

THE BEST GUIDE TO CD32 SOFTWARE IN THE WORLD

AMIGA

CD32

G A M E R

Core blast back into the CD32 market with all guns blazing. Check out our review of Skeleton Krew inside!

Skeleton Krew

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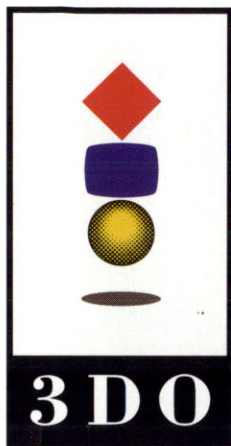
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02

REVIEWED! DIZZY. BENEFACTOR. FLINK AND MORE!

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WINTER 1994 £4.99 with Coverdisc

magazine

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Paragon Publishing proudly presents the first British publication dedicated to the 3DO System; 3DO magazine. The most eagerly awaited Paragon launch of 1994, 3DO magazine provides unrivalled coverage of this revolutionary new machine, from its exciting new hardware upgrades to its outstanding and rapidly growing collection of superb software. Everything you could ever want to know about this machine is inside issue one. The magazine also boasts an incredible covermounted CD, packed with playable demos of brilliant games such as The Horde. So join us on a ride to the future, assured you'll never look back...



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EA's Wing Commander III

The \$6 Million Game Arrives

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Previews include: Gex, Cyber Clash, Space Hulk, Flying Nightmares, Rebel Assault & more.



3DO magazine presents The 3DO Interactive Sampler



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The Horde
Defend your village against monsters in this hilarious playable demo.



Total Eclipse
Blistering arcade action with this stunning 3D shoot-'em-up.



Off-World Interceptor
One or two-player action in this fantastic sci-fi road racer from Crystal Dynamics. Unmissable playable demo.



Sewer Shark
Controlable Master with superb FVY and addictive gameplay.



Pebble Beach
Superbly realistic golf simulation - one playable hole is included!

PLUS: Gridders, Dragon's Lair, Draxion's Revenge & Way Of The Warrior

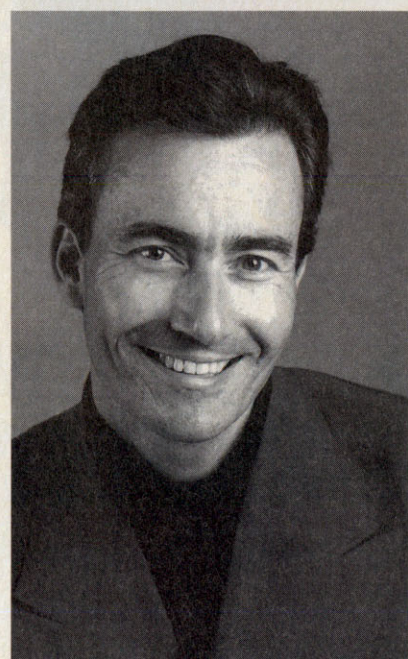
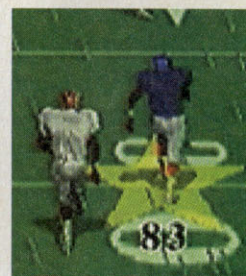


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& the original team that launched **Amiga CD32 Gamer**

A few months ago, when I was first put in charge of CD32 Gamer, it seemed like the Commodore mess had been dragging on for an age and a half. Four months down the line, with time no longer on the Amiga's side, things are still dragging on, but an end could finally be in sight. At the CES in Las Vegas, where all the big-wigs of the industry (and us) amass for an almighty party, the rumour mill was running in overdrive concerning the future of the company. Apparently, a decision from the receiver was imminent, with a decision due at the end of January. Unfortunately, we've heard it all before, but the bids are firmly on the table now, and the end must be in sight. Whether the CD32, or even the current Amiga range, are in the future plans of the company that grasps control of Commodore is yet to be seen, but rest-assured that, as soon as we know, you'll know!

For some bizarre reason, there's been a sudden increase in activity in the CD32 market. Over the past few months, we've been averaging four or five reviews each issue, and that's set to continue with new releases from Flair, Core, Team 17, Gremlin and GameTek, amongst others. While it may be down to the mail-order shops to support a large sector of the CD32 community, some software houses still realise that there's a market to be supported. Only by supporting quality product in return will the market have any hope of flourishing once more. Get ready to raid that piggy bank!

□ Mark Smith, Editor

Note - Quik Special Offer - We're currently experiencing difficulties regarding the cover-mounting of Quik on a special issue. However, we hope to resolve this minor problems shortly. In the meantime, those who have sent in money for the disks will be dealt with as quickly as possible, with disks being dispatched as soon as they become available. Thanks for bearing with us!



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Something old, something new, something borrowed and, er, well, there's some blue in there too! By popular demand, we've repeated some of the older demos from past issues, while there's also some excellent new slide-shows for you to gape at.

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Okay, so there's no hard and fast news on the Commodore situation yet, but why let that spoil your day? Instead, check out the new *Frontier* book, news on *Speedball II* plus an extensive 'Coming Soon' section.

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Boo! Te-he! Boo's the latest game to find its way to the CD32, soon to be joined by the likes of the Big Red Adventure and Shadow Fighter. Read all about them here!

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It's a readers survey! And you all know what that means – you all write into us, telling us how great everything is, all for the sake of being in with a chance of winning a few free games. There's a serious side, of course, so make sure you fill it out and send it in!

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Our Derek gets to grips with the lads putting together *UFO II* in his own inimitable style. It's a gas and no mistake.

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More delightful reviews for you to drool over, from the blood-curdling delights of *Doom*-clone, *Death Mask*, through to the brain-teasing *Defender Of The Crown II*. Then, of course, there's the fabulous *Dizzy Collection* and the equally 'kool' *skeleton Krew*. My, we are kind to you!

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We return to *jetstrike* to deliver even more stunning tips, while the posse also turn on and tune in to *Jungle Strike*, taking you all the way through to the sixth level, all missions complete. How do they do THAT, eh, Desmond?

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So much mail to read and so little time to do it in. With so much going on in this issue of CD32 Gamer, you'd be forgiven for skipping over the mail section, but then you'd be missing more of Mark's witticisms, not to mention a ghastly account of his time in the gambling capital of the world, Las Vegas. I swear, sometimes the guy just shouldn't be left alone...

mail order.....60

Hmm, mail order jokes are thin on the ground this month. Plus they're not appreciated by anyone but our two female readers in Liverpool. Hence, we simply suggest that you go check out the pages and order something. Over the phone.

A-Z62

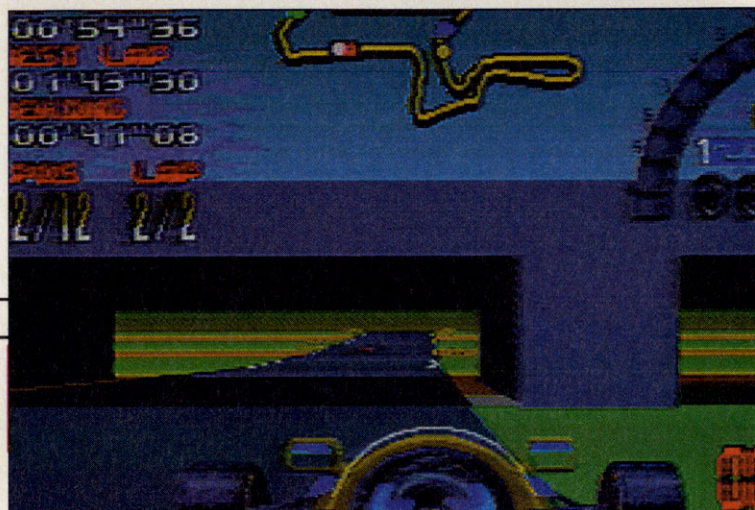
Y'know, we go to pains to update the A-Z every issue, just so you don't have to trudge through old (and more often than not, sold out) back issues to look for that little bit of advice on a game. As my mother once said, a little advice goes a long way. Something like that.



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

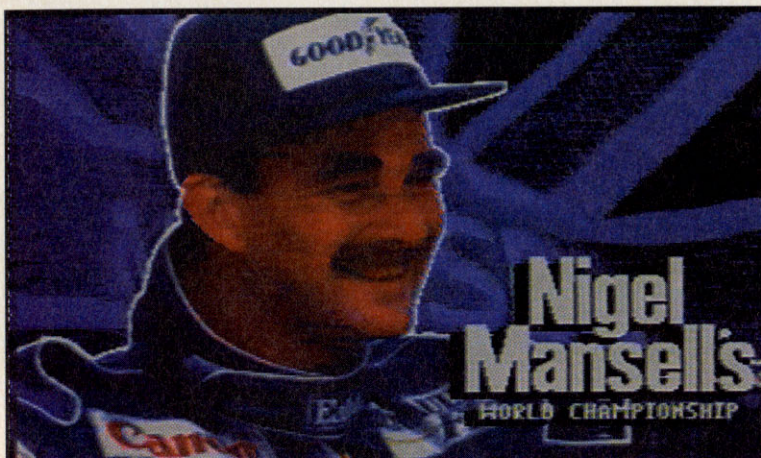
Emerald Mines

As this issue seems to be heralding something of an '80s revival we've decided to give you a demo of this excellent arcade puzzler. Fans of the famous Boulderdash series will feel right at home as you try to clear screen after screen of ever more deviously arranged blocks. Okay so the graphics don't exactly push the AGA chipset, heck, they'd hardly push a Commodore 64, but it's gameplay above and beyond anything else. Still you may be a bit dubious with nothing but screenshots to go by but believe me — playability shines through. Anyway, you don't have to take our word for it. ACG is proud to present a fully playable demo of Alamethera's sublimely addictive game.



Nigel Mansell World Championship

It's been a funny old couple of years for our Nige. First he said he was leaving formula one once and for all when he headed off to America and the Indy Car circuit. He took the States by storm in his first season, winning the championship and taking all the glory. His second Indy season by contrast was a troubled one. He was dogged by problems and bad feeling on and off the track and this was reflected in his performances. Come the end of the season he was released by the Newman-Haas team and returned home to England to fill the shoes of the late Ayrton Senna after his tragic death at Imola. Even then the million-a-race man couldn't escape the grip of controversy as many believed David Coulthard, who'd done so well filling in for Senna up until then, should not have been sacrificed to make way for Mansell. Nevertheless it seemed certain that Mansell



would be signed to team up with Damon Hill for next season. After a court battle, Williams won the right to retain Coulthard's contract and subsequently signed him up as next season's number two leaving Nigel out in the cold and without a team. At the time of going to press his situation is still unresolved.

Oh well. You can forget all that and remember why Nige first became famous with Nigel Mansell World Championship — an all-action race-em-up with not a contract or legal wrangle in sight. Strap in check out our demo of this high-octane racer which must go down as one of the best driving games on the CD32.

Legacy of Sorasil

Calling all fantasy fans, and everyone else for that matter! The follow-up to the highly acclaimed and successful Harquest does a fine job of bringing the epic fantasy franchise RPG and strategy game for the minimalist Dragons And Dragons fans will appreciate the fantasy points with many weird monsters to fight, spells to cast and treasures to find. If you haven't ever felt the urge to strap on a leather tunic, pick up a broadsword and take the lead off a goblin then this is a fine introduction to the genre. It plays fast enough to please the more arcade oriented and with excellent detailed 3D graphics to boot.

Enjoy the complete level view of areas from the full game, so really use it to plan your moves. Click the decision screen at the bottom of the screen to move the currently selected character, or get together to perform actions using the eight tool-based control buttons. The treasure icon activates the inventory area for gold, poisons or any other interesting items. Clicking on the door causes the character to look around for hidden entrances and traps in about a four square radius. The sword icon the pointer into sword. Click this on a body to attack them. The shield of war will cast a spell, but only if the character has a spell to cast, and the key opens closed doors. If you get stuck, why not flash through a few book icons and check out our full source!

AMIGA

CD32



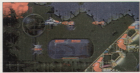
COVER DISC • 9

Zool

As the report with the Chicago Chicago returns were again to our screens. Originally displayed very back when in our cover-CD, here you'll get the chance to see just how fast, jumps and crashes through to the, looking, told!

Disposable Hero

A number of 'Grandes' games being back to the very original issue of CD32 Games. (Heroes is one of the classic shoot/strategy available for the system. And you, we think it's a bit hard that the game consists of you 'disposable' should see the same and see if you can prove it wrong!



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SHAREWARE

DEMOS

Disc mastered by Multi Media Machine

Big Red Adventure

It's big, it's red and it's an adventure. So right. We like the sound of a Big Red Adventure, although, from what we can tell, this has more to do with Russia than real things. Well, you can enjoy the luscious graphics on our special education. Enjoy!

Akira

Strange noise and a lot of clinking sounds most things material, but you can rest-assured that this slide show has been specially created by the powers that be. And only those who will be chosen to be right.

faulty discs

If you have any problems with your disc, please contact:
PC Office, Overlaid Box Business Park, Marple, Td9L,
Mid Cheshire, CF81 1TY. Tel: 0441 108101.
Please do not send any faulty discs back to Penguin as we
will not be able to deal with them.

Multi media Machine

Give a computer with soundblasting and mouse system. Multi Media Machine has the greatest protected media sample from their New Year's 1992 / Call Games compilation of PD, Shareware and demo software. Their disks usually include around 100 tracks and retail for just £20. And as you can see they're pretty good too. Multi Media Machine can be contacted direct on 0441 111010 and are always interested in new material.

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 as 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.

P.D. Corner

As usual there's the regular selection: games, shareware and demos from the wide and wonderful world of public domain. Here's a full one for as you know what to expect....

Deluxe Hamburger
Dethell's Wonderland
Nebula
Nostalgian
No-Man's Land
Parachute Jump

Shareware

Galactoid
Hot Blob
Super Pong

Demos

Soviet SL
Stealth Fly-By
Steam Engine
WTCO Content
Windy Bottom
Unicycle Rangers

FRONTIER BOOK ARRIVES

You've played the game, now read the book! Many thousands of you dashed out to grab David Braben's epic space opera and you'll have no doubt played it to death, if that's possible. Still, due to the sheer magnitude of this colossus amongst games, I'm sure there's still a vast amount to be discovered. *Frontier* junkies will be overjoyed to learn then, that Bruce Smith Books have a 128 page paperback out, completely dedicated to the game.

Written by Tony Dillon, the book is not simply a players guide, well, it is, but there's more to it than that.

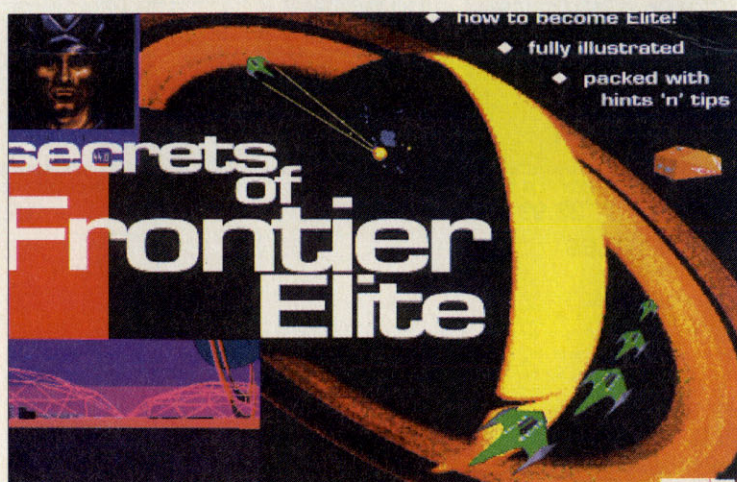
Not only will the book instantly appeal to veterans who know the game inside out (or think they know it inside out) but anyone who hasn't yet experienced the phenomenon that is *Frontier* will soon be hunting a copy down. It begins with a run through of the basics. Where to start, which ship to choose, early strategies, planning out your career in advance and it's all written in a user friendly so as to constantly generate interest rather than bore the reader to tears. Certain people should, at this point, take note — you know who you are!

