101 Keyboard Translator
• Allows you to use an IBM compatible keyboard rather than one of those rare, expensive A4000/CDTV keyboards.

Serial Port.
(9 pin, IBM compatible RS232 standard.)
• Modem
• Serial Printer
• Light Pen
• Other computers via null modem.

Floppy Disk Drive Port
(23 pin DB25 Amiga standard, A1200 compatible.)
• External Amiga-type floppy drive.
Daisy chaining supported, but power supply limitations restrict capability to two floppy drives.



RGB Video Port
(25 pin A1200 compatible.)
• Standard Amiga RGB Monitor.
• VGA Monitor (requires driver).

Memory Enable
(72 pin Memory SIMM Connection.)
Add 1, 2, 4 or 8Mb of RAM. (If FMV fitted, 8Mb option eliminated due to FMV configuration.)

Real Time Clock
A clock is built into the SX-1 and simply requires a standard digital watch battery to set it going.

IDE Hard Drive Connection
• 44 pin internal for mounting 2.5 inch Hard Drive underneath SX-1. Identical to A1200 connector.

Full Motion Video Passthrough
• Use FMV/MPEG unit with SX-1.



Conclusion

While not the most elegant upgrade ever, the SX-1 is robust and effective. For games which support it the addition of a disk drive removes save game restrictions at a stroke. *Sensible Soccer*, for example, easily allowed championships and team details to be save/loaded with floppy. Most games, however, are sadly rather less friendly, either entirely omitting floppy support or adding it as unwieldy afterthought - see *Little Devil* review. Hopefully the rise of the new CD32-compatible A1200 CD-ROM drives will mean support for floppy save systems is likely to increase, but as ever with software support don't count on it until it happens.

Cynics will point out the SX-1's excellent build quality is matched by a high pricepoint, more than doubling the price of a CD32 when outfitted with keyboard and disk drive. Add a hard drive and the unit is dangerously close to PC prices. However Amiga technology is still a lot more user-friendly, both in its operating systems and hardware standards, than any PC and when you count in VideoCD capability undercuts any comparable PC quite substantially.

If you've already got a CD32, then this £300 upgrade is exceptionally attractive when compared with getting a new PC (around a £1000). The hardest competition, in fact, comes from Commodore itself. A complete A1200 costs about the same as this upgrade and there's no compatibility worries. Since Amiga games tend to be programmed to the silicon and not the operating system, compatibility is never 100% with different hardware. A pre-production version of *Top Gear 2*, for example, failed to load due to memory problems. But this is the exception rather than the rule, and getting an A1200 means you miss out on FMV capability. More seriously, Commodore plan a cheaper upgrade themselves (see News), but do you want to wait that long?

Another alternative is a more limited interface. Multi Media Machine have a bare basics model offering keyboard/disk drive ports for £200 (with disk drive included) which should be reviewed next issue. This is great for loading A1200 disk games and saving high scores, but you do lose out on serious applications such as being able to print word processor documents etc.

In the meantime, the SX-1 is a pricey but very effective means of turning your CD32 into a fully functional computer which deserves whole-hearted recommendation. ■ SSW



VideoCD Future?



When Philips first began publishing movies for its CDI system there was a lot of controversy about the picture quality. Reports that the movies degraded badly during action scenes were put down to faulty encoding or conflicting standards. While the process of encoding continues to develop, as a year-old format we're now entitled to judge on what we see. All the disks reviewed here were finished, packaged copies running on a standard CD32/FMV set-up.

Upon firing up the player, a menu system appears which enables you to select which files you want to see, select the order in which you see them and access vital info - such as who wrote the song. As you'd expect of CD technology, accessing is virtually instantaneous and sound quality is top notch. All in all it seems the perfect system for pop videos, enabling you to playlist your favourite selection (omitting inevitable duffers) and even repeat tracks endlessly. This kind of jukebox-like flexibility simply isn't possible with VHS players and works brilliantly. Unfortunately, the Video part of the VideoCD equation is less than it could be. When the picture is taken from a recent recording and there's not much movement, the imagery is sharp and clean - rivalling VHS at its very best. Nor do you ever see the red blurring which is the constant bugbear of VHS technology. What you do get is significant degradation whenever there's a rapid movement of large objects on-screen.

For all the hype surrounding the magic of MPEG, at heart it's nothing more than a slideshow of digitised, hi-res frames of film. Running this amount of information through your CD32 requires incredible processing power. The extra memory and custom chips of the MPEG upgrade help, giving it exactly the same performance as a CDI, but it's still incredibly demanding. A key part of the MPEG system is that rather than dumbly redrawing the whole screen every frame, it concentrates on changes between frames. When those changes are minimal this works perfectly and the level of detail can be stunning. But when changes are more dramatic, such as during Bowie's acrobatics in *Time Will Crawl*, those changing elements become blocky and even occasionally break-up. Moreover, imagery from old videotapes which was blurry to begin with, crawls with a distinctly computerized haze in the VideoCD version. Nor is the problem due to dodgy Commodore hardware - performance was exactly the same on a CDI player.

VideoCD is undoubtedly very clever technology, but its performance is variable and unlikely to seriously trouble VHS - which is cheaper, has far more titles and is recordable. However enthusiasts claim the VHS comparison is best avoided. Because VideoCD is a standard across so much hardware - PC CD-ROM, CDI, 3DO and even specific players - its price will fall rapidly and software pricing decrease as its variety grows ever larger. Thousands of PC orientated titles are apparently due this Xmas, but potential purchasers should definitely try before they buy.

Kate Bush: The Whole Story '94 PMI, £19.99. 80 mins. (2 CDs)

Right from the start of her career, Kate Bush has had a very strong opinion on how to present her work visually. The ethereal waif from *Wuthering Heights* is unlikely to be ever forgotten, while in the mid-Eighties with *The Hounds Of Love* LP she began directing videos herself - culminating in *The Red Shoes* movie which was in collaboration with Peter Richardson. Unfortunately while the ideas are striking, the execution is variable and some of the 'bonus' tracks are rather weak. Still there are some very good videos, and the music is consistently brilliant.

KATE BUSH
THE WHOLE STORY '94



On the negative side the fast-accessing benefits of VideoCD is balanced by variable encoding quality. Early poor quality recordings don't benefit from the new system, blurriness becoming blockiness on occasion. More recent videos are much better, but fast movement results in a certain jerkiness at times.



Bowie: The Video Collection PMI, £19.99. 108 mins. (2 CDs) PG.

Because of the strength of the Bowie collection this was one of the first we used to test the system. While faults in the early videos could partially be blamed on the poor quality of the original recording, there can be no excuses for newer material. *Time Will Crawl* (1987) begins promisingly, but when there's fast movement the imagery becomes distinctly blocky, the whole screen swarming with artifacts. Unsurprisingly, the deliberately grainy *Day In Day Out* and the

BOWIE
THE VIDEO COLLECTION



black and white *As The World Falls Down* work best. Still, as video collections go, this has to be one of the biggest and (artistically) most consistent, with a slew of brilliantly innovative landmark videos from the stunning *Life On Mars* to the extraordinary *Ashes To Ashes*. No *Tin Machine* though, which is a shame. Seriously.



Queen: Greatest Flicks I & II
PMI, £24.99. 137 mins. (2 CDs)

Alongside Bowie, with whom there's the visually disappointing collaboration *Under Pressure*, Queen must stand as the most consistently inventive and ambitious of British video producers. With Queen the opening bars of their classic songs usually call to mind classic videos, *Radio Ga-Ga*'s massed crowds, *I Want To Break Free*'s playful cross-dressing and the pomp of *Bohemian Rhapsody* - arguably the world's first pop video. Even very early concert videos are impressive due to Mercury's outrageous showmanship and professional production. It's pricier than the rest, but there's 33 tracks (including some not on VHS yet) and a proper booklet included.

Technically this seems above average with most of encoding done from good source tapes, however just like every other VideoCD we've seen fast movement invariably produces a certain blockiness.



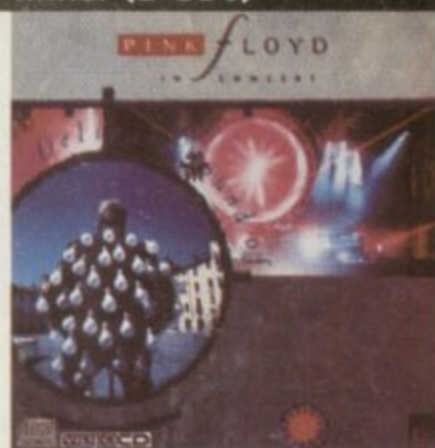
Tina Turner: Simply The Best '94
PMI, £19.99. 97 mins. (2 CDs)

Despite having a career considerably longer than most of the other artists here, Tina's use of videos came comparatively late - waiting until her surprise *Private Dancer* resurrection in the mid-Eighties. Material prior to this is limited to some black and white footage mixed into a new version of her best known pre-80s hit, *Nutbush City Limits*. The discography actually begins with *Private Dancer*, and all the tracks begin from there. While there's probably more albums than you imagine (6 including live and compilation albums), it's still not a huge body of work to draw on, with few memorable videos, many drawn from the live performances which can hardly compare with the pyrotechnics of say Queen or Bowie. Also, a propensity for fast panning close-ups of Tina's face plays all sort of havoc with VideoCD at times. Overall, fans will love it, but appeal beyond that is limited.



Pink Floyd: In Concert. Delicate Sound Of Thunder
PMI, £19.99. 95 mins. (2 CDs)

Renowned for the most spectacular and extravagantly expensive concerts around, *Delicate Sound Of Thunder* provides a glimpse of the current state of the art in concert pyrotechnics. That said even the most expensive lasers and fireworks don't really have the impact on screen as they do when you're there. The best concert videos, such as Jonathan Demme's Talking Heads classic, rely on a strong act by the performers themselves. Since Pink Floyd prefer to mostly hide behind the lasers, hunched over their various instruments, this isn't the most dramatic experience. Segments from various videos projected during the show are interweaved with live footage, but as these



include such exciting visuals as a man rowing a boat don't expect to be bowled over. Still, if you're a fan this is immaculately produced and, as you'd expect of Pink Floyd, the live sound quality is excellent with tracks occasionally markedly different from LP versions. Moreover with so little dramatic movement, VideoCD is in its element.

One Small Step
Castle Communications, £19.99. 90 mins. (2 CDs)

The 25th anniversary of the first moon landing has filled the papers with Apollo stories so this is a well timed release. After some famous footage of an Apollo launch and JFK's famous speech announcing the project, we go back to the birth of the rocket in 12th century China. After the dry academic stuff we get into the mostly familiar American space program via its roots in Germany's V2 program. Sadly, the Russian program is reduced to the sidelines despite its





> amazing achievements. The first satellite, animal and man in space were records accomplished by Russian scientists, not expatriate Germans, and came despite the country's vast losses in WWII. The narration, by Tom Baker, is uninspired in its content but nevertheless for space buffs the wealth of official NASA footage is consistently interesting, with a high point being the gauges showing the heartbeat of Ham - America's first chimp in space - when the rocket engines are ignited!



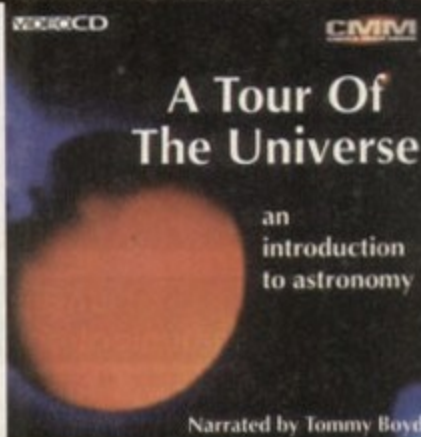
Like all the Castle output this is simply a conventional documentary put on VideoCD. The ability to access various segments is of less use than with pop video compilations, but the excellent freeze-frame facility is good fun. Encoding is generally slick with old movie footage rarely testing the system.

A Tour Of The Universe Castle Communications, £17.99. 60 mins. (1 CD)

Astronomy isn't perhaps the most exciting of sciences. Even the recent Shoemaker-Levy Jupiter explosions seemed little more than a few burry pics. Designed as an introduction to astronomy *Tour* mixes a few neat rendered sequences with some dull text-book diagrams and unimaginative



pans of static photos. The narration lacks the zest and focus of say Carl Sagan's *Cosmos*, but there's enough interesting facts to keep youngsters interested in the subject amused and once again encoding is rarely pushed to the limit.



Electric Disc: Sex Model File Electric Disc, £19.99. 72 mins. (1 CD) 18

The idea of spying on 'glamour' magazine shoots may seem appealing to most young males, but the thrill wears off surprisingly quickly. For the most part watching the girls clinically move between the various poses is more embarrassing than anything else, the essential silliness of the whole business perfectly demonstrated by the unimaginative presentation. On the whole harmless, unless anyone's fooled by the 18-rating into thinking there's anything important here.



Coming Soon

Planes, Trains & Automobiles
Philips, £17.99. 2 CDs.

While lacking the outrageous brilliance of *The Man With Two Brains* or *Roxanne*'s sheer class, this is still one of Steve Martin's better movies. Playing a buttoned-up traveller it's his misfortune to get lumbered with super-slob John Candy. Lots of laughs, but probably not a keeper.

Goldfinger
Philips, £17.99. 2 CDs.

According to purists this is probably the best Bond ever, Sean Connery turning in a near-perfect performance within a tight, well thought out plot (for a Bond movie). Expect the rest to follow very shortly. ■

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lightstorming with novastorm



After delivering the greatest showreel the CD32 has ever seen with *Microcosm*, Psygnosis are now developing an even more awesome sequel which promises to include some gameplay as well. **Derek Dela Fuente** and **Stuart Wynne** checked it out.



Although *Microcosm* was originally a CDTV project, that machine's swift demise led to the game being picked up by Fujitsu for their FM Towns machine. *Microcosm*'s development was entirely funded by Fujitsu and they were so pleased by the results, a sequel was inevitable. Called *Scavenger IV*, the game has swiftly been acclaimed the most stunning game yet for the FM Towns. Using lessons learnt during the ground-breaking work on *Microcosm*, Psygnosis were able to move the new game out into the open, make the game window full screen and add collision detection for a more interactive experience. The graphic artists also delivered what are quite definitely the most awesome end-level creatures yet seen.

Of course, in the UK the FM Towns barely exists outside developers' offices and so PC CD-ROM, Mega-CD and CD32 conversions were started. Unfortunately the prime-time debut of the wince-inducing *Scavenger TV* series has recently forced a name change – just after the interview below in fact! – and the whole project has become shrouded in some uncertainty. Although work has begun on a CD32 version, Psygnosis are still uncertain whether they'll finish it – in part due to some disagreements with Commodore. As we go to press things look hopeful, Psygnosis are still supporting the platform with other titles, and it would be a pity if a company which owes so much to the Amiga wouldn't carry through with such a promising project.

Derek Dela Fuente certainly found *Novastorm*'s lead artist, Paul Franklin, to be very positive about a CD32 version.

Why have Psygnosis done so much work on the FM Towns?

PF: "We were commissioned by Fujitsu. The user base of the machine in Japan is not that large and I think that apart from EA





Preview



we are the only UK company to develop for it. *Scavenger* was written initially solely for the Japanese market and we were given specs on exactly what they wanted. *Scavenger* took about five months to write and complete, which is very quick, but we were required to do it within that time frame. When you consider that there are 60,000 frames of animation and an hour of full animation within the programme we did a good job. Collectively about twelve people worked on the programme.

"The FM Towns is like a PC, it has its own DOS operating system, hard drive, disk drive and a single-speed CD player. The machine's processor is 386SX so it's not that impressive. Saying that you will note that *Scavenger IV* is fast and has some really stunning graphics."

Graphically it is one of the most stunning games I have seen and it plays like a dream. Will you lose any speed or quality in transferring to another machine?

PF: "No, quite the opposite. With a faster drive it will be even better. Graphically it will be the same as the FM Towns version. We used many packages and techniques to ensure it looks so nice. It is rendered, textured and even on some of the skies and backdrops we have used digitised pictures and subtly merged them in.



This really is state of the art. A Silicon Graphics machine was used to generate most of the screens so you really cannot improve on that! The palettes used on both machines are 256 colours so as you can there is no difference.

"Converting the programme over is fairly simple. We have already written an engine to port it over as we developed this for *Microcosm*. As the game comes over we shall try to improve some factors but these will not be visual. The weapons system and even the controls may be enhanced."

What's the plot this time?

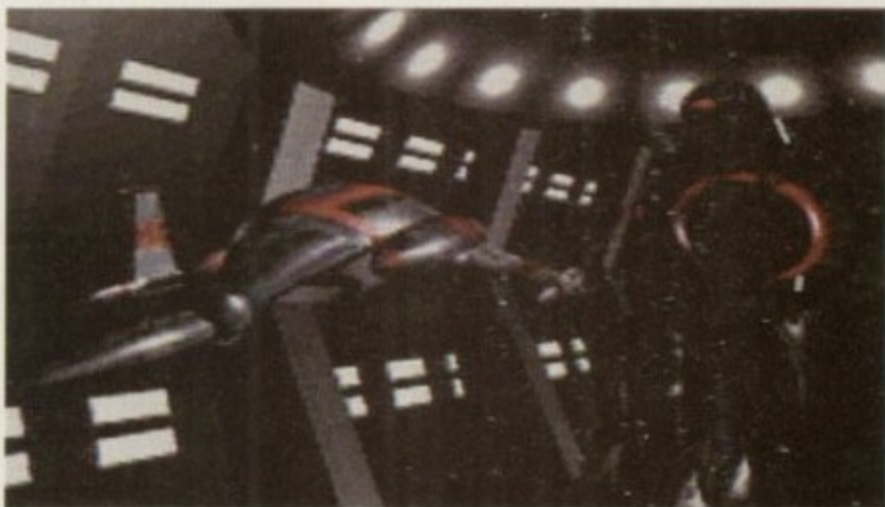
PF: "The game is set in the same solar system as *Microcosm* and has many similarities. However, this time you play the pilot of a spacecraft called *Scavenger*. At the beginning of the game you'll see that a large computer network has been set up to coordinate all the computers in the solar system. This goes out of control and so all the other computers malfunction. These computer work all the support systems throughout the many planets and so the *Scavenger* must find out what has disrupted this network."

And the game itself?

PF: "What you have is a four level, multi-stage externally viewed shoot-'em-up, with rendered backdrops and sprites, that is faster than *Microcosm* amongst many other improvements. One of the biggest enhancements is that this time there will be collision/sprite detection with objects in the FMV film rolling in the background. We have taken the 'z' depth information from the Silicon Graphics workstations so collision detection will operate. A lot of attention has been paid to the mathematical side of the onscreen objects and the way they react with inertia, etc. The explosions are also visually very impressive, being an amalgam of digitised shots with hand painted enhancements."

"Each stage within the game has a different graphic set and feel. The sound and music also conveys the mood and dramatic tension of the non-stop action. From the isolation of barren surfaces to rapidly moving along canyons to face molten lava. The enemy come in many shapes and forms and the onus on the player is hand-to-eye co-ordination. You have to be good and fast to get far in *Scavenger*." □

● **Novastorm** is due out in November/December.



W O R K I N P R O G R E S S



Two years in the making, the oft-delayed *Rise Of The Robots* has become a show legend. Like *Little Devil*, it's become one of those famous projects that is forever generating rave previews without ever troubling to get finished. The most recent release date is October, everything from Gameboy to CD32 is getting a version of the game, but with the Xmas season in sight nothing's going to stop it now.



R I S E O F T H E R O B O T S

Machismo Machines

What's become one of the year's biggest, mega-corporate releases actually started out as quite a modest project. In 1982 Sean Griffiths left the Bitmap Bros to set up a seven-man inhouse team for Mirage, a small Cheshire-based software firm. Although their brief was to develop games which would stretch the new CD-ROM machines, the focus with *Rise Of The Robots* was initially gameplay not jawdropping graphics.

Griffiths had come up with the idea of two robots fighting and was eager to implement some sophisticated AI (Artificial Intelligence) routines. For example, every move a player can make opens up a vast array of counter moves which the computer can call up. These moves are arranged in large tables, with the move selected depending not only on the robot's various stats and the difficulty level, but also its analysis of your own fighting style.

While the AI routines were being developed, Instinct happened to stumble across rendered technology. For *Rise*, the computer artists draw a character only once – using Autodesk's ubiquitous PC 3D Studio – and then all the frames of animation come from manipulating this model. When instructed to move the model's arm, the computer renders the new image according to highly precise 3D calculations. The 3D illusion is thus far more believable than anything a human could produce by hand.

So far there are no home machines powerful enough to render graphics on the fly – even the superfast PCs used to develop the game take hours over a single image, let alone an entire animation sequence. Instead, the images are stored as pre-rendered images which are used just like conventional frames of animation in a game like *Street Fighter II*. Unlike *SFII*, the impression is not of a 2D cartoon – however beautifully drawn – but of a totally realistic 3D environment.

AI AMIGA

While the graphics were developed on PC, the AI routines were all produced on an Amiga. Andy Clark was one of the first people hired for Instinct and while his previous job – a council office clerk – was outside the industry Mirage were impressed with his demos. Initially working on a humble A500, Andy has spent over ten months refining the AI routines: "The thing I'm proudest of is how tough it is to beat. On the maximum intelligence setting it'll give anyone a hard fight." Andy soon graduated to an Amiga 4000 on which he also set about coding the complete range of Amiga conversions from A500 to CD32. The CD32 version has 128 colours, as opposed to the A500's 32, and is a very close match for the standard PC version. Each character has about 400K of data, including 80-130 frames of animation, and Andy is determined to keep the speed up. Although there are no plans as yet to support all the CD32's joypad buttons – like the PC version all the special moves will work off a single firebutton and timing – the CD32 version will have extra presentation animations cut from the A1200 version – itself coming on a huge 14 fourteen disks!

complete control



Ex-Bitmap Sean Harris, the concept man, Sean Haden, artist and the Mirage Offices in Congleton. Such excitement from Congleton? Surely it can't be true.



Unsurprisingly it was the game's graphics not the AI routines which caused such a sensation at the shows. Mirage's MD, Peter Jones, has been quick to capitalise with some exceptionally lucrative licensing deals. While originally only a PC and Amiga product, a whole host of companies have picked up additional versions. Absolute Entertainment in America licensed SNES and 3DO versions, Phillips commissioned a CDI version, JVC grabbed the Sega rights and, most impressive of all, Bell-Fruit Manufacturing signed up for a full-blown coin-op version. But probably the biggest deal came on the eve of the April ECTS trade show, at 2am on the morning of the show's start a deal was signed with Time-Warner. One of the world's biggest entertainment organisations, Time-Warner is, like most of its clued up competitors, eager to enter the world of videogames. It has substantial holdings in both Atari and 3DO, besides owning Tengen which it recently re-named Time-Warner Interactive. Its *Rise* deal represented a substantial investment including no less than a million dollars worth of free advertising for Mirage. All the conversions meant what was once a January release slipped back to autumn, but *Rise*'s transformation from an ambitious, but small-scale release to a global, mega-corporate project was complete.



DESIGNER VIOLENCE

While the rendering process does away with hand-drawing individual frames of animation, creating the model for the computer to manipulate in the first place is amazingly complex. Each part of a robot character is first created as a 3D vector wireframe mesh, then linked using realistically calculated joints to produce a fully poseable 3D model. According to Mirage some of the meshes are more complex than those used in the movie *Jurassic Park*. Once the meshes are fixed they are painted not simply with flat colours, but precisely calculated texture maps which are further modified by the positioning of computer generated light sources to illuminate them. The ambition of the project is summed up by the fact that Mirage hired an interior designer, Kwan Lee, simply to provide the game environment – one room per character, plus an exterior view of the city Metropolis 4.



Metropolitan Mayhem



Sometime in the next century a company called Electrocorp will become the biggest manufacturer of military and industrial robotics in the world. The hub of its empire will be a huge industrial complex in Metropolis 4. In time its process of continuous modernisation will lead to the complete elimination of a human workforce. Instead a robot equipped with the very latest neural net software, known as the Supervisor, will completely take over the running of the plant. All will be well until the day the plant's 24-hour production lines grind to a halt. The factory's security systems are turned on the owners and the world's first robot strike begins. Electrocorp call in a cyborg, a machine with a man's brain, and task him with the elimination of the Supervisor and all her supporters within the plant.

The game begins with the cyborg's entry into the plant. You control this titanium-skinned Norman Tebbit and must defeat six robots, culminating in a confrontation with the Supervisor herself. Each fight consists of a number of rounds, between three and nine depending on the skill level, and there's a robot-crushing bonus level between fights. In two-player mode the first player is stuck with the cyborg, but his opponent can select any of the robots including the Supervisor (if you've got the secret code).

While the strike-breaking scenario may appear somewhat dubious, the underlying plot is quite sophisticated for a beat-'em-up and the various end sequences include some neat twists which should amply reward anyone who masters the game. □



♦ **FIGHTER** - Swift martial arts fan who quickly learns opponents tactics



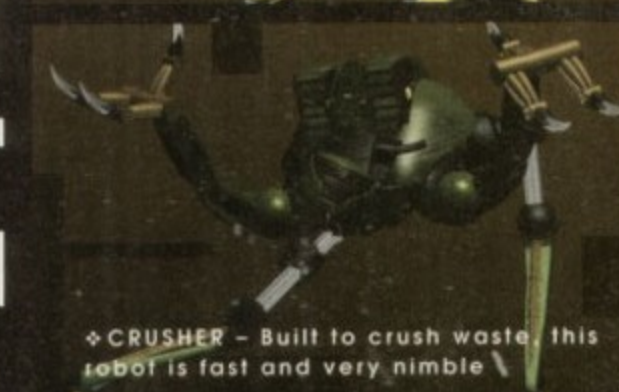
♦ **BUILDER** - Largest and strongest but least intelligent



♦ **SOLDIER** - Fast and agile with teflon armour



♦ **LOADER** - Outdated and slow, but very strong opponent



♦ **CRUSHER** - Built to crush waste, this robot is fast and very nimble



♦ **SUPERVISOR** - A T2 style liquid metal morph, this is the robot to beat.



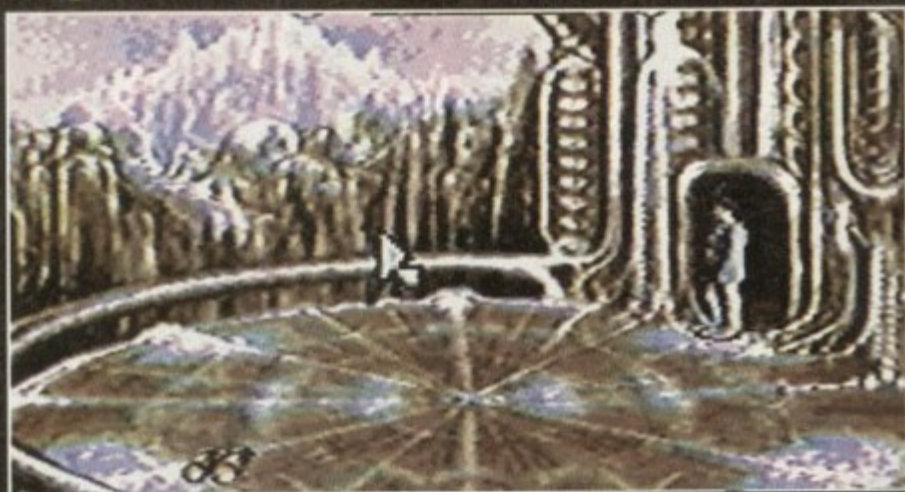
review

DARK SEED

The face-hugging, skull-smashing ultra-violence of the Alien films has made Giger uniquely famous. But while the movies merely refashioned a few key designs into cleverly lit rubber and clay, Dark Seed incorporates many of the Swiss Surrealist's finest paintings digitally recreated as haunting landscapes and creatures. The Dark World is Giger's artwork brought to life in a way no Hollywood studio could afford. An award-winning smash-hit on the A500, it comes to the CD32 with a new CD soundtrack...



review



The storyline for *Dark Seed* is one of those archetypal parallel world riffs wherein some magical object gives your average, everyday bloke access to a fantastic world. This being a Californian game, your average bloke is a wealthy copywriter who's retreated to small town America to write his epic novel. As it turns out, the Victorian house he chose to live provides more inspiration than even he could've hoped.

As with any adventure, revealing too much of the storyline spoils the fun and *Dark Seed* boasts a particularly convoluted plot with plenty of neat twists. HR Giger's Dark World graphics are obviously the main selling point and are a powerful reward for puzzling through earlier sections. Numerous masterpieces are stylishly reworked, skilfully integrated in an environment populated with intriguing puzzles and bizarre characters. It's a surreal, disturbing experience that no other Amiga game comes close to matching. Cyberdreams' computer artists have done more than retouch Giger scans though, the normal world is menacing in its own right and quite beautifully drawn. It's no exaggeration to say practically every one of the game's 75 screens is something of a work of art. The main character is equally impressive with some neat digitised animation, while many key items are illustrated with evocative close-ups. The sense of a dark, oppressing atmosphere is brilliantly conveyed and a muted scheme means that it matters little these are the original A500 graphics, rather than being AGA enhanced.

Where the game is changed is the addition of an all-new voicetrack. The text window - now using a bolder, easier to read font - has all of the conversations and most key observations read aloud by actors. This is intelligently organised so that minor details and previously read text are left unspoken, while the controls let you keep playing without having to wait for the speech to end. Unfortunately, while a game like *Beneath A Steel Sky* is packed with dialogue perfect for enacting, *Dark Seed* is a singularly solitary and lonely experience. Conversations are few and far apart, leaving most of the speech to simply relate your 'thoughts'. Lines such as 'Here's an old trenchcoat. I wouldn't be caught dead in that thing' don't really need speaking out, especially as the earnest, distinctly American accent serves to

separate you from your character more than anything else. It's not a bad effect, it's just hardly the revelation hoped for. A better idea might have been a full orchestral version of the original music which is still quite excellent and perfectly keyed to individual sequences.

All this stylish atmosphere would, of course, mean little if the underlying game were poor. Fortunately, despite being Cyberdreams' first game, it's quite ample to do the graphics justice. The control system is brilliantly slick and intuitive, the CD32 pad enabling you to easily flick between move, examine and manipulate cursors, each of which helpfully change shape whenever they touch anything they can effect. And any action can be changed part way through - if you click on an exit but then change your mind, clicking on the new destination has your character swiftly change course. It's so smooth that you soon forget about it, quickly slipping into the engrossing puzzles and problems.



The Ancients have waited centuries in suspended animation, yet the lightest touch brings an instant response - lightning fast a talon-tipped tongue lashes out to end your adventure.

A game as stylish as this one will obviously attract many novice adventurers and Cyberdreams' have a quite brilliant hints and tips book. Besides lots of useful background info, there's a comprehensive array of hints with more thorough solutions requiring a mirror to read them (preventing you glimpsing information you didn't want to see). If this sounds too much effort there's also a full walk-through of the game. Although some problems are a bit obscure and time-related problems can be irritating, the book more than compensates and the serious, off-kilter storyline is a welcome change from the whimsy of most adventures these days. Also welcome is the elimination of disk swapping, the original game required constant juggling of seven disks and on CD32 it's a dream to play. In short, all adventurers and even non-adventurers with an interest in Giger are strongly advised to check this out. When so many games are banal clones, this bizarre, ambitious adventure is something of a classic and a welcome indication of how mature videogames can be. □ SSW



The house you bought seems a normal enough place, a fine example of Victorian architecture which will provide a reassuring abode for an advertising copywriter turned writer. Maybe here you'll find your inspiration...

...in the Dark World your new home is a temple, a portal connecting the two worlds via an ornate mirror you had admired without understanding. On the second day a shard provides its key.



DARK SEED

The Ancients long to escape their dying world for Earth. If successful, humans will be reduced to zombies, their brains packed with biomechanical implants that click and whirr with commands from the Evil Ones.



● PUBLISHER: Cyberdreams ● PRICE: £29.99
● DEVELOPER: In-house ● OUT: Now



The Dark Sergeant is entropy, the universal force of decay and degradation. His gleaming carapace is stained with the blood of numerous victims he has delighted in enviscerating.



"HR Giger's *Dark World* graphics are the main selling point... a powerful reward for puzzling through earlier sections. Numerous masterpieces are stylish reworked, skilfully integrated in an environment populated with intriguing puzzles and bizarre characters. It's a surreal, disturbing experience..."



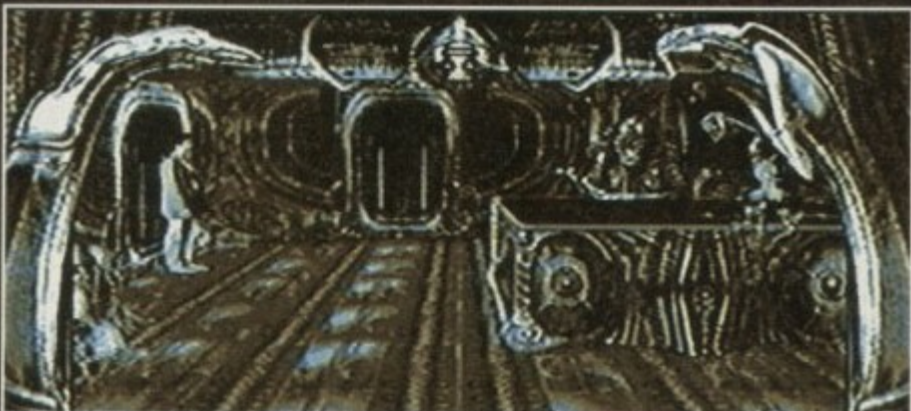
The Keeper Of The Scrolls is simulcra of the Ancients who awakes them from their long slumbers. She alone remembers when they were not driven by genocidal desires and maybe she'll help you.



Taking a shower is not only a refreshing way to the start the day, it's the only way to remove the stale odour emanating from your biomechanical implant. People stay away if you don't obscure it.



At the heart of the Dark World lies the controls of a starship which has crossed light years in search of a planet to feed on.



Profile

1 PLAYER
3 SKILL LEVELS
✓ SAVE GAME
3 save game slots.
✓ CD32 ENHANCED
Sampled speech soundtrack.

PROS: Giger's brilliant artwork provides the perfect setting for a game. Graphics throughout are excellent and the prospect of unravelling the Dark world's mysteries is a great hook.

CONS: The lack of in-game dialogue means the voicetrack isn't a dramatic improvement to gameplay. Graphics aren't AGA standard.

GRAPHICS

■■■■■■■■■■■

SOUND

■■■■■■■■■■■

GAMEPLAY

■■■■■■■■■■■

90%



review

Twelve years after Epyx's extraordinarily successful C64 classic, MicroProse have appropriated the license and launched a belated sequel. Silicon Graphics sequences, sampled sound effects and 3D rotoscoped character animation bring presentation into the Nineties, but what about game-play? We investigate just how long twelve years is in Commodore software.

Elvin Atombender is back and once more ensconced in a skyscraper packed with the latest and daffiest security systems known to man. Progressing through the various levels requires you to collect the pieces of a circuitboard which must then be juggled to form an exit pass. There are five areas to get through, from a dingy car park through offices, construction sites and industrial areas. All the levels look much the same apart from the objects you search: trucks in the car park, filing cabinets in the offices. Sleek cars you might hope to get into are merely yet more filing cabinets to rifle through.

Unlike the original game, *2025* is a multi-directional scrolling platformer – the old game's collection of single-screen puzzles have been opened into huge new levels. This may sound like an improvement but isn't. Problems which were once tight and logically self-contained now sprawl over too big an area, leading to confusion and irritation. What is retained from the original is a thoroughly outdated degree of interaction. Dumbly waiting while a 'Search' bar slowly declines until the object is searched isn't my idea of '90s fun. Nor is 32bit graphics technology being pushed by having searched objects simply vanish, cars and cupboards disappearing into thin air to make the barren technoscape ever barer. As for hazards such as dumbly patrolling, dustbin-like robots to leap over, platforms to jump between and sluggish moving platforms to wait on – it wasn't that advanced a game in 1982. The areas where *Impossible Mission* did score, such as slick animation and good sound effects, are improved but will

never cause the jawdropping sensation achieved by the original. Three new characters rotoscoped in 3D are slick, but tiny and the soundtrack is simply banal.

The odd good idea, such as a Locator Terminator, is ruined in execution – unlike a conventional map the screen tracks from your position to the desired object, which sounds neat but is painfully slow in reality. Similarly the addition of a host of slick new power-ups seems a great idea. One shot pistols, grenades, jet packs, holographic disguises and lift resets are good fun, but can only be swapped between at the appropriate terminals. Trekking back from a puzzle to find one of these terminals is boring and pedantic.

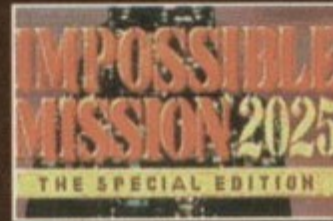
To add insult to injury, MicroProse have added some quite appalling subgames. These are simply horrendous and reminiscent of early ZX81 releases, both in their ambitions and gameplay. The Circuit Configuration game is a sliding-tile puzzle, which is so boring that an automatic solution can be found to save you the misery of playing it. Synchro Punk Patrol is *Space Invaders*, although fans of this classic format will be disappointed to learn that this is perhaps the worst clone I've ever seen, with a pathetic, slow firing cannon and amusingly 4-bit aliens. And the exciting sounding Holo-Sequencer is just a variant of the classic Simon sequencer from the original game (from, in turn, the Tandy cult electronic toy of last century). In this game a sequence of notes must be repeated ad nauseam to earn information or power ups. Turning the original lights into 3D cubes is almost insulting in its laziness, but, sadly, this terminal provides the most entertaining distraction in this soulless, depressing package.

So there you have it. A failure of almost cosmic proportions. In dragging a once classic game into the Nineties MicroProse have set about butchering it rather than enhancing it. Gameplay which I never found that brilliant has been exploded into a sprawling mess. Even people who did love the original will find little to enjoy here, a version of it is actually included free but looks marginally worse than the C64 one. Few software houses have taken a software legend and done less to enhance and more to harm... Dire. MCW



ATTRACT Mode

2025's intro – zooming from a distant shot of the earth to a *Blade Runner* style cityscape...

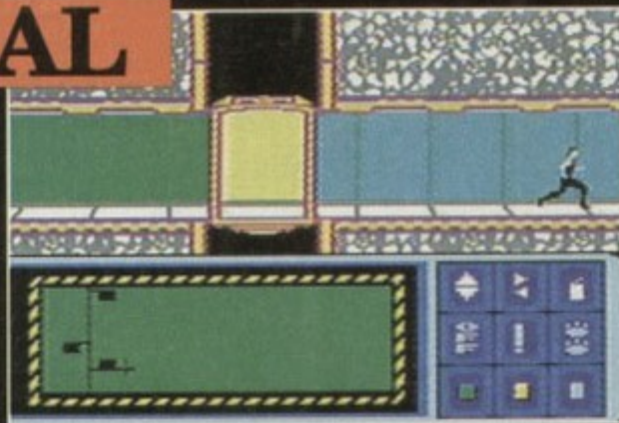


THE ORIGINAL

Sin...

Did you like the original *Impossible Mission*? If 100% of you said yes, based on a

vague nostalgic memory, I can guarantee that a brief glimpse of the past would disillusion you. It was crap. It's boring, repetitive, the graphics are garish and simplistic, and even the rotoscoped hero doesn't look that good anymore. Oh, and the speech is rubbish too. Did we really enjoy buying this game? Still, as a freebie in this package, it certainly looks more stylish than *2025*.



One of the new power-ups to supposedly enhance the game, the ability to disguise yourself as a blue walker droid. One of the better animated characters, but not that much fun, really. Catch that great background.

IMPOSSIBLE MISSION 2025



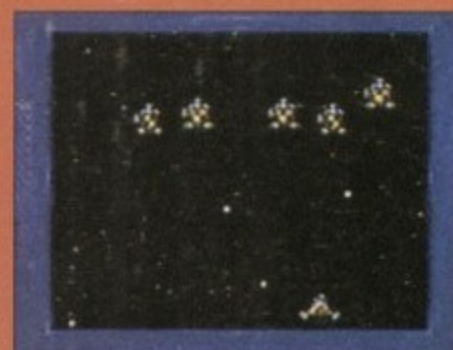
"So there you have it. A failure of almost cosmic proportions. In dragging a once classic game into the Nineties MicroProse have set about butchering it rather than enhancing it..."



Top, searching another car. Yawn. Left, using a jet pac to levitate towards a terminal. That's the key word here. Below left, a rather good pre-game animation that sets hopes high. Below, 2 needle guns and a cloak available.



● PUBLISHER: Microprose ● PRICE: £29.99
● DEVELOPER: In-house ● OUT: Now



Left, the point to the game. After the rather ambiguous (tough) way of linking interlaced pieces of code in the original *Impossible Mission*, the sequel opts for an altogether more basic way to crack the code. Yes, it's a nine piece, sliding puzzle game. Great. Right, *Space Invaders* on your 32bit machine. Are Microprose signing up P.D. programmers on the side (no offence to P.D. programmers)?



As well as the nice intro sequence, there's also a pretty good Game Over loop to enjoy, with a few exploding worlds and DangerMouse style clips of the baddies fist punching buttons. The two slices of bread forming the sandwich are delicious, but the filling is -

WE DON'T Need Another Hero

Theoretically, each character has a variety of individual skills and abilities. In play, I'd be a liar if I said I spotted any difference, but it certainly gives you something to do, swapping characters and trying to spot a unique trait. Perhaps Microprose are just *too* subtle for me. But then again, perhaps not...



Tasha

Red Russian, ex-gymnast, smart scientist, 21 (and available). Is that the worst drawing ever in a game?



RAM 2

Supposedly a T2 morph like robot, he's certainly silverish, but he doesn't morph. Good effort guys.



Felix Fly

A Han Solo style rebel with an attitude, he's probably the most boring character. He's even going grey!

Profile

- 1 PLAYER
- 3 SKILL LEVELS
- ✓ SAVE GAME
- Password and 3 continues.
- ✓ CD32 ENHANCED
- Speech, level intros...

PROS: The extraordinary simplicity of play, combined with exploring the new sub-games is entertaining for about three minutes.

CONS: Where to begin? Poor graphics, hardly any sound, frustrating controls and lame gameplay. The mini-games are laughable - do you want to play *Space Invaders* on your CD32?

GRAPHICS

SOUND

GAMEPLAY

40%



review

We thought it was all over – *Sensible Soccer* was the best football game by some way and it's remained so against the weak summer competition. But now the World Cup's been restored to Brazil, Renegade have trotted out a new, improved version which lets you replay those fevered late night matches again and again. You can even bring England into the competition...

INTERNATIONAL SENSIBLE SOCCER

● PUBLISHER: Renegade ● PRICE: £24.99
● DEVELOPER: Sensible Software ● OUT: Now

T

he first thing to say is that this is by no means a comprehensive update. Beware, *Sensi* psychotics, whatever your dream wish list has been whilst playing *Sensi* (longer matches, more accurate control-over set-pieces, full goalkeeper controls) it's unlikely that any of your prayed for improvements will be here. The chief enhancement is the addition of a World

Championship cup, with all the actual teams available to be played against each other. You can now re-live the tragedy of saying farewell to Ireland in your own home, hack down those pesky Americans to your heart's content. This is enormous fun, and doubtless a whole legion of *Sensi* addicts will be unable to resist this new package for the World Cup feature alone.

There are, however, some less obvious enhancements that really do enhance the game significantly. Jim Bayne, who last month wondered about those voicetracks on the original CD, will be interested to learn that version was bugged so it only used 512K of RAM.

International Sensible Soccer removes this limit so the game can exploit the CD32's entire 2Mb of memory, finally giving the program space to play those speech samples. The first time you hear an excitable "Oh! And he's hit the woodwork!", it's a real shock, but the CD samples complement the familiar, superb crowd soundtrack very well and remind you of the advantages of playing on a CD-based console.

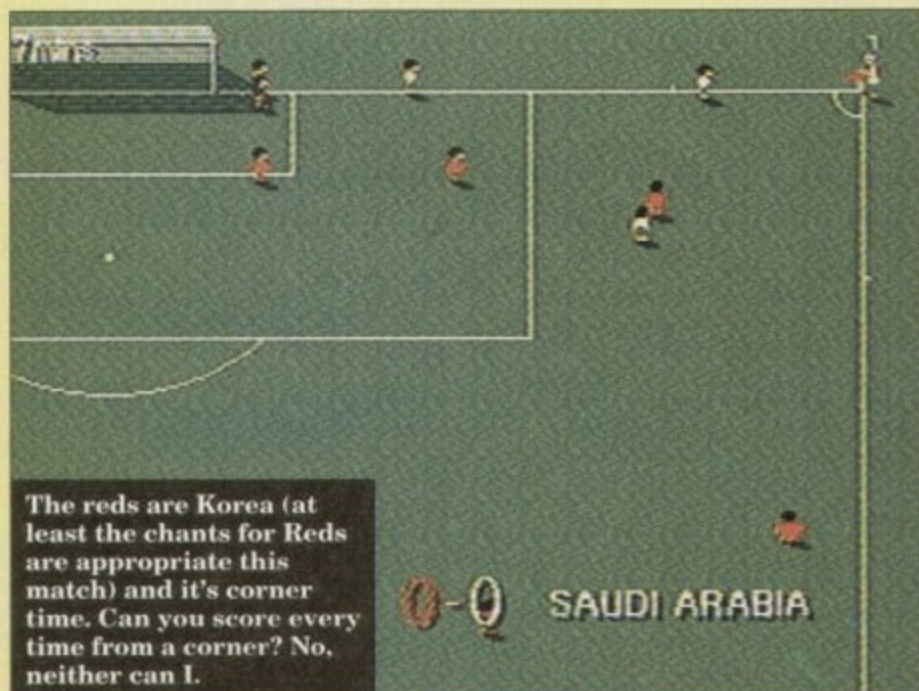
Other welcome side effects of this expanded version are the inclusion of coloured footballers, and the smooth running of the game when a joystick is used (the original had a tendency to crash now

and then). Sprites also boast slightly more detail, although the game runs at exactly the same speed. Other graphic improvements include seasonal pitch changes – unlike the original's virtually subliminal graphic changes, the pitch now reflects the various conditions much more vividly. Also irrelevant but fun is the new ref, who rushes to the aftermath of skirmishes waving his card quite frantically. As for goals, replays are now much extended and offer a more satisfying build up.

As I remarked at the start, this isn't a full-blown upgrade – you'll have to wait for *Sensible World Of Soccer* at year's end for that – and people who've already got the game might grumble over buying it again. Well, fear not, Renegade are kindly offering the upgrade to you for just £8. If on the other hand you haven't got the game yet, what's wrong with you? This is the best two player game on the CD32, not to mention the best footie game ever. **MCW**



"You can now re-live the tragedy of saying farewell to Ireland in your own home, hack down those pesky Americans to your heart's content..."



The reds are Korea (at least the chants for Reds are appropriate this match) and it's corner time. Can you score every time from a corner? No, neither can I.

0-0 SAUDI ARABIA



Has he caught it or is it off the post? World Cup drama every day with this game. You too can lose...

U.S.A.			
1	TONY HEDR	0	★
2	BRAD FREDEL	0	
3	MIKE LAPPER	0	4-4-2 5-4-1 4-5-1
4	JEFF FODD	0	3-5-2 4-3-3 ATTACK
5	DESHOND ARMSTRONG	0	
6	ALLEN LALAN	0	
7	THOMAS DOOLEY	0	
8	FERRISOD CLAYTON	0	
9	COB JONES	0	
10	JOHN HARKES	0	★
11	TIM RAYOS	0	
12	DONALD GIBSON	0	

Profile

1-2 PLAYERS
1 SKILL LEVEL
✓ SAVE GAME

Onto the lovely 1K of memory.
✓ CD32 ENHANCED
De-bugged!

PROS: It's still the only football game worth getting, fast, furious and full of tactics. The few enhancements here are more than welcome and bound to please.

CONS: Buffs will find the game just as easy though, and there's a lot more that could have been done to better this classic. Still, where's the competition?

GRAPHICS

SOUND

GAMEPLAY

92%



review

BANSHEE



Core have consistently produced some of the best games around for the CD32, from the hugely enjoyable platform romps *Chuck Rock II* and *Bubba N Stix*, to last months critical smash, the immense *Heimdall II*. Now, they've decided to launch a giant-beater in a new genre, the vertically scrolling blaster, and from first sight of the fast, smooth scrolling graphics and hordes of enemy war machines (plus a quite unrelentingly noisy soundtrack), it looks like *Banshee* may have jumped straight to the head of the CD32 shoot-'em-up pack...



review

Set in a splendidly alternate world, *Banshee* rejoices in a plot-line which is for once something more than mere padding for the manual. Although the year's 1999, the lack of either WWI or II has arrested technology so that there's no TVs, microwaves or nuclear bombs. The *Banshee* scenario obviously follows the production manager's philosophy that no-one really works unless there's an impossible deadline and a healthy fear of a horrible death. All this peace-loving slackness changes when mad dictator Blardax Maldrear decides to set about ruling the world. Requiring some nifty hardware to get his plan in action, Blardax locks his top scientists in a room and threatens them with death unless they get inventing. Just as your average production manager would expect, in the space of five years the terrified inventors have leapt through decades of technological developments.

Blardax's genius notion is to cover every last square millimetre of the earth's surface with weapons stacked eruptions of metal - war machines stretching across the world. This you'd expect from any videogame villain, but the amusing scenario gives it a superbly witty kick. Ultra-modern death machines somehow become rather more endearing when given a retro, WWI-style finish. Nuclear weapons and genetic mutations co-exist with balloons and zeppelins, prop-driven planes provide the warm-up for space shuttles and ICBMS. You never know what to expect next, which is as good as hook as any for keeping you coming back.

One person who finds the scenario less than gigglesome is Sven Svardsen. With a name like that you don't expect a comic, but Sven's main reason for being glum is Blardax's execution of his father for refusing to invent the microwave oven. Again following the prod. man. philosophy this tragedy doesn't have Sven moping about. Oh no, he nips into the garden shed and whips up the hottest piece of aviation technology the world has seen. Pausing only to straighten his goggles, he leaps into the plane and set off to blow away Blardax's whole evil kingdom. And if you've a friend handy, he's even taken time to whip up a plane for them too!

Blardax's empire is split into six genuinely enormous levels. The game's 32bit design shows not only in the beautiful graphics, but the sheer memory-busting scale of it. The adventure begins above the overcast, stormy Atlantikan Ocean and ends up on Blardax's secret base on the planet Veenix. Each of the levels is not only big and packed with graphic wonders, but also bristling with numerous mega-monsters you'd only normally expect at level's end.

Appropriately enough for a retro-styled game, the format is borrowed from ancient coin-op, 1942 to be precise, and certainly has that arcade feel. Scrolling is silky smooth with some superslick weather conditions overlaid on top - rain storms, wispy clouds and night skies are all artfully simulated. Another nice touch is how you can scroll sideways for a few inches in either direction, enabling you to have a lot more freedom in your mission than most shoot-'em-ups.

The *Raiden* style side panel displays all the information you need clearly - score, lives, loops available, build-ups (power ups which

allow you to save special weapons after losing a life) and the special weapons themselves, of which there are six to test on the enemy. These include regular bombs, smart bombs (alongside your standard, rapid firing blaster), homing Missiles, 45ers which blast at 45° to your plane, sideswipes which blast horizontally as well as vertically and the Big Blast, a devastating, forward firing cannon that's slow but sweeps the sky clean of enemies rather effectively. You can also pick extra fuel (energy), speed-ups, lives, bigger bullets and loop the loops (used for avoiding enemy fire).

Of course, all this game design would be wasted if the game didn't play well, but *Banshee* plays like a dream, the smooth controls and delightful speed of your craft making play immediate fun. Thereafter the visual and tactical variety of the enemy defences is a constant delight, the gun bristling beasts rewarding admiring glances with mountains of detail and death. Equally impressive are the varied landscapes, from coolly rendered Artic wastelands to mist-wrapped mountains with 3D rendered falling boulders. Then there's the enemy soldiers who scurry across the landscapes, providing a distracting tempting target for your guns to rip up. The bloody explosion of limbs and machines surpass even the morbid death sequences of *Cannon Fodder* for sheer disgust factor.

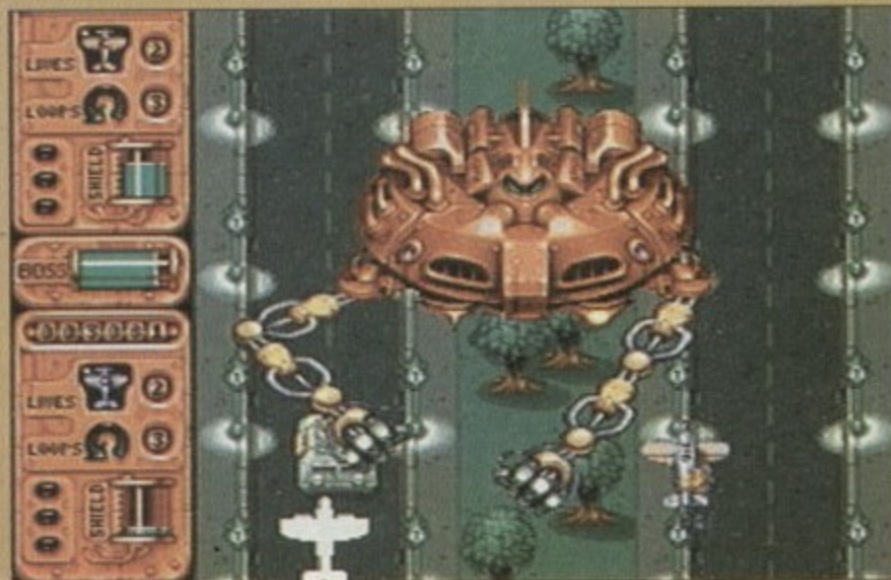
Yet more black humour is manifested in the pram-pushing civilians of level two, the gun-toting skeletons who pop up from the graveyards and a cheat mode which lets you blast even the polar bears! Yet possibly the biggest laugh for the truly deranged is reserved for the Guardians. These enormous creations are designed to stretch even the toughest pilot to breaking point. The mega-bosses along the way, such a pair of enormous planes and a trio of submarines, are as nothing compared to the screen-wide crane at the end of level one. Later on there's a monster so big you have to scroll up a few screens repeatedly trying to kill it.

Such wonderfully over the top creations ranks as the best yet seen on CD32.

This incredible difficulty makes the two-player mode especially useful. Indicative of the thought put into the game is an option which lets you colour code power-ups, meaning you can't nick a friend's icon! Less welcome is the subtle colour difference between planes which, in the heat of action, can be confusing. On a more positive note (groan), sound is excellent with some fantastic sound FX. Besides some neat sampled speech, there's a deafening rendition of hi-tech blasting effects with each enemy craft and construction seeming to give a different effect when hit.

All this professionalism and attention to detail means that *Banshee* easily leap-frogs its nearest rivals, *Disposable Hero* and *Project-X*. Like any shoot-'em-up it can get a little repetitive fighting through those early levels time after time, but the excellent playability and intense action more than compensate.

Those extraordinary AGA graphics (it ain't on A500 - hurrah!) and slick playability makes it easily the best brain dead action around, guaranteed to keep you busy for ages and very hot under the collar. Recommended. ■ MCW

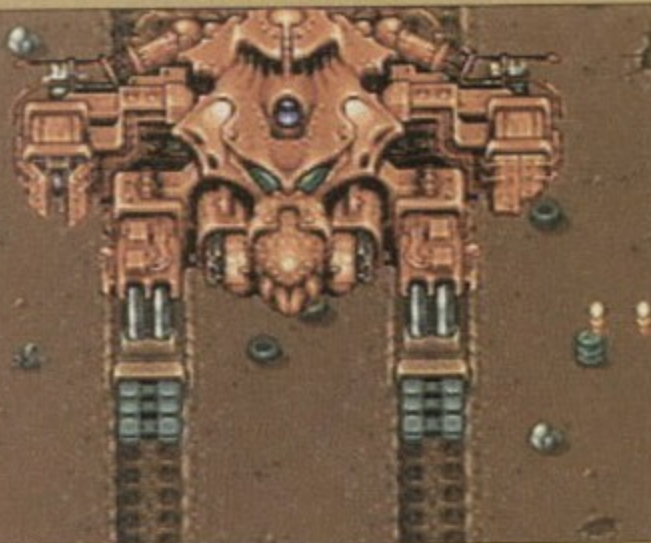


Styx City, and the rather everyday street scenes, with women pushing prams and the like, is rudely interrupted by a genetic mutation, a super-tough boss. The grabbing claws must be blasted off to destroy it.

Side by side with your partner, a rocket-launcher armed, transformer style robot must be blown away or avoided. The animation on these mini guardians is excellent - *Banshee* really must be seen to be believed for its array of brilliant bad-dies.



When the air is suddenly silent, and the enemy installations fade into the distance, it's obvious a really nasty boss is imminent. Massive tire-tracks lead to this monster machine, a mutation that requires a lot of shooting. Pick off the smallest guns first.