Profiles of many missions are given along with advice to guide you. What equipment is required, problems to look out for, that sort of thing. Later on there's tech-specs and descriptions of some of the ships you're likely to encounter as well as those you can purchase yourself — invaluable when deciding which missions to take on.

Basically, if you're into *Frontier* this is an essential purchase to help you get even more out of the game. A valuable read for experienced pilots and novices alike. It'll certainly speed up your progress to the coveted ranking of elite. The only possible stumbling block is the rather steep £9.99 price tag. Considering it's only a paperback

this seems a little extortionate but even so, fans will find it a very enlightening and productive read.

Give BSB a ring on 0923 894355 to find out where you get hold of your copy and enjoy many more years of care-free travel and trading success.



BULLFROG CROAKS

It seemed that just about everybody in the industry had a finger in the pie as far as the Amiga version of *Theme Park* was concerned. Bullfrog did the development, Mindscape were the publishers, and the whole thing was overseen by Electronic Arts — producers of the original.

Now two of those companies are involved in a deal which was being strenuously denied only a few weeks ago. US based EA are to purchase Bullfrog who boasted profits of £3.2 million last year. The basic set-up at Bullfrog looks like remaining largely the same but with some expansion. With Bullfrog's track record of producing high quality, highly original titles (*Theme Park*, *Populous* to name but two) and EA's massive marketing and financial muscle there should be some corking software to come. Whether further ventures into the Amiga and CD32 markets are planned is still a bit up in the air. We await with baited breath.



NEW GAMERS ON BOARD!

In the ever changing world of video games there's no time to stand still. Dawdlers will soon be swallowed up and lost forever and for this reason we at CD32 Gamer are never content to rest on our laurels. Our eagle eyed talent scouts are always on the alert to poach the top bods in the industry and recruit them to our elite team. This month we're pleased to welcome John Evans and David Hallett into the ACG posse. John is not only among the country's top gamers (he was born with a joystick in his hand), but his powers of writing are oh so impressive too. While John will be spending most of his time with the Super Gamer crew, his foray into the land of CD32 Gamer will become more obvious next issue as he's been putting together a wealth of tips and previews in his spare time (obviously, life on Super Gamer is far easier than that on this mag since we don't have any spare life — indeed, we live to write for CD32 Gamer).

David is one of those chaps that any Editor would gladly pay, although he's turned down a lucrative salary in Tesco's for this non-paying position on Gamer. Apart from his rather nasty habit of cheering on Manchester United on a Saturday afternoon (not that he was born in Manchester, been to Old Trafford or even ventured outside of Newton Abbot for that matter, but that's par for the course for a Red Devils fan really), he's a darn fine gamer and is responsible for all the impressive screen shots in this issue. What a guy!

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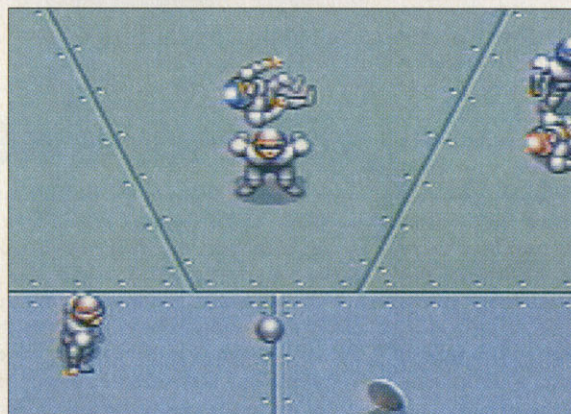
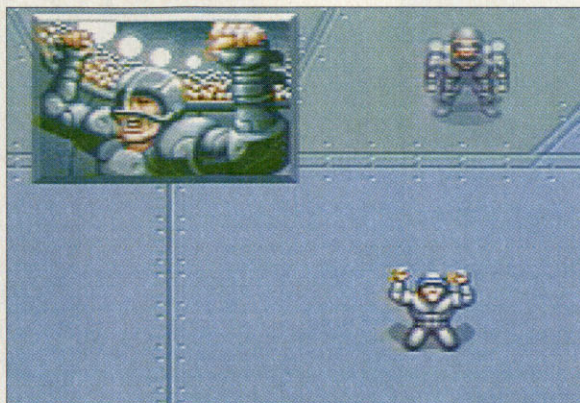
What with the hike in mortgage rates and Mark's ever increasing hair-gel bills (not to mention all those bacon sarnies for breakfast from the local sandwich shop), and, more importantly, the need to increase the cover price, we'll need to increase the subs price in the next issue. But, since we're all rather nice (not to mention the fact that we want your cash), if you're quick and subscribe within the next few weeks, you'll be able to get a six-months sub for the regular price of £22. It's a steal! Any questions, call Karen on 02020 299900.

WHATEVER HAPPENED TO SPEEDBALL?

The ultimate computer future sport is still *Speedball 2* despite the fact it came out almost five years ago on the Amiga. EA's Mega Drive smashes, *Mutant League Football* and *Hockey* didn't really hit the mark with anything like the precision of that aging brawl-'em-up which remains a land-mark to this day.

Now it's funny, but it seems like months since we first heard about a fully enhanced CD32 version on the way and guess what — it has been months! Unfortunately we're still waiting as *Renegade* continue to hammer out problems. As we understand it there's currently a problem with the sound-track. It runs fine on their development machines but as yet they're unable to get test pressings to work properly. So what can we expect from the CD version? Well, fully redrawn graphics to take advantage of the vastly superior AGA palette, a completely new sound-track complete with full in game commentary and a host of new features and tweaks.

But what's it all about, you may ask. Simple really. Two teams of nine line up in an arena with a goal at each end. When the whistle blows both sets of players attempt to score goals any which way they can. There are no rules governing tackling or fouls (what are they?), it's just a full-on free-for-all. In fact violence is positively encouraged as inflicting fatal injuries on opposing players gives considerable points bonuses. Various collectables appear on the pitch to strengthen players, increase their maiming ability. Coins can be collected to soup up the team between matches. In addition to the goals, there's various other methods of point-scoring by bouncing the ball off different gadgets situated around the playing area. Two players can play head to head or you can go for the full management game in which you get to lead the worst team in *Speedball* history from the doldrums of division two to division one glory. There's a full transfer market which allows you to bring in the most ruthless players to crush all in their path. Believe me, these square jawed animals would Martin Offiah standing in a puddle of his own making in no time. Next month we'll have a full review of the steel-twisting, limb-breaking spectacle especially for you.



NB Screen-shots shown are from regular Amiga version — expect improvements!



CD32 SNIPPETS

Still to come...

There's plenty of goodies to look forward to in the near future. We know that occasionally we promise reviews 'next issue' in the preview section but sometimes, for one reason or another, the darn things just don't turn up. But hey — that's life! It adds spice and an element of the unknown to our otherwise drab everyday existences, and who'd have it any other way? Here's a little reminder of what's to come. It'll hopefully whet your appetites. All in next month's issue (hopefully)...

KINGPIN

Team 17 have long since established themselves as a company who're not afraid to take a tried and tested theme and turn it into something special. *Alien Breed*, *Superfrog*, *Super Stardust* to name but three. Now however, they're out to do something a bit different. How does the idea of a ten pin bowling sim grab you? Hmm, that's just what we thought. Don't be too sceptical though. With Team 17's track record you can bet you last pair of colourful shoes that *Kingpin's* going to be well worth a whirl.

ALIEN BREED 3D

Staying with Team 17 for a moment, how about yet another instalment in the ongoing saga of those vicious scourges of the spaceways, the alien breed? This time however, they're doing things a little differently. Gone is the trusty old top down viewpoint in favour of an entirely new angle, literally. *Alien Breed 3D* is the next step forward and, after the stunning rendered intro to *Tower Assault*, should be well worth a look. So far we've not seen so much as a pixel but rest assured this is gonna be a monster.

FRONTIER: FIRST ENCOUNTERS

The *Frontier* player's guide (see opposite) gives a valuable insight into one of the most ambitious games of all time. Until *First Encounters* that is. Beautiful new graphics are being implemented, plus a host of game-play tweaks to send all space traders into spasms of ecstasy. It's a way off at the moment but every day that goes by is a day closer to its arrival.

EVASIVE ACTION

It'll come as no surprise that the next trick destined to emerge from the 'prose's sleeve is to be an aerial based affair. But it ain't no flight sim, John. *Evasive Action* is an arcade style 3D dogfighting game which'll take us from the multi-wing heroics of WW1, through the wonderful achievements of 'the few' during WW2, onto present day jet fighters, and then into a futuristic scenario set some time in the next century. All very impressive if you ask us, which most people do y'know. Expect ultra realistic graphics and a visual display to make *Gunship 2000* curl up and die!

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Previews

Boo

Boo! Ha, bet that scared you! Okay, may be not, but, hey, the game ain't supposed to be scary! Boo's the latest in a long line of decent games from the people at Microprose, so be upstanding for their latest hero - Boo the ghost!

Boo, who looks very much like a ghost, lives in a house with his friend — a retired stage magician. Everything's going very nicely thank you until, one fateful day, an invasion force from the far end of the Milky Way arrives carrying an army of mutant cows led by the evil king Bully. Basically the King and his herd have taken over their own planet of all the grass and so have come to our planet to eat all our grass. So happens that Boo's mansion is to be the starting point! Marvo the magician uses his magic wand to Bully in the intro sequence leaving it up to Boo to reverse.

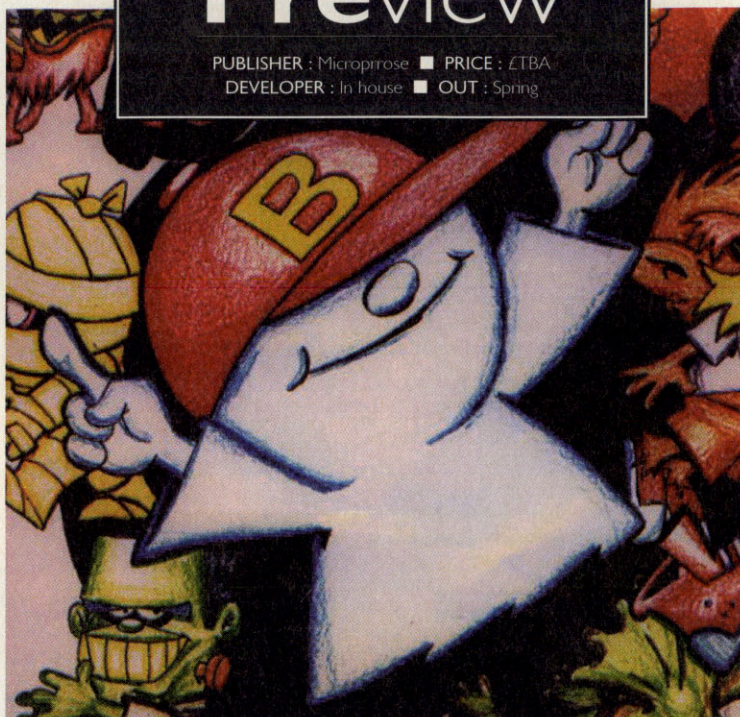
Boo is an eight level game involving a lot of object manipulation. This allows the storyline to progress — a sort of platform meets RPG. With a wealth of objects to collect, puzzles to solve and levels to work through, though initially appear simplistic, soon platform fans will be engrossed. It does become increasingly harder the further you get. 'There certainly is a lot of depth to the game' commented the project manager. As well as 18 different objects that Boo can pick up and manipulate including magic mirrors, garlic bombs etc, all of which have special uses, Boo will also come across various B movie characters like Frankenstein, Mummies Boy, Ractula, Wolf Kid and The Fish Kid from the Black Lagoon. He'll spot them as statues, then be able to assume the character for a certain amount of time by moving on top of them. The great thing here is that each of the characters has their own special repertoire of moves. Mummy can fire bandages, Ractula can fly, Wolf can stick to walls. Each will help you progress past certain sections.

Each of the eight levels has a large selection of monsters for Boo to fight against. They're well worth checking out as all the animations and graphics were done by the famous Keith Stovel, creator of a lot of the early *Dangermouse* series.

Boo has many frames of animation himself so he moves and glides around the

Preview

PUBLISHER : Microprose ■ PRICE : £TBA
DEVELOPER : In house ■ OUT : Spring



screen smoothly. One of his special tricks is to frighten monsters away by screaming 'BOO' to any that dare get close to him — well worth a giggle. Unlike other games of its type, Boo does not go around fighting and chucking objects at the enemy but uses either his roaring scream or the clever use of objects.

Another feature Boo is proud of is that he can squeeze through tiny holes and cracks in the scenery. Levels include kitchen, bedroom, hall and many other rooms from the Mansion but the most pleasing element is the clever and eye catching animation of some of the objects. Almost Disneyesque at times

An interesting looking game with plenty of ideas and gameplay to keep all the players happy! ■ DDF



FISH KID



BRATULA

Big Red Adventure

Coming from an Italian team that first came to prominence with *Nippon Safes* on the standard Amiga which did remarkably well, this is a very stylized and interesting looking game. Graphically it's very accomplished and conjures up a Lucas Arts feel with its cartoon style, hand painted and scanned backdrops. It's certainly a step forward for Core, not being their usual type of thing. *TBRA* encompasses the standard adventure interface of interaction with people and objects with loads of humour and wacky ideas. The comical theme runs right through the game.

It's split into three sections or chapters, in each of which the participating characters have a primary objective forming the basis for his or her individual storyline. All the stories run differently but come together in the last section — an idea used to good effect in the previously mentioned *Nippon Safes*.

Looking at the visual side, the team have worked on a panoramic scroll so each themed section is about four screens in length. Sprite scaling has also been worked on so when you walk into the screen they will size themselves accordingly. Scrolling itself is very smooth to the point of pixel-perfect and really looks the part.

The interface, point n' click, will allow the player to see the full screen and only by clicking the pad button will the inventory be displayed. The puzzles come in the form finding of objects and using multi-choice on-screen text to solve a particular problem.

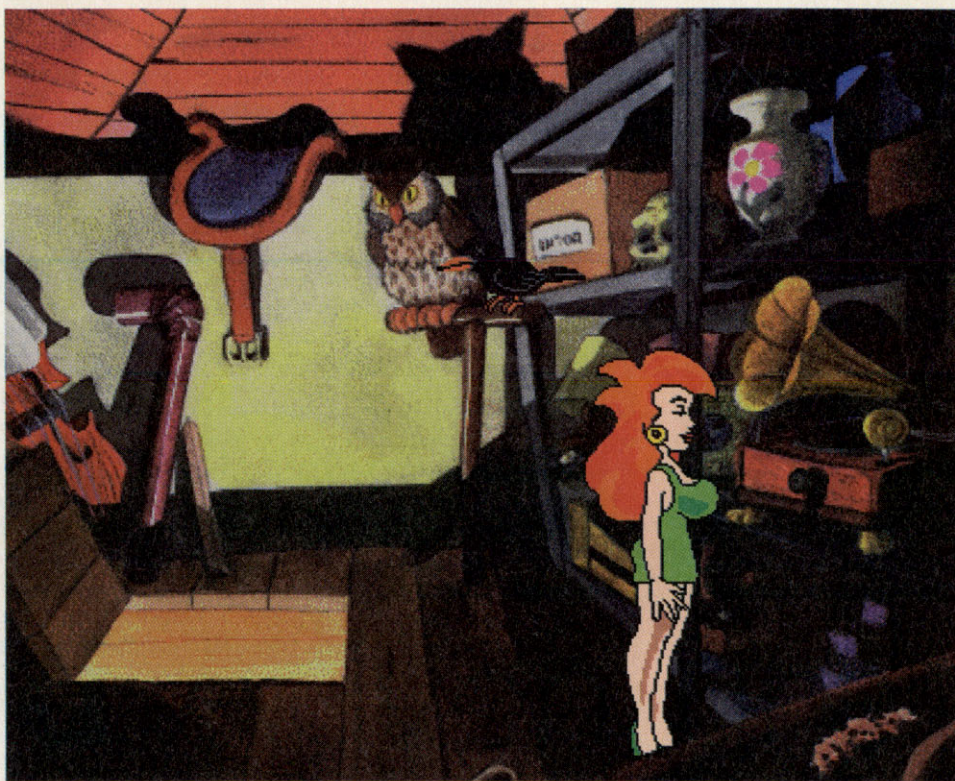
One of the main concerns for Core's project manager was that the Italian humour would not be appreciated by the rest of Europe but this has not proven to be a problem. In fact they're exceedingly pleased with both the massive game environment and the fine balance of story, graphics and interaction described by Core as 'Twin Peaks meets Lucas Arts'.