BANSHEE

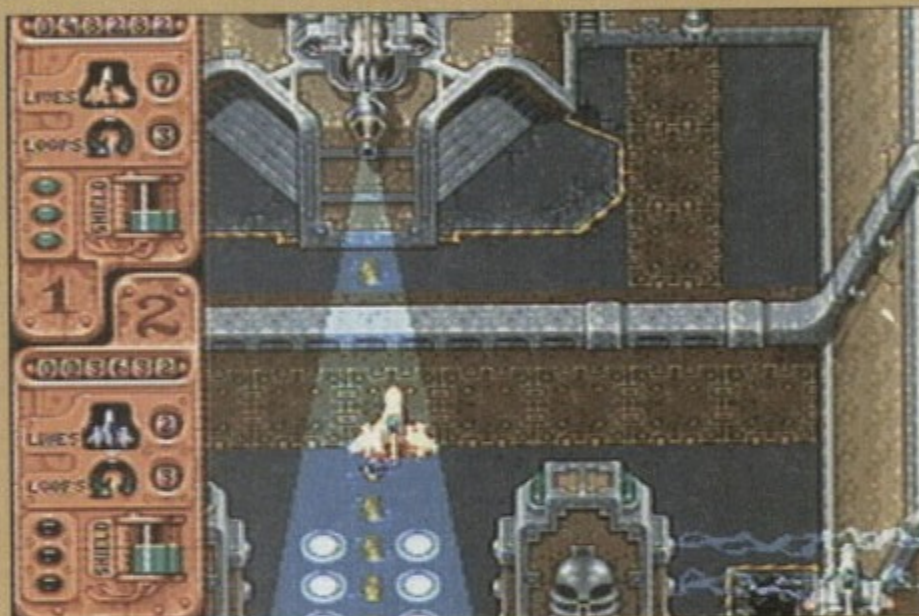
● PUBLISHER: Core ● PRICE: £29.99
● DEVELOPER: In-house ● OUT: Now



"Of course, all this game design would be wasted if the game didn't play well, but Banshee plays like a dream, the smooth controls and delightful speed of your craft making play immediate fun."



There's enormous fun to be had on level three, with plenty of brilliantly realised troops on jet-bikes and skis to be blasted to bits. Each enemy soldier killed has an elaborate death sequence, from spectacular crashes to pure, gory explosions of blood and guts. The armed igloos can be blown up to flush troops out, blood aplenty in the swirling snow.



Planet Veenix provides both some of the best baddies and the best graphics, amply rewarding the immense struggle required to get there. This is the biggest boss guard, which not only packs an incredible punch, weapons wise, but also rebuilds itself as it is attacked. Tough is too small a word for this one.



Atalantikan Ocean, the first level, provides these two enormous enemy games, each mounted with an unreasonable amount of guns. Each must be picked off individually to progress, but expect to hit the sea a few times before getting past.

More bizarre architecture to glance at whilst getting pummeled by the ground artillery. All the graphics in *Banshee* are incredibly detailed, making play great fun, just scenery spotting.



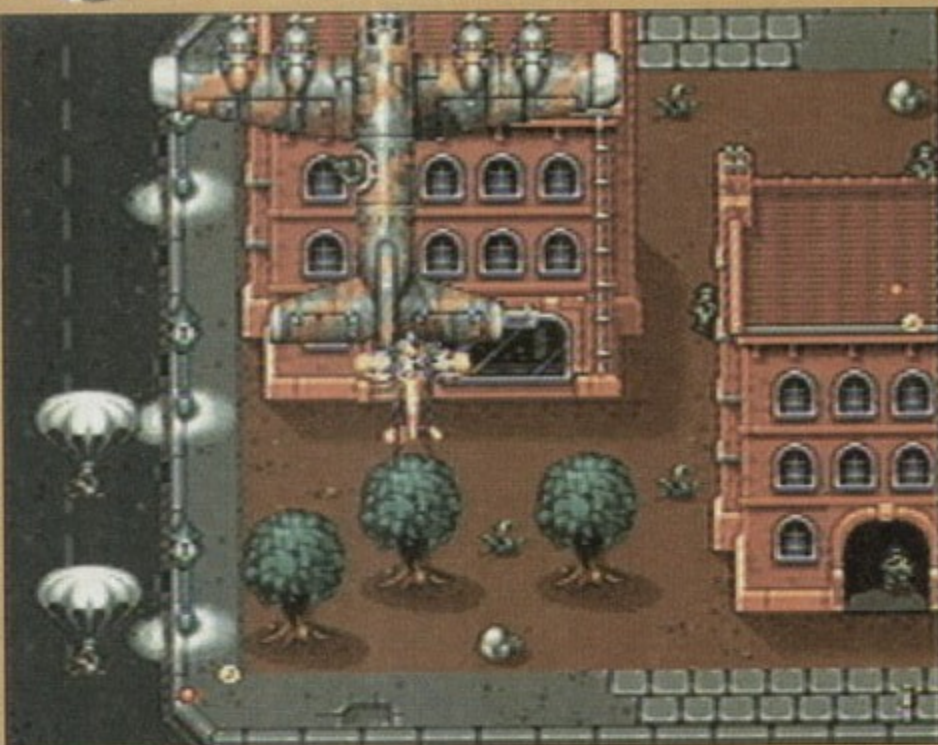
Sub-Light Banshee



Get to level five, and you exchange your Banshee plane for a Sub-light Banshee, a powered up spacecraft similar to a viper from *Battlestar Galactica*. Ray-traced asteroids and meteors must be avoided in this blisteringly fast mini-game, as well as a wealth of futuristic alien enemies.



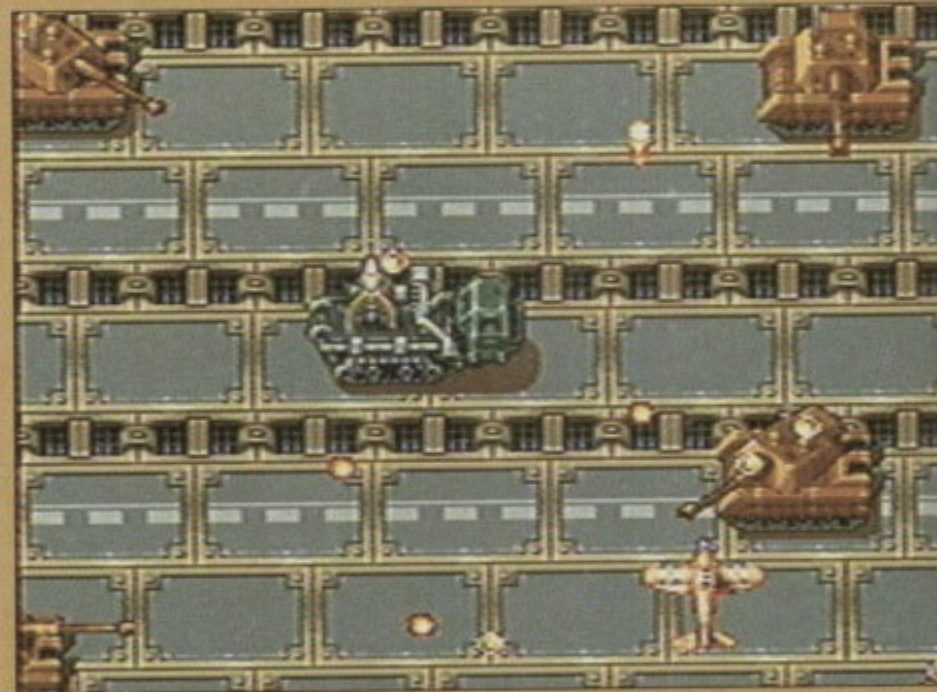
review



Blast the bomber, and a legion of troops parachute to safety. Can you what? Of course you can shoot them to pieces. Enjoy.

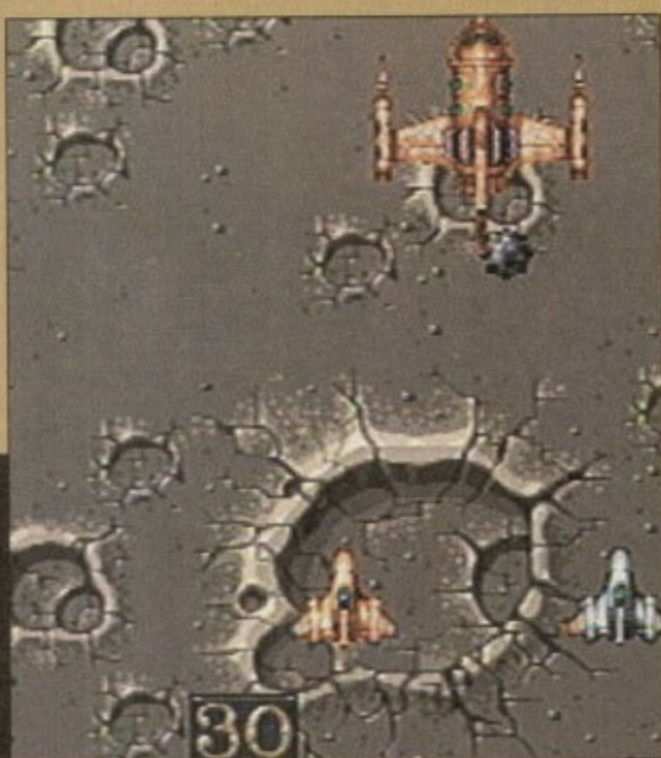


The search lights on later levels are excellent, and getting traced by one is genuinely frightening as enemy gunfire gets more accurate.



These rocky canyons offer little respite from the furious action. As well as speeding enemy planes to contend with, the very walls of the canyon are collapsing, and quite a few rocks and boulders must be dodged. It's hard.

The time limit on the very last mission is rather cruel, and you'll really need a partner to be sure of whupping Styx. Or a very fast moving fire thumb.



Profile

1-2 PLAYERS
3 SKILL LEVELS
X SAVE GAME

But there are three continues
✓ CD32 ENHANCED
Tweaked and smoothed.

PROS: Designed as an A1200 product, it truly pushes the AGA chipset. The soundtrack is excellent, the six levels are tough and gorgeous, with imaginative enemies. It's all fun and a superb package.

CONS: Not enough to really offer a long term love affair, appeal is bound to pall. No passcodes a shame.

GRAPHICS

SOUND

GAMEPLAY

88%



review

★ Simon the ★ SORCERER

Although there's a plethora of allegedly humorous manuals, genuinely funny games are very few and far between.

A few comical animations in *Chuck Rock II*, some whacky graphics in *Super Methane Bros...* that's about it.

Fortunately, *Simon The Sorcerer* is the exception that proves the rule. An average play session is as packed full of laughter as a good episode of *Brittas Empire* and an average *Red Dwarf*, both series starring the man providing Simon's voice - Chris Barrie.





review

On the PC this CD-ROM adventure business has been going a bit longer than CD32 and there's been plenty of adventures with CD dialogue. Yet when Adventuresoft's voiced up conversion of their year-old Amiga hit arrived it was instantly acclaimed the best of the lot by our sister mag, PC POWER. What was always a very funny game had been transformed by a quite exceptional soundtrack. Chris Barrie's got one of the most distinctive voices on TV and his comic timing is second to none. Unlike the weary readings given by the *Star Trek* cast on Interplay's PC CD-ROM adventure, Barrie turns in a first class performance which amply justifies his hefty fees. His famously snide, world-weary tones suit Simon's character down to the ground and lift amusing lines into quite a different league. Rather than imagining the dialogue in your head, the CD version gives you the lines as delivered by one of our best comic actors. More surprisingly a host of 'unknown' supporting actors are often equally impressive with Tony Dillon's 'socially inept' Swampling being simply brilliant.

Lengthy recording sessions produced over 12 hours of DAT tape, subsequently edited down to around two hours worth of samples, 3,500 in all, consuming about 143Mb of disk space. Overall it's a very worthwhile use of CD, while more realistic dialogue can seem almost irrelevant to the game at hand, the jokey nature of *Simon* makes replaying the samples as enjoyable as a tape of some famous comedian's stand-up performances.

Another reason why the game is guaranteed to have you in stitches are the graphics. The original game has some magnificently detailed landscapes and these were toned up to 256 standard for PC and A1200. The colours really are extraordinarily vivid and the amount of detail is simply splendid.

But however good the screenshots look static, the best fun is when an innocent action results in all sorts of wild things happening, the graphic animation perfectly synched to the soundtrack. While the game rarely matches the Warner Bros style wildness of *Little Devil*, its more restrained, characterful presentation is no less amusing. The best testimony to the game is how scenes flawlessly merge graphics, sound and plot to provide classic comedy scenes to rival any TV show. A particular favourite has to be when Simon is trying to cross a bridge alongside a billygoat. The way is blocked by a Troll who's grumpy about forever being butted into the river like in the fairy tale - scripted by his employers, the Brothers Grimm. As he gets out his strike placard, the billygoat insists on carrying on reading from the script as well as his comprehensive contract. Such sequences often lack full interaction, your responses are pretty much directed to an inevitable end, but the comic flourishes which surround the scene's



On route to the Castle. The snow covered mountains hide many surprises, but nothing can prepare you for what's ahead.

execution are like no other computer game you've seen. *Simon The Sorcerer* is simply very, very funny.

The actual format of the game is, however, very conventional. There's the graphics window where you control Simon via the joypad, and underneath that there's Action and Inventory boxes. The Action box unusually has words rather than icons, but that's an advantage with the confusion caused by some icons we've seen, and the L/R buttons usefully scroll through the options so you don't have to click on them. The Inventory is self-explanatory, but one nice icon is a map which you can click and teleport instantly to anywhere in the game you're previously visited. Since a lot of *Simon's* puzzles relies on revisiting previous scenes with newly collected objects, this is a brilliant idea.

Overall *Simon* is a solidly constructed adventure with plenty of good, well thought-out puzzles and quite simply the funniest jokes ever to appear on an Amiga. If you fancy a laugh, there simply isn't any competition to this brilliant game. □ SSW



Another brilliant location. Simon needs to see someone here, but he can't find him. That moose head looks suspicious...

This mummy doesn't like the look of Simon and Simon does not like the look of this mummy!



This owl may well be extremely wise, but also very forgetful and mumbles quite uselessly. It's a delightful womb like home he has though.



The swampling is very lonely because no-one turned up for his birthday party.





Walk to Look at Open Move
Consume Pick up Close Use
Talk to Remove Wear Give



"It's a very worthwhile use of CD, while more realistic dialogue can seem almost irrelevant to the game at hand, the jokey nature of Simon makes replaying the samples as enjoyable as a tape of some famous comedian's stand-up performances."



Simon has shrunk himself to fit through a small gap in the hill tower. He's got to negotiate the rubbish before he can get there. If you are in any doubt of the quality of the artwork in this game, then this shot should dispel those nuisances to the wind.

The absolutely classic confrontation between a disgruntled Troll and a pair of billygoats will require some skillful negotiation by Simon if he's to get across the river. Be polite!



Simon the Sorcerer

● PUBLISHER: Adventure Soft ● PRICE: £39.99
● DEVELOPER: In-house ● OUT: Now



These barbarian women are on a quest similar to yours. Maybe they could help you, if you could talk to them. Below, some of the backgrounds are just incredible. Skull island is breath-taking and quite frightening.



Profile

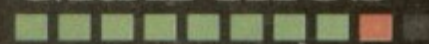
1 PLAYER
1 SKILL LEVEL
✓ SAVE GAME

One save position needs nearly all memory - be careful!
✓ CD32 ENHANCED
Incredible CD soundtrack.

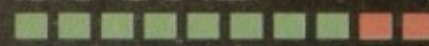
PROS: Besides the top notch soundtrack, there's a solidly constructed and very funny adventure with plenty of wit imagination and challenge.

CONS: Some of the set piece scenes down-play interaction to allow for linear comedy routines. Play is rather sluggish.

GRAPHICS



SOUND



GAMEPLAY



90%



review



While most CD32 games are merely revamped floppy disk games, *Lilil Divil* was designed from the very start as a CD-ROM game. Well over four years in development, it's finally arrived on PC CD-ROM, CDi and – the best version of all – CD32. In the game you play Mutt, a denizen of the Underworld who spends most of his life sleeping, waking only to eat and, occasionally, scratch. Sadly for him, luckily for you, all that's about to change with the poor critter being selected to get the Mystic Pizza Of Plenty. Every year a divil is selected, but so far none have returned...

During its mammoth development *Lilil Divil* has actually outlasted or outgrown some of the videogame systems it was intended for. As levels expanded an A500 version was soon dropped, CDTV was never really a contender and Nintendo's SNES CD-ROM upgrade was scrapped before it actually went into production. Commodore itself, after all, might not outlast this crusty old soldier!

Although not quite as ancient as Old Nick himself, *Lilil Divil* goes back a long way and in some ways this limits the game. Back in the days of single-speed drives and 16bit graphics systems the non-stop FMV-style graphics of say *Rebel Assault* or *Cyberwar* were science-fiction. So rather than constantly streaming data off disk like *Microcosm*, *Lilil Divil* simply uses CD-ROM like a big data dump.

The main part of the game is a fairly simplistic maze-game where you wander about tunnels, dodging various obstacles and collecting food, gold and keys. The graphics are slick, there's over 1800 animations on Mutt himself, but the CD is only used to provide an excellent soundtrack. Secreted within the maze, however, are a huge variety of subgames. To complete each of the five levels you must enter around fifty dungeons, either to collect special items or simply to progress to the next part of the maze.

The dungeons are the real show stoppers, at over a megabyte each you can see why a floppy disk version simply isn't on. Moreover, the gameplay of the dungeons is quite fantastically varied. In one dungeon there's an hilarious *SFII*-style combat game, in another there's a Simon-style memory test like in *Impossible Mission*, later on you must mix potions for a witch. After a few hours play you'd expect the dungeons to start repeating themselves, some new graphics maybe, but the same old gameplay. So far, this hasn't happened. Gremlin claim there's over a hundred hours of gameplay in *Lilil Divil* and I can certainly believe that.

Cynics can certainly argue there's nothing in *Lilil Divil* which is technically state-of-the-art, nor are even the best dungeon games amazingly sophisticated, but that doesn't really matter. By virtue of its extraordinarily development time *Lilil Divil* shows just how big a CD-ROM game can be. And by big I don't mean masses of pre-rendered Silicon Graphics FMV and repetitive gameplay, I mean simply masses of gameplay. While the maze exploration is, in gameplay terms, very limited there's an underlying sense of real adventure, of exploring ever further and uncovering new dungeons.

The main attraction which keeps you exploring are, of course, the graphics. The reason why Gremlin kept pumping money into *Lilil Divil* must, in part, have been



due to knowing they had a graphics team who are among the best around. Like the CDi version, this is a full 256-colour game and as you can see from the screenshots the imagination, attention to detail and wit is stunning. While the variety of gameplay puzzles is top-notch, the real hook is seeing the extraordinary graphics they're wrapped up in. Like the puzzles, the graphics don't fall into any sloppy, repetitive patterns and you can never predict what's going to lurk behind the next door.

While the graphics look luscious static, you'll need our exclusive demo to reveal the brilliant animation which brings it all to life. Simply walking through the mazes Mutt radiates character, the way he reacts stubbing his toe or dropping down a pit is truly giggle-worthy – especially due to some effective spot effects over the music. In the dungeons themselves animation runs riot, putting many a Warner Bros cartoon to shame. When Mutt gets scorched on the dragon level he doesn't simply glow red and start again, he pops like a balloon, whizzes off into the sky, flops back to earth then jumps up rubbing his smoking tail! In the hand-to-hand combat game every move and countermove is a masterpiece of the animator's art. The best bit is usually when you win through and get a pay-off sequence. My favourite so far is when, after slaving over the controls in the furnace, you simply heave the anvil over onto a pesky worm. The way it splats is brilliant and this appropriately devilish sense of humour runs the whole way through the game. According to the hype this is the 'world's first interactive cartoon' and after playing it I can't argue.

So while *Lilil Divil* may no longer be technologically state-of-the-art and the maze bits can get tedious, the sheer scale of the game more than compensates. The graphic and gameplay variety of the dungeon puzzles is incredible, while the soundtrack is gorgeous and the sense of humour is truly, wickedly inspired. For a fun mess around on your CD32, this is a quite extravagant treat which should be savoured over a great many late nights. □ SSW



LITIL DIVIL



It may not look much static, but in motion this is hilarious with Mutt proving exceptionally reluctant to hand over his dosh and earning several slaps.

It's almost worth dying just to see the brilliant death sequence. After being roasted, Mutt ends up in a torture chamber with a man who clearly loves his job.



● PUBLISHER: Gremlin Graphics ● PRICE: £34.99
● DEVELOPER: Gremlin, Ireland ● OUT: Now

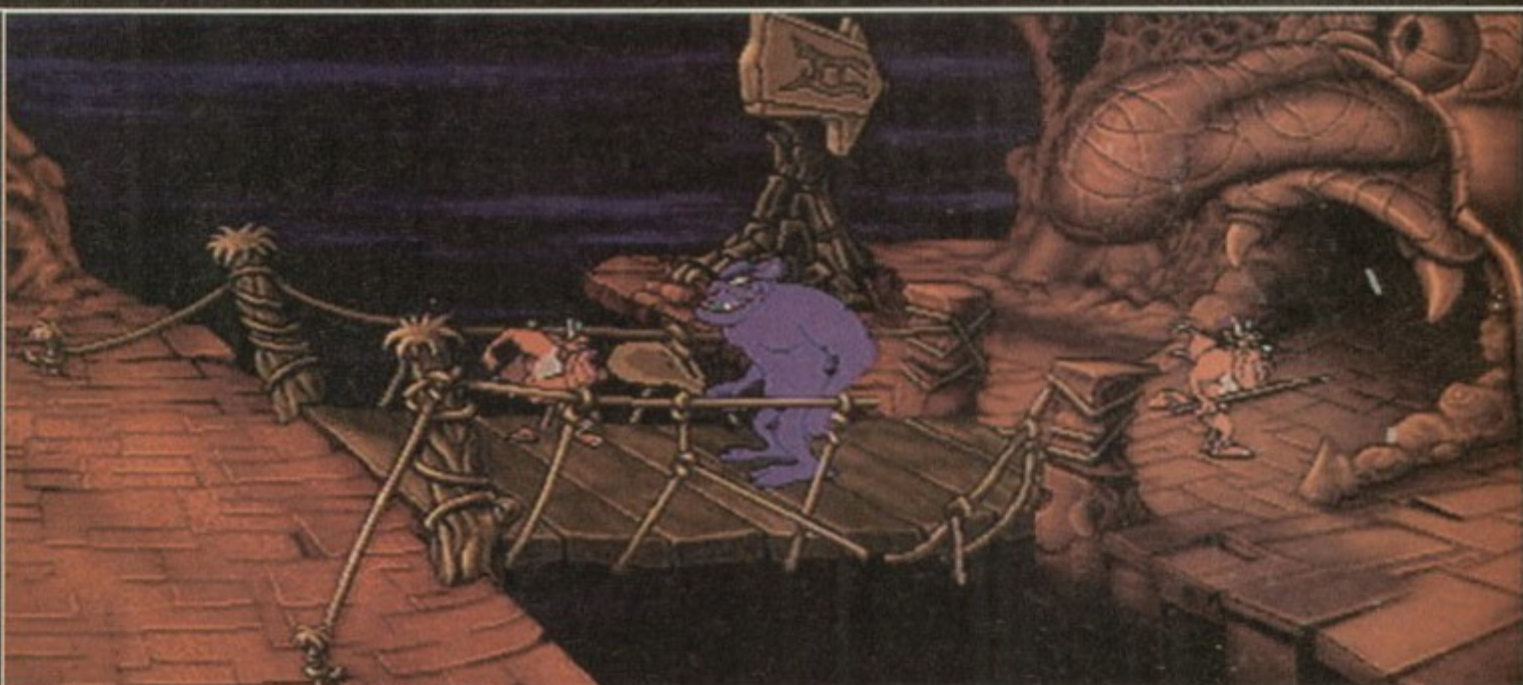


Working out which dials to twist is made even more fiddly by the pesky green worm resetting them. But when you succeed the pay-off is brilliant.



Scattered throughout the game are shops where you can spend the dosh you've collected. Unsurprisingly, the can of insecticide is very useful in the spider room.

At the start of each level Mutt must overcome a club-wielding demon determined to flatten him into the ground. On level one you can't lose, it's just an intro to the game style, but later on it gets tougher. *Litil Divil* was conceived as a game which would look as good as *Dragon's Lair*, while still retaining the playability of a conventional game. After almost five years in development Gremlin have succeeded in realising their dream. The game's animation rivals any Disney toon.





review

Divilish History

Winter 1990: The idea arises of developing a cartoon-style game for floppy disk on the Amiga A500. Gremlin okay the project with Emerald Software, who were then based in Ireland - which has an abundance of animation talent. Several of the artists involved in developing the *Little Divil* character have worked for Don Bluth, of *Dragon's Lair*, *All Dogs Go To Heaven* and *Thumbelina* fame. While the animators beaver over graphics, a game design is roughed out. Details soon appear in the press and although no-one could imagine it then, the character is set for many years of star appearances at trade shows.

Winter 1991: Emerald Software move to Sheffield, becoming part of Gremlin's inhouse team. The *Little Divil* project is handed over to another Irish team, namely Pixel Productions, which had just been set up to exploit that Irish animation talent. Only recently the highly acclaimed Cinemaware company - remember *Rocket Ranger*, *Defender Of The Crown* - had closed their Irish office and Pixel hoped to pick up some of their people. For *Little Divil* Pixel would rely on industry veteran Phil Plunkett (for the backdrops) and Aidan Walsh, whose character animation skills were previously illustrated by his work on the TV series *Teenage Mutant Hero Turtles*. At this point *Little Divil* is intended for Nintendo's SNES CD-ROM. However, while they're waiting for the full specs Pixel start work on a PC version.

1992: Pixel Productions become Gremlin Graphics, Ireland.

December 1993: The PC version is finally finished. It's 30Mb of compressed data and comes on nine high density disks for installation on a hard disk. This version is 32 colour and picks up rave reviews from several PC magazines, including *PC Action*, *PC Zone* and *PC POWER*.

Early 1994: After discussions with Philips over a CDi *Little Divil*, it's decided the game will be upgraded to 256 colours. This version will also be adapted for PC CD-ROM and CD32. For both CDi and CD32 there are significant problems. Firstly, RAM as the PC's standard 4Mb is twice that of CDi or CD32. Secondly, the PC version uses 56K of hard disk space. Most of the dungeons are less than 2Mb anyway, but the tunnel sequence requires 4Mb. Data could be stream off disk, but the programmers want to avoid the delay that would cause in game interaction. Advanced compression techniques win through eventually and while two 'sleep' animations are cut, almost everything else is kept and the CD32 version benefits from a new rotation animation. On the PC if you wanted to reverse, Mutt simply walked backwards making traps hard to avoid. For CD32 you can turn, the whole tunnel spinning about in a new, slick effect which also significantly improves gameplay. Saving the game is a little more difficult (see box).

August 1994: The finished CD32 game is finally delivered and, according to the developers, is the best version of all.



Mutt disappears into the sky with his tail on fire! Simply trying to leg it past those flames isn't a good idea. Maybe those gems can help...



Just when you think you've seen it all, up pops another imaginative dungeon. Here you're challenged to a game of tennis by a Red Indian.



Saving Divil

While the original PC game required 56K, the CD32 version uses just one byte of the machine's 1K of non-volatile RAM. The save is activated when Mutt enters a bedroom - there's one on every level. Due to memory restrictions this only saves what level Mutt's on, not how many rooms he's completed. However, if you're playing the game on an A1200 with a CD drive, or a CD32 with SX-1, then you can save the entire game situation...

CD32 Owners with external floppy drive

1. Format an AmigaDOS disk.
2. Create two sub-directories 'C' and 'S' on the disk.
3. Copy the contents of directories 'C' and 'S' from the *Little Divil* CD on to their respective directories on the floppy.
4. Edit the file 's/startup-sequence' on the floppy disk and add the following line just after the first line of the file: C: Assign >NIL: LD32_SAVE: dfo: Note: If your floppy drive has a different name, e.g. df1:, then change this assign accordingly.
5. Make the disk bootable by executing the AmigaDOS 'install' command on it.
6. Boot up the CD32 with the *Little Divil* CD in the CD bay with the lid closed and the floppy disk in



the external disk drive.

7) After a moment the title will play as normal. When you get to a 'Save' room and Mutt goes to sleep you will be presented with four ghosted icons which represent four free save game slots. Select one to save your current game in. You can save over old games when you run out of free slots to use.

Note: If on boot up you see the Amiga Workbench screen then you have incorrectly edited the 'S/startup-sequence' file. Just start again and make sure you type in the assign correctly.

A1200/A4000 Owners with CD-ROM drives

While the game should run on A1200/A4000s with CD-ROM Drives attached, we can't guarantee it will run on all systems. If you have

trouble running it then follow the procedure above for CD32 owners. If *Little Divil* still won't run then I'm afraid you're out of luck. If you are lucky you can simulate the CD32 joystick with the following keyboard equivalents.

Joypad button	Joystick	Keyboard
Red	-	Left-Alt
Blue	-	Left Amiga
Yellow	-	Escape
Green	-	Left-Shift

IMPORTANT: Remember to assign "LD32_SAVE" before running the game if you wish to be able to save game positions.



"While the graphics look luscious static, you'll need our exclusive demo to reveal the brilliant animation which brings it all to life... walking through the mazes Mutt radiates character... especially due to some effective spot effects over the music."

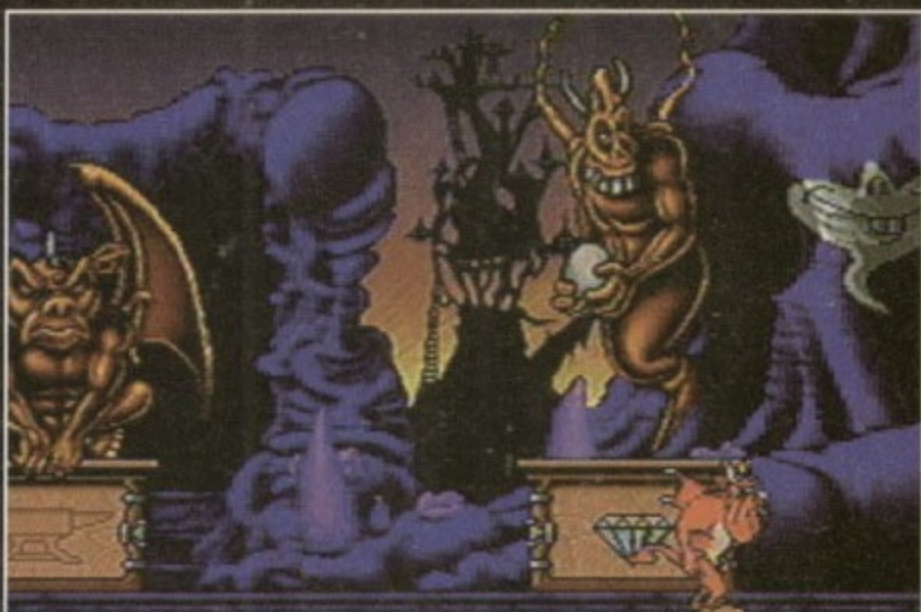


Step on the fishes to send coded signs. Get it wrong and the mermaid scrunches Mutt in her fist before backhanding him across the ocean. This is one mean green femme.

LITIL DIVIL



To rescue this distressed damsel you must line up the stepping stones by pulling on the ropes. Succeed and the grateful woman will clasp you to her bosom - it's what being a devil's all about.



The end of Level One and a ghost is unleashed for each item you've collected. Unfortunately, the anvil is missing so it's back to the maze. Thankfully the dungeon you need isn't far back.



Profile

- 1 PLAYER
- 1 SKILL LEVEL
- ✓ SAVE GAME
- ✓ CD32 ENHANCED

At over 30Mb a floppy disk version is impossible.

PROS: Enormous with over forty different, spectacular puzzles rooms, a brilliant cinematic soundtrack, masses of humour and hilarious animation.

CONS: Maze exploration gets a bit repetitive and having to go back to the start of a level can be very annoying. Sheer size may daunt many players.

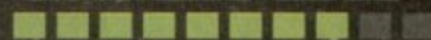
GRAPHICS



SOUND



GAMEPLAY



90%



review

Despite fierce competition, *Jet Strike* has to be the most boysy videogame ever. From the title screen motto (Dagga, dagga et blastium) to the 009 storyline to the biggest armada of military hardware ever, this is the ultimate schoolboy dream. Already a big hit on the A500, it's been massively upgraded for CD32 in all departments.

At first glance *Jetstrike* doesn't appear all that special. The inlay consists of simple instructions, the plane graphics are tiny and the control system is initially rather fiddly. You begin the game expecting a simplistic little blaster which will run out of lastability within a few hours. However, the more you play, the more you find, and in the end putting the joypad down becomes darn near impossible.

Take the proper instructions. You access them off the title page and they open up into a surprisingly comprehensive, in-depth document. The truly schoolboy plotline runs on for pages, embroidering the scenario with plenty of fine British jokes. Your enemy is none other than SPUD (Society of Particularly Undesirable Dastardly Dudes), who have bribed the world's governments into letting their crimes go unpunished. So it's up to you, Harry the mechanic and a few loaned aircraft to set the world to rights. The humour nicely balances a quite fanatical obsession with military hardware.

The instructions go on to detail 59 different aircraft, including a fleet of modern jets (everything from a MiG-25 to an F-22 to the Stealth fighter), a handful of WWI & WWII planes (Fokker DR1, Spitfire, Zero etc) plus stunt planes, a seaplane, a hang-glider and even a dragon (from a planned dragon mission disk!). It's an incredible variety and while the sprites are tiny, in-game they show a wealth of detail with masses of animation for the various banks and rolls the planes are capable of. The F-14, for example, starts on the runway with its swing-wings forward. Open up the throttle and the engines howl, the afterburners spitting fire as the plane accelerates. When the plane takes off it rolls over to show a top view from which you can admire the wings smoothly sweeping back into the supersonic position. It's an incredible amount of work: each and every plane is properly scaled and lovingly detailed, right down to the refuelling probe on the Gruman Intruder.

Once you're picked your plane Harry automatically supplies weapons appropriate to the mission. But if you'd prefer to have more control you can select your own firepower - there's about 60 different types, including a tactical nuke for special missions. While most of the weapons look alike - there's not that much difference between a Sidewinder and a Skyflash missile - more exotic weapons are nicely portrayed. Cluster bombs deploy with a flutter of parachutes to ensure the maximum spread of destruction. Spectacular explosions, including whizzing shrapnel as well as billowing flames, make wasting enemy locations particularly satisfying.

The game includes 150 different combat missions ranging over various different locations. The save option comes up after every five missions initially, before extending to ten and then fifteen missions to increase difficulty. A neat tactical element is how the lives work. You've got one life and seven different aircraft. Initially ejection is automatic so it's impossible to lose a life, but later on it's up to you to eject. Also, the best aircraft come in limited numbers so using the best ones first isn't good tactics. Another reason to experiment with your choice of plane is the sheer variety of missions. Of course there's plenty of bombing missions, with targets increasingly heavily protected and geographically inaccessible, but there's also air rescue, dogfight, reconnaissance and even secret agent drop missions. Do well and secret missions become available, including one to provide you with a weird new vehicle. Each mission is part of an ongoing storyline with plenty of humour - one has you dropping an Austrian commando into a jungle to hunt a predatory alien!



A good example of the thought that's gone into the game is how locations remember your missions. While you're working through five missions at an air field, the targets you've destroyed stay destroyed. So once a primary target has been destroyed it's worth using excess ammo on secondary targets such as anti-aircraft batteries or tanks. You can also return to base as many times as you want, perhaps starting off with an F-15 to take out some MiGs, then returning to base and swapping to an Su-25 to take out your main ground target. But unlike the original game, enemy forces will rebuild their defences over time.

You'd think such a formidable challenge would be enough for one game, but the programmer's also thrown in another 22 or so Aerolympics missions which are brilliant fun, especially with a friend or eight (see box-out). And on top of this there's ten training missions (the enemy fire blanks) and around a dozen practice missions (ammo is live!).

Clearly what was already a hit A500 game has been massively expanded for CD32, with several times more of just about everything: planes, weapons, missions and, of course, colours. The new version is full AGA and besides the exquisitely detailed aircraft there's some stunning landscapes and enemy targets to blast to kingdom come. The scrolling of the background isn't quite perfectly smooth, but as this never affects the aircraft's handling it hardly matters.

Audio is even more impressive and is among the best yet on CD32. Of course, there's superbly realistic jet and propeller noises, explosions and gunshots, but on top of this there's seven soundtracks drawn direct from the CD. These range from some synthpop reminiscent of an old BBC flying series to rock tracks like *Drop The Bomb* complete with Iggy Pop-style vocals. Gremlin take note, Rasputin have these running together with no problems and there's a comprehensive menu to tailor the audio to your tastes, dropping all or just some of the tracks as you please.

The most impressive aspect of *Jetstrike*, however, is the most important part: its playability. The control system is hardly simulator realistic, but it does have near-perfect 'feel'. Pull up on the joypad too fast on take-off and the aircraft will stall, sliding back on its tail. Make a turn and the aircraft doesn't simply flip around, it realistically banks losing a little altitude as it does so. With such realistic handling, making dive bombing runs into steep, heavily defended valleys is truly hair-raising!



As you'd expect of the programmer, each of the 60 planes has its own distinctive feel. The Tuscano light trainer is unbelievably responsive, while the Grumman Goose takes forever manoeuvres like a lead balloon - especially if weighed down with

water for a firefighting mission. Landing can be tricky, but Rasputin have included an optional auto-land system which handles everything except lining the plane up.

For novices probably the best aircraft are the helicopters which go into a hover rather than stalling and plummeting into the ground. Gunship copters pack plenty of punch too, although best of all is *True Lies* star, the Harrier jump-jet which can be switched between 'agile' jet handling and easy helicopter handling as you like. If only they weren't in such limited numbers I'm sure I could've got further.

While Rasputin do provide a stall-free arcade mode for beginners, the realistic mode allows much more control and you can pull some absolutely amazing stunts. On one occasion I dived the control tower, pulled up way too late, snapped into a turn and accidentally stalled it which cut speed so dramatically I touched down light as a feather and stopping within a few millimetres. Fun, but once perfected brilliant for picking up agents from tiny runways behind enemy lines.

For all its fantastic attention to detail *Jetstrike* won't appeal to everyone, some sim-addicts will be lost without sluggish 3D and boring manuals. However for arcade fans this is a dream come true. Just like an old classic coin-op there's a sophisticated control system which, with practice, can deliver unbelievable stunts. Unlike a coin-op there's a massive 200 plus missions to complete, the 150 combat missions all part of a huge story complete with neat twists and plenty of tongue-in-cheek humour. Even when you finish the game you'll come back to try new tactics, uncover hidden missions and, of course, for those multi-player Aerolympics competitions. If you fancy a blast, this is just about perfect and besides being one of the most original CD32 shoot-'em-ups is also undoubtedly the best. ■ SSW



JETSTRIKE



● PUBLISHER: *Rasputin* ● PRICE: £25.99
● DEVELOPER: *Shadow Software* ● OUT: Now



Traffic control mayhem! As a Hercules takes off, you follow suit in a Fokker Dr.1 – the Red Baron's famous triplane. Besides being fun, old planes earn massive bonuses if you finish a combat mission with one.



A Harrier II jumpjet swoops low to take out a sub. Able to hover like a copter, the Harrier is great for low level attacks.



On a moonlit night your secret mission is to deliver an agent behind enemy lines. Smoke marks the spot for the parachute to land.



The superb Soviet Werewolf gunship helicopter rockets an apartment building while dropping anti-missile flares.



Top Gun fever! An F-14 Tomcat is catapulted off the deck of an aircraft carrier. The game even includes a parody of Kenny Loggins' famous *Highway To the Danger Zone* song.



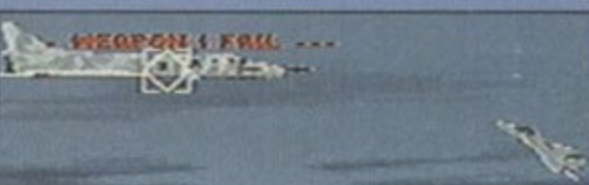
Who needs *Urban Strike* when you've got *Jetstrike*? On the city levels you must avoid hitting civilian territory on missions which include blasting boobytrapped taxis and, as here, terrorist-packed trains.



Drop a marker bomb to call in a B52 which will totally level any target. You must protect the B52 against enemy fighters though.



Running low on fuel? Zoom up to this Hercules for air-to-air refuelling. It's often quicker and less risky than returning to base!



Take too long on a mission and a Backfire bomber will be scrambled to level your airfield. Here a Grumman F14 intercepts.



The USAF's newest jet, the F22, downs an enemy jet.



review

SHADOW Software

Set up in 1989, Shadow Software is very much a family affair consisting of brothers Aaron and Adam Fothergill. Aaron is the programmer of the partnership who, having taken an 'O' level in computer sciences early in the 1980s, emigrated to Hong Kong where he worked on Apple Macs for a radio station. He returned to the UK in 1986 and spent two years unemployed before getting involved in developing utilities for STOS - the Atari ST's operating system. His work was so impressive he was promptly taken on as part of the development team for AMOS. He also brought in Adam, whose artistic training made him a natural for working up graphics for both the utility itself, and the games used to demonstrate it.

Shadow Software soon followed and while the main focus was utilities, the brothers also found time to write *Airstrike* for the ST. A very early version of *Jetstrike*, with flickscreen scrolling, it was nevertheless Atlantis Software's biggest seller and became something of a cult hit. Work started on its *Jetstrike* sequel in 1991 as a part-time project. While this meant the game took a lot longer to finish, it also gave time to dream up ever more ideas to pack into the game. For example, there's even a cruise missile which automatically follows the terrain before diving into its preprogrammed target. Such a wealth of ideas obviously required a lot of play-testing to ensure they didn't make the game too easy. The long development schedule helped here as well. At one stage the brothers had no less than twelve 'test pilots' working on the project, intensively debating any new addition to the game.

In 1992 Aaron began bombarding software houses with press releases. Unfortunately, most of the big companies were too conservative to take it on. Virgin spoke for many when they dismissed the game because it was neither a simple arcade game nor a simulator. Any game with simulator-type depth had to have 3D graphics they believed.

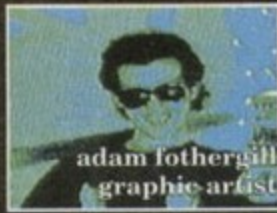
Finally in 1993, Rasputin stepped in. After playing the game they came up with a long list of suggestions. Some, such as removing numerous sarcastic touches such as comparing the dragon to a previous Prime Minister, were ignored. Others were taken to heart. After so long in development *Jetstrike* had been fine-tuned to its many now expert players. For general release, the early part needed to be made easier and training missions were also added.

In November 1993, the A500 *Jetstrike* was released and won some rave reviews. It didn't sell that well though, a fact blamed more on poor distribution than inflexibly minded consumers. Those that did manage to get hold of the game have apparently been very enthusiastic, with many of the new aircraft suggested by them. For the AGA versions Rasputin have switched distributors and hope for better sales. The original distributors had asked for a straight port for the CD32 version, but unsurprisingly Aaron turned it down. He and his brother had their own band, Aerial Anarchy, and couldn't miss the opportunity to include some tracks on the CD version of their game.

For the future, there are already plenty of ideas for *Jetstrike* mission disks including a dragon fantasy scenario and possibly even network play. After perfecting such an excellent control system, both the game's producers and its many fans are eager to add yet more levels to play with.



aaron fothergill
programmer



adam fothergill
graphic artist



bob baker
test pilot



nigel critton
AGA routines

VOTE
NIGE!

AEROLYMPIC Antics

There are 22 different Aerolympic missions which are randomly shuffled up for play. Typical missions including flying between gates in the sky formed by balloons, popping balloons located in impossibly difficult places, shooting target sites and even rescuing a space capsule. Most missions restrict your choice of aircraft to increase the challenge: some missions are only possible with the dread hang-glider. Best of all the Aerolympics are arranged so you can have up to eight friends taking turns and with the missions mostly quite short this works really well. After the apocalyptic action of the combat missions, the Aerolympics are a welcome giggle. With such superbly acrobatic aircraft as the Geebee Racer or the tiny Octopussy Acrojet, it's really exhilarating just messing around. And with no bombs or missiles, you get to appreciate even more just how well judged that control system is.



Balloon gates test your acrobatics.

A Porter Pilatus tows a hang-glider into the air for the start of a new stunt session.



An EH101 prepares to winch up a space capsule.



Firefighting is one of the most fun Aerolympic events. Careful aiming and good timing is vital to success.



COCKPIT Conundrums



1) **AIRSPPEED:** At top speed the aircraft moves to the rear of the screen so you have the maximum forward view. At lower speed the aircraft becomes more central, giving you broader positional awareness.

2) **FUEL:** When the 'fuel low' warning sounds you'll have just seconds to find a runway.

3) **DAMAGE INDICATOR:** As you take damage various different systems go down. Even minor damage can be fatal if a fire starts - watch out for a fire extinguisher bonus to prevent this.

4) **WEAPONS DISPLAY:** There are three weapon bays for the red, yellow and blue joystick buttons. Red is for the cannon (if fitted), while yellow and red take stores from the 60-plus on offer. Anything from light rockets to nuclear weapons.

5) **ALTITUDE:** Fortunately background graphics such as mountains serve to make it relatively easy to judge altitude.

6) **SCORE:** Mega-points mean prizes, with bonuses floating out of the sky. These can be anything from an extra life to extra armour to a computer-controlled gun.

7) **KILLS:** Every jet downed earns you a nice little aircraft symbol.

8) **RADAR:** Besides showing the relative positions of the target and your base, this also shows hills, mountains and aircraft. The latter can be jammed by the enemy though.

9) **FUEL:** This icon indicates the direction of the Lockheed Hercules which has been converted for air refuelling. On missions where it's available you can save yourself the risk of landing by getting a quick top up from it. Other HUD-type icons show the direction of nearby enemy targets and bonus items.

10) **LIVES:** You get seven aircraft to play with, but just one life. Fail to eject and it's game over.



As a Hercules drops paratroopers over the target zone, your F14 tangles with a Rafaele fighter. Flying top cover on B52 and C-130 missions is critical as they're both highly vulnerable to fighter attack. All it takes is for a couple of shells to land on target and these huge planes burst into fire, plunging to the ground.



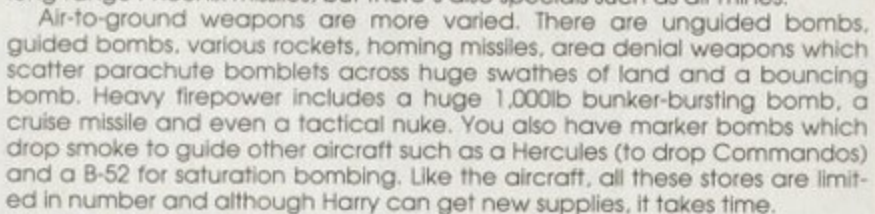
"Best of all is *True Lies* star, the Harrier jump-jet, which can be switched between 'agile' jet and easy helicopter handling as you like. If only they weren't in such limited numbers I'm sure I would've got a lot further."



■ HARRY'S *Specials*

Beside maintaining 60 different 'loaned' aircraft, Harry the mechanic also looks after over 60 different stores. Non-lethal stores include drop tanks (which extend range and really can be dropped), reconnaissance cameras (which display a map of enemy defences when you return to base) and camera missiles (which can be dropped into heavily defended mountains to see just how tough things are).

Lethal weapons come in two main types, air-to-air and air-to-ground. The former mainly consist of homing missiles, from short range Sidewinders to long-range Phoenix missiles, but there's also specials such as air mines.



Profile

- 1-8 PLAYERS
- 2 SKILL LEVELS
- ✓ SAVE GAME
- 3 save game slots
- ✓ CD32 ENHANCED
- More missions. CD soundtrack.

PROS: Feels like a classic coin-op, but with the sort of variety and challenge only a home computer game can provide. The attention to detail is absolutely unbelievable, and it'll take ages to discover all the little touches crammed in.

91%

review

It's been over four years since Lotus first screamed onto the A500, causing a sensation with its speed and fabulous splitscreen mode. Now thanks to a conversion of a SNES update of the Lotus trilogy, Gremlin roll out their very latest boy racer.

Perhaps the most impressive aspect of *Top Gear 2* is the manual. A once simplistic game has been outfitted with more options than a Lexus limo. The aim of the game is winning a championship which stretches over 16 countries, each with four tracks, and numerous weather conditions including rain, snow, fog and night driving. Weather matters because there's a comprehensive array of upgrades including: wet and dry tires, rear, front and side armour, nitrous injection systems, new engines and both manual or automatic transmissions. Each of these upgrades are available in four different types, increasing in cost, and reading about them certainly gets the mouth watering. Do you want to splash out your race winnings on 'High Performance Radials' or save up for a top-of-the-range, '5-speed Close Ratio manual gearbox'?

The choice is yours and the manual is keen to emphasise the importance of making the right buying decisions as you progress through the championship. In *Top Gear 2*, simply keeping up with the pack isn't enough, you must also figure out an intelligent program of keeping your car's performance competitive.

Unfortunately, on the tarmac *Top Gear 2* lacks zest. An AGA-only game, it does boast some impressive sky blends and the cars are well detailed. The all-new crashes with the car spinning and even flipping over in pseudo 3D are nice to look at, but as ever all the cars are identical but for their paintwork. Your competitors are named in the race results table, but never identified with their cars so one-player mode is particularly soulless. Similarly, the 64 different tracks feature a wide variety of background graphics to scroll across the horizon, but most of them are poorly defined and the lack of parallax is disappointing. Roadside objects are mostly very wimpish, no effort is made to provide huge arcade-style hoardings flashing by and so the illusion of speed is less than awesome.

Undoubtedly the worst element is the car's handling which is as outdated as a Model T. Rather than constantly struggling with a nippy, high performance vehicle in fast-action competition, you're stuck with something which feels like a fat, sluggish limo. There's no sense of struggling with the car, it just cruises along and all you have to do is avoid the various obstacles and make the usually very shallow turns.

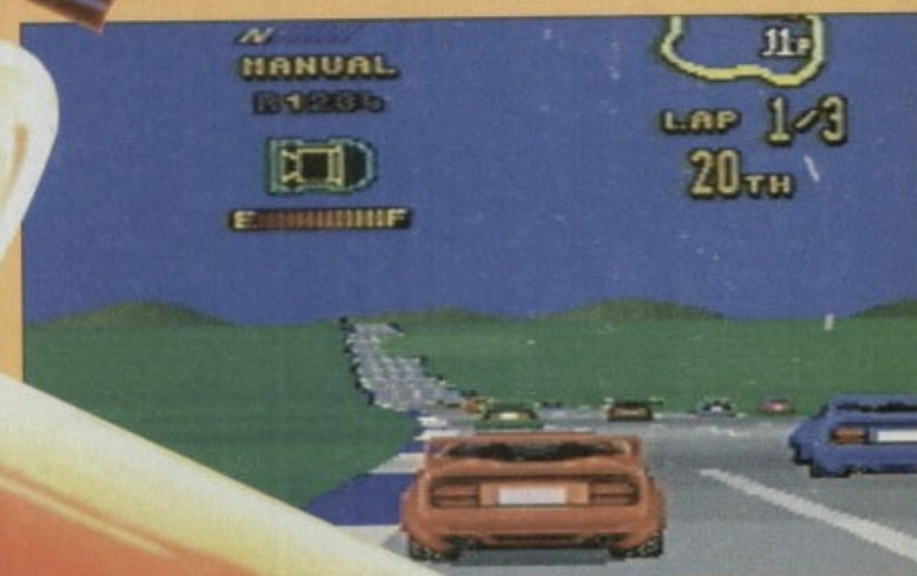
Since the side graphics are so dull and the crashes identical (you only ever spin or flip), tedium soon sets in. The game constantly steers you back onto the road so you can just keep your thumb jammed on accelerate. Crashes do, however, cause damage (hence the need for armour), but as this simply diminishes your top speed it's less than dramatic. Some pitstops with fast-action repairs would've been fun, but Gremlin decide to omit this tactical element. With *Ridge Racer* and *Daytona* battling it out in the arcades, *Top Gear 2* feels like a relic of the days when *Pole Position* was king.

The icing on the cake has to be the utterly dire sound. If Gremlin had sampled a full throated, turbocharged V12 engine then an awful lot could be forgiven. Instead you get this sewing machine-like drone, a nitro effect which sounds exactly like a jet taking off and a tire squeal which is like scraping nails down a blackboard. After a reasonably effective intro soundtrack, in-game music turns out to be so utterly bland and characterless that it's positively painful to listen to. Elevator muzak sounds like the Beatles by comparison. Yet despite their mutual awfulness, Gremlin fail to offer a combination choice - it's either the music or the sound effects, not both.

In conclusion, slapping a bit of paint and a few new options on the old Lotus game will win Gremlin very few fans. Due to the lack of competition on CD32, motor sports fanatics may put up with the dire handling for admittedly very slick graphics and attractively described, if poorly drawn upgrade hardware. As ever, two-player mode is relatively exciting, but in good conscience surely this must be the last time Gremlin run out the Lotus game engine and expect it to win any new races. ■ SSW



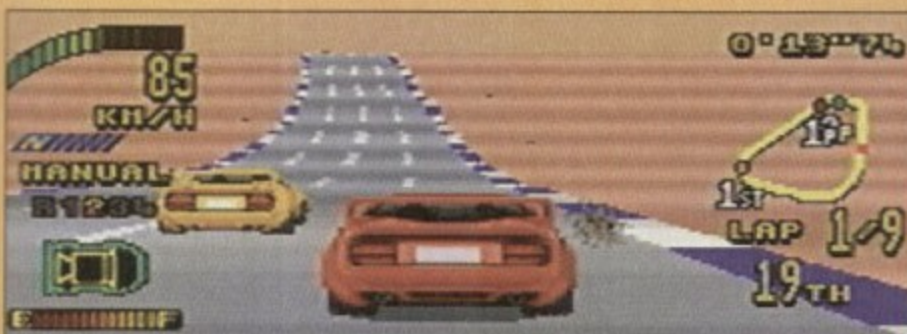
The red driver on manual gears takes a tumble, which should let the green in from position 19 to 20. Due to the rather uninvolved car control, competition against another player is not as furious as it should be. Winning is always more fun though.



TOP GEAR 2

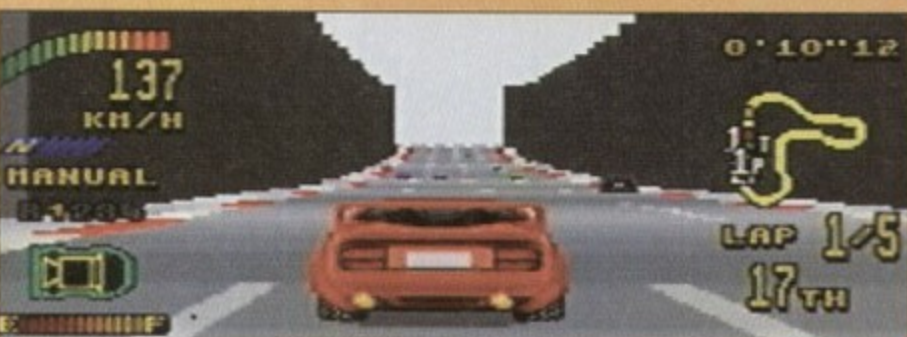


"The worst element is the car's handling which is as outdated as a Model T. Rather than constantly struggling with a high performance vehicle, you're stuck with something which feels like a fat, sluggish limo."



A picture may paint a thousand words, but they cannot convey the tragedy of the soundtracks. From lifeless ditty to moronic ramble, the tunes that litter this game are as bad as you're likely to hear. However, turn the music off and the sound FX aren't exactly blistering either, but it's one or the other (or OFF!).

Fancy a paint job? It's all you can get for nothing in this game, so feel free to experiment with the colour schemes. Armour, nitros, gearboxes, engines and tires are all available to customise your car, so high finishing positions are essential to get the dosh.



● PUBLISHER: Gremlin Graphics ● PRICE: £29.99
● DEVELOPER: In-house ● OUT: Now



Nitros flare to push the red up to top speed. Three short jabs of the red button activate a flare, which are invaluable on straights like this. A few positions behind, the green has spun out on an icy corner, but at twentieth, it couldn't really get any worse. Getting thrashed with auto gears by someone on manual is quite distressing.



Profile

1-2 PLAYERS
3 SKILL LEVELS
✓ SAVE GAME
Password.
✓ CD32 ENHANCED
Awful music now on CD!

PROS: 16 countries with four tracks each provide a big challenge. Weather conditions add some spice and the car crash graphics are attractive.

CONS: The cars' handling is, to say the least, unrealistic and deeply uninvolved. The tracks are monotonous and the soundtrack is outstandingly poor.

GRAPHICS

SOUND

GAMEPLAY

75%

review

As is well known, I'm an acknowledged master of the kitchen and the prospect of demonstrating my prowess on a videogame soon caught my interest. Would Mindscape recreate the dangers of the apparently casual shaking of noxious spices into a chilli? The tension of seeing whether your guests will merely gasp for water or simply keel over after one spoonful? Sadly not, because Pierre Le Chef is more of a food catcher than a gourmet.