The three characters you assume are Dino who's trying to find his way back to his ship, Doug who's after the famed Cazrus Crown and Donna who's desperate to cover up her dodgy past as a strip-tease artiste.

Chapter one begins with a long animated intro sequence where you're introduced to the old guard, communist plotters and the three main characters. The game begins in earnest with Dino sitting on a crate at the pierhead in the port.

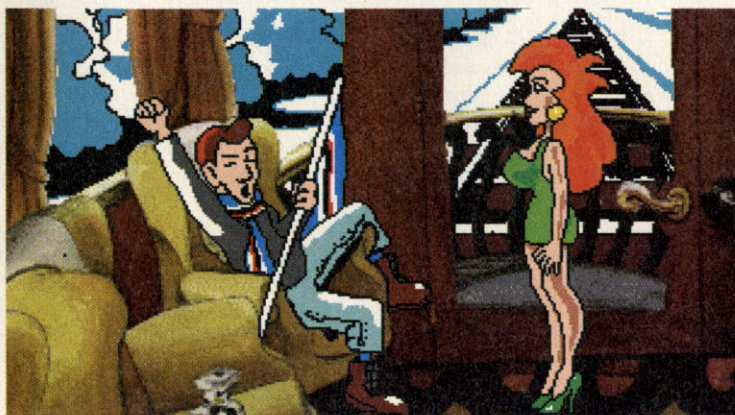
TBRA is set in a hilariously alternative Russian republic and there'll be over 200 locations to visit. Each location has its own theme, these blending seamlessly with one another as the character moves through the adventure. Then, of course, there's the numerous mind-bending puzzles, each of which may have several possible solutions. There's over 50 people with whom you can make contact as you move from the Kremlin to the Orient Express and elsewhere in the ever-changing scenario.

Weird humour and the distinctive attributes of the different characters should make this one to look out for. ■ DDF



Preview

PUBLISHER : Core ■ PRICE : £TBA
DEVELOPER : In house ■ OUT : April



ShadowFighters

From out of the shadows they came, carefully glancing about them in case the enemy was at hand. Slowly, carefully, they simultaneously reached into their overcoats, and pulled forth their latest game! Yes, Gremlin Interactive have re-entered the CD32 market to bring us the latest in a long line of beat-'em-uys, *Shadow Fighters*.

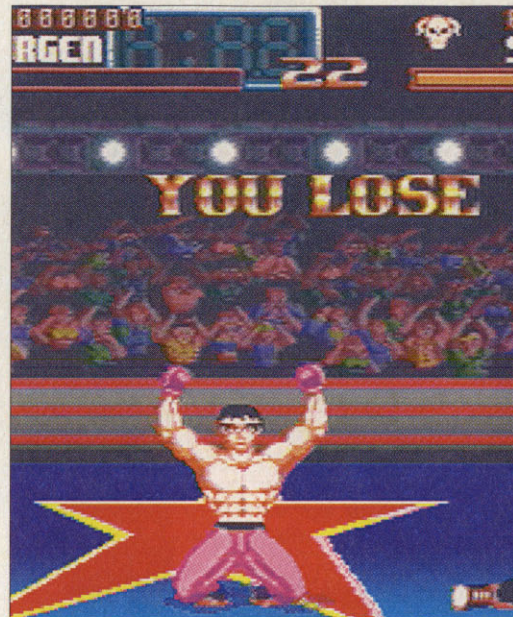
For many a month, Amiga CD32 owners have had very little in the way of beat-em-up's to compare with the likes of *SFII*. Although this classic had cornered the market on nearly every other format, it's poor conversion on to the Amiga left a gaping hole that gamers were begging to have filled.

With the recent release of *Rise Of The Robots*, Amiga CD32 owners at last have a beat-em-up that can compete with the best on any other console. Now the software giants are spoiling us! The forthcoming release of Gremlin's *Shadow Fighter* looks set to prove equally as good. As promised last month we take a sneak look, in an exclusive preview, at the game that could be set to over-shadow all others.

The plot behind the game is a little complicated, with some pretty unpronounceable names, but I shall do my best to explain. Kioya is a seventeenth century samurai who is given great powers by Chronozon, keeper of the afterworld. At first these powers are a blessing to Kioya, who uses them to fulfill his dream of becoming a legend. Before long, though, this power goes to Kioya's head and he abuses his great fighting skills to kill off rival samurai's. As punishment, Chronozon puts a curse on him, preventing him from entering the after-life. Immortal and invincible Kioya walks the planet for three hundred years. Finally his tortured soul can take no more. Offering a great prize, he gathers the worlds best fighters in a desperate attempt to find someone who can finally overcome the formidable Shadow Fighter.

From playing the demo this game certainly promises lots of potential. With up to sixteen psycho's to choose from and at least twenty-five moves per character it soon becomes clear this game carries a hell of a lot of punch. Whether you choose Slam Dunk with his lethal basketball, or Electra and her sizzling touch, the wealth of characters and special moves in this game will keep you going for ages. Each character also has around 150 frames of animation to ensure the movement is smooth and varied. The fact that there is so many animated sequences, along with 80 on-screen colours, mean that, if nothing else, this game is sure to look good.

This game also has some nice extra features to give it a bit of an edge in an ever more competitive field. The blood mode is one such feature. If you want added



A rather unfortunate turn of events, here, don'tcha think? Y'see, it happened like this - Miles, all very eager to play, entered the tournament, selected the coldest looking chap on show and thought that he'd quickly kick himself some butt. Just how he managed to kick his own so hard is still a mystery, but suffice to say he didn't last long in the ring. Not one for softies is *Shadow Fighters*!

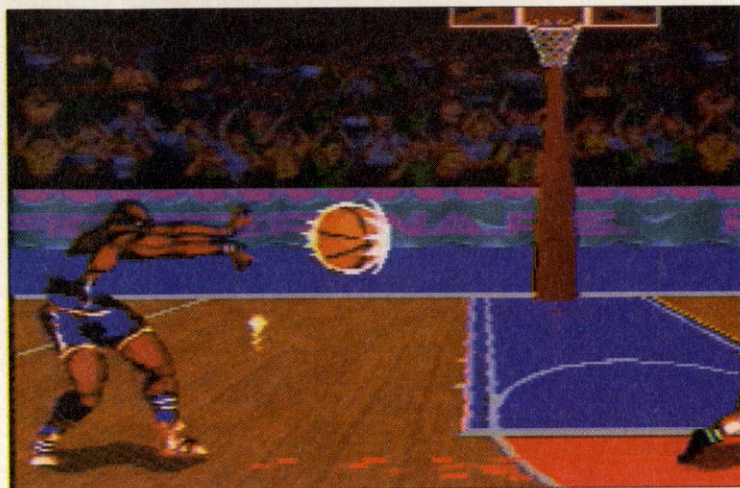
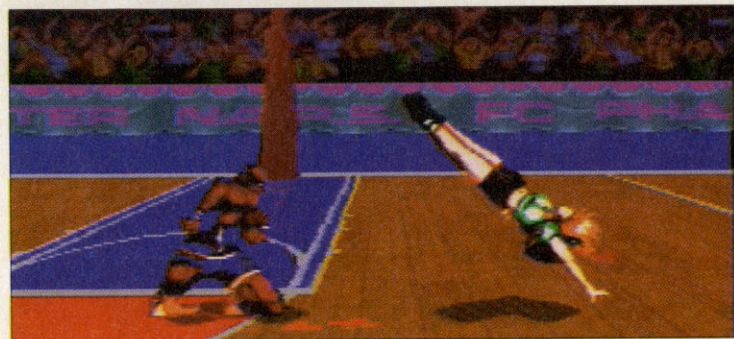
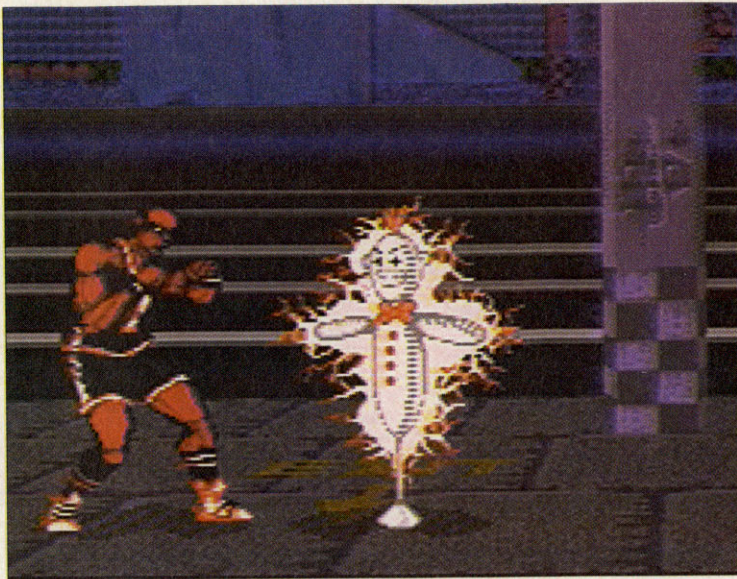


We felt a certain affinity towards some of the *Shadow Fighters*. Must have been something to do with their all-round wackiness, their ability to laugh in the face of adversity, their swift wit and equally fast reflexes. Or may be it's because they look so god-darn weird. Who knows?



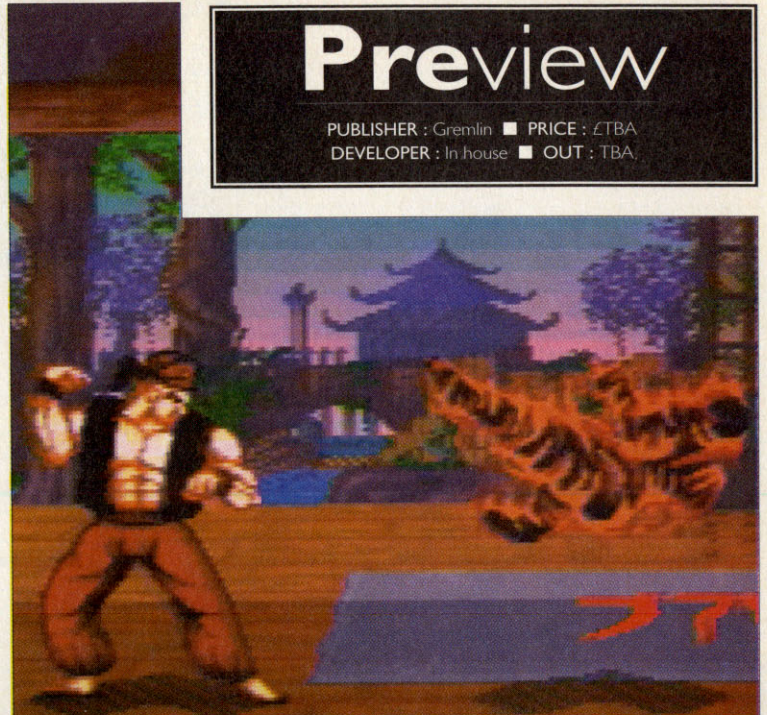
realism, or if you're just a little morbid and twisted, you're bound to appreciate this option. If you prefer not to see all the blood and gore then it can easily be turned off. Another feature this game has that many others don't is the useful training fight. Take on a rather strange looking puppet, in an attempt to hone those killer moves, before you enter the tournament. By the way, if you ever lose at this, it's not a good idea to admit it. It won't impress your girlfriend none if she finds out you got your head kicked in by a one-legged doll.

Shadow Fighter looks set to be a slick contender for the prize spot as the CD32's best beat-em-up. Although many of the moves appear to be similar to those already around, to be fair, there's also quite a few new ones. This and the impressive execution, smart graphics and countless characters all make this a game to look out for in the near future. Watch out *Rise Of The Robots*! Your challenge approaches. To see how the battle fares, watch this space for a full review soon. ■ MG



Preview

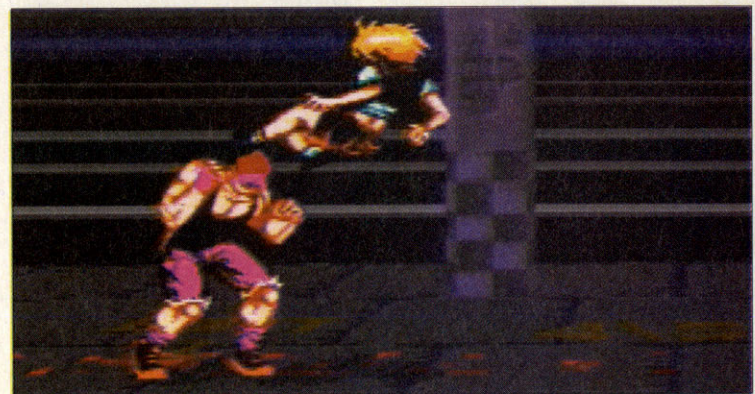
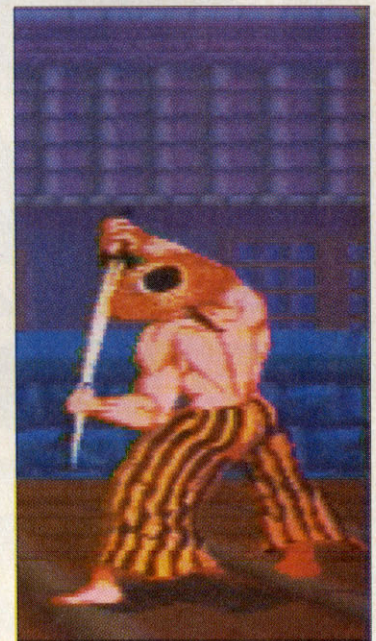
PUBLISHER : Gremlin ■ PRICE : £TBA
DEVELOPER : In house ■ OUT : TBA



Flamin' 'eck! That's a rather wicked move that torso-man has. Y'know, I always thought it to be a bit weird the way these bozos go around half clothed. Wouldn't his kicks hurt more if he wore spiked shoes or something?



Mark reckons that this figure was based on his own. Poor deluded fellow.



CD32

ACG

THE SECOND READER'S SURVEY

Well, well, well. Never let it be said we CD32 Gamers don't put our heads on the block for the sake of the magazine. We want to know what you the reader want from us. After all, you spend your hard saved readies so we want to be sure we're providing the best service possible. Have your say by filling in this form (or a photocopy) and sending it to **AMIGA CD32 GAMER SURVEY**, Computerfacts, 14 A Union Street, Newton Abbot, Devon TQ12 2JS. And, because we're kind, we'll be drawing five entries out of the bag and giving them a copy of the game of their choice. Can't say fairer than that, can we?

About yourself

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Are you...

- ☐ A student
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How often do you buy ACG?

- ☐ Every Issue
- ☐ Whenever I can
- ☐ Now and then

Do you anticipate your interest in the CD32 continuing?

What other magazines do you read?

- ☐ Amiga Format
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- ☐ Amiga Shopper
- ☐ CVG
- ☐ Edge
- ☐ Games World - The Magazine
- ☐ Other _____

How often do you purchase games?

- ☐ Once a week
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Do you own an MPeg unit (for playing movies)? Are you interested in one?

Are you interested in turning your CD32 into a computer? Do you already own an SX1?

Do you own another CD32 joypad? Would you be interested in purchasing one?

Do you own a Zappo CD1200 drive?

Do you own any other machines? If so, which one?

Do you expect to purchase another machine in the next twelve months? If so which one?

The Magazine

What do you think of the reviews in ACG?

- ☐ Overrated
- ☐ Underrated
- ☐ Just right

What do you think about the number of features in ACG?

- ☐ Too many
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What would you like to see more of in the tips section?

- ☐ Players guides
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What do you think would improve of the coverdiscs.

- ☐ More game demos
- ☐ Older games
- ☐ More PD
- ☐ Other (Please state) _____

Would you be interested in a pay-per-play system which allows you to purchase games after sampling them on a cover-CD demo?

How do you rate the magazine out of ten? (10 = wonderful, 1 = appalling)?

Tell us how you think we could improve the magazine — go on, don't be shy. We won't take it to heart, honest!

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CD interview

After the critical acclaim bestowed upon *UFO: Enemy Unknown*, a follow up is already in the pipeline. Our roving reporter Derek Dela Fuente tracked down two of those responsible. Game designer Steven Goss, previously involved with *Gunship 2000* and producer Stuart White, also involved with *GS2000* as well as *Pirate's Gold*

WERE YOU PLEASED WITH THE MEDIA AND PUBLIC IMPACT *UFO* RECEIVED?

Yes. It is a very major product and the internet is always buzzing about more information regarding it. There is a real under current of enthusiasm about it.

ARE THERE 2 *UFO* PROGRAMMES PLANNED - *UFO 2* AND *TERROR FROM THE DEEP*?

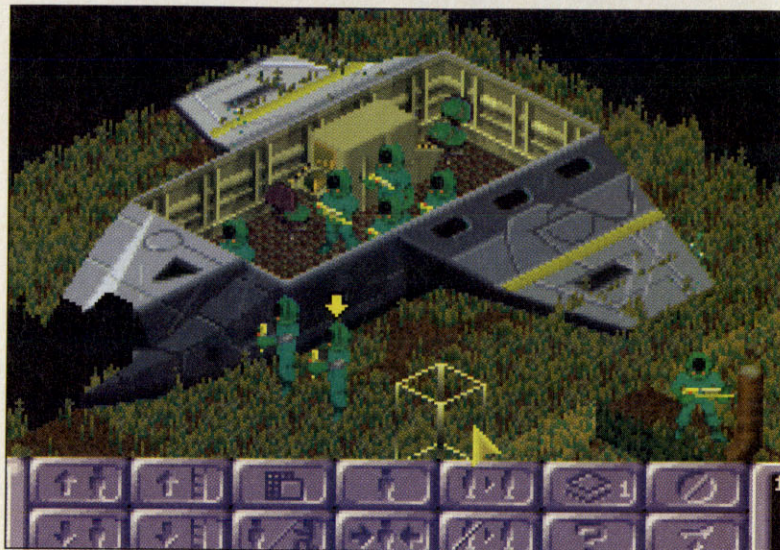
Well *Terror From The Deep* is *UFO 2*. *Terror from the Deep* is the story of what really happens after we kill and destroy all the aliens on Mars. As a final death throw, the aliens re-awaken a hidden base on the Earth which comes back to life. They are underwater and have been on the Earth for about 60 million years, slowly building and developing themselves. The alien/enemy unknown have not bothered to develop a weapon for the first attack on the Earth but because they have been defeated by us/the humans — Xcom. The base is re-awakened and it starts an attack on the land and under the sea on ships and ports all over the world. Xcom has to respond with new technologies and new ways of fighting the aliens!

The enemies base and ship actually hit the Earth 60 million years ago, killed off the dinosaurs and the aliens through time have stirred but as yet not fully awakened. The Marie Celeste and other maritime disasters have been blamed on them but they have not had a full scale war until now. Another thing worth mentioning is, although it is a sequel, it is called *XCOM* which was the name selected from the States.

APART FROM A DIFFERENT SCENARIO, HAS THE GAME DESIGN AND ENGINE BEEN DRASTICALLY RE-WRITTEN?

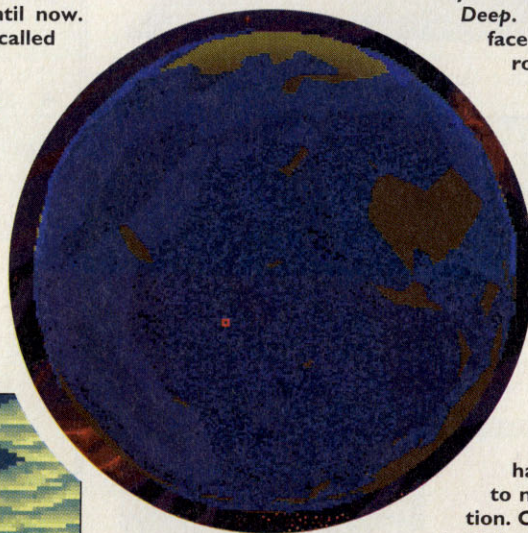
There are numerous enhancements to the game engine. The original product allowed somewhere in the region of 8 or 9 terrain types that you could find on the Earth — mountainous, cultivated, cities etc. We've now expanded that to 18 in the new game. There's also twice the diversity of areas so even if you go to the same place, like the battle, there is more difference in the type of terrain you have to fight over.

Because the game is set underwater there are different depths you fight which will dictate in the colours and how far you can see



— a bit like the daylight effects in the original game but much more obvious. It all looks very cool and sleek. It's really smooth and the maps include planes that have been downed, ships in the ocean which aliens attack, fought missions, Atlantis, a lot of stuff that plays on myths of undersea technology. We have sites around the world that are based on well known legends and we have lots and lots of things that we'll try to key into that. The idea that the aliens have been around for millions of years, gradually making little forays out to try to attack us and never being successful — now this is their time.

We also have the aliens not only under water but they come onto the land in *Terror From The Deep*. They attack ports, islands and surface ships so you have two actual environments which means you have two different ways of playing the game. Underwater technology means you have things like torpedoes, dart rifles and harpoon guns



The world is a strange place at the best of times, but, in *UFO II*, it gets stranger still. More terrain, extra encounters and more aliens are the main emphasis in the game.

which are not very effective above water. They don't work the same way plus, instead of having flying suits, underwater you have power armour that allows you to move around freely but with protection. On land the turbines that power that don't function. Land missions are therefore more sophisticated than the original game. We have tried to develop distinct strategies to accommodate different areas. The types of different terrains and maps are also much larger in the new game. The alien AI has been improved a lot. The aliens now don't wander randomly around the landscape, they are much more intelligent in their deployment. There's a lot more subtlety in the way they move. The aliens aren't dumb in this one. They wait in ambush, they attempt to utilise the scenery. We have also tried to make the scenery much more three dimensional, there are a lot of platforms in the air, in the ship, in the engine bays. They're all supported grids of walkways for the aliens to patrol. You enter the engines at the lowest possible point and the aliens are all above you in the superstructure. The original game didn't really feature that. It was very much buildings with floors, stairs and that was really it. It's more sophisticated and three-dimensional.

ONE OF THE MAIN CRITICISMS REGARDING THE ORIGINAL *UFO* WAS ITS JERKY SCROLLING. HAS THIS BEEN RECTIFIED?

The game engine has been changed from the original. There are numerous enhancements to it. One of the reasons that the scrolling is jerky is because there is a considerable amount of data processed when the screen moves.

Steven goss & Stuart white

It's not like a standard arcade game or standard strategy game because we have multiple, intelligent, independent moving units in the environment and each one of those has to be updated continually. Each character in the environment has 28 individual statistics that govern how they behave. Even though the player only has access to a small amount, there are many, many more that determine its behaviour so there's a lot of processing required to update the screen at any one time. Those sort of things haven't changed but the actual tactical environment is now different. We have extra graphical effects, a lot more animations in the environment, bubbles, water effects, above ground effects.

Whenever you fire weaponry, unlike in the original where you had a small blast, bullet or missile fire, we now have vapour trails behind weapons under water and that sort of thing so the actual tactical areas are much more sophisticated looking. I can't say whether the scroll has been directly addressed, but we have not altered that particular part of the code except to enhance the features in the different environments.

HOW MANY PEOPLE ARE ACTUALLY WORKING ON THE PROJECT?

At times it has gone up to 24 people all in-house. We are currently looking at an April release.

WHAT'S BEEN THE HARDEST THING TO PUT TOGETHER IN THE SEQUEL - HAS IT BEEN GAMEPLAY OR HAVE YOU TRIED TO ENHANCE THE CHALLENGE OR ACTUALLY ENHANCE THE GRAPHICS?

The biggest difficulty has been getting that balance just right. With a sequel

"We have tried to develop distinct strategies to accommodate different areas."

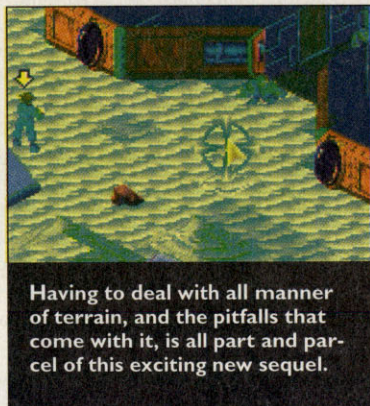
knowledge of the sea but it's actually massive in comparison with the land and offers a lot more scope for variety of terrain types.

WHAT IS THE ROUGH SEQUENCE WHEN PUTTING A NEW GAME TOGETHER?

We start with the design process, with getting the scenario approved. The gameworld that we wish to create is at the first stage of approval within the company. Initially it's all paper based. We generate documents somewhere in the region of a thousand pages for a design though this one is almost as big as a full design because there are so many new areas that we have to explore.



Arming your troops is an all-important part of *UFO II - Terror from the Deep*. Various items lying around will certainly help on that front.



Having to deal with all manner of terrain, and the pitfalls that come with it, is all part and parcel of this exciting new sequel.

people expect the whole thing to be extended — they want more of the same and they want more difference as well. I guess the first thing we addressed on it was really doing a totally new scenario. A totally new environment that let you do neat new things. The original wasn't very expansive in terms of different environments, it was all surface based. There were very few trees, some cultivated areas, some desert areas and that was pretty much all the player saw. Any one location in *Terror From The Deep* allows you to explore at least three different areas - graphically and tactically. Any one site may generate out of the three independent zones of action.

THE INTERFACE APPEARS TO BE MAINLY THE SAME

The geoscape in the original mapped out significant land areas and in *TFTD* the geoscape maps out significant sea areas. There will be islands such as Midway. There are different islands that appear in the game. The land masses have ports on them so you don't need to explore the land in *TFTD* — you get to explore the seas. It's a totally new environment for the player. It's not as well defined for most people because most people don't really have a great

Technology for this game has to be different, to feel different, look different and behave differently to the player, and that is one of the key areas that has changed. The player will have some familiarity with the equipment in the game, but by and large will be exploring totally new technologies.

HAVE YOU ANY PERSONAL INTEREST IN UFOS?

I guess because of the project I have had to get interested, looking through many copies of the *Fortean Times* and that sort of thing. Loads of wacky books about what may or may not be happening formed the basis of the research. I suppose many people just think 'oh, you just come up with the idea for a game', well, that does not particularly generate real feeling. It's an earth based game — you have to make things look reasonably realistic. It's an actual map of the seabed.

We have done a lot of video research and photographic research for the underwater environments to create very believable colourisations because underwater people have an idea of what it looks like. It took a lot of time developing colours that worked as well as possible to keep the player informed but generate the environment.

YOU HAVE OBVIOUSLY TRIED TO MAKE THE PROGRAMME GLOBAL, DID YOU HAVE ANY INTERACTION BETWEEN THE STATES, GERMANY, ETC.?

The feedback we got from CompuServe, CIX, Internet, and everywhere else was verbal feedback from all the people that played the original game so we studied this to see what players wanted from a sequel and incorporated some of those ideas. In the original there is no close combat weaponry, you don't get to use anything that brings you up in the face of an alien. You can sit at the back of the map and pop away at them but in this one we have altered that and you can actually get some close quarters stuff. There are aliens in this game that will not respond to being blasted mindlessly from the other side of the map — you have to get in close. We have also addressed some of the requirements people had with presentation and information. We have made the databases and information screens more in depth as requested.

CD review

Skeleton Krew... hmmm! Sounds a bit too much like a dodgy '80s heavy metal band if you ask me. Back in those days when a vast number of the teenage population developed a strange phobia about the letter 'C'. Fear not, however. Those dark times are not returning, well, not just yet anyway.

The year is 2062 and the Earth's a far cry from the way it was at the close of the 20th century. Man has made great advances in the field of genetic engineering — a science now known as kryogenics. One practitioner of this sinister trade is the evil Moribund Kadaver, owner of kryogenics company Deadly Enforcement Aggressive Destruction Incorporated (appropriately known as DEAD Inc for short). Unbeknownst to the populace, DEAD Inc took over an old kryogenics plant in the futuristic metropolis of Cryo City. Unbeknownst, that is, until the fruits of Kadaver's experiments began to roam the streets. Hideous mutations known as Psykogenix drove the people of Cryo City from their homes, leaving the whole place at the mercy of Kadaver and his minions.

When the Military Ascertainment Department (MAD) got wind of the disaster that had befallen Cryo City, they sent in a team of agents to assess the situation. Only one came back and even he didn't live for very much longer. However, before he died he described a fearsome Psycho Machine under construction (or 'being created' as the manual puts it) in the city, now called Monstro City for obvious reasons.

Kadaver must be stopped and, in a last resort bid to save the city, MAD call on the Skeleton Krew to help them. The Krew are a group of three battle-hardened mercenaries who'll fight for whoever offers the most loot and are brought out of suspended animation by MAD for the toughest fight of their lives.

Joint is the muscleman of the posse. A hulking figure with a big gun and a bad ass (ahem). His power, however, is offset by his relative slowness of movement. Rib is a much nippier character but lacks Joint's strength and power. Spine's the dude in the middle with a bit of speed and a bit of power to match.

Having selected your character (or characters in two player mode) you're taken straight into an isometric world brimming with nasties, both living and automated, who'd like nothing better than giving the Krew a sound drubbing. In look it's rather reminiscent of a futuristic *Heimdall 2* (also by Core), but that's where the similarity ends. It's predominantly an arcade shoot-'em-up with a minor mapping element and hint of puzzling. For example, on some levels you need to destroy certain terminals in order to de-activate forcefields which block your path. There's nothing that'll tax the brain too highly but it adds interest. There's some variety in the levels with each having a distinct objective. Usually it's simply to find your way to the exit but occasionally you'll come across rooms full of nasties which need to be cleared out and big boss baddies appear from time to time to keep you on your toes. Not that you're likely to find the grass growing under your feet. Enemies appear by the truck load and rain shots down on you relentlessly. Your only hope is to return fire in an equally generous manner. It's a good job there's power ups to collect. Once you've got some new weaponry, you can select



which you wish to use via the pad. Some are preferable, some are necessary — it's up to you to decide what works best, and where.