Out To Lunch is a fast food whopper combination of *Bomberman* and *BurgerTime*, with enough action and variety to keep the most dedicated platform fiend entertained for ages. The storyline is sad but unimportant – top chef Pierre is scouring the world for the many varied ingredients essential to the menu of a cooking guru. There's six different countries to scavenge across, from Switzerland to China, with eight levels each.

Whilst collecting food may provoke a lapse of interest in anyone but our very own Dave "I'm not fat" Westley, Pierre's ingredients appear to have been heavily doused with Chernobyl rain. Each foodie treat is a sentient, agile, speedy little gastronomic delight which you must scurry after with net in hand. While small, their animation is a delight and it's quite a surprise when a flour stunned morsel abruptly leaps to its feet and turns tail. As your time limit gets ever tighter and platformers become ever smaller, Pierre has his work cut out just apprehending the ingredients.

To make our chef even more flustered Mindscape gradually introduce ever more elements. Springs, teleporters and slippery snow complicate things nicely, but the real trouble comes with ever peskier ingredients. Listeria infected potatoes can swallow up a careless chef, while eggs turn ballistic and

home in like missiles. Worst of all there's Pierre's arch rival, Le Chef Noir, who visits the cage where you must deposit all your captured ingredients. Unsurprisingly the fiendish chef promptly picks the lock and sets them all free! But using the cage is vital, otherwise whenever you get stunned by touching an ingredient, all the food you've collected is let loose.

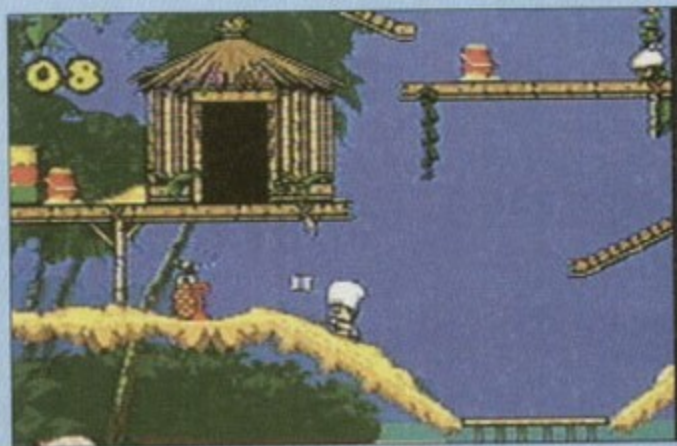
These ingredients (sorry) all combine to create a very playable platformer. Neither original nor particularly spectacular, it's packed with good, solid gameplay that never gives you a spare second to get bored. The further you get, the faster the game moves, the more complex the levels become to work out. A well judged difficulty curve ensures a time-gulping 'just one more go' syndrome that's hard to break.

Throughout the game the presentation is slick and involving. The early, snowy Switzerland scenes are not only beautifully detailed (in a pleasingly stylised fashion), they also add to the gameplay, as both Pierre and the many ingredients slip and slide up and down icy platforms, struggling to get a grip. It's a sight to behold, when a fleeing tomato scrabbles up a diagonal ledge, falls and tumbles down into your net. Flame-throwers can be picked up which toast your ingredients rather pleasingly (roast potatoes galore) and at the end of each country, a fun fruit bonus lets Pierre top up lives, time and points, in a predictable but thoroughly enjoyable pig out, similar to *Super Methane Bros*.

It's a shame that later levels don't have the ingenuity of Switzerland's slippery surfaces, and middle levels like China and Greece are rather dull, but some of the soundtracks make up for this – the West Indies graphics and tunes are gorgeous. Best of all the password facility, so sadly omitted from the tough SNES version, is thankfully re-inserted to make play much more enjoyable.

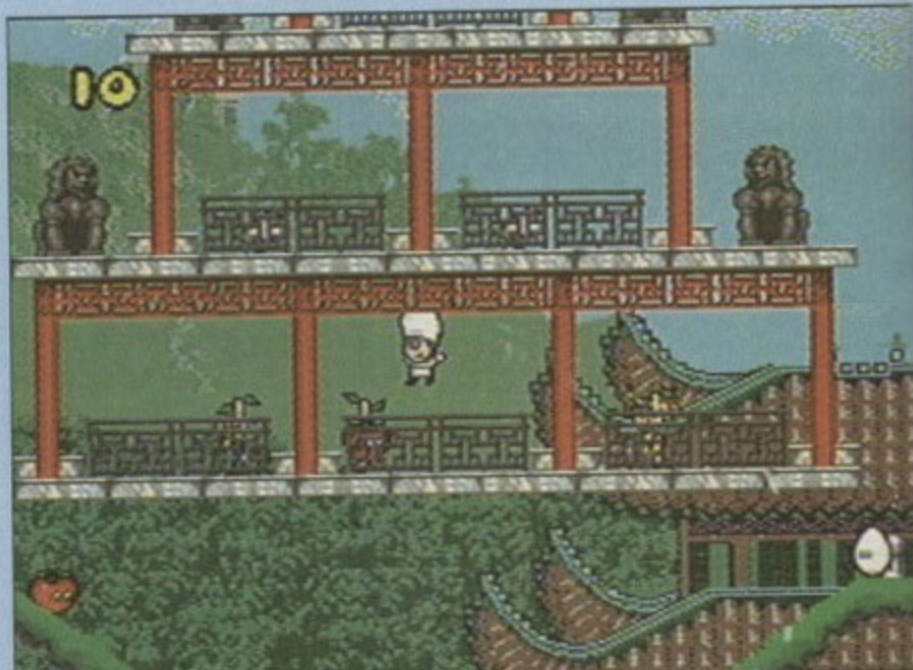
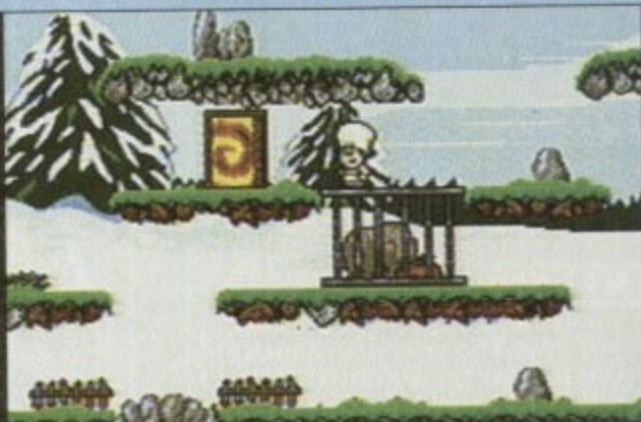
For two-player fun Mindscape have neglected to attempt a simultaneous two-player version (which would have made this really special), but the alternate play system works reasonably well. On the early, easy levels, speedy collection against the previous player's time is satisfying, and on harder levels, watching your opponent's strategies is a handy way of learning successful ways to complete increasingly bizarre mazes.

All in all this is a pleasing distraction, and whilst hardly essential is tough, challenging and very playable – just like all those old time classics everyone raves on about. ■



Get the pineapple! Fruits are a firm favourite of Pierre, but they tend to be extra bouncy and super swift, a tough catch with only bags of flour to help you. The Jamaican music spurs you on though, another excellent sound track.

Much like Jim Morrison, when Pierre has completed a particularly arduous task, he sees spinning doors that lead to other levels of perception. Are those magic mushrooms he's been catching? Ingredients captured, he's off.



Bash the strawberry. You can't go soft on squishy foods and strawberries make a delicious pie. Ruthless Pierre can jump on the tasty foodies if he's without flour or flame breath, but he'll need the net to stash the bootie and take it to the cage. The China levels aren't the best looking, but they're pretty tough, with lots of architecture to block your vision. At the bottom of the screen, a thoughtful tomato and egg look up, pondering their own cruel fate...



Pierre Le Chef is OUT TO LUNCH



"These ingredients (sorry) all combine to create a very playable platformer. Neither original nor particularly spectacular, it's packed with good, solid game-play that never gives you a spare second to get bored."



The flour to bash with and the net to catch food are easy to find at first. Not for long.



● PUBLISHER: Mindscape ● PRICE: £25.99
● DEVELOPER: In-house ● OUT: Now



All those slippery slopes make the Switzerland levels tough going, with jumping and bashing complicated by all the slippin' and a slidin'. Spare a thought for your victims though, as they're prone to a bit of tumbling down as well. And flour throws need to be well timed if you're actually going to stun anyone.

C'EST GAY *Paris*



It all ends in France, the home of good cooking, and the ultimate challenge to our little chef. There's plenty of mutant tatties to make life miserable for you, plus huge voids in the architecture that can only be traversed via springs.



Profile

1-2 PLAYER (alternate)
1 SKILL LEVEL
✓ SAVE GAME
Handy password.
✓ CD32 ENHANCED
Superb CD ditties...

GRAPHICS

SOUND

GAMEPLAY

PROS: Although at first it all looks very simple, play is compulsive, with lots of tricks and tactics to learn. The graphics are attractive and it's very fast to play.

CONS: The lack of a simultaneous two-player game is a shame, as this would have made it unmissable. Platform experts won't take long to polish the plate.

78%



review



With their superb *Faldo* license still riding shotgun over any rival golf games, Grandslam have turned they're genre-busting gunsights onto the road ahead – literally – with an action packed, explosively entertaining road racer featuring wannabe media darlings such as Loretta Lamour (in her kissy Love Bug), Mr Fabulous (author of the allegedly bestselling *Absolutely Mr Fabulous*) and Eric The Eskimo (favourite artwork – *Mona Freeza* by Van Cough). *Bump 'N' Burn* wallops you over the head with its extraordinary attention to detail, noisy soundtrack and dodgy jokes. It's complete sensory overload.

Ex-Thalamus programmer Peter Opdam is the driving force (sorry) behind the game, responsible for everything but the music. The game's brilliance is a slap in the face for all those faceless committee-designed products, a hilarious vindication of the power of the auteur. Every facet of the game has been honed and polished, the wit of the character profiles graphically extended throughout the game, from the tracks themselves (each an action-packed running set of gags), to the excellent *Bump 'N' Burn* MC intros. Before each race a riotous explosion of puns and gags is pulled off the CD, an American gameshow-style intro guaranteed to be low on taste, but high on alliteration and gags.

Once a race begins the CD audio switches to music, often themed as a witty comment on the graphic style. It's a real soundtrack, not some mere ditty and like everything else in the game, is an outstanding example of 100% top notch presentation.

But it's the game that matters most, and *Bump 'N' Burn* delivers more than enough gameplay to justify all the presentational gloss lavished on it. The game is split into eight different themed zones, each with several tracks. You can visit six of the zones in whatever order you want, but the last two are only accessible when the others have been completed. On the A500 version the final two zones are reduced to one, a space level appearing amongst the twinkling stars on the map screen. A1200 and CD32 versions, both blessed with 256 colour graphics, also feature a dream track – Virtual Vroomway.

There are seven racers to battle against and you must finish in the top three to qualify for the next race. Fail to come in the top three and you're given an option to use one of your three continues. Your grid position on the next race reflects your finishing position, so it's doubly important to finish well.

A key part of how well you do is the character you've selected. Each character's car is an outlandish customised extension of their flamboyant personalities: Colonel Carnage has a Tank, the Dodgy Dinos have a remarkably speedy Jurassic Jalopy and so on. Each car is best in its own zone, but otherwise the vehicles are fairly similar on speed and durability.

Once the race actually begins a small scanner shows your rivals whereabouts at the bottom of the screen. Yet further incentive to put the pedal to the metal is provided by a display of best lap times, not to mention an overall time limit. Although a lot of the battle depends on simple hard racing, *Bump 'N' Burn* injects a megaton of fun by masses of weapon power-ups. Once you run over a power-up icon its type is revealed at the bottom of the screen. Press fire to store it and fire again to use it. Weapons include oil slicks, mines, smoke, springs to leap-frog opponents and even brick walls that can be dropped behind you to hinder bumper-chewing competitors. The game's emphasis on humour and character is further emphasised by the missiles, which are unique to each racer. Loretta can fire Kissing Lips (what a way to go), while frosty Eric the Eskimo lobs ice blocks and the Dodgy Dinos boomerang Bones of Doom.

Speed-ups are similarly unique, Grandslam straying over into politically incorrect territory with Loretta's superspeed being provided by a pair of industrial hairdryers springing out the boot. The animation is swift and amusing – it will take ages for players to discover all the surprises tucked away in this game.

After each race, a visit to Fourstroke McChoke's shop lets you spend your money on boosters (turbo speed), Bump Power-ups (come off best in a collision) tyres and engines. All these can be significantly upgraded throughout the tournament, so collecting coins off the track is essential. Racing soon gets much more satisfying as your car gets faster and meaner.

It's the tremendous fun of racing itself that really marks *Bump 'N' Burn* as a cut above the rest. Skirmishes with opposition are frequent

and furious – you really have to wrestle with the controls to jostle your way through the pack. Unlike so many race sims, the computer-controlled opponents really go for it, and expletive splattered outbursts are common as you're pushed off the road, blinded in fog banks and spun off by oil slicks. Get into the lead and the pressure doesn't let up. One slip, and the whole pack will weave around you, and similarly, if you do get left behind, you may not see the back of another driver until you're lapped. There's a learner mode to get the gist of the tracks, but the middle speed setting is the most playable. The screen update is faster than any other race game I've seen, and even in two player mode, there's not a hint of slowdown. Speed Freak mode, however, is indecently fast, and I don't think I'll be trying that setting again for quite some time...

As you can see from the screen shots, each track is bursting with variety and humour, from the chewable Candyworld to the frighteningly slippery Frozen Fjords. The Volcano track features winding log bridges that traverse thousand foot drops, and Pterodactyls that grab your car, whilst the excellent Graveyard has huge ghosts that block your view and pumpkins that bounce you off the track. Hills, tunnels, bridges and banked walls ensure that you'll never get bored with this.

One particularly neat touch is Count Chaos. He's the largest and fastest driver of the lot, the one character you're not allowed to select. Defeating him is a game in itself, and if you defeat him in the tournament there's a special reward sequence. In fact, all the characters have their own winning story, discovering the way they spend their winnings being a neat incentive to play with each racer.

Without doubt *Bump 'N' Burn* is an Amiga classic. Besides all the glorious details, there's a superb feel about the car's handling. There's no actual crashes, you just slow-down which is punishment enough with such tough competition, this is a game which never lets up on the pace. With over six disks of data, and masses of CD audio, it knocks into a cocked hat current competition and is bound to do well. This is the most fun I've had on the CD32 all year, great in one-player and unmissable with a friend to join in. Overall a much needed shot in the arm for dejected CD32 owners everywhere. Excellent. ■ MCW

STAR Players...



The BEAVER BROS aren't the quickest, but they whip through the Fallen Forrest like lightning. Ugly as well.

COLONEL CARNAGE won't set any track records either, but he'll kill a lot of pedestrians, and's ideal for the City.



LORETTA LAMOUR lives in Candyworld and she can whizz through this colourful track in a flash.

The DODGY DINOS are pretty swift drivers, experts on the tricky volcano race course. Watch out for birds!



ERIC THE ESKIMO can really put his foot down on the Frozen Fjords, which is annoying for everyone else.

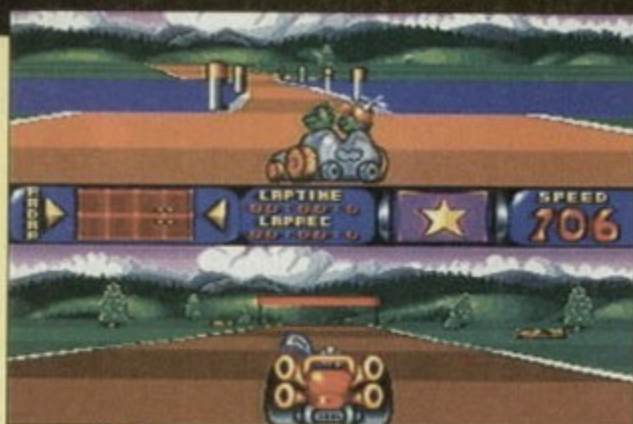
MR FABULOUS is especially fabulous on the first race track, where the gentle geography lets this speed king rule.



FRANK 'N' STEINER like a fright or two, and are experts at the disturbing Graveyard track.

COUNT CHAOS is the complete master of racing, due both to his super fast car and unpleasant nature. He really can intimidate you off the road... honestly.





BUMP 'N' BURN



"The screen update is faster than any other race game I've seen, and even in two player mode, there's not a hint of slowdown. Speed Freak mode, however, is indecently fast, and I don't think I'll be trying that again..."



The completely strange world of *Bump 'N' Burn*. You can choose any of the tracks to race on (apart from the final two mystery tracks) but the relatively simple race track at the centre is the easiest starter, with few no monsters or death-defying leaps to hinder your progress.



The Dodgy Dinos come unstuck in their Jurassic Jalopy, due to a rather fat pumpkin. The haunted track has one of the best tunes.



● PUBLISHER: *Grandslam* ● PRICE: £29.99
● DEVELOPER: *In-house* ● OUT: *Now*



Truly gorgeous graphics surround Frank and Steiner on Candy-world, which even boasts a *Virtua Racing* style ferris wheel. Throughout the game, it's the brilliantly characterful graphics that seduce as much as the super slick gameplay, although it's a shame you can't hear the top notch ditty that accompanies this track.



Upgrades galore after each race, as collected coins buy you goodies from Professor FourStroke McChoke.



Profile

1-2 PLAYERS
3 SKILL LEVELS
X SAVE GAME
✓ CD32 ENHANCED
Speech, music, 256 colour graphics, extra level...

PROS: This already great racer has been brilliantly enhanced, with a superb soundtrack (race intros and music), super fast graphics and more knobs and twiddly bits than any game could expect. Huge fun.

CONS: Serious sim addicts will fall over and die at the irreverence of it... their bad luck.

GRAPHICS

SOUND

GAMEPLAY

91%

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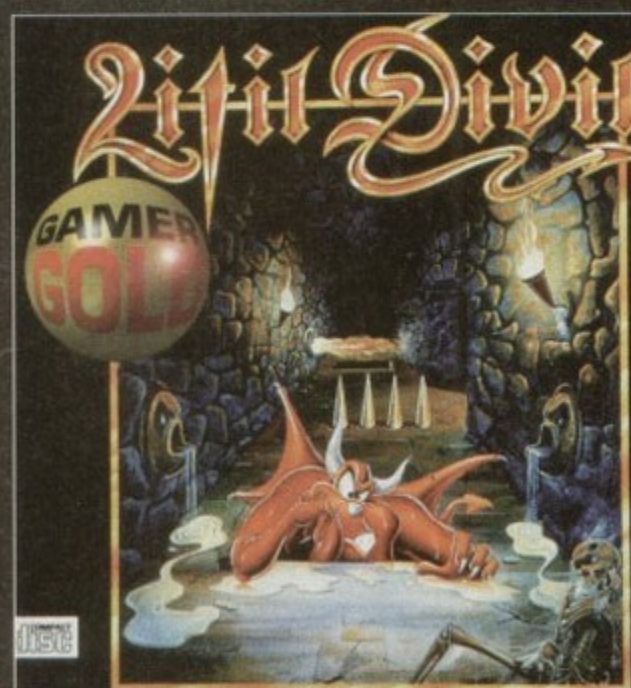
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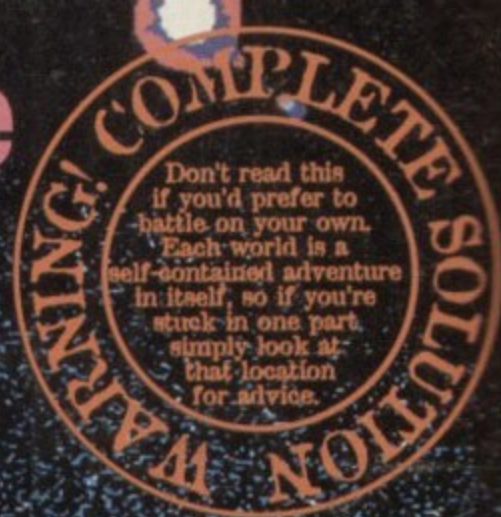
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play guide



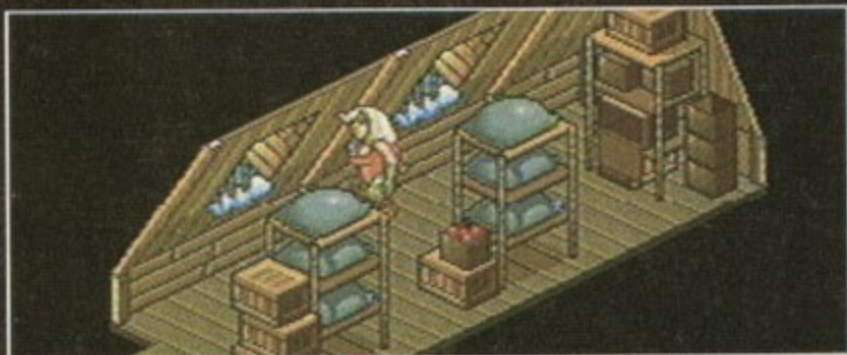
Last month Core Design once more resurrected the gods of Norse mythology for the CD32's best isometric adventure yet. In this Gamer Gold-winning adventure, the eponymous hero has relinquished his divinity in order to revisit the six worlds of the mortals. Defeating Loki is a big task with numerous adventures and mini-quests to undertake, but thanks to Core's own comprehensive solution everyone can achieve godhead once more.

HEIMDALL III

❖ MIDGARD

❖ RURIK'S VILLAGE

Enter the village by shooting the 'hit him' monument, then drop down to the secret exit when the guard forbids your entry. Time run past swing spiked balls. Inside the village is a small store-room hut. Inside, at the back of the room, there's a box which can be opened to reveal a Circlet. Take this as a peace offering. Now go and talk to Rurik to hear about his problems.



❖ EADRIC'S VILLAGE

Find Eadric and make peace by offering the Circlet. He'll give you a letter for Rurik. Then before leaving enter the pub to collect some info off the locals.



❖ RURIK'S VILLAGE



Return to Rurik and give him Eadric's letter. He'll now hand you a pass for the King's castle.

■ GENERAL TIPS

Be careful when descending staircases near a monster. If they're too close when you get off you can get jammed together, leaving no option but to reset the game.

On a happier note, be sure to visit shops for health and magic potions which can be used at critical moments. Sell any spells and spellbooks you've collected after writing them down. Explore every location thoroughly to get all the runes.

The save game option can be accessed whenever you pick up a book in the Hall of the Worlds, but will only save your position at the point at which the last world was completed. This is due to the complexity of the game.

❖ KING'S CASTLE

Give the guard your pass and you'll be allowed into the castle. Find the servant girl who will tell you about a strange painting. Now she's told you about the picture, you can go up to it and, by pressing fire, open a secret passageway.

In the King's bedroom there's a splendid four-poster bed with a small, well invisible actually, button on one of the posts. Press it and a secret hideaway is revealed with a Signet Ring inside.

Take the Ring to the guard and he'll now let you past. Go down to the dungeons and kill the hackrat. (Whatever you do, don't go through door at the end of the dungeon!) Now you've freed the King's brother he'll give you a letter revealing the evil doings of the Advisor.

Take the letter to the King and the Advisor will promptly take flight. The King will thank you and the force shield at the top of the stairs will vanish. Go up the stairs. To make the missing floor appear, shoot arrows into the three holes. Now you can get your first piece of Ro'Geld - the Skull.



Try talking to the servants

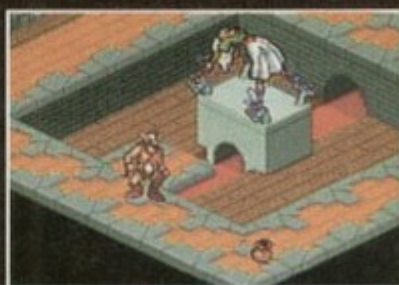
❖ FISHERMAN'S HUT

Inside the hut there's been a violent struggle. Press fire in front of the cupboard to open it and free the fisherman. He'll now recount a rather long-winded tale about how his daughter has been kidnapped and give you Thor's symbol, a hammer, enabling you to enter the shrine.



❖ LOKI'S SHRINE

Make your way through the shrine and free the fisherman's daughter by standing next to her. She'll now give you a talisman to open the portal to the next world, Utgard. Return to the Hall of the Worlds, where you started, and you should find a book which will enable you to save the game at this point.



❖ UTCARD

❖ DWARVEN ISLE

On the battlefield strewn with corpses one man survives. Speak to him until he passes into the half-world. Now go back a screen and shoot an arrow into the circle of flame. The screen darkens as you enter the half-world between life and death. Return to the battlefield and talk to the man again - he will give you a letter for the king. Return to the normal world by firing an arrow over the fire circle, now when you return to the battlefield there'll be some armour to collect. Wear the armour to convince the castle guard he should let you in.

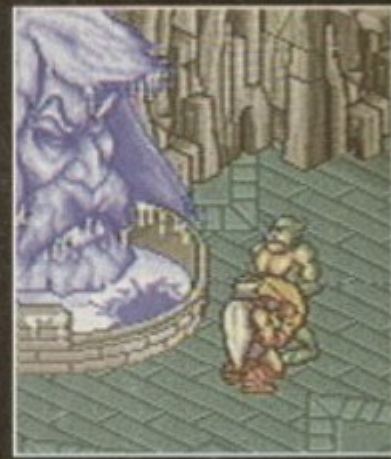


Inside the castle find the king and give him the letter. He'll give you another letter for the Lost Clan king. Go up onto the first floor of the castle where you'll find the Rainbow Ring on a table.



❖ GIANT'S ISLE

In the Ice God's room fill your flask with cold water. Now throw this into the Fire God's pool of lava. If you return to the Ice God you'll find a bridge has appeared. Cross over this and walk over the gap between the staircases - a platform magically appears. Now throw the Rainbow Ring into the yellow/orange sphere of light.



❖ GIANT'S HQ



Push over the candle to set fire to the paper. A talisman is revealed which you can collect. Return to the Hall of the Worlds.



❖ UTCARD 2

❖ LOST CLAN ISLE



You'll awake in a prison cell. To escape push the piece of bread to attract the rat, who will then release you.

Give your letter to the Dwarven king in exchange for another letter. Go down the steps and take the second piece of Ro' Geld from the skeleton. There's also some fire protection here which you'll need - unless your timing is perfect - on your way back to the Hall of the Worlds.





play guide



❖ HER' KER' YN

❖ DRUID'S GROVE

Speak to the druid, then exit right to the map screen.



❖ DAKTA VILLAGE

Don't attack dakta sentry on docks, but kill the dakta inside the armourers. Now speak to man making a sword who will give it to you. Kill the dakta in the pub who's beating up an old man.



❖ DAKTA HQ

Plenty of combat here so it's a good idea to first stock up magic potions for restoring your health. First, you must jump down past the spiky ball. Good timing is essential to succeed, but if you get hit you're simply sent back to the start with some energy loss. To stop the spiky ball press a switch in an alcove. Steps will also appear. Find the room with a huge mound of gold. Press fire in front of the map on the wall. Now for a big sword fight where you must kill mirror reflections of yourself, then the dakta, before you can collect the talisman.



❖ ISLAND

To open the door you must cross the tiles in the correct order - use the clues from the scroll, the words relating to spells with their first letters as the key.

Shoot the arrows into the mouths of the idols to get the third piece of Ro' Geld. Return to the Hall of the Worlds.



❖ TALKER'YN

You now enter the Hall of the Gods with each of the doors leading to a puzzle. Enter the Death Goddess's room, then kill both Heimdall and Ursha by walking into the statues. Now walk into the light to enter another room. Take the crown and Holy Symbol before exiting back into the normal world.



Enter the Judge God's room and put the crown on the stone head.

Have character who entered village await judgement in the circle, then take the Holy Symbol.

Enter the Air Goddess's room with all its cute clouds. Use the lightning to transport about. The tips of clouds often lead to new areas so explore carefully. You need to collect the shield, armour and helmet. When you re-enter the main cloud room, a message will warn you that the helmet is heating up. Drop it promptly and a bridge will form, enabling you to cross to a new area where you can pick up a Holy Symbol.

Enter the God of Weak's room. Standing on a small platform he takes a while to kill, then when he dies another character appears. Kill him with your arrows (or spells), then cross the bridge which appears to collect another Holy Symbol.



Enter the Light Goddesses' room. The path starting at the far left eventually leads to the central platform. Tiles appear from thin air, then disappear so move fast. If you make a mistake you'll lose some energy and reappear at the start. Another Holy Symbol awaits on the main platform.

Enter the Nature God's room. You need to grow a special plant. Collect a seed from the plant at the bottom right corner of the patch of grass. Throw it onto the grass and a plant will grow. Now go to the plant immediately below it and collect another seed. Be careful to throw it directly on the new plant and it should grow larger. Now collect your final seed from the plant in the bottom left hand corner and repeat the process. The plant will flower and reveal another Holy Symbol.