The characters themselves have quite a nifty array of moves at their disposal. They can walk and turn as normal, but holding down fire starts a steady stream of laser bolts. Whilst firing, the character can move in any direction while continuing to fire in the same direction. This is particularly useful when backing away from a big group of mutants. Even cooler is their ability to swivel 360° at the hips while walking along to provide all-round cover.

One thing which hits you early on about *Skeleton Krew* is how 'consoley' it is. The graphics and blasting action wouldn't look far out of place on a SNES but don't let that put you off! Actually it's a pretty decent blast once you get into it. At first things seem a bit predictable and one dimensional but the non-stop action soon takes your mind off it. The controls are tricky to get to grips with, but again perseverance is the key. Once you get the hang of it, they offer considerable flexibility and learning all the tricks is vital as things begin to hot up.

My only reservations lie in the lack of variety. Some parts require you to memorise the enemy's attack patterns but for the most part it's a case of walk, fire, walk and so on. The lack of a password facility adds to this frustration as there can be a lot of retreading old ground. It's then that you realise the one continue is a bit frugal to say the least. Fortunately the varied backdrops and guardians fuel the desire to see more.

Another thing which can be an annoyance is the size of the sprites. Being quite bulky they make the play area a little cramped and it's often virtually impossible to avoid taking a hit. With the energy bar being pretty unclear it's hard to resist the temptation to simply plough through regardless. However you soon realise this is going to get you nowhere, especially as baddies tend to appear on screen at the most inopportune moments.

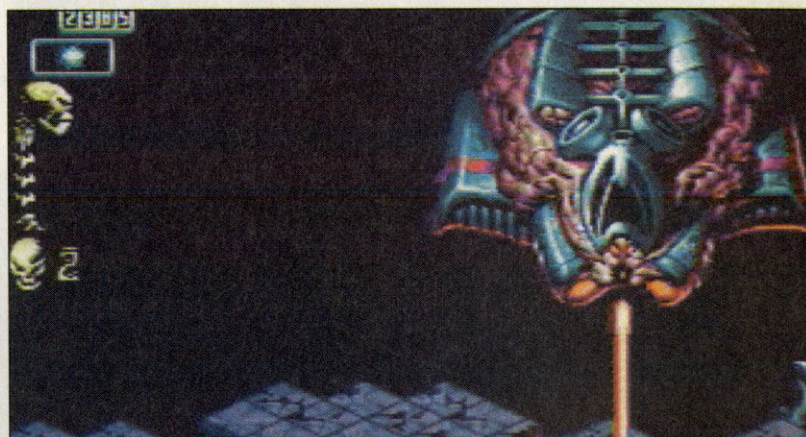
SK's not the sort of thing that'll have you glued to the screen for hours on end, simply because there's not enough variation. On the other hand, as a mindless blast there's not much wrong with it other than the niggles outlined above, none of which are all that serious anyway. They just get on your nerves occasionally. When you're in the mood you'll chuck this on for steam-releasing session and for that reason it's well worth considering but if you like a bit of brainwork with you blasting I suggest you look elsewhere. Very good but just falls short of being great. ■ MG



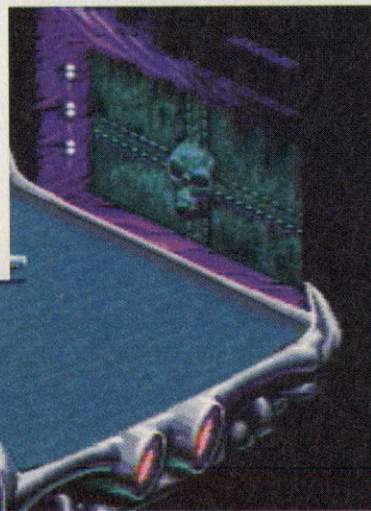
Skeleton Krew



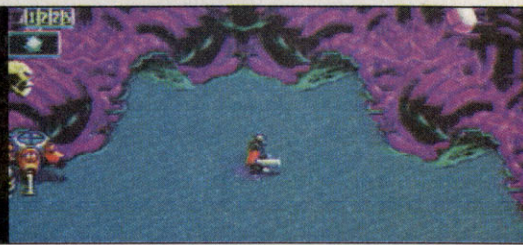
■ PUBLISHER: Core ■ PRICE: £00.00
■ DEVELOPER: In-house ■ OUT: Sometime



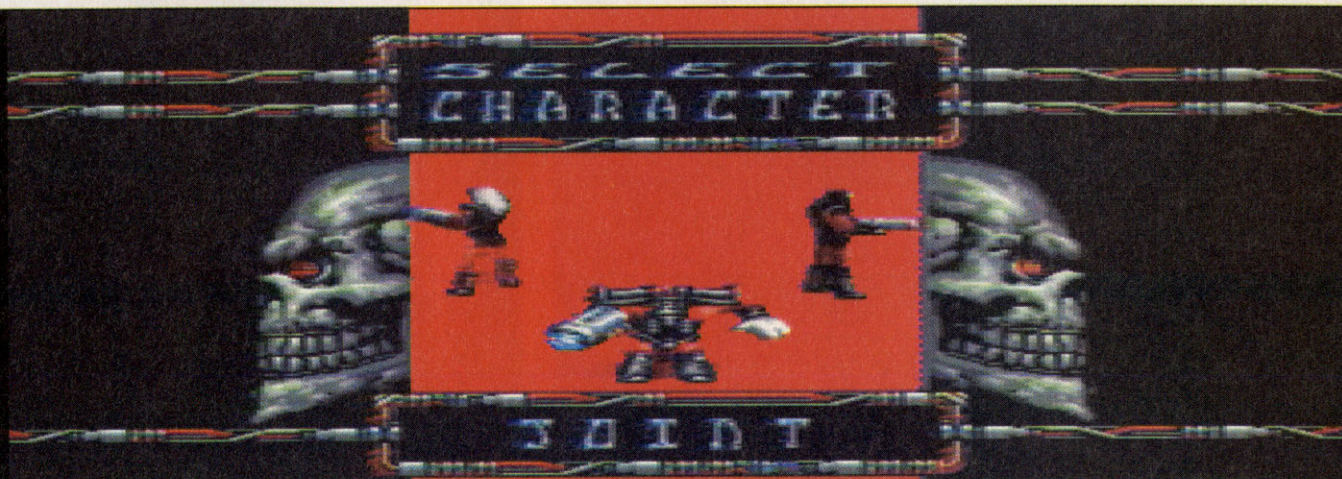
This is the first guardian you'll encounter in the game. He may look tough but concentrate on those vulnerable, gill-like things on his sides and he'll soon be toast.

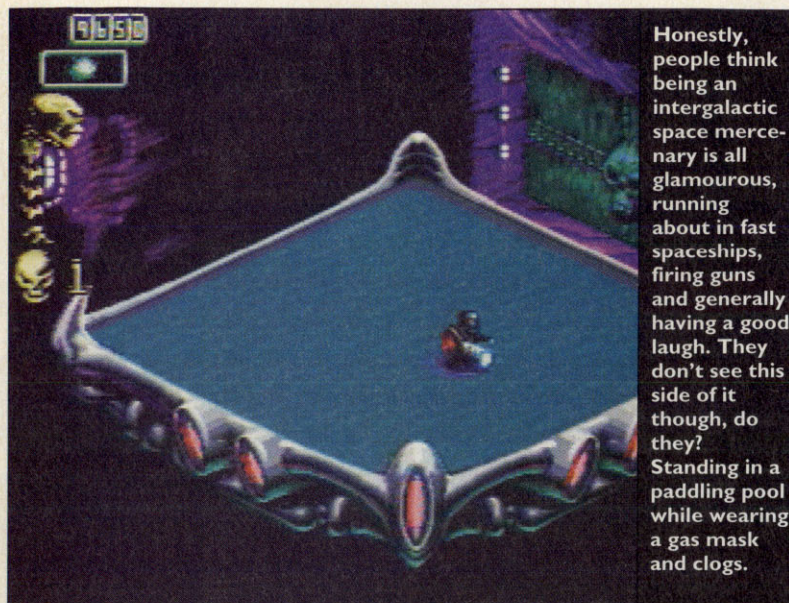


Wading around in water can be a risky business as all manner of sinister hazards may be lurking 'neath the surface. A good strategy is to drop loads of bombs all around. This should clear the area.

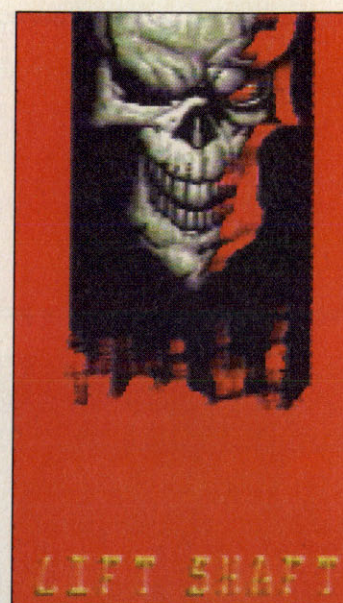
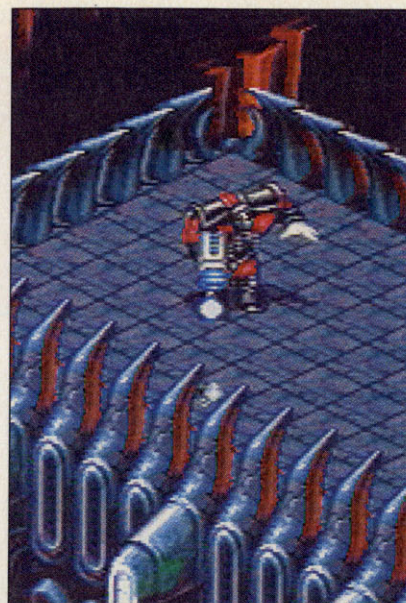


Time to choose your character. Rib's the speedy one, nimble but weak. Spine has the best of both worlds, or to put it another way, he's a jack of trades but master of none. It doesn't make any difference anyway. A real man would go for Joint. So what if he's big and fat? So what if he's slow and cumbersome? He's got an outrageously large gun and he knows how to use it. Now that's my kinda guy!





Honestly, people think being an intergalactic space mercenary is all glamorous, running about in fast spaceships, firing guns and generally having a good laugh. They don't see this side of it though, do they? Standing in a paddling pool while wearing a gas mask and clogs.



Those guards are no match for the mighty Joint... hang on. What sort of a stupid name is Joint? They might just as well have called him Lamb Chop, or Beef Casserole. That's the problem with programmers. They come up with all these neat characters and stuff and then they have to go and spoil things. Tsk, typical!



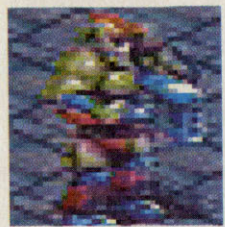
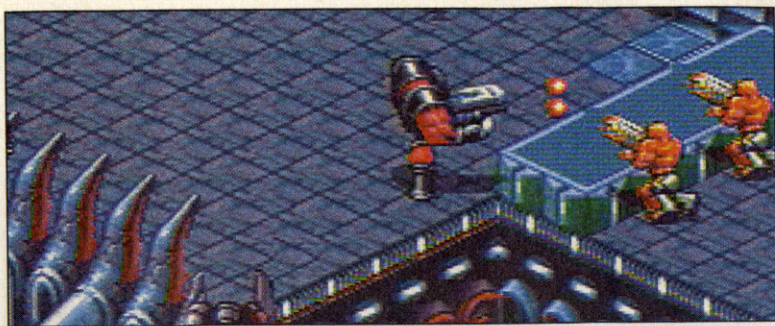
The skull and spinal column on the left is actually your energy bar. It's a bit morbid, we know. Still, it fits the mood of the game. Above it, in the oblong box is the currently selected weapon, in this case pulse laser. C'mon — let's get it souped up a bit shall we. How about some heat seeking missiles or something? Don't get the wrong idea — I'm not a violence obsessed nutter. I just like killing things, that's all.



The sleek and silky Rib. Faster than Linford Christie, slinkier than a Liz Hurley party frock and with half the calories. Is it a bird, is it a plane...



The fat n' fearsome Joint shows off his unfeasibly large weapon. Now that's what I call a gun. Well, it'd be pretty stupid to call it a plate of goldfish, wouldn't it?

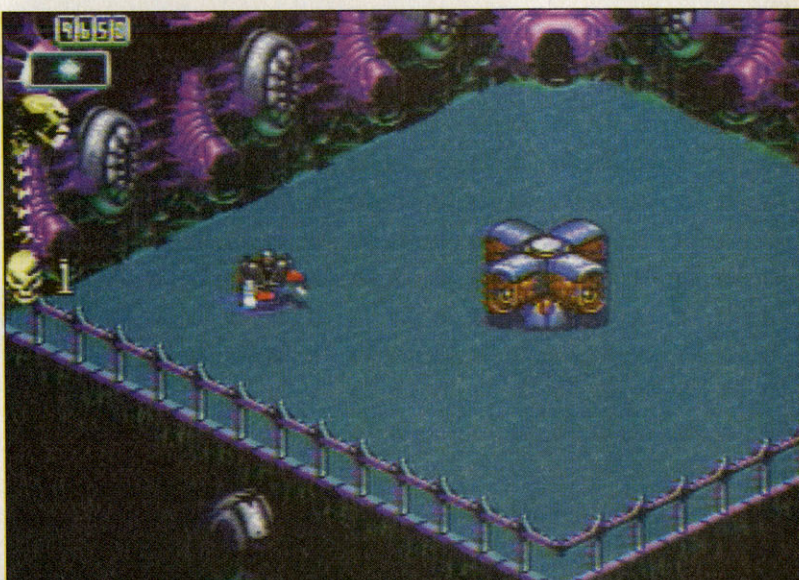


"It's a pretty decent blast once you get into it. At first things seem a bit predictable and one dimensional but the non-stop action soon takes your mind off it."



What more is there to say? Three characters, three lives, three graves. Oh well, they weren't very nice people anyway. We're probably better off without them.

This is the elevator section. Why the elevators are filled knee deep with water is not fully explained in the game. It's just one of those things you have to accept.



Here we are again, up to our waist in water. Now you wouldn't think it to look at shots on this page, but the game doesn't actually involve all that much paddling. The truth is that Dave, our new screenshots man is well into baywatch and reckons Pam Anderson might fancy him if he puts loads of watery piccies in. Poor deluded fellow — she's mine!

Profile

1-2 PLAYERS
1 SKILL LEVEL
✓ SAVE POSITIONS
 Passwords
✓ CD32 ENHANCED
 Very nice indeed!

GRAPHICS



SOUND



GAMEPLAY



PROS: Loads of action, enemies and great graphics make this an instantly pleasing and playable blast and there's plenty there to keep you occupied for quite some time.

CONS: Lacks variety in the action and perhaps a little on the hard side considering there's no passwords and one continue. Better get a mate in to help out.

87%

CD review

Years ago, a game called *Gauntlet* set the standard for overhead scrolling maze games and is still remembered as a landmark to this very day. Recently Team 17 completely revitalised the genre with the *Alien Breed* series. Now, Alternative give us an, um... alternative angle on the old idea!