Return to the main hall and throw the Holy Symbols into the holes left for them before the main door. When they're all in place the door will open.

Enter the new room and climb the steps. Throw your mirrored shield into the path of the laser at the top of the steps. The crystal will fall and, soon after, so will your final piece of Ro' Geld.



Return to Ander in the garden and take another symbol. Take this to the druid in Her' Ker' Yn. A gate will open in the trees. Walk through this and you'll find a turtle which will take you across the river. A fire sprite will now jump down to help you, teleporting you to the Hall of the Worlds.



❖ NIFL' HEIM

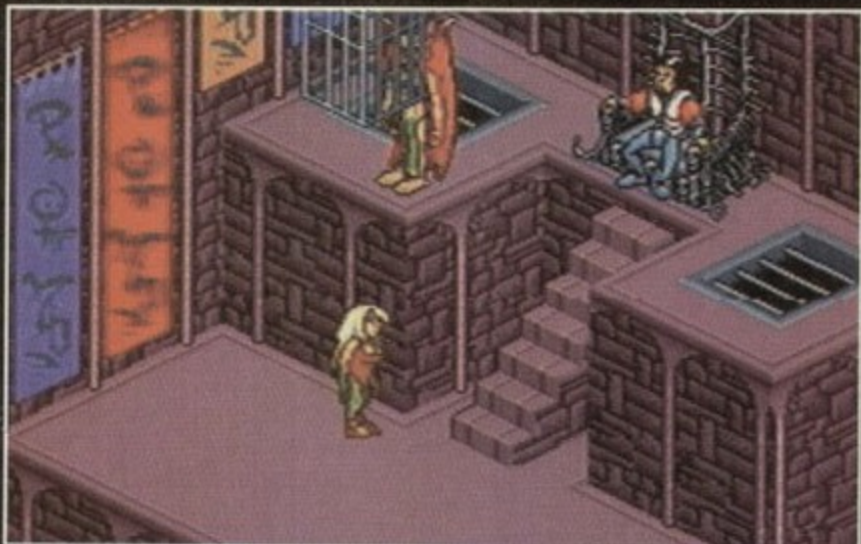
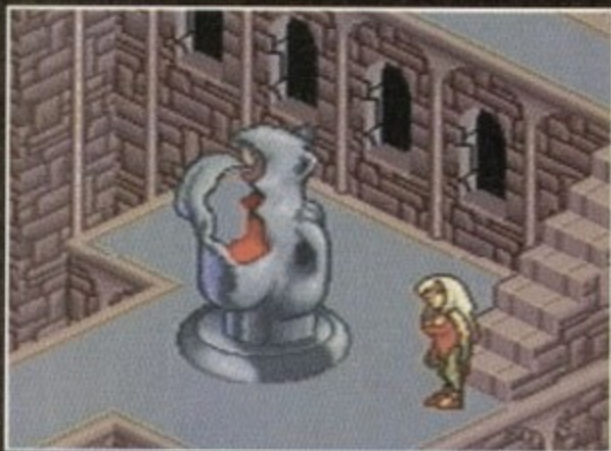
As you walk toward the lava the fire sprite will magically transform into a fireboat. This will transport you to Loki's palace.

Outside is a rather ancient dragon. Collect the teeth scattered around it and then enter the palace. A stream of lava can be shut off by shooting arrows into the mouths of more stone idols. Loki's daughter, Hela, guards an open door which can't be passed. Instead go to her right and press to open a secret door. Walk through it and then carry on until you reach a room with circles inscribed in stone. Place a dragon's tooth on



each one and a pentagram will glow red. (The dragon's teeth can be separated by pressing the green joypad button on them in the inventory screen.) Step into the glowing pentagram to be teleported.

In a room with a huge stone dragon's head simply walk past it in a downward diagonal. Eventually you'll get to the chief Hakrat and enjoy some plot twists. When you get teleported into Baldur's room, Ander will teleport you once again.



❖ SHOKER' YN



To get past the wall, press on the different coloured section to open the secret door. Cross the tiles (avoiding red symbols).

Walk past the Heimdall and Ursha statues with the appropriate characters to kill their doubles. Go through the gate and then left to the room with some Ro' Geld and a shadow.



Move your character so the shadow stands before the Ro' Geld and press fire to collect it. Be careful not to kill your shadow by putting it through fire - if it rematerialises on your square the game locks up! Retrace your steps and take the right door to enter a room with a dakta. Kill it and cut the ropes on the wall. Walk across the wood plank into Ashok's room.



Throw the Ro' Geld (a skull amulet) at Ashok and this freezes him. After this you can enter Loki's room for the final confrontation...



❖ CHEAT MODE

Thanks to The Boggit of Hull for this one. Rather than give the cheat straight out, he composed a poem...

*Operate as a magician would,
You can't go wrong it will turn out good,
Detect the spell to get the cheat,
Hey, hey, hey, boy that's neat.*

Well, it's certainly different! If you're still stuck, pop a mirror in front of the cheat below.

*elevenhally lnn ont' pnt can easily be renewed
order for infinite energy. The spell will
use the lnnes Operation and Detection in that*

● Heimdall II is available now from Core Design for £34.99.

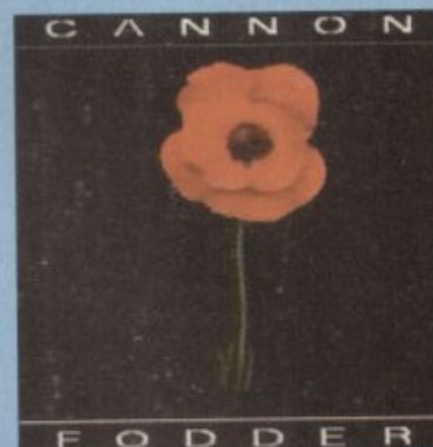


play guide

Cannon Fodder — not a game for those that condemn the frivolous acts of war, or those that jump on their morale high horse every time a speck of red appears on screen. It's a game that speaks volumes for the people who play it. Mass murderers? Escaped convicts? No, just ordinary people, like you and me, out for a bit of a laugh and to spill some (computer generated) blood...

MAP SYMBOL KEY

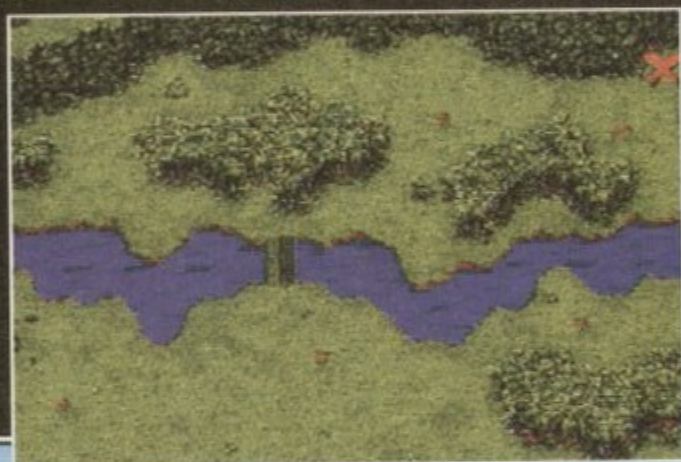
- Enemy Building
- Hand Grenade
- ▲ Trap
- ◆ Bazooka
- ★ Enemy Bazooka
- Vehicle



Cannon Fodder

part deux

MISSION 2: ONWARD VIRGIN SOLDIERS



■ PHASE 1: Bridge over the river pie

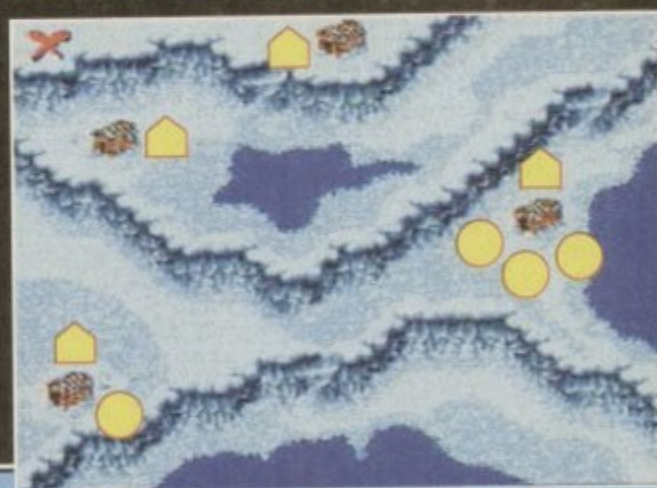
Very simple! Your squad begins centre right. All you need to do is wipe out all the lurking enemy troops. The simplest way is to work your way around the outside of the play area in an anti-clockwise direction. This way, you won't miss any of the enemies and be forced to wander for hours in search of the last man.



■ PHASE 2: Trash enemy HQ

You'll start at the top right of the map. Follow the river around. There's quite a few baddies in the undergrowth but they're pretty incompetent and easily dealt with. The HQ building is at the bottom right. Make it all the way down; it's best to separate one man to go in and finish. This way you don't risk your whole squad getting wiped out by falling debris. The grenades are by the hut, but don't risk trying to pick them up. Just shoot the crate and the explosion will deal with the shed.

MISSION 3: ANTARCTIC ADVENTURE



■ PHASE 1: Bugger me it's cold

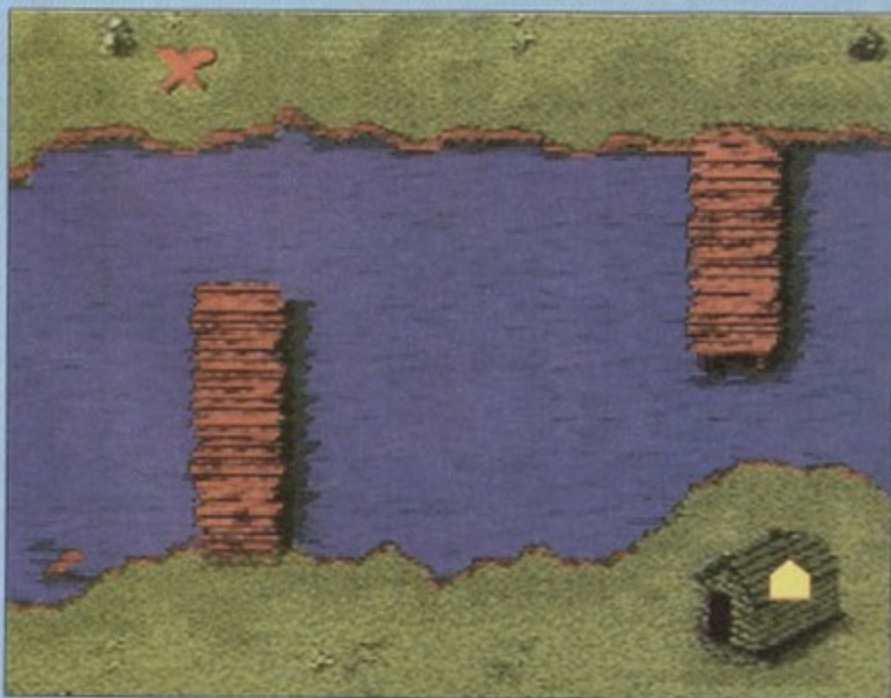
There's three crates of grenades by the building furthest right, and one by the building furthest left. Be careful when going for the three; it's very easy for a stray shot to set them off. You're better off shooting them to destroy that building, then collecting the single crate from the other side. Keep your squad together because once you've worked your way back round to get the last two huts you'll find the enemy have grouped en masse, you'll need all the firepower you can get.

MISSION 4: SUPER SMASHING NAMTASTIC



PHASE 1: Beachy head

Cross the river just below where the beach ends, then move upwards where you'll find some grenades by the building. Send a man in alone to get them in case you get ambushed. Continue down the left river bank, destroying the building on the way. There's a clearing on the left with some enemy soldiers in it, but you can ignore it unless you're feeling really nasty. Cross back over the river where you can see the broken bridge which minimises the time you spend in the water. Destroy the building on the bottom right, then go straight up and get the last hut. Ignore the thronging troops; you don't need them so attacking them is an unnecessary risk.



PHASE 2: Pier pressure

Watch out, as the enemy come for you as soon as you appear. Other than that, the level really is as simple as it looks! Keep shooting as you move right, then go to the end of the jetty and chuck a grenade at the building. Picking off the remaining soldiers is simplicity itself.



PHASE 3: Village people

One of the huts in the native village is being used by the enemy. It's the one with a door, so don't waste grenades on the others. Next, go to the bottom right and get the enemy building. You'll see some grenades on the far river bank, but ignore them as you're too vulnerable when in the water. If the level doesn't end when you've got the last building, go back to the clearing just above the village. There's a foxhole here, and probably a few enemy soldiers milling about.

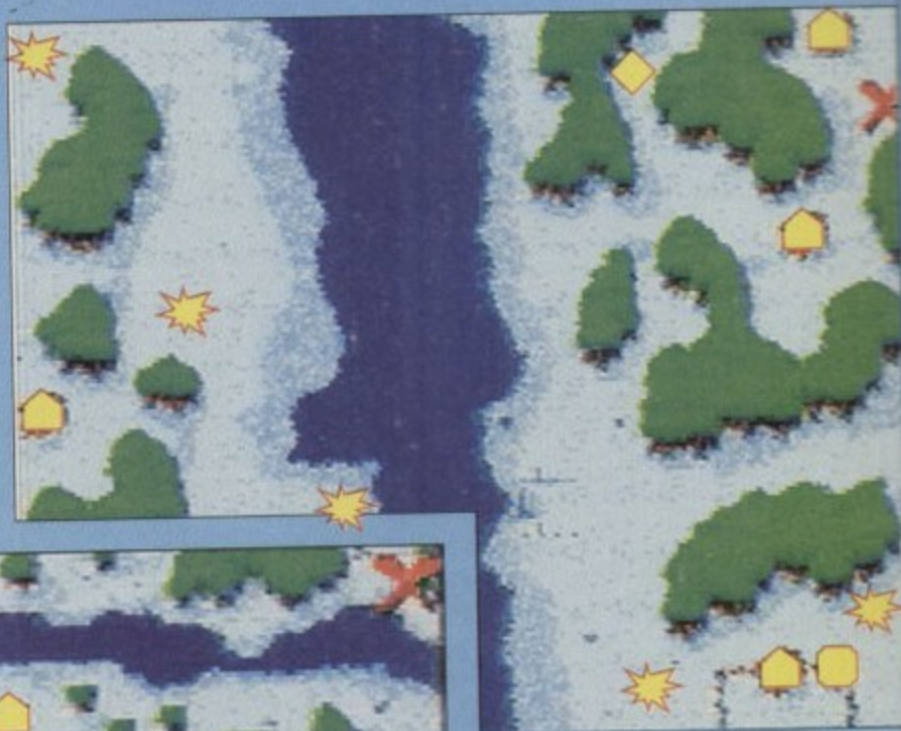


PHASE 4: Quicksand

Go up and follow a path to the right of the quicksand; there's a tripwire on the other side. Alternatively, shoot the tripwire to trigger an explosion. Collect the grenades you pass if you want — you don't need them. Stay close to the edge of the map as you go around and pick off the soldiers in the water, bottom right. Split off two men to get the building and remaining enemy.



play guide



MISSION 5: THOSE VICIOUS VIKINGS

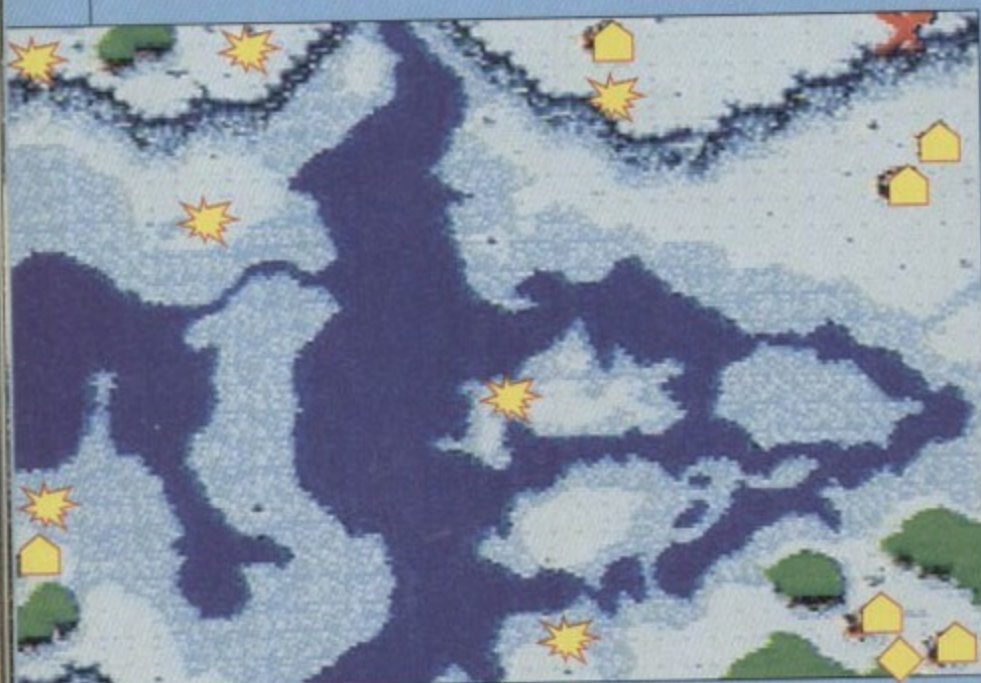


PHASE 1: The valley of ice

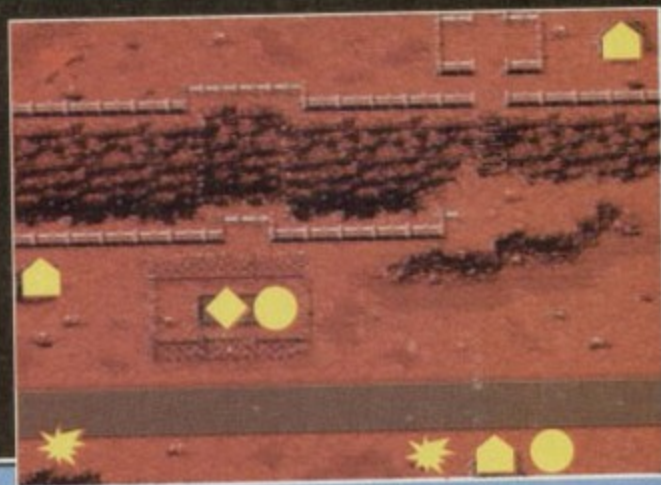
One man alone should be able to complete this section. Chuck a grenade across the river to get the first hut, then go left and get the grenades and bazookas from next to the two huts. Go back a few paces to the right and cross the river a safe distance from the two huts. Keeping as far away as possible, shoot the crates to get the first building, then grenade the second. Look out for that exploding snowman — he might land anywhere! There are three bazooka-firing baddies to the left. As long as you keep moving they're easy enough to pick off. Fire as you run: stop, and you're as good as dead.

PHASE 3: My beautiful Skidoo

You can play this level as it was meant to be played, by grabbing the skidoo and doing a death defying jump over the river. This, however, is not necessary. After destroying the building on the right bank, ignore the rocket launchers firing at you and head right to the top of the map. Stay at the edge of the screen and you can cross safely. Run to the far left corner, taking out the rocket launcher as you go, then work slowly down the left until you come to the last building. You don't need to kill all the soldiers.



MISSION 6: WESTWARD HO

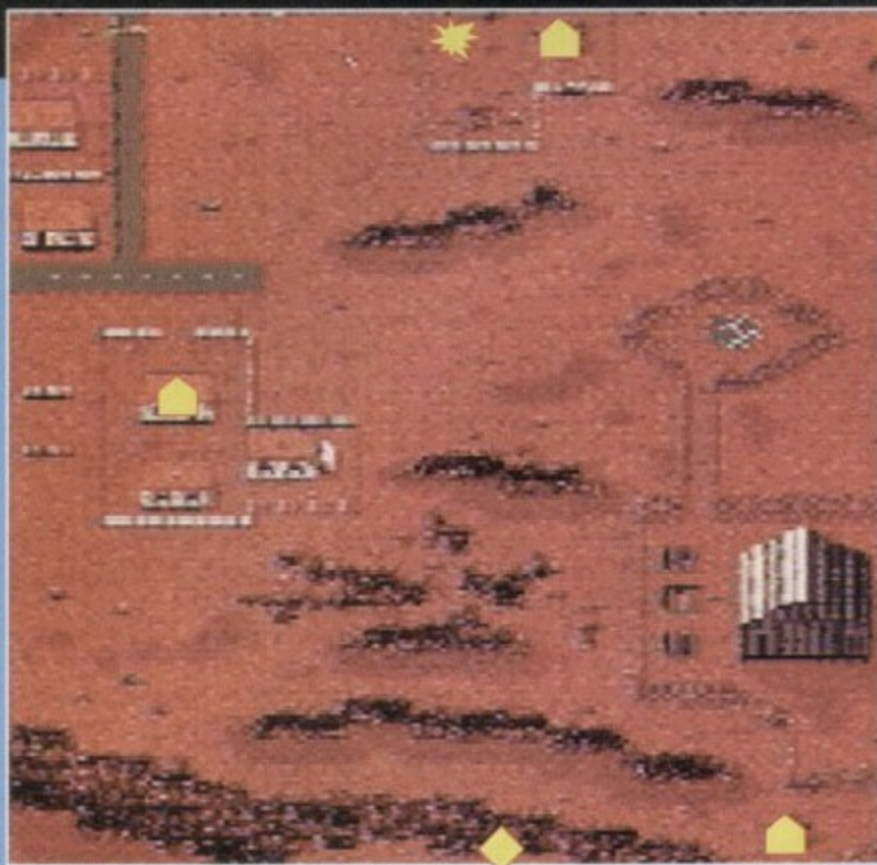


PHASE 2: A nice set of Bazookas

Send one man across to the left to deal with the bazooka man and get the building, then regroup and head down the right hand side of the map. Once you've got the bazooka stash from the bottom right clearing, split one man from the group. Just to the left is an enemy with a bazooka who must be dealt with. The building to the left is also guarded by a bazooka man. You can't scale the cliffs at the top right, but two bazooka snipers are hiding there. As soon as you see one, fire off a bazooka then leg it.

PHASE 1: The Grand Canyon

The cramped area can make this one quite tricky unless you get the buildings very early. You can get one straight away: when you appear, blow up the fence at the edge of the screen, with a grenade, then fire a bazooka at the building across the valley. Now split the troop in half, leaving one at the starting point for back up. Watch out when crossing the bridge over the ravine since there's a few holes you can drop through. You can go for the gear in the fenced off section by blowing a hole in the fence. You may, however, get pinned down with no cover, so don't bother unless you have to, i.e. you run out of bombs and rockets while there's still a building intact.



■ PHASE 2: Trigger happy

Stay away from the big complex on the right; there's no need to go near it. Behind the building just to the left of your starting point is a concealed gun. Let it destroy the building and fence before you hit it with a bazooka. Remember to keep moving, though. There's two buildings with doors in the village; you only need to get the one on the right. Don't cross the ravine at the bottom; the bridge leads to extra bazookas but you're a sitting duck for enemy fire. Just get the last building (bottom right) and be done with it.



■ PHASE 2: Return to Reykjavik

Here's where the enemy start getting a bit tougher. As with last time, send one man alone. There can be a lot of enemies sometimes, so send two if you like the idea of more firepower, and look out for the eskimoes since they're not very friendly. Only certain igloos need destroying; watch for emerging baddies to find out which ones. There's only one rocket launcher, but enemies tend to creep up in numbers, so constantly look around you. Try to fire while moving, and strafe rather than trying to pick off enemies one by one.

■ MISSION 7: GREENLAND REDBLOOD



■ PHASE 1: The Slippery stairway

This is a one-at-a-time mission. There's too many hidden rocket launchers to risk sending the troop in together. Instead, send one man to clear a path as far as possible, then, when he dies, send someone else to continue the push. Be careful while sharing around the weapons. Should you run out, there's one crate of grenades right at the top of the map.



■ PHASE 3: Evil Knievel

This time you've no choice but to hop in the skidoo. When jumping, make sure you're dead central and follow a perfectly straight course. Should you go flying into the trees, the machine will blow up. Try running the soldiers over if you want, but it's safer to stop the skidoo behind cover, then send a man out to deal with them. Get to the end of the treeline, stop, and get everyone out. Give one man three bazookas and have him leg it up the screen, between river and trees to the top. From here, you can pick off incoming enemies from relative safety. Once you've blown a hole in the fence, hit the three buildings with bazookas. Always be aware of where the civvy is, however. You don't want him getting hit by flying masonry, eh?

MORE FODDER TIPS NEXT MONTH!



play guide

Yoo hoo, CD32 Gamers! Get A load o' this. Hints, tips, and a full solution to level one of Gremlin's sequel to Heroquest. Now, gimme an 'E', gimme an 'M', gimme an 'O'. What's that spell? Oops, crikey!

Legacy of Sorasil



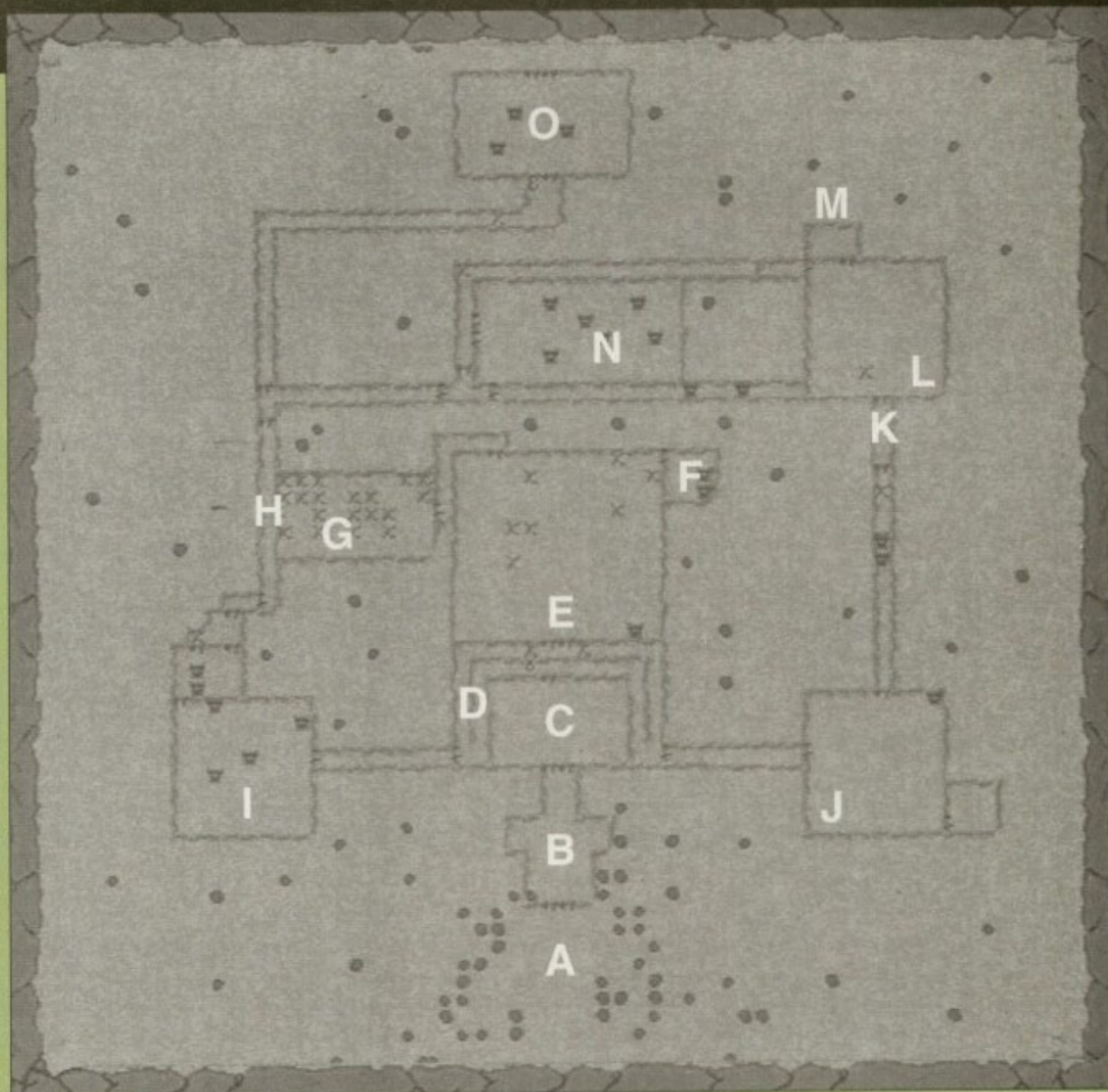
■ GETTING INTO IT

The first thing to do is choose your squad. Check out 'The heroes' bit for the lowdown on each character. Your best bet is to leave out those with multiple abilities and go for specialists. The best combo we've found is as follows. The dwarf and barbarian cos they're so 'ard. The dwarf also come equipped with a tool kit for dismantling traps. Also choose one of the magic users (Celeste or Ravenslock), and the adventurer.



■ THE BARROW-MOUND OF YASERAT

Odd, though it may seem, the first section is actually one of the trickiest to complete. Not only is it absolutely awash with hidden doors, traps and monsters, but it's blimmin' sizable to boot. To succeed you need to get through the exit situated at the top of the map. Unfortunately it's guarded by the rock hard (literally) Warrior of Stone. The only way to beat him is to first locate the ring of elements. This handy map and solution should send you in the right direction, and avoid a lot of laborious searching.



■ HOW TO DO IT

The letters coincide with those on the map above.

A. There's nothing to find here, so just keep a watch for the skeletons. Have your fighters lead the way.

B. Having entered the fortress, search the first room, near the door for a highly useful potion of health.

C. Nothing of any use will reveal itself to you in here, but do watch for traps.

D. Traps litter the floor, waiting for the unwary traveller. Search every few steps or you'll almost certainly come a cropper.

E. Search around. There's actually two hidden gold stashes in the Area, totalling up to 65 coins.

F. A quick search will reveal to you the Magical Helm, lying in the casket on the floor.

G. Loads of traps line the floor so tread very carefully and keep searching. Towards the far wall, some speed boots can be found. These are best given to the dwarf as he's so slow.

H. Check in the casket, to be rewarded with 100 gold coins for your trouble.

I. There's loadsa loot to be had in here. The Ring of Elements is here, plus 170 gold pieces in three separate stashes.

J. The floor will yield 100 hidden gold pieces, but only if you look for them!

K. Search the floor to find the Ring of Wonders, not to mention a further 25 gold coins for your collection.

L. A quick rummage through the decaying corpse, and you'll be a health potion and 10 gold pieces better off.

M. 200 gold coins can be found on the floor. Remember — don't let the magic user get 'em.

N. The most fruitful room on the level. Three stashes of gold amounting to a total of 450 (cor!) coins, can be found, as well as the key of bone, gloves of strength, the Crystal of Sureshot and a broadsword.

O. Here you'll meet your final adversary. The only person who can defeat the Warrior of Stone is the one wearing the ring elements. Beat him, then walk everybody out of the top door to finish the level.



play guide

THE HEROES



■ Oakheart the ranger

An ability at magic, fighting, and good speed make the ranger an attractive prospect. The problem is, he actually turns out to be a bit crap at everything.



■ Grimbeard the dwarf

The best fighter in the game! Despite his extreme slowness, he's a vital member of the squad and invaluable in tough situations.

■ Angor the barbarian

A hard fighter, and valuable member of any team. He has reasonable speed but no magical capabilities. Best used as defence for the rest of the group.



■ Stormbow the adventurer

A jack of all trades, similar to the ranger. Again, his lack of excellence in any area let's him down but he's a useful chappy to have around.



■ Ravenslock the wizard

The advantage of spellcasting is offset by the wizard's extreme weedyness. Magic can be very useful at times, but he needs to be well protected.



■ Calorflame the cleric

Calorflame's a priestess in a similar mould to the palladin, but very weak and therefore best left out of it.



■ Haxar the palladin

Weak, with some magic ability. He doesn't really warrant inclusion unless you like that kind of thing.



■ Celeste the mystic

More or less a female version of Ravenslock. It's always a good idea to have at least one magic user, so decide whether you prefer a flowing beard or bursting cleavage, ahem!



■ AND THERE'S MORE

Now you should be well on your way, and have a good idea of the perils that await in Legacy. Just to keep you going, here's a few ideas to help you out with the following two levels. Happy wandering.

■ The Castle of Dark Corruption

This level may seem dauntingly big, but don't worry — it's really relatively simple. Just make sure you buy a sleep potion for the wizard at the shop before you begin. The reason for this will become clear later. The main problem you're likely to encounter is simply succumbing to the temptation to explore. In particular, there's the large, square building to the right of the main complex. It's guarded by several rather nasty gargoyles and contains absolutely nothing of use. The main building itself isn't much more interesting. Though many intriguing caskets and the like litter its rooms, there's actually very little to find. A couple of health potions, a little money here and there. Nothing's here's really worth the bother of hunting for unless you're desperate to boost the coffers. It's less risky, not to mention far easier to simply keep going straight up into the main central chamber. Send your barbarian in first to destroy the three monsters, then you'll



notice a tough looking demon like thing in the top left corner, by the table. Don't wade in and try to trade hits — he'll slaughter your whole posse. Instead, send the wizard in first and cast sleep on the monster. Then the barbarian and dwarf can hack him to pieces at their leisure. Upon his slashed remains, you will find the Staff of Teleportation — the goal of this particular quest.



■ The Forest

This level can be completed in a jiffy, despite its size! The main complex can take a long time to fully explore, yet it contains little of use. As with the castle, it's not really worthwhile exploring it fully unless, again, you're keen to grab a few more pennies.

If you're eager to get on, however, try this: Send your barbarian and elf to deal with the two pairs of elves near the starting point, then follow the path next to where they stood until you reach a church-like building on the right hand side of the main complex. The church contains just two rooms. In the left hand wall you'll see a door. Use your fighters once more to clear a path to the uppermost room. When inside, go to the top right corner and do a treasure search and. Hey presto! You've found the Oracle Stone and completed the level. Easy, eh?



■ MORE NEXT MONTH!



play guide

Short, sweet and to the point our collection of small, but perfectly informative tips have been specially created just for you using a blend of herbs and tea extracts. To use them, simply refer to the relevant information and carry out the command. Please note you must be in possession of the game you wish to cheat on. Thank you.



Mini Tips

■ CANNON FODDER



The fields are full of war and death, such is the state of the British countryside. Let's turn our attentions toward this game — the enthralling *Cannon Fodder*. Call up the save game option and enter JOOLS as a file at the start of the game or after a mission. The leader of your troop is now a force to be reckoned with.



■ CHAOS ENGINE

We want some level codes, now, now, now. We want some level codes now now... always willing to answer your pleas for help here are some level codes:

World Two	GVVCH5DMS7#N
World Three	V35076X6S7WH
World Four	6UCDXU2557V2

■ LAST NINJA

It's horrible being last. Be it a race in sports day, in the dinner queue at school, on the list of most sexiest persons or the last of an ancient clan of ninja. *The Last Ninja* is about that last ninja we just wrote about, the one that's the last of an ancient clan. Well he can hardly be the last by now because his adventures date back to the eighties. Still looks like he can use a stick though and by jove this cheat is not to be shaken at neither. For infinite lives press L and R along with the blue button when loading. Gee, we could have told you that at the beginning but oh no, we had to go and pad it out with boring talk. Someday the righteous readers will take a stand against us and tell us what's what...



HEIMDALL 2



It's not very great when either the hero or heroine of *Heimdall 2* die but when one does kick the bucket, go to the Dwarven Isle of Utgard. Visit a shop and have a ganders at your inventory. Click on the deceased face and you can now sell off their possessions and buy them back with the character who's still very much alive.



LIBERATION

Money, money, money. Just how can you get loads of cash? Simply really. Collect loads of key cards from one building then sell them to the most gullible Joe Public (try selling them for around 300 smackers). Go into the same building you swiped them from and you'll see they have all returned! So sell 'em again and repeat this performance forever! Another cheat is a cool way to rip off shopkeepers. Visit a shop and buy an item that costs more than your credit card will allow. The shopkeeper will refuse to sell you the item but keep trying and he'll give in. What a prat!

Still on *Liberation*, if you're inquiring about Toyogon and the informant charges you for the info, go to the menu and tell them you'll think about it — they dish the dirt and let you off.



MICROCOSM

We've dragged this dead donkey back out of the grave to tell you that at the start of level one, turn right and at the next crossroads push up. Pause the game, press yellow, red, green, blue, up and left. Unpause and you'll be completely invincible. Ain't that just grand?

SABRE TEAM

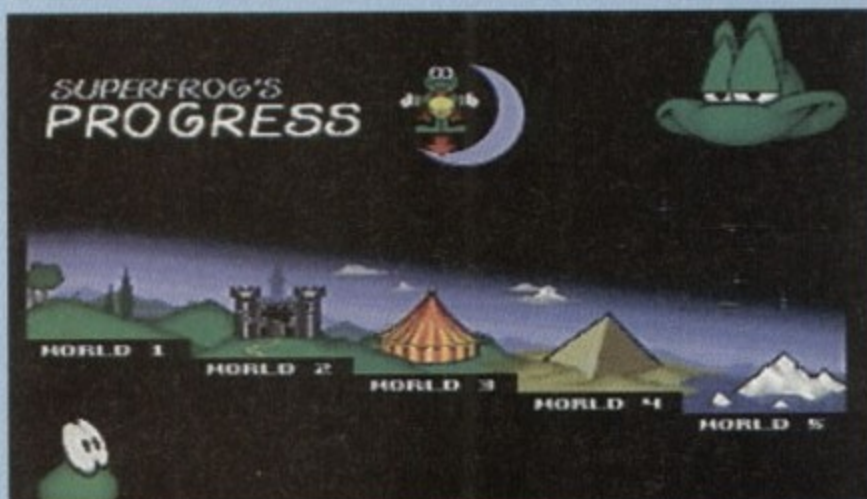
Now this kind bloke at Krisalis reckons that if you want unlimited action points do the following: select a mission and four characters, any will do. Equip and deploy them and when on the main screen click on the blueprint icon on the menu. Select each character in the following order, 3, 4, 1, 2, 2, 4, 1, 3 and hit the left hand icon (the rewind button). Go back to the playing screen and you'll have unlimited action points. Wahey.





play guide

■ SUPERFROG



We've always wanted a *Frogger* game on the CD32. Y'know the one, where you cross roads, rivers and things, just to get to the other side. It's a classic one-screen experience, surely something that would make fantastic use of a CD's storage capabilities. Coupled with the sheer power of the CD32, you'd have one face-slapping extravaganza. May be not...

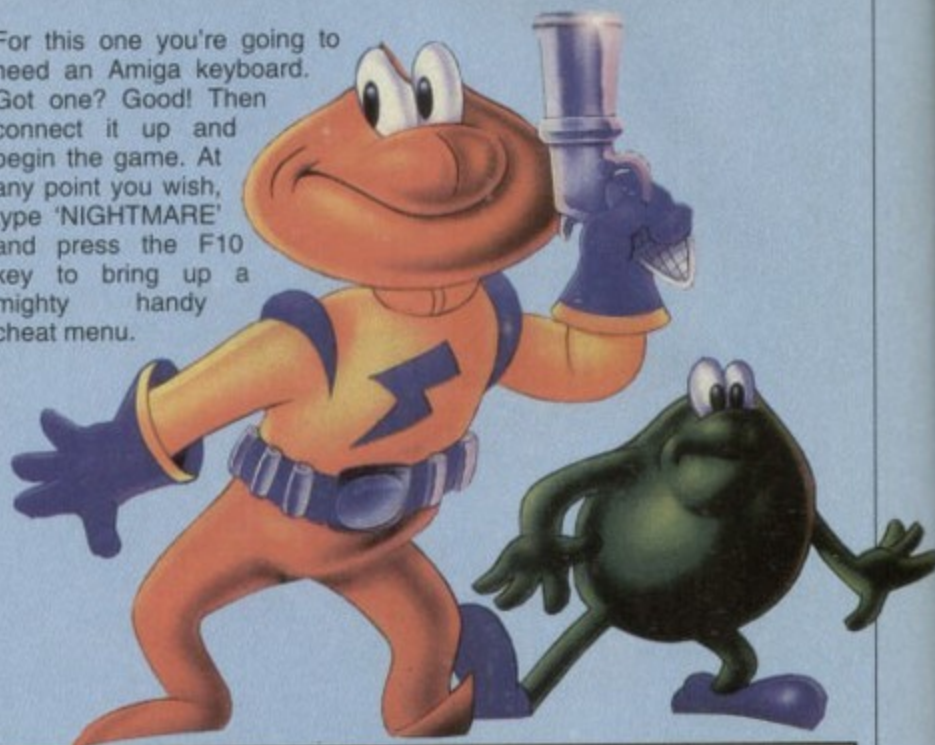
Thankfully, *SuperFrog* is an althoother different baby. How's about some level codes, then folks? Wouldn't that be nice? It would be, we're sure you'll agree so here they are:

WORLD ONE	WORLD THREE	WORLD FIVE
234644	343522	452234
447464	882311	984841
747822	992334	383772
	091332	093152
WORLD TWO	WORLD FOUR	WORLD SIX
392822	467464	387211
446364	818234	981122
984448	182394 298383	017632 398112
477444		



■ JAMES POND 3

For this one you're going to need an Amiga keyboard. Got one? Good! Then connect it up and begin the game. At any point you wish, type 'NIGHTMARE' and press the F10 key to bring up a mighty handy cheat menu.



■ ZOOL 2

If only we'd print a ream of cheat codes for this wibblesome platformer. Maybe we will some day.

CREAMOLA 10 Lives
VISION 20 lives
KICKASS Infinite Smart Bombs
ALCENTO 99% Rate
OLDENEMY Freeze Clock
TOUGHGUY Invincible

NAPOLEAN Bonus Stage
SEASME Level One
RONSON Level Two
FUNKYTUT Level Three
HISSTERIA Level Four
MARROBONE Ball Stops
On Bonus Level



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SuperSavers

DARK OFFER

"My paintings may disturb many people but this is because the viewer does not understand what I am saying. I expel these creatures, and their pain, by painting them onto a surface, trapping them forever. In a somewhat symbolic manner, I also free myself. The worlds of both the imagery and the medium create a sensitive situation where I must work hard to become the master - dominating both the medium and the fears."

I work primarily with airbrush and pen & ink, but have found occasion to work with many media - an idea in itself, often will choose its form of expression. In any form, art is something to share an emotion or an imagination.

My work with Cyberdreams has exposed me to a new world. A world that I know very little about but find very interesting. In the beginning, I was not very involved in the DARK SEED project, but as time went on, I became more interested and also developed a better understanding of computers.

As a fine artist, I was originally somewhat skeptical about graphics quality. However, when Cyberdreams came to my home in Switzerland to show me my images on computer, I was very pleased. As I looked at screen after screen, I recognised my work and felt that great care was taken to keep many elements of my original art. I could only say "beautiful." This was a new experience for me to see my art used in an interactive environment. I have enjoyed my first true experience with computers, a medium which has only just begun."

H.R. GIGER
From DARKSEED
HINTS & TIPS
INTRODUCTION

LIMITED EDITION COPIES OF **CD32 DARKSEED**

FOR **£24.99**

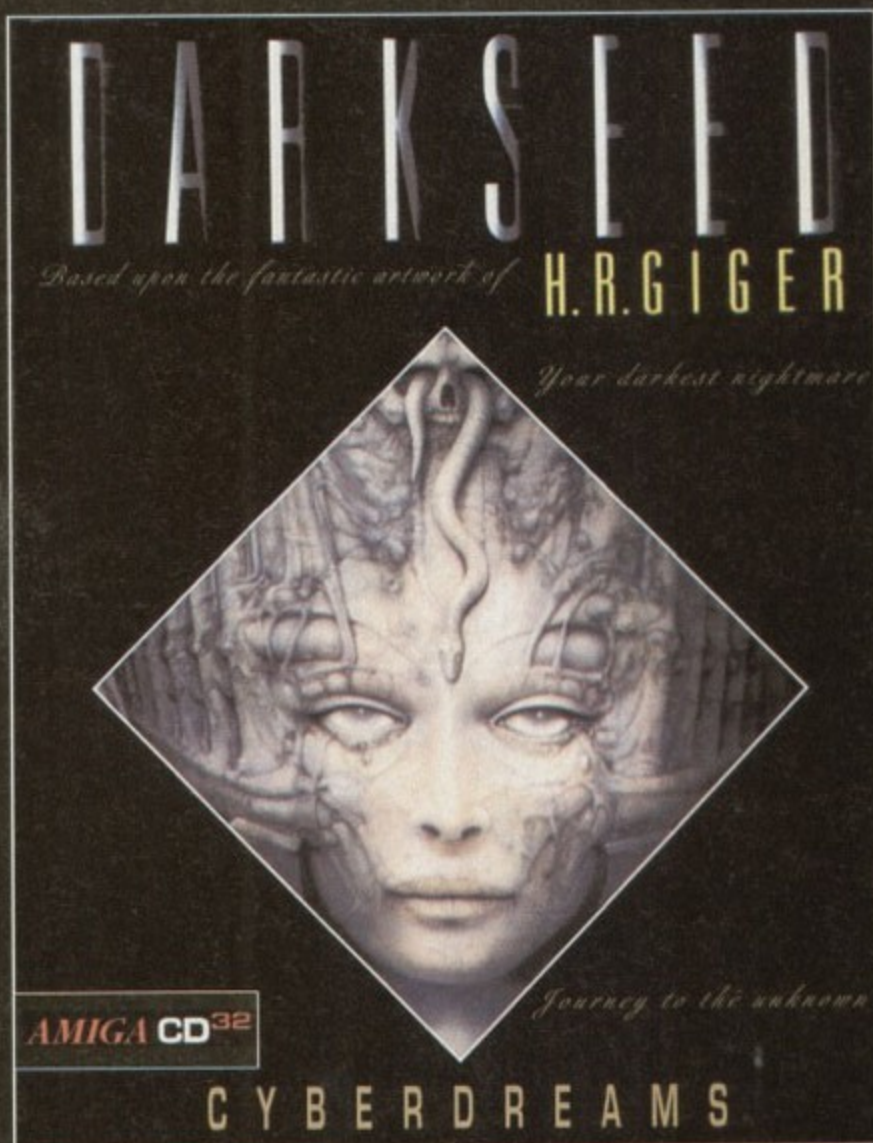
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With original, high quality large format packaging and a 75 page **DARKSEED HINTS & TIPS BOOK** worth **£6.99**

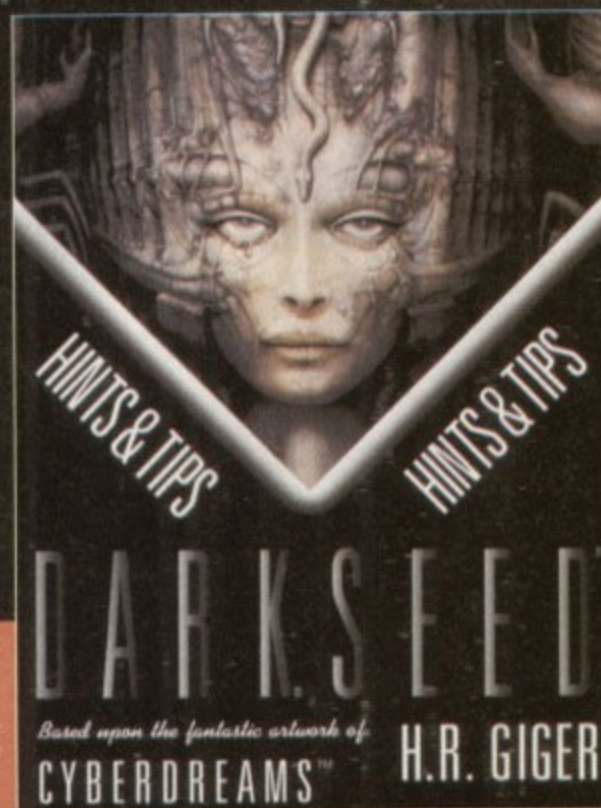
"When so many games are banal clones, this bizarre, ambitious adventure is something of a classic and a welcome indication of how mature videogames can be."

A.C.G. ★4

91%



This superb booklet is a lavishly illustrated guide to DARKSEED, and is available only with Special Edition CD32 packages of the game. As well as prefaces from both H.R. Giger himself and David Sears of Cyberdreams, the 76 page book has a detailed guide to the interface system, illustrated full page profiles of all characters in the game (Normal World & Dark World), plus extensive maps, tips, cryptic clues and object inventories, all produced by the award winning developers of this revolutionary game. A photo scrapbook of the Cyberdreams team enjoying Giger's hospitality in Switzerland closes this brilliant accompaniment to a stunning game.



In response to the enormous success of our SuperSavers offers, CYBERDREAMS INTERACTIVE ENTERTAINMENT are offering **DARKSEED** at a reduced price of £24.99 (that's a fiver off to you), a rather good deal already, but, keen to promote this high-concept Gamer Gold, they're also throwing in a spectacular Hints & Tips book (worth £6.95) that accompanied the original A1200 release. The first 100 applicants for this special offer will also receive a brilliant Giger poster to pin above their TV as inspiration over the long months trapped in this huge, nightmarish world. There's a limited amount of these **CD32 DARKSEED SPECIAL EDITIONS** available, so get your coupon in quick to avoid disappointment.

SUPERSAVER PRICE
£299

A.C.G. • 4

A.C.G. • 1

90%

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A.C.G. • 3

90%

SUPERSAVER PRICE
£29.99
R.R.P. £34.99

A.C.G. • 4

88%

SUPERSAVER PRICE
£24.99
R.R.P. £29.99

A.C.G. • 1

76%

SUPERSAVER PRICE
£24.99
R.R.P. £29.99

A Sega Saturn console is shown in the top left corner, featuring the 'GAMER GOLD' logo. Below it is a Sega Saturn controller, which is a light-colored, ergonomic design with a central analog stick, a directional pad, and several buttons. The controller is positioned diagonally across the frame.

£17.50

R.R.P. \$19.99

90%

Profiled in issue 2 (news department), this fantastic doobrie is 100 times better than the standard CD32 joystick, supporting all six fire buttons (properly colour co-ordinated), each with an individual autofire setting and there's even a pause-based slow motion facility! Auld for this great value joystick.

[illegible]

ADDRESS

SEND THIS FORM TO:
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Please make all cheques payable in pounds
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letters

It's time for that "let's feel good with the editor" sensation, OK? We've been swamped with your Questionnaires, and I mean really swamped. The first week of ACG3's release and we're getting fifty or sixty a day (more than we ever got on SUPERPRO!) and everything's running late since we're wasting so much time reading all of your comments. A huge thank you to everyone who took the time to jot down some advice and suggestions - all this reader input is absolutely invaluable, and a much clearer picture is emerging of just what you want from the magazine. After the initially worrisome first few months waiting to see if we had an audience to sell to, everyone's really pleased (and quite smug) that the magazine seems to be so popular. Praise has been accompanied by strong opinions and we all know that the mag can get better, but most of you seem to have appreciated the consistent strides forward with each issue, and we hope to continue improving at the same rate of speed. The letters are a hornet's nest of rants and cheers on all that's new in the world of the CD32, so without further self-congratulation (for fear of contracting Yellow Perry Fever) on with the mail.

DRY

Congratulations on producing an excellent magazine which will appeal to the more mature side of the video game buying public. I have just terminated my subscription to another CD32 magazine because it miss-represented itself as a monthly mag despite the fact that I only received the magazine bi-monthly and then only as a supplement to an existing Amiga magazine. Therefore it was a pleasant surprise to receive issue three of AMIGA CD32 GAMER through the post not only on time but three days early!

The problem with the CD32 scene at present seems to be that game reviews appear in magazines weeks and even months after they have appeared on the shelves leaving the games player separated from his/her hard earned money for a load of rubbish (my own experience with *Castles II*). Let's be honest, there are some woeful games out there and I rely on AMIGA CD32 GAMER to warn me what to avoid.

Do you know of or do you think some enterprising company will devise a way to expand the CD32's 1K of non-volatile memory? Surely this must be the weakest aspect of our otherwise brilliant machine. Personally I prefer to play RPGs and strategy games, all of which require good saved positions. This is one of the reasons that I will be buying the SX1 expansion when it becomes available.

On a closing note, could I encourage software publishers to follow Gametek's example and include a CD box and cover inside the presentation box. This makes storage of the disc simple and you get a decent cover for the box.

PAUL KYLE, Belfast.

The large back catalogue of CD32 games did lead to a few titles slipping through the net, but I think we've caught up now and are generally reviewing titles as close to their release date (preferably before) as possible. Because many CD32 titles, especially the weaker ones, are simple port-overs, they can be out on the street in a week or so - giving little time for reviews ahead of release. We could, of course, put in A1200 reviews as soon as a CD32 conversion is announced, but we think our readers would prefer a more honest approach.

The CD32's internal workings, and especially the RAM save, I'd rather not speak about, for fear of exploding with annoyance, and it's scant consolation that 3DO suffers the same fault. Fortunately we've got a review of the wondrous SX1 this month - it's finally arrived! - and next month Multi Media Machine plan to release a cheaper disk drive only upgrade.

Your prayers may have been answered!

GET PACKING

A great first couple of issues filled with info and reviews. Looking forward to the next few. I don't own a CD32 at the moment. Why? I hear you all shout. The main reason has to be that the bundle of games you get with the CD32 are rubbish. *Diggers*, *Dangerous Streets...* I've played better games on my Spectrum 128 (yes really).

If a new CD32 pack is on the way, could I suggest a sports pack sim with *Nick Faldo's Championship Golf*, *Sensi Soccer* and *Arcade Pool*? With two or three good games to show off the superb graphics on the CD32, this might sell like ice cream in the Sahara, tempting people like me to actually fork out the money for a shiny new CD32.

M.J. FELLOWS, Watford.

I think we've all got an introductory compilation that we'd like to see adopted, but with everything in the air at the moment (and the red), I wouldn't bank on seeing a drop dead CD32 bumper package for a few months. The present Spectacular Voyages pack isn't that bad though, Microcosm is pretty and Chaos Engine is a solid shoot-'em-up with a neat two-play mode. Feel free to keep buying the magazine though, M.J., as we're bound to fill you in on whatever exciting news happens on the thrill a minute CD32 adventure trail.

NO, NO AND NO

I would like to ask you if there will be a CD32 enhanced version of *Mortal Kombat* and *Flashback*, as I really liked these two games, and was disappointed to find they weren't currently available on CD32.

I would also like to know if I could have one of your infamous AMIGA CD32 GAMER T-shirts, as it would look very nice in my collection of clothes.

I really like the readers' tips page, but it would be nice to have a page or two of tips and hints for the less experienced players. Also, will there be a CD on the cover of every issue of your magazine, as I've enjoyed all the demos and games you've had so far?

I've tried the code for *Microcosm* and found it very useful, but when I completed the game, the sequence with the large spaceships revolving around the small ship just kept repeating and I had to reset the machine. Should that happen? Still, give my thanks to Mark Edlington for the tip.

Thanks for listening to my waffle, and, once

more, I'd be most grateful for a T-shirt.
COLIN EDGE, Droitwich

Well I'd say no to Mortal Kombat, no to Flashback (at least not for rather a long time) and since we don't actually have any AMIGA CD32 GAMER T-shirts, I must sadly say no to your plea for one. Are these T-shirts infamous because we haven't actually got any or have I missed something?

I daren't try the Microcosm cheat for fear of having to say no again, but even if it does crash on the end sequence, does it really matter? We're hoping to print a new cheat anyway.

LONLEY XMAS

As an affluent Amiga A1200 owner, I felt reasonably confident that buying a CD32 for myself over Christmas wouldn't provoke too much of a guilt complex. I'd worked for the money, I wasn't going to waste it on any friends or family, and as a keen follower of the brilliantly innovative (mainly) Amiga scene, I felt sure that any pangs of guilt would soon fade into smug self-satisfaction at being such a greedy, keen consumer. Not for one minute did I suspect that, heaven forbid, there wouldn't be any good games to buy. Not, that is, until I'd scoured my local computer shop for the CD32 shelf, £300 in hand on Christmas Eve, only to be told there wasn't one. The dilemma, as you can imagine, was blisteringly painful. The festive season stretched ahead, filled with crap TV and a bare fridge, and here I was, dutifully poised to splurge a wodge of dosh on something I didn't really need, only to be dissuaded by the shop assistant! Dissuaded? Where's the Christmas spirit in that, I demanded of the beeping shop assistant. I wanted to waste my money, he wanted my money, yet he refused to palm me off with banal, fruitless promises of scintillating software around the corner, preferring, instead to tell me the sad truth. All he had to offer was a PD, shareware games compilation and *Liberation*. I insisted on buying both, certain that the compilation was a cunning collection of top programmers anonymous classics. When the tireless, bespectacled salesman went one step too far and told me they only had the box for the blasted games compilation, and no actual CDs yet! Believe me, Father Christmas has never been called so many foul names in his life. I blocked up my ears, threw my cash at the *tsking* assistant and rushed from the shop with my garishly packaged CD32 wonder machine and *Liberation*, bleating onto the wicked, winter streets of sadsville.