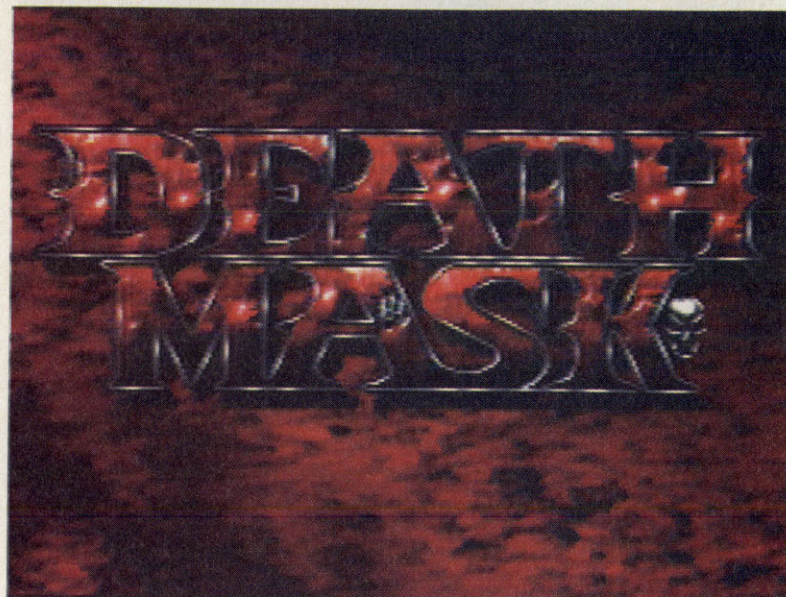
When games like *Doom* appear on that stalwart of 16-bit platforms, the Mega Drive, they're showered with publicity and praise. A wave of hype precedes them and ensures at least a modicum of success. Unfortunately, what with the high costs of developing console titles, smaller companies with the know-how often don't have the financial clout to make an impression. This is just another example of why the good old Amiga hardware will continue to thrive. Relatively small developers such as Alternative are able to produce games on the far more wallet-friendly CD format that will compare favourably with their much touted console equivalents yet at a fraction of the cost, both in terms of production and RRP.

As seems to be becoming the norm these days, *Death Mask* shrouds an essentially simple, straightforward idea with another of those convoluted and self-indulgent storylines designed to confuse the reader before throwing him/her into the game at which point everything is forgotten. It's concerned with genetic engineering — a commonplace practice towards the close of the 90th century. Unfortunately, as with most scientific breakthroughs, a lot mistakes and failed experiments occur along the way. In trying to create new, useful and interesting species, many bizarre mutants also came into being and these were banished to live in corridors beneath the planet. Out of sight, out of mind, the wretched creatures became known as the rat people.

In an ironic twist, the human population was wiped out in a nuclear explosion caused by the newly discovered, highly unstable element of mercurium. Due to their strange genetic structures, the rat people found themselves to be impervious to the radiation and, with their creators all gone, they set about rebuilding society with their own kind. Thirty years on and an elite fighting force known as the Death Mask has been formed by the rat people to fight off various aliens intent on colonising the planet. Two agents of the Death Mask are brothers Seth and Masker.

You and optional friend take control of the two mutants in their on-going quest to rid their world of the constant stream of alien trouble-

makers. The game takes the form of a series of separate missions, each of which must be completed in order to move onto the next. A mission begins with a short briefing outlining the objective. This might be to find a certain object, kill everything in sight, or simply find your way to the exit. You view the game world through the eyes of the character which can be a bit disorientating so it's lucky there's an on screen direction indicator (N,S,E and W) and a



map which you can call up at any time. This shows not only your position, but enemies and mission objectives as well. What don't show up are spare ammo clips, first aid kits and weapon power-ups so it's always worth searching about. Blowing up canisters and crates can also prove a fruitful exercise.

In two player mode, the screen is split down the middle and you can either work together or go off separately to trash as much of the joint as possible. If you do have a mate, however, it's far more satisfying to play the battle mode. This leads to both of you being dumped in an otherwise deserted maze with the sole aim of tracking down and killing the other character. Make sure you get to those special weapons first.

Graphically the levels look a bit sparse and scenery can become a little samey. However, there's enough variety between levels to keep interest up and the further you progress the more impressive the enemies become.

In game FX are acutely disappointing, consisting of the odd dodgy sampled 'Aargh' when you shoot someone and a few innocuous thumps and bumps, though some cooking tracks adorn the presentation sequences. Have your walkman handy and a good selection of tapes during play.

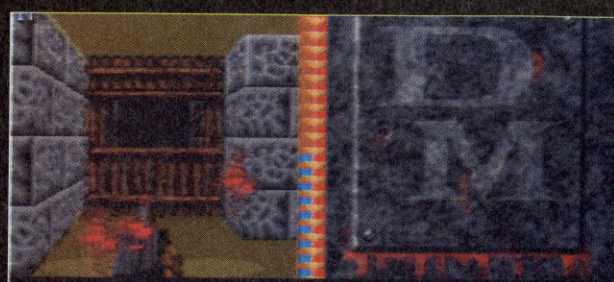
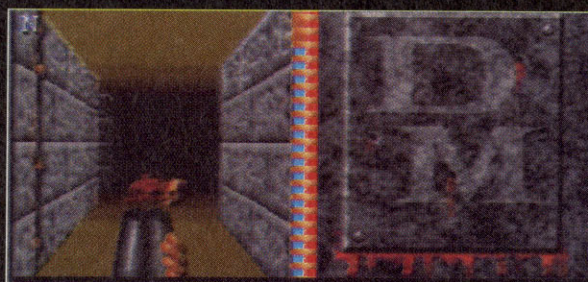
At first, the controls seem rather fiddly and the map layouts confusing, not least due to the occasionally peculiar graphics. A bit of practice and regular use of the map soon get's you sorted though, and you'll be up and running. Obtaining special weapons is vital and adds a more strategic element to the game without detracting from the action.

This sort of thing has appeared on a few formats in recent months. *Doom* and *Battlecorps* on Mega Drive and Mega-CD respectively and the interior sections of Super NES *Jurassic Park*. This is the first time anything like it has appeared on the CD32, and a darn fine effort it is. Perhaps it lacks a little of the polish and sparkle of higher profile releases but it includes all the required elements — two players, head to head etc. If you're after a shooter with a difference you could do far worse than investigate a copy of *Death Mask*.

..... ■ MG

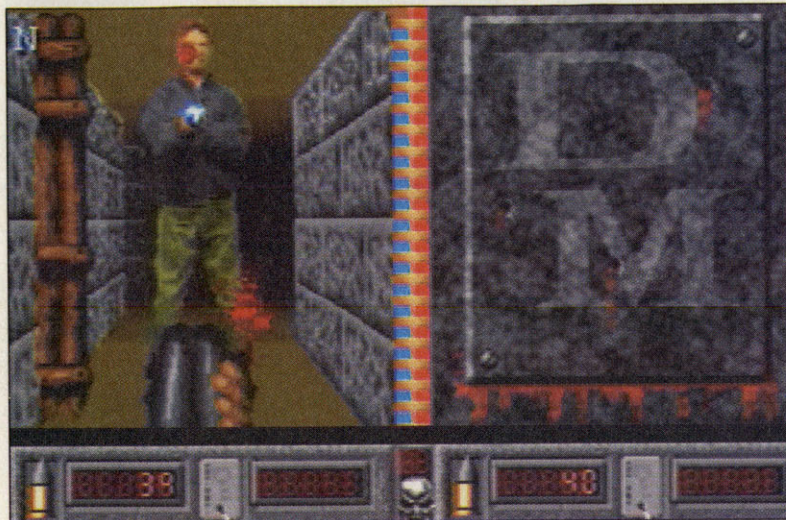
At Death's Door

You have to be pretty careful when approaching doors since there may be one of those irky aliens lingering behind. You should be able to see most things through the little portal so look before you leap!

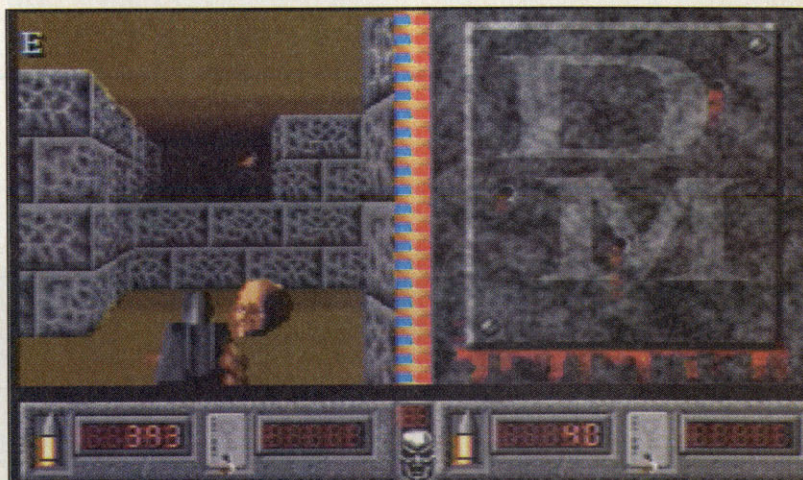




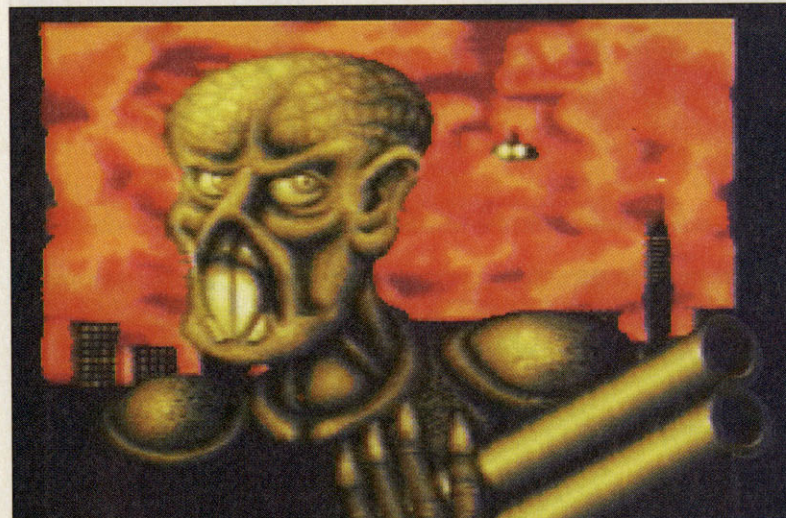
Death Mask



■ PUBLISHER: Alternative ■ PRICE: £ TBA
 ■ DEVELOPER: In-house ■ OUT: Now



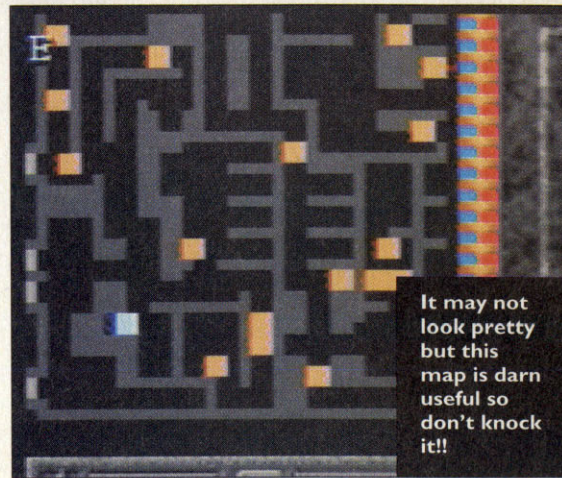
Another one bites the dust. Despite the aliens' rather ungainly look, they have strangely familiar human skulls. Strange, huh?



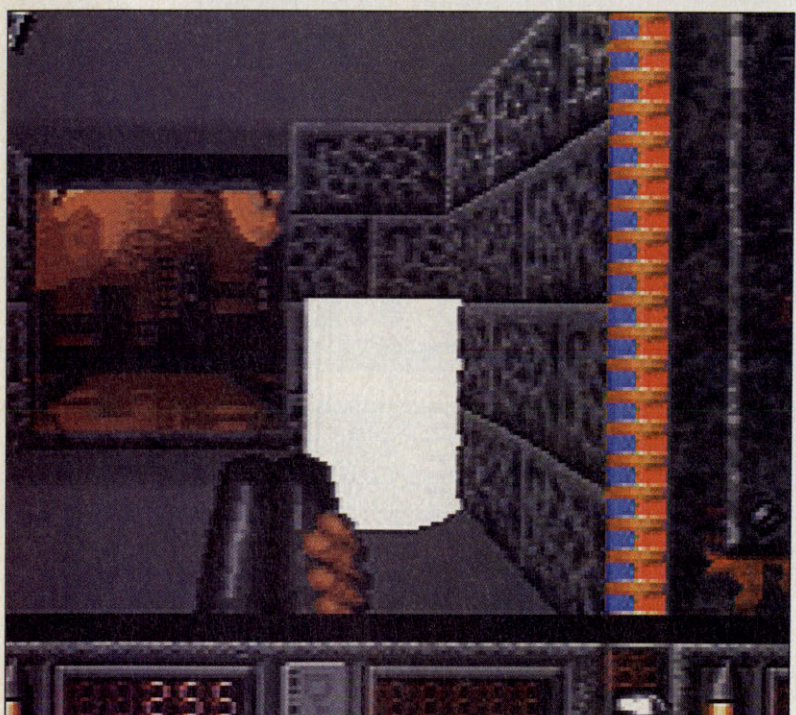
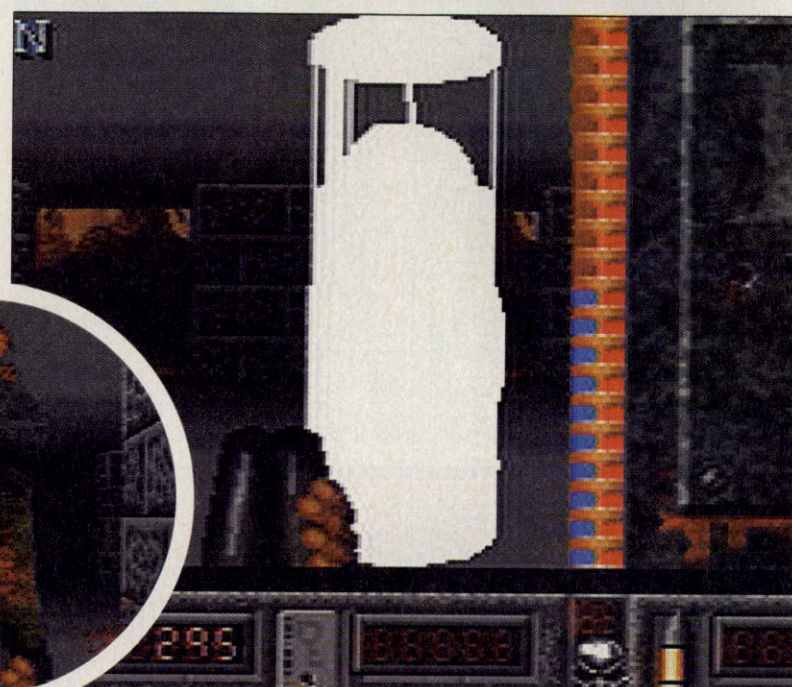
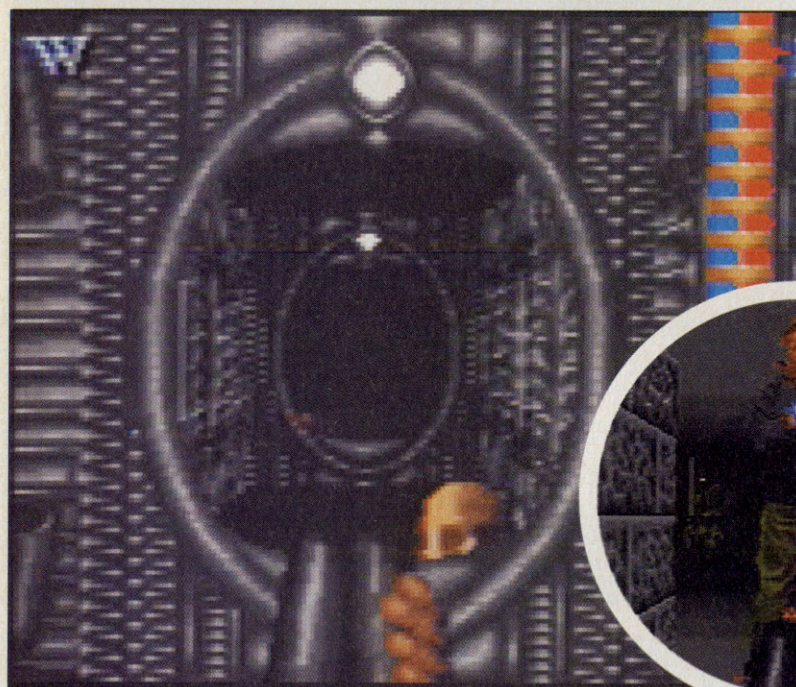
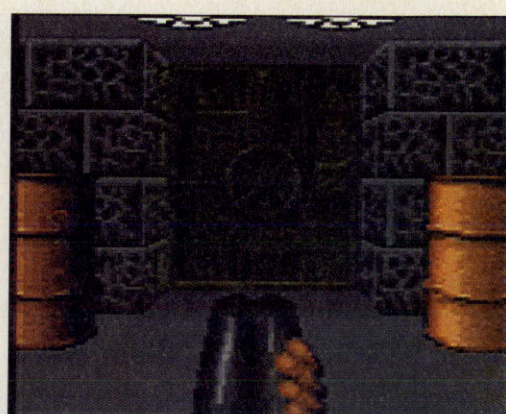
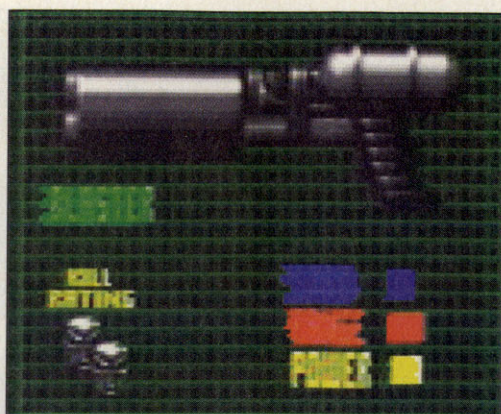
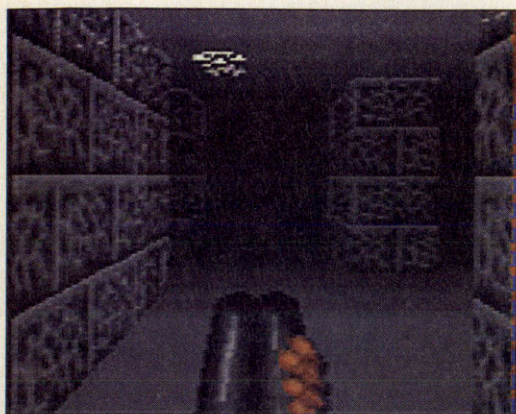
Yikes! These little (or, rather, quite big) critters have to be taken out with your little shotgun and they look bigger and nastier than you. Mind you, there's also a striking resemblance to our Editor, although these look a little more handsome...