Here, the story enters its unrepeatably morose second act, a wordless tragedy that could only be conveyed with melancholy music and bleak, stark stills of a man, alone with his CD32 and not a single original game on the horizon. Suffice to say, that whilst *Liberation* was a fine (and original) game, it wasn't enough to sustain me through the many following months of shovelware sadness. Oh woe, the dire games that taunted me from the shelves of every computer shop, I fear that a less experienced Amiga owner (I cannot bear to contemplate the plight of an Amiga novice) may have succumbed many times to purchase the odd new CD32 release, unaware that they were in fact buying quite

poor A1200 (and A500!) releases, albeit accompanied with a free sticker (CD32!).

Fortunately, AMIGA CD32 GAMER has gently nursed me from this tragic period to sunnier times. Radiant, perhaps not, but certainly the enormous rain cloud that has obscured the CD32 software scene has dispersed into a less oppressive mist, that dribbles misery only rarely. The demos of *Heimdall 2*, *Banshee*, *Cannon Fodder*, *Fire & Ice* and *Ultimate Body Blows* cheered me immensely, and the subsequent games have been uniformly excellent, (although I'm still waiting for *Banshee* - any good?). And whilst other Amiga magazines have blindly approved scores of dud CD32 games over the last few months, AMIGA CD32 GAMER has stood its ground over these lean months, steadfastly refusing to endorse the less welcome releases (rather brave I'd imagine for a new magazine) whilst continually looking forward to the potentially explosive releases on the horizon, such as the super looking *Super Stardust*.

This is my grateful tribute to your stylish, informative, entertaining magazine then, a life-belt in a sea of uncertainty, that has been grabbed gratefully by a frustrated fan of fun, and raised me from the dank, dark depths of asphyxiation, to the sun warmed surface of a calmed, boundless ocean.

BARRY PAYMIE, Stoke-on-trent

An inspiring tale of triumph over adversity, Barry. I'm sure your sad tale struck a chord with many premature purchasers of CD32s. Still, all's well that ends well!

SHAME

On having experienced your excellent mags and, of course, those brilliant cover discs, I must congratulate you and your team on such a wonderful effort to enlighten the world of 32bit (CD) gaming.

However, I consider the amount of software currently available for this exquisite machine downright embarrassing. The games that you actually review are either ports or games that don't do any justice to the machine's potential. Most lack graphics, quality sound and, most of all, gameplay. Here, I refer most pointedly to *Microcosm*. Are we really going through a phase of nice game, shame about the rest of it? I mean, take a look at some of the reviews in issue two.

1) *Frontier*, straight port (apart from speed and a few more colours...wow).

2) *Disposable Hero*, same.

3) *Cannon Fodder*, same game but a free FMV intro. Great.

4) *Gunship 2000*, which is a really good effort by Microprose.

5) *Ultimate Body Blows*, possibly the best CD32 game to date.

6) *Chuck Rock II*, Cor(e)!. what a great game!

To sum up the worst of the game reviews last month, I'm just going to say one word... *Striker*!

Let's just stick to the games that really matter and use the magazine to show more screen shots and more thorough reviews. Why not use the CD on the cover as back up to your claims, with full running demos of all the games published. Come on! Instil some belief in us gamers. If you can't get demos, why not just dump screen shots on the disc so that we can experience a little of the games presentation. Remember, you are there to give us readers the best, most accurate assessment of these games, so keep all the naff games in your back pages (the A-Z).

For the time being, I shall confine my CD32 to a dark, dreary cellar until the real future of

gaming arrives... hopefully within the pages of your great mag.

I may have moaned on a bit, but I feel as though I've wasted enough time and money on the few pathetic releases that have filled the software shelves.

Until my next letter, in great admiration and anticipation,
S.J.T., No address.

But the future is here, Mr T. Get that ugly grey machine unpacked and whip our cover CD on. Go on, now!

SHARE A LITTLE

Congratulations on becoming the first company to produce a monthly magazine for the CD32. I wish you all luck.

Firstly, a gripe. Your first cover CD was very good, even with the odd keyboard driven PD game (what keyboard?). Issue two included the excellent demo of *Cannon Fodder* but nothing else that hadn't been offered on other cover CDs and what happened to the PD games? Issue three contained *Legacy Of Sorasil* and *World Cup Quiz* but again, no PD stuff. The last two CDs must have been 90% empty. How about a few useful utilities such as a recoverable RAM disk or some instant access software? This brings me onto my next question: if CD32 software sales are twice as high as CD-ROM titles, why are so many software companies developing for PC MPC yet not CD32? Surely that isn't common sense? Similarly, in the Smiths yesterday, I counted 11 magazines that featured cover CDs for PC and MPC users, yet only one Amiga mag with a CD (yours!). Admittedly, AUI also mounts the odd magazine (with a CD), but this month (July) they've just returned to floppy mounts. So again, if the CD32 accounts for 56% of the CD market, and PC CD-ROM just 25%, why the lack of support for CD32?

Lastly, with so much good quality Amiga software held by companies, why aren't they being ported? *Monkey Island 1* and *2* were superb titles that have made money, and they could easily be ported over with a few tweaks. The market's too small you say? Fine! Give the game a password after a 10 minute demo, and then, for a nominal charge (say £5) release the password. Give the titles to magazines to cover mount, thus eliminating the hassle for the software house of mastering, duplication, distribution, marketing and packaging etc. Let's assume your circulation is 50,000, then argue that maybe only 10% of the public decide to "buy" the title. Simple maths make a return of £25,000. Not a lot of money to a big software house, maybe, but better than nothing I'm sure you'll agree. It would also give AMIGA CD32 GAMER an edge of its rivals (what rivals?) in the cover CD stakes.

A CHEESEMAN, Cornwall

The ever increasing software range for PC CD-ROM is due to an impressive international market, especially in America, and the prediction that most home PCs will be upgraded with CD-ROM drives as prices fall and software support increases. As for the vast number of UK magazines, most reflect the rapidly growing CD-ROM market for educational, multimedia and various other non-game CDs. The main strength of this market is its stability with numerous companies competing to bring out new PCs and add-ons. The Amiga market, by contrast, revolves around a company which has been in financial trouble for years with its recent bankruptcy surprising no-one. Most people expected the Amiga mar-

ket to collapse completely as cheap PCs become available, but in fact PCs seem to be increasing not decreasing in price and the most recent game sales figures show Amiga floppy sales still outselling PC ones. PC CD-ROM is beginning to outstrip CD32, but that seems more likely due to the lack of CD32 releases currently than anything else. If Commodore get their act together, software houses may well be wooed back to a market which, in the UK at least, is certainly capable of competing with the PC. With the SX1 and Indy's Blazer CD upgrades arriving, independents are keeping the Amiga market alive and some excellent games are coming, but for the security software houses demand for PC CD-ROM style support Commodore needs to positively resolve its fate soon.

To help support the CD32 market ourselves we are currently considering a pay-for-play system and any programmers who are reading this should get in touch as soon as possible. If we can get a system worked out technically, financially and in terms of Commodore's approval system then we'll definitely give it a go. As for PD, we had some problems with that initially because so little of it is designed for CD32. Simply getting the demos by professional software houses to work on a single disk causes massive headaches, adding PD stuff increases the hassle even further. The first issue was over a week late on sale because of mastering problems. However, we are currently talking with a company about a solution to this and hopefully the results will soon become apparent.

Well, another lively letters section (I think) full of positivity and hope, I'm sure you'll agree. If not, depress us all by writing to:

AMIGA CD32 GAMER MAIL
PARAGON PUBLISHING
DURHAM HOUSE
124 OLD CHRISTCHURCH
BOURNEMOUTH
DORSET BH1 1NF

competition results

competition
HEAVEN 17!
1 £200 FMV unit + 2 movie CDs and
1 CD32 copy of *Ultimate Body Blows*
+ 5 runners up prizes of *Ultimate Body Blows*

T



So TEAM 17

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17

The winner of a £200 FMV unit plus two movie CDs and *Ultimate Body Blows* is... Miss Jo Hunt from the lovely Hemel Hempstead. Congratulations, your prizes are in the post.

The five runners up prizes of copies of *Ultimate Body Blows* go to:
Nick Summers, Edinburgh, Melanie Hewson, Lincoln, Mark Orzechowski, Wiltshire, A. Read, Crewe and Paul Godier, Cleveland. Gremlin winners next month!

AZ



The Definitive Guide to all CD32 Software

For the full reviews of every CD32 game ever, check out our back issues. Make your knowledge of CD32 software complete.

AABBCC

ALFRED CHICKEN

Mindscape

Unoriginal and unspectacular, but it doesn't matter because playability is top notch with big, varied levels testing platforming skills to the limit.

ACG RATED 78% (ISSUE 1)

ALIEN BREED

Team 17

An overhead-view blast-'em-up in the Gauntlet vein with masses of mazes and power-ups. Gameplay is simplistic, but action is fast and atmospheric with a simultaneous two-player mode. [Available in Doublepack with Qwak.]

ACG RATED 77% (ISSUE 1)

ARABIAN KNIGHTS

Buzz

The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles to keep you guessing for quite a while. Cheap and very cheerful

ACG RATED 74% (ISSUE 1)

ARCADE POOL

Team 17

Sophisticated it's not, but for quick action entertainment this is hard to beat, with some very tough computer opposition.

ACG RATED 88% (ISSUE 2)

BATTLE CHESS

Interplay

An amusing variation on the world's best boardgame. All the pieces are animated, with some hilarious combat scenes. A fun introduction to a great game.

ACG RATED 76% (ISSUE 1)

BATTLETOADS

Mindscape

Despite the brilliantly varied and imaginative gamestyles packed into the original NES game, the CD32 conversion fails due to an awful control system. It's also worth pointing out Mindscape have neglected to improve the graphics and sonics over the NES version, making this a waste of time.

ACG RATED 22% (ISSUE 3)

BEAVERS

Unique

A simplistic and rather limited platformer, but cute graphics and some amusing touches make for reasonable addictiveness.

ACG RATED 75% (ISSUE 2)

BRUTAL SPORTS FOOTBALL

Millennium

A side-scrolling SF sports game which crosses American football with all-out war.

Fun for while, but ultimately unsatisfying due to confusing control system.

ACG RATED 55% (ISSUE 2)

BUBBA 'N' STIX

Core Design

Large, colourful sprites star in a genuinely cartoonish platformer. Stix himself is a great little weapon with a host of different functions, while gameplay as a whole is original and entertaining.

ACG RATED 89% (ISSUE 1)

CANNON FODDER

Virgin

A shoot-'em-up with a difference, ie bucketloads of originality, playability and blood-splattered black humour. A big game with masses of lastability.

ACG RATED 90% (ISSUE 2)



CASTLES II

Interplay

Medieval war is reproduced with stunning attention to detail in this huge strategy game. Fanatics will love the depth, but the incredibly sluggish speed will put off everyone else.

ACG RATED 39% (ISSUE 1)

CHAMBERS OF SHAOLIN

Unique

Arguably the worst beat-'em-up in the history of mankind. This should not be bought under any circumstances, except as a cruel gift to an unwanted friend.

ACG RATED 6% (ISSUE 1)

CHAOS ENGINE

Renegade

Gauntlet for the 1890s is the theme of this steampunk-styled overhead view blast-'em-up with masses of mazes and monsters. It's obviously rather unoriginal, but action is fast and furious and should keep you occupied for ages.

ACG RATED 72% (ISSUE 2)

CHUCK ROCK

Core Design

Big sprites, but the limited colour palette and simplistic gameplay make this somewhat dated. Not bad for budget, but a pointless purchase when you could buy...

ACG RATED 57% (ISSUE 1)

CHUCK ROCK II: SON OF CHUCK

Core Design

A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The son of Chuck is a great new platform character and there's loads to see.

Huge fun. ACG RATED 86% (ISSUE 2)

DDEEFF

DANGEROUS STREETS

Flair Software

Static this looks like a big and brash SFII clone. Unfortunately, once things get moving animation proves to be dreadful and gameplay uninvolved.

ACG RATED 22% (ISSUE 1)

DEEP CORE

Ice

Nice intro soundtrack and reasonable in-game graphics can't disguise tedious and uninspired arcade-adventure gameplay.

ACG RATED 42% (ISSUE 1)

D/GENERATION

Mindscape

Crude graphics and minimal sound fail to disguise one of the most atmospheric and all-round

fun games that you can get for CD32. This is a brilliant mix of arcade action and brain-twisting puzzles that's very addictive and good value.

ACG RATED 90% (ISSUE 1)



D-HERO

Gremlin Graphics

An unoriginal, but still very slick and playable R-Type clone. Five big levels packed with furious blasting action.

ACG RATED 85% (ISSUE 2)

DENNIS

Ocean

Slick, 256-colour graphics but gameplay is as tired as the uninspired platforming format.

ACG RATED 37% (ISSUE 1)

DIGGERS

Millennium

A more sophisticated and tougher variation on the Lemmings arcade format. Sadly, while the CD soundtrack is brilliant gameplay is frustrating due to an overly complex control system.

ACG RATED 56% (ISSUE 1)

DONK

Supervision

Yet another cute platformer which sadly doesn't play as good as it looks. However the simultaneous two-player mode is reasonable.

ACG RATED 58% (ISSUE 2)

F17

Team 17

A nice-looking and very playable racer with plenty of speed and fun. No two-player mode though, and lacks something in depth.

compared to *Mansell*.
ACG RATED 73% (ISSUE 1)

FIRE & ICE Renegade

Although it can be a little unfair at times, magnificent music, innovative gameplay and some impressive AGA graphics make this one of the most attractive platformers on CD32.

ACG RATED 87% (ISSUE 2)

FIRE FORCE Ice

A side-scrolling Commando-style game ruined by poor controls and sluggish responsiveness.

ProScore 34% (ISSUE 1)

FLY HARDER Buzz

A fiddly and overly difficult CD32 version of *Thrust*. As ever, the control system is fun to mess around with, but there's far too few levels.

ProScore 52% (ISSUE 1)

FRONTIER: ELITE II Gametek

A truly monumental game unrivalled in its galaxy-spanning scope. The controls take a while to master, but overall this is an epic which can't be missed.

Truly impressive.
ACG RATED 95% (ISSUE 2)



FURY OF THE FURRIES Mindscape

An interesting mix of platforming and *Lemmings*-type puzzles with masses of challenge, but much in the way of graphical or sonic pizzazz.

ACG RATED 75% (ISSUE 2)

GGHHII

GLOBAL EFFECT Millennium

A slow, uninvolved ecco sim, that follows the lifespan of a planet. Challenging and seriously dull.

ACG RATED 55%

GUNSHIP 2000 MicroProse

A huge combat simulation which recreates the experience of not just flying one helicopter, but seven.

You can also lead into battle a squadron of copters. Lots of depth, action and fast, impressive 3D make this worth a look from anyone.

ACG RATED 92% (ISSUE 2)



HEIMDALL II Core Design

A truly splendid graphic adventure with masses of neat puzzles, brilliant graphics and varied worlds to explore. Gameplay is completely absorbing and just about makes up for fact save points are few and far between. This stands as the best game of its genre available and one of the most polished CD32 products around.

ProScore 90% Issue 3



INTERNATIONAL KARATE PLUS System 3

A less than brilliant conversion of an 8bit classic is a bit too sluggish and limited to shine on CD32.

ACG Rating 44% (ISSUE 1)

JJKKLL

JAMES POND III: OPERATION STARFI5H Millennium

Despite the well-worn puns, this is a slick addition to the Pond legacy, with bigger sprites, much more challenging puzzles and heaps of places to explore with your neat new character sprite (who behaves rather similarly to Sonic). Fast and fun, this is one of the better CD32 platformers.

ACG Rating 78% (ISSUE 3)

JOHN BARNES EUROPEAN FOOTBALL Buzz

A dire side-scrolling football game which promises much but fails to deliver on the pitch with jerky scrolling, lousy controls and poor collision detection. There's much better footie sims around, but even if there weren't, I wouldn't buy this.

ACG RATING 32% (ISSUE 1)

LABYRINTH OF TIME Electronic Arts

A surreal adventure with stunning, hi-res still graphics to convey a brilliant sense of atmosphere. Very weird and the slow pace will put off many.

ACG Rating 70% (ISSUE 1)

LAST NINJA 3 System 3

Unchanged from its A500 origins, this is showing its age with a remarkably awkward control system and dated, if still stylish graphics. Varied puzzles and a budget price make it worth a look though, as there's a lot of game to be played.

ACG Rating 68% (ISSUE 3)

LEGACY OF SORASIL Gremlin

A convincing, truly atmospheric conversion of the HeroQuest role-playing game. Graphics and brilliant sonics make this immediately impressive, while the easy control system and fast pace will get almost anyone addicted. Real RPG fans will find it rather lacking in depth though.

ACG Rating 84% (ISSUE 3)

LEMMINGS Psygnosis

A truly excellent game, but this CDTV conversion lacks the original's two-player mode, adds no new levels by way of compensation. This is a shame, as is the fact that that it really needs a mouse to play seriously. An updated version would be much more welcome.

ACG RATED 79% (ISSUE 2)

LIBERATION Mindscape

A huge, sprawling sci-fi adventure which would take several lifetimes to explore fully. An intriguing story, involving game-play and good texture-mapped graphics make this a classic release

ACG RATING 92% (ISSUE 1)



LOTUS TRILOGY Gremlin Graphics

A bumper compilation of three now rather dated racing games. Hardly essential stuff.

ACG RATED 60% (ISSUE 2)

MMNNOO

LUNAR-C Mindscape

A side-scrolling shoot-'em-up which rips off *Gradius*' power-up system, but none of its variety or playability. [Available in Doublepack with *Overkill*.]

ACG Rating 37% (ISSUE 1)

MEAN ARENAS Ice

Pac-Man may seem less than state-of-the-art, but this update is very playable with enough updates to provide reasonable fun.

ACG Rating 61% (ISSUE 1)

MICROCOSM Psygnosis

A graphical showcase with a fantastic FMV-style intro. Unfortunately, gameplay is weak, repetitive and frustrating.

ACG Rating 60% (ISSUE 1)

MORPH Millennium

An intriguing arcade puzzler where you morph between four different types of blob.

ACG Rating 84% (ISSUE 1)

MYTH System 3

Another ancient System 3 classic, this still impresses with the imagination behind both graphics and gameplay. Control system is a little cumbersome, but budget price partially compensates for age. Worth checking out as a genuinely innovative title in software history.

ACG Rating 71% (ISSUE 3)

NAUGHTY ONES Interactivision

A truly annoying platformer, with a lame two-player option thrown in to disguise the bland graphics and banal puzzles. Control is awkward and progress across the five levels slow.

ACG Rating 65% (ISSUE 3)

NICK FALDO'S CHAMPIONSHIP GOLF Grandslam



Best golf available on CD32. Bar none.
ACG Rating 90% (ISSUE 1)



NIGEL MANSELL'S WORLD CHAMPIONSHIP Gremlin

A very playable racer with plenty of depth. No two-player mode though.

ACG Rating 74% (ISSUE 1)

OSCAR Flair Software

Spectacularly colourful and detailed graphics. Lots of neat touches, but the overall effect is confusing with very limited gameplay.

ACG Rating 59% (ISSUE 1)

OVERKILL Mindscape

A very competent update of the classic Defender coin-op: fast, slick and playable. [Available in Doublepack with *Lunar-C*]

ACG Rating 67% (ISSUE 1)

PPQQRR

PINBALL FANTASIES 21st Century Entertainment

Four playable and colourful tables provide masses of fun with great CD soundtracks. 1-8 player option is especially good fun.

ACG Rating 87% (ISSUE 1)

PIRATES

MicroProse

Despite a slick new intro and some excellent presentation screens, this looks distinctly 8bit with mainly disappointing combat graphics. Underlying gameplay is quite sophisticated though, with a brilliant sense of openness which perfectly suits the pirate theme. Worth investigation.

ACG Rated 79% (ISSUE 1)

PREMIERE

Core Design

A varied and imaginative platformer flawed by an awkward control system. Worth a look if you can't get enough of them.

ACG Rated 65% (ISSUE 2)

PROJECT X

Team 17

A classic side-scrolling shoot-'em-up which has masses of power-ups, fast-moving enemies and slick backdrops. Totally unoriginal, but as playable as it gets. [Available in Doublepack with *F17*.]

ACG Rated 89% (ISSUE 1)

QWAK

Team 17

A hugely playable game inspired by Taito's classic *Bubble Bobble* coin-op. Action is simplistic, each level is just a single screen, but it's so much fun who could complain? Simultaneous two-player mode makes this great value. [Doublepack with *Alien Breed*.]

ACG Rated 84% (ISSUE 1)

ROBOCOD

Millennium

A colourful and playable platformer, albeit perhaps a bit easy. Much like the *Zool* games, this isn't as brilliant as the hype would lead you to believe.

ACG Rated 80% (ISSUE 1)

RYDER CUP GOLF

Ocean

Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is entirely unconvincing. If golf is your thing though, it's worth checking this recent release out along with *Nick Faldo's Championship*.

ACG Rated 68% (ISSUE 2)

SSTUU

SABRE TEAM

Krisalis

The isometric graphics are realistically detailed helping create a great sense of atmosphere. Tactically-minded fans of the SAS will love the game's depth but others will despair at the slow pace.

ACG Rated 78% (ISSUE 3)

SECOND SAMURAI

Psygnosis

No different to its A1200 predecessor, this boasts good graphics, imaginatively varied puzzles and a neat two-player mode.

ACG Rated 85% (ISSUE 3)

SEEK AND DESTROY

Mindscape

A simplistic and less than spectacular overhead shoot-'em-up. Quite playable.

ACG Rated 62% (ISSUE 1)

SENSIBLE SOCCER

Renegade

Tiny sprites and a control system

better suited for joystick than joy-pad are off-putting, but this is a sophisticated and playable soccer sim.

ACG Rated 91% (ISSUE 1)

SLEEPWALKER

Ocean

A novel arcade puzzler where you must use a dog to guide the eponymous hero through ever more hazardous levels. Fun, but very tough and not helped by an awkward control system. Worth a try.

ACG Rated 80% (ISSUE 1)

STRIKER

Elite

A straight port of a shallow, dated A500 footie sim which is sadly outclassed by the deluge of more modern games.

ACG Rated 43% (ISSUE 2)

SUMMER OLYMPIX

Flair

Lots of fun sounding games such as kayaking, boxing and archery sadly ruined by lacklustre programming.

ACG Rated 37% (ISSUE 2)

SUPERFROG

Team 17

While hardly pushing the CD32, this budget priced platformer plays well with lots of variety and challenge.

ACG Rated 85%

SUPER METHANE BROTHERS

Apache Software

Great two-player action in this slick, noisy *Bubble Bobble* variant, but lack of variety and passwords means this can pall in one-player mode, but top-notch presentation. Check out Team 17's *Qwak*, first.

ProScore 83% (ISSUE 3)

SUPER PUTTY

System 3

An entertaining and original platformer and one of the better early CD32 releases.

ACG Rated 70%

THE LOST VIKINGS

Interplay

One of the best games around, this features three Vikings taking



on 37 levels with their various skills. A great mix of arcade action and tantalising puzzles. Great fun, but unenhanced for CD32. ACG Rated 90% (ISSUE 1)

THE SEVEN GATES OF JAMBALA

A dreadful platformer which looks like an 8bit game and plays considerably worse. In a sane country, this would be banned, but with any luck, there won't be too many shops stocking it in the future. Worth buying our back issue one just to laugh.

ACG Rated 8% (ISSUE 1)

TOTAL CARNAGE

ICE

A classic coin-op is almost totally ruined by sluggish movement, poor collision detection and a lousy control system. Oh, and the graphics are appalling, the sound is dire and there aren't even any nice FMV interludes. A truly awful conversion of a brilliant game. NEXT!

ACG Rated 45% (ISSUE 2)

TROLLS

Flair Software

A cutesy platformer with fourteen different levels. Very similar to, but less colourful than *Oscar*, which makes it significantly less painful on the eyes. Reasonable fun, but not up there with the best CD32 platformers, and strictly for young 'uns only.

ACG Rated 67% (ISSUE 1)

UUWWZZ

ULTIMATE BODY BLOWS

Team 17

A truly humongous beat-'em-up with no less than 23 characters, numerous combat moves and



incredible addictiveness. As well as the normal one or two-player modes, there's a superb knockout bout that makes the whole thing tremendous fun, but most impressive has to be the

phenomenal speed the thing plays at (there's three turbo settings). AGA graphics and 16 CD soundtracks add the finishing touches to this brilliant product.

ACG Rated 93% (ISSUE 2)

WEMBLEY INTERNATIONAL SOCCER

Audiogenic

Despite a wealth of play options and a novel choice of two view options (isometric and *Sensi* style) this falls down on poor joypad responses and unintelligent computer selection of your players. Ambitious, but fatally flawed.

ACG Rated 76% (ISSUE 3)

WHALE'S VOYAGE

Flair Software

A great techno intro track, a great option to tailor your crew members and plenty of depth make this an intriguing RPG. Sadly, most of the action features weak graphics, which seriously diminishes the impression this potentially big game makes.

ACG Rated 80% (ISSUE 1)

WING COMMANDER

Electronic Arts

The classic space opera is slickly presented with an involving storyline, even if gameplay isn't as sophisticated as you first think. Getting on a bit though.

ACG Rated 86% (ISSUE 1)

ZOOL

Gremlin

Masses of hype, masses of onscreen colour, a great FMV-style intro and impressive CD soundtracks. It's a tremendous shame then, that gameplay's so limited. Zool himself is not really exciting enough to become an icon, he's too humourless to be cute and too drab to be dangerous.

ACG Rated 60% (ISSUE 1)

ZOOL 2

Gremlin Graphics

Slick Silicon Graphics presentation sequences, good CD tracks and impressive AGA graphics throughout, but gameplay lacks zest and the first, CD32 specific level is utterly banal. This ant-like hero needs a serious overhaul if he is going to wander towards the CD32 for a third time...

ACG Rated 70% (ISSUE 2)



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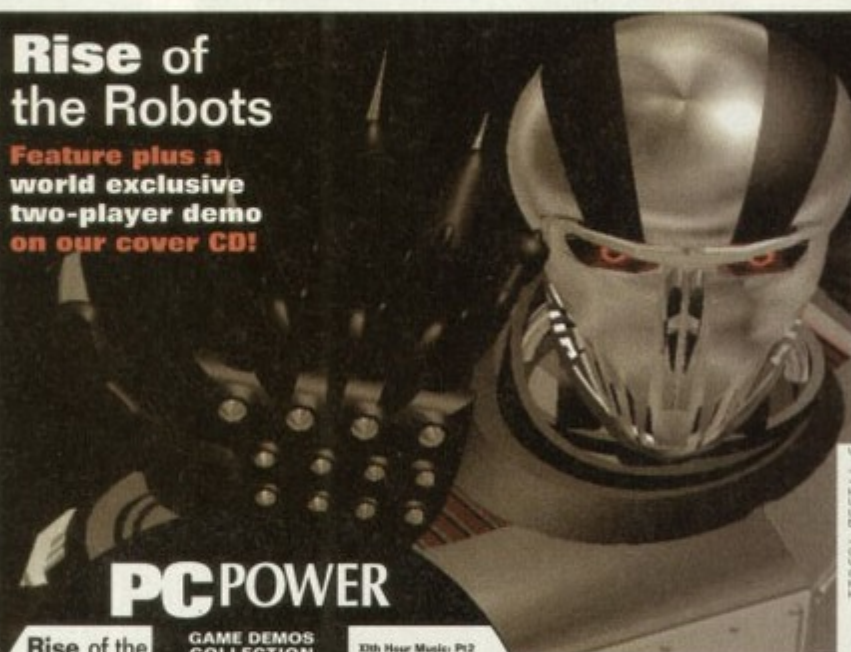
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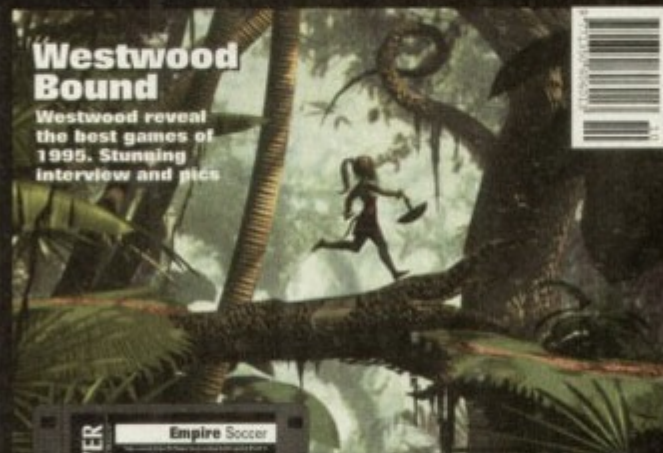
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