PRESS FIRE TO START



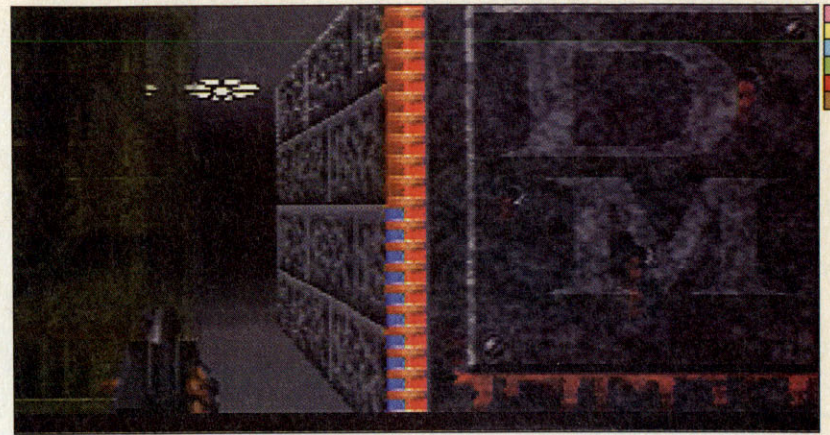
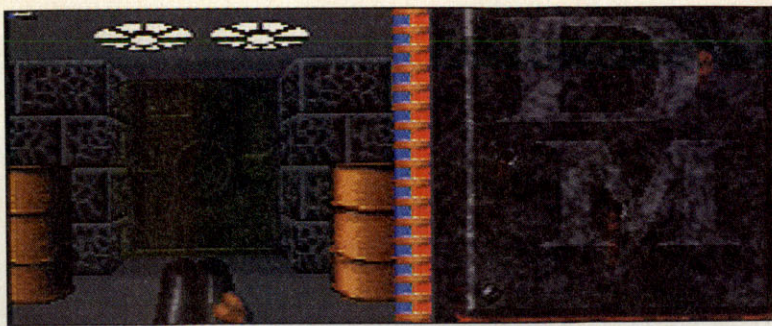
It may not look pretty but this map is darn useful so don't knock it!!



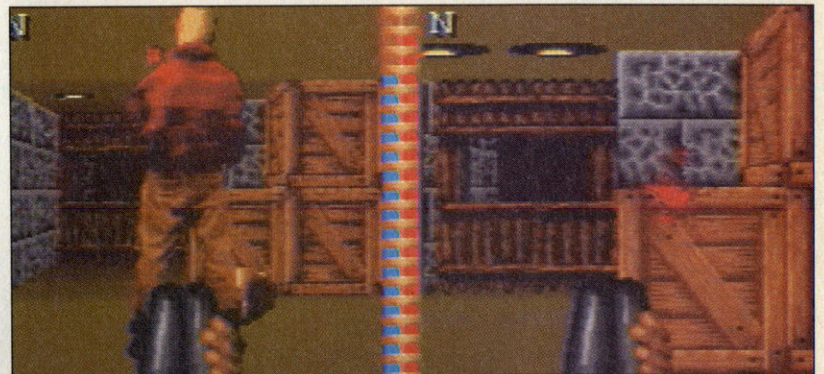
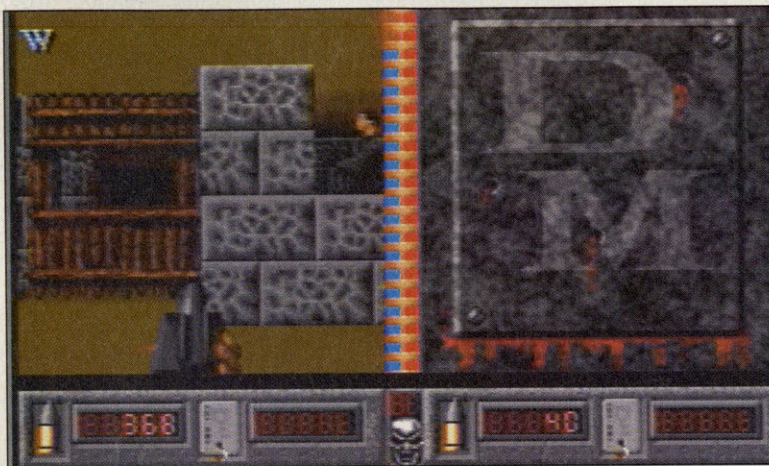
Uh-oh - mysterious white inanimate object on screen! Actually, it's one of those crate-type things being blasted, although why they turn white is anyone's guess. Not that it really matters - all we care about is whether it conceals any goodies!



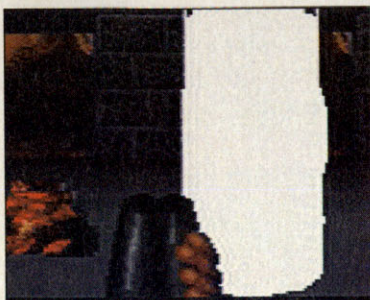
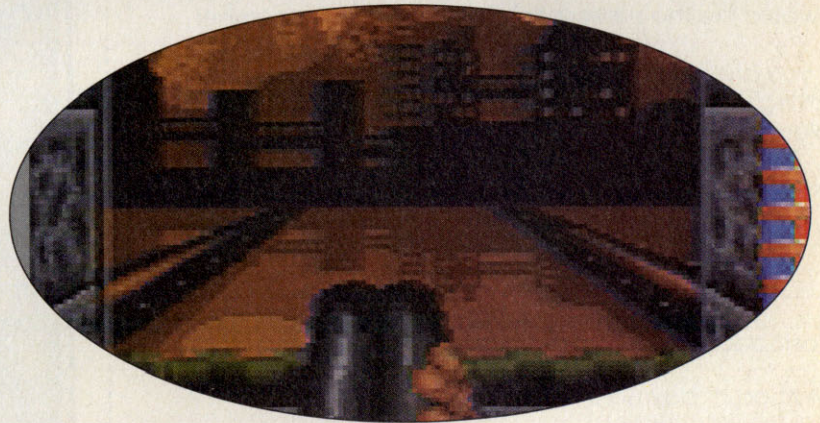
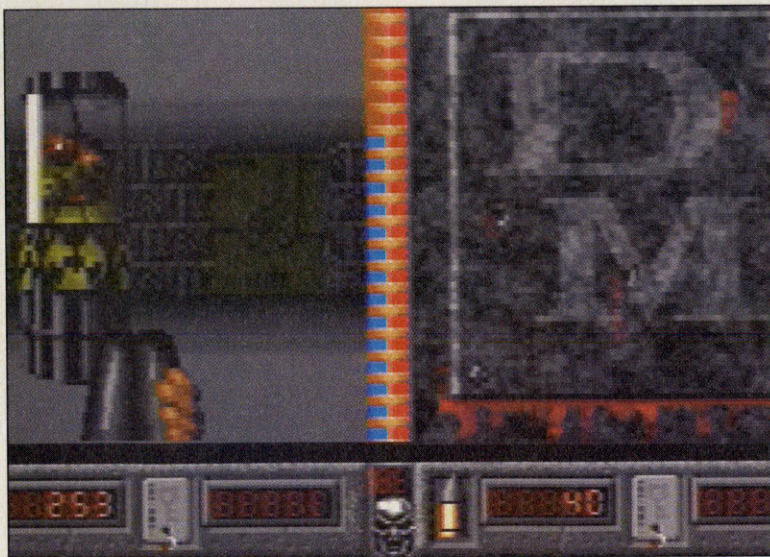
Ah - this doesn't look too promising. Y'see, if you're holding a gun, and there's a nasty alien type thing holding a gun and you're facing each other, and he don't look too happy, you're hardly gonna stop and converse about the weather are you? Blood looks like it will be shed...



"This is the first time anything like it has appeared on the CD32, and a darn fine effort it is. Perhaps it lacks a little of the polish and sparkle of higher profile releases but it includes all the required elements."



Ah, two-player bust-ups! It's best played in battle-mode – here you see Mark sneaking up on Miles and once more shooting him while his back's turned. Sorta reflects real life in a surreal kinda way.



Profile

1-2 PLAYERS SKILL LEVEL SAVE POSITIONS Passwords CD32 ENHANCED	GRAPHICS ■■■■■■■■ SOUND ■■■■■■■■ GAMEPLAY ■■■■■■■■
--	--

PROS: Smooth, fast and varied graphics combined with game unlike any other currently available for the CD32. The two-player mode is a real blast as well.

CONS: Movement can be a bit fiddly and frustrating at times, and the action might become a little repetitive.

88%

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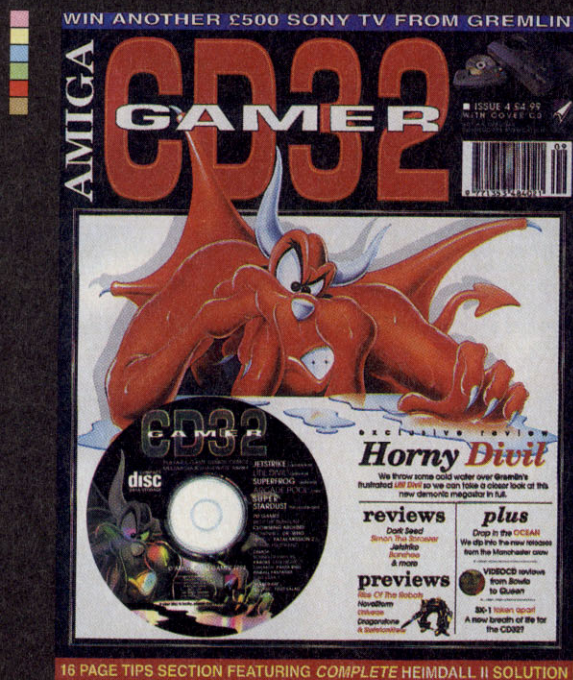
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T H A T

W A S T E D

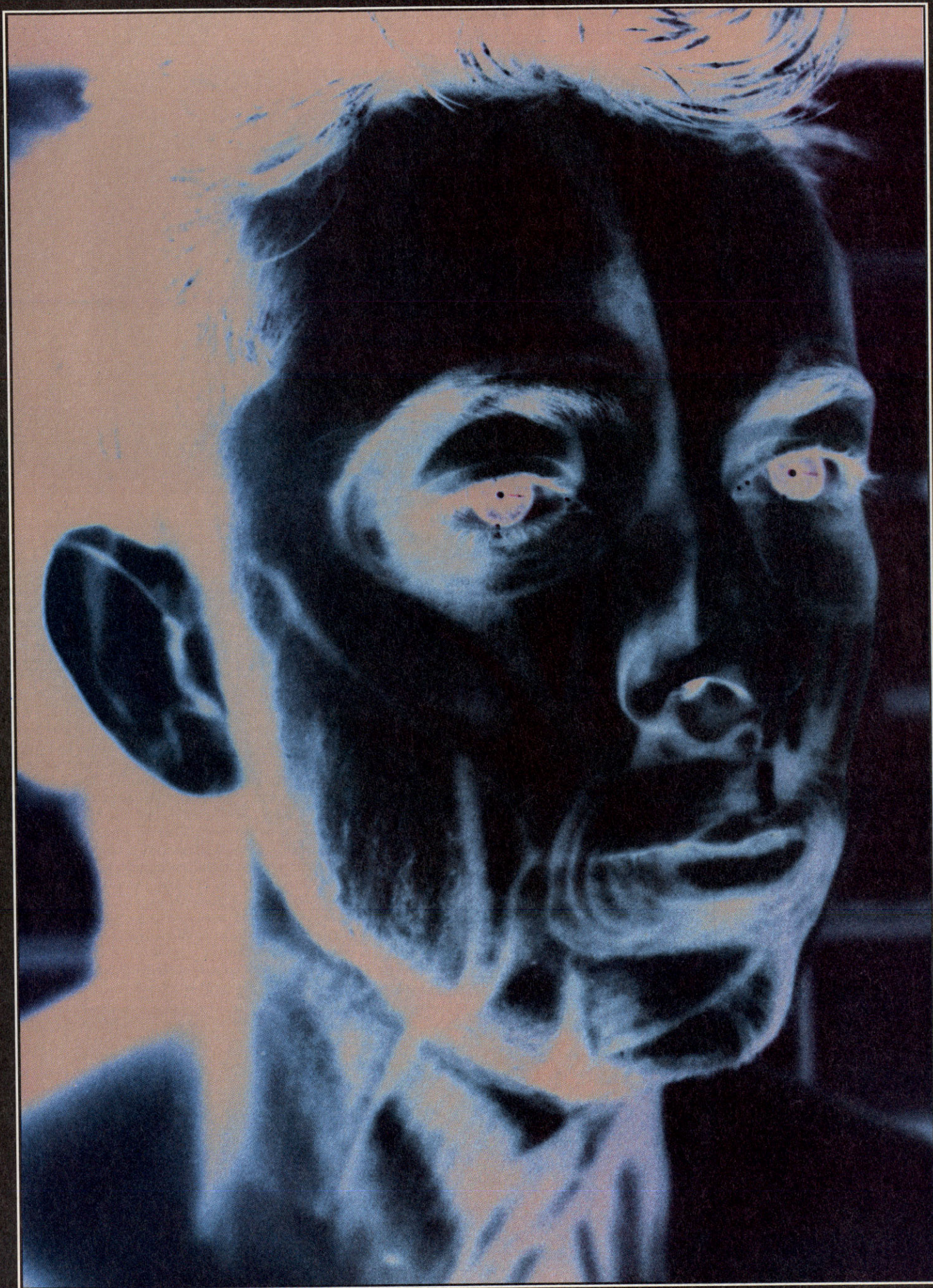
F E E L I N G

S u b s c r i b e t o



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CD classic / review

Oh for the splendour of the medieval age! Imagine a world of chivalry, where men fight for good and righteousness, where women are fair and pure, and where everybody's after what everybody else has got.



Your goal is to raise the grand total of 20 grand, a fair old figure in those days, to pay your share of the ransom. Only then will Richard be released and England freed from John's callous rule.

So the the meat of the game — how to raise £20000 in medieval England. Since Barclay's won't lend it to you (swines), you have to fight for it. A number of courses are open to the player, but the first thing to do is recruit an army. In those days the country wasn't an entirely stable place. Many of the aristocracy kept their own personal armies and were very powerful men, threatening even the monarchy. It's with these men that you must liaise battle and trade to raise the ransom money.

To get a bit of money rolling in it's a good idea to occupy as much land as possible and this is done by moving your army into unoccupied territories shown on a map of England. Moving into territories owned by another aristo will result in being granted safe passage if you've entered into an alliance with that person, a fight if there's a garrison stationed there, or occupation by your own troops if there's no protection. You can then build a castle to make the territory safer from attack. A good way of making a quick buck is to buy and sell land and, again, it's worth having a castle as this will considerably increase the value.

A fun but risky way of gaining money and lands is to hold a jousting tournament. All landowners will be involved and you get to choose the stakes, be it land, money or simply fame. Should you choose land, you get to choose one of your territories to gamble and your opponent will nominate one of his own with the winner taking all. If you'd rather joust for cash you can decide on the stake, though this depends on your opponent. If he's in financial straights you won't be able to raise the prize money above his limit. The fame option is useful

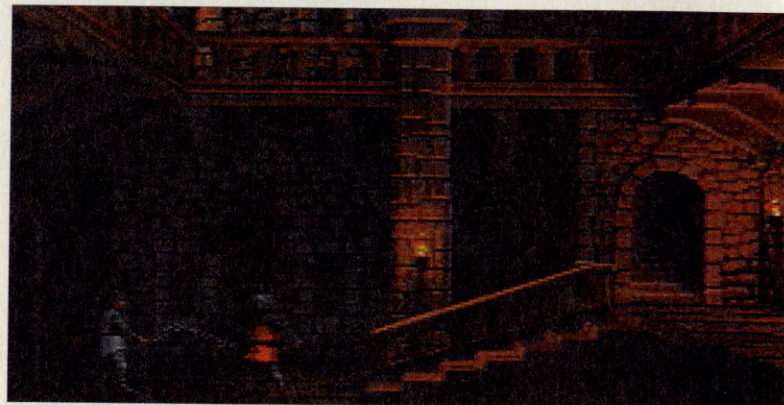
Welcome to *Defender Of The Crown II*.

The year is 1172 and, with the goodly King Richard off on the crusades the country is in the evil clutches of the villainous Prince John. Word has reached England that Richard has been captured and is being held to ransom a group of ruthless infidels and it's up to you and a small band of loyal subjects to raise the cash for his release.

The first thing's to choose which of the available lords you want to play, each of whom have their own individual reputations which will affect how they're treated by other characters during the game. They also have three distinct abilities which you should take note of as you plan your strategy. There's four to choose from in all. Cedric of Rotherwood is the best leader of men, a reasonable swordsman but with limited jousting ability. Wilfred Of Ivanhoe's strength lies in his outstanding jousting ability and decent leadership qualities but his swordsmanship lets him down.

Geoffrey Longsword, as you might have guessed from his name, is well versed in the art of swordplay and also joust rather well but, being a bit of a loner, his leadership is somewhat lacking. Finally comes the wonderfully named Wolfric The Wild — a good old Anglo-Saxon name if ever there was one. Wolfric is okay in the joust but not too hot at anything else. It's important you should choose the right character and then pursue an appropriate strategy through the game.

At the start of your turn, you can choose to conquest another area, hold a tournament, go raiding or check out your resources. To begin with, keep your allegiances intact by avoiding those castles on raids.



Defender of the

Crown II

'In the middle of the night, I go walking in my dreams'. Here's a castle ripe for raiding.



when going up against an opponent with a higher jousting ability than your own. It's unwise in such a situation to risk land or money but with fame you have little to lose. The gains should not be underestimated however. The higher your fame rating, the greater will be the morale of your army, as will the respect with which the other lords treat you. Calling a tournament is also a good way of taking land from allied lords without breaking the allegiance.

If your swordsmanship's up to it, why not try a sneaky raid on an opponents castle? Defeat the castle guards in a series of swordfights to gain access to the castle's coffers then make off with the proceeds. The rewards will vary considerably from castle to castle so it's a calculated risk. It's also the only way to break an alliance. Obviously if a lord thought you were in cahoots, he won't take too kindly to you making off with his loot.

When attacking an enemy castle, you'll need to buy a catapult. You're then taken to a screen where you get to bombard the walls with rocks until they crumble. Then lob a few bombs through the hole before sending you troops in for a scrap. If you want, you can even ask Robin Hood for some help. He'll be more than happy to supply a few extra men for the attack. But not too often, mind.

Presentation throughout is excellent. The many screens are beautifully drawn and really evoke the romantic ideal of the period, as do the atmospheric sound effects. Just listen to the horns at the joust. Sadly the game itself isn't anywhere near involved enough. The catapult section becomes a mere formality once you work out how to do it and, becomes an unavoidable chore. Fighting is simply a matter of watching two numbers diminish until one or the other is declared the winner. After a scuffle, new troops must be recruited from a pool of available men but there's nowhere near the involvement of, say, *Populous*. It's a shame as this was a promising idea but only real enthusiasts of the period will get anything out of this. Most players will quickly tire of the shallowness and lack of freedom. A shame really, as it's one of the prettiest game I've seen in quite some time. ■ MG

■ PUBLISHER: Commodore ■ PRICE: £check with Game
■ DEVELOPER: Commodore ■ OUT: Now

Leave Resources to Advisors

Control Your Own Resources

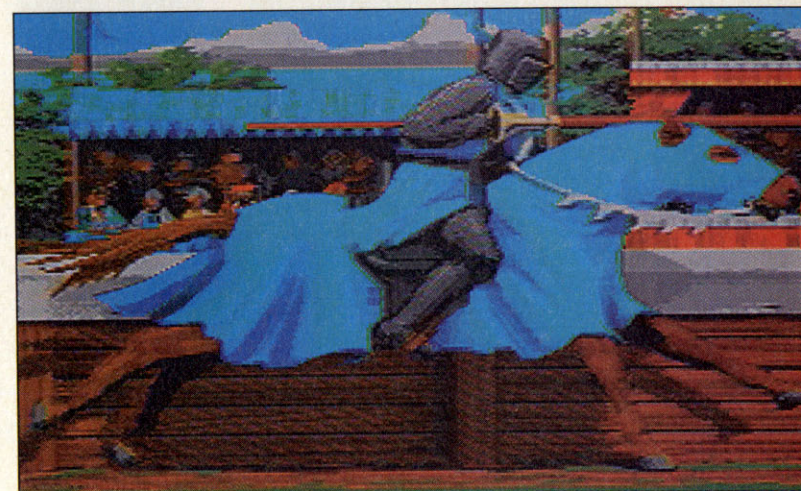
Wolfric the Wild

Treasure: £195
Income: £170/mo.
Payments: £69/mo.
Territories: 3
Castles: 2
Castle Guards: 10

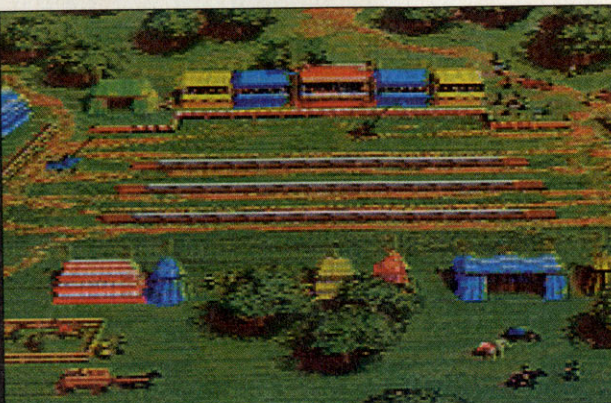
Army	Knights: 6
	Soldiers: 29
	Catapult: No
	Morale: 93%



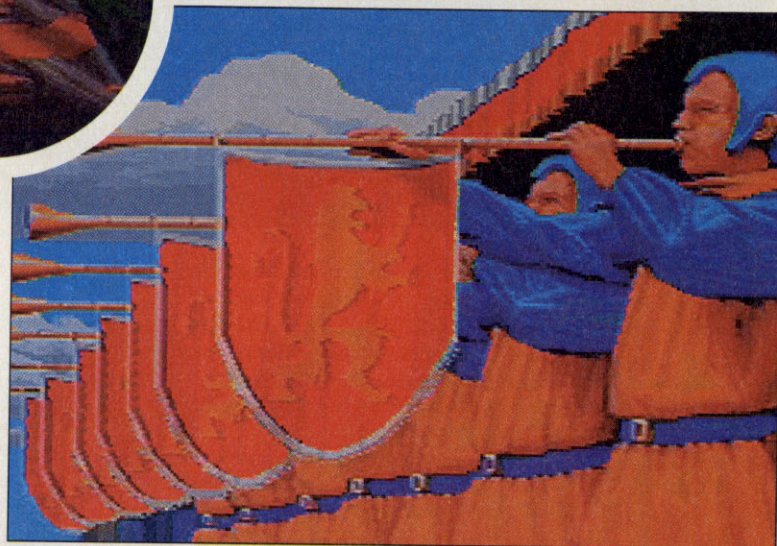
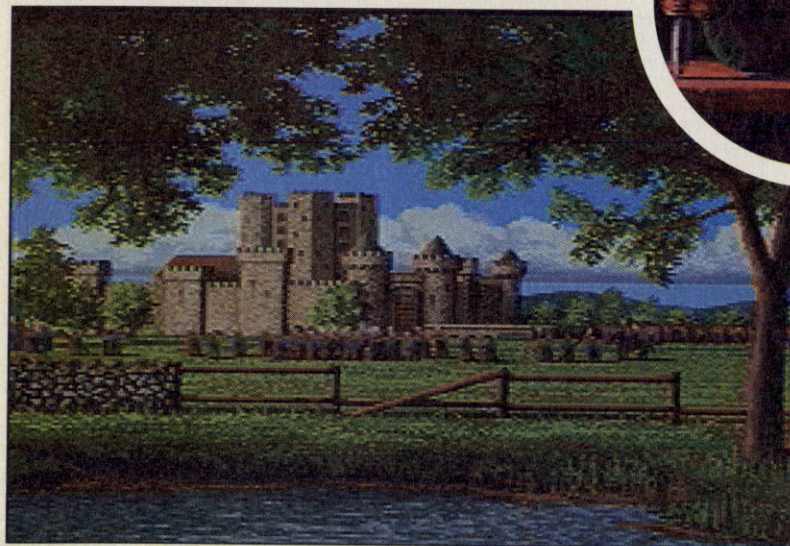
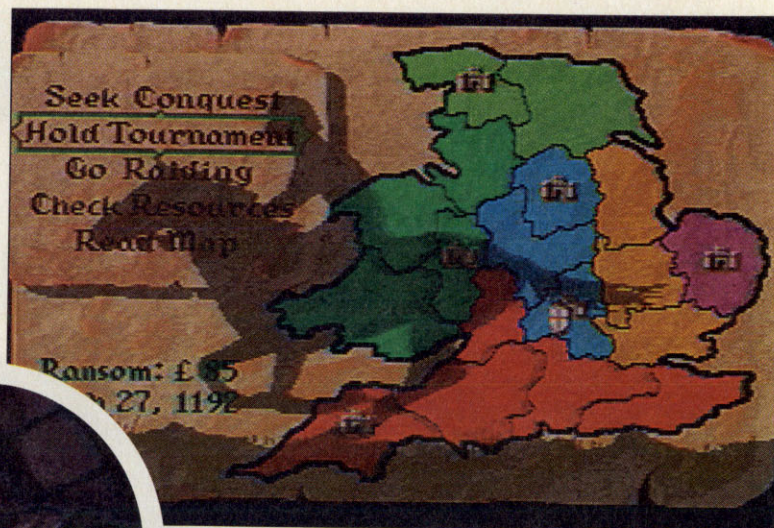
After you choose to go on a raid, or should you decide to try to rescue a fair maiden, you will be thrust, sword in hand, into the middle of a melee with a guard or two.



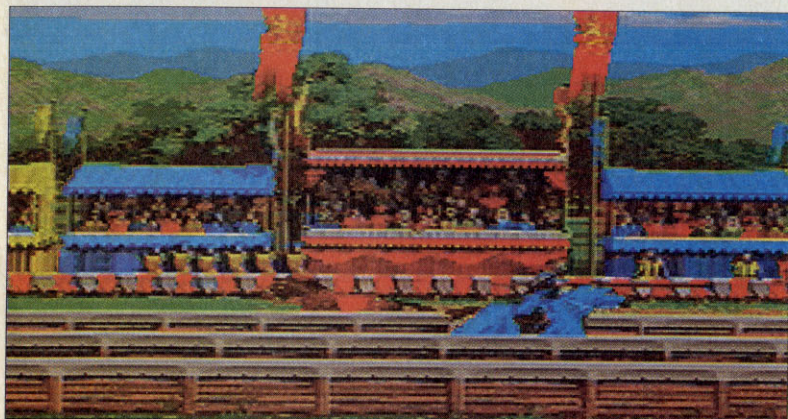
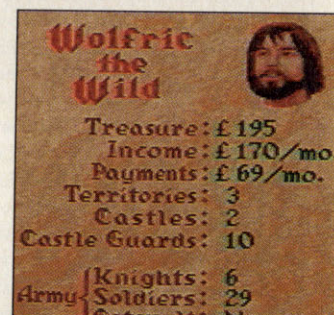
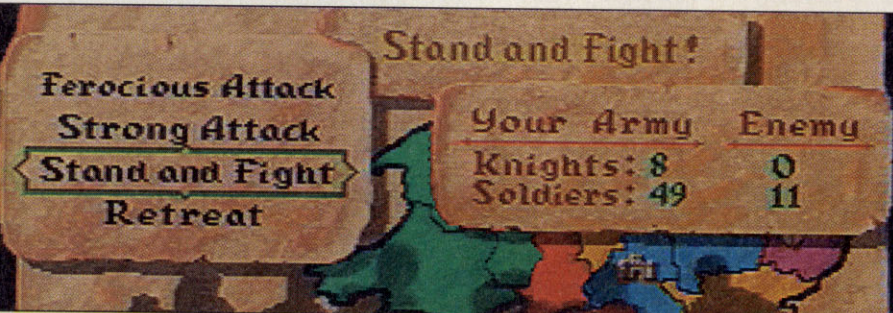
Ah, the jousting sessions. These were the days when men were men and women were won on the back of a horse. Hmm, the bizarre things that those medieval types got up to.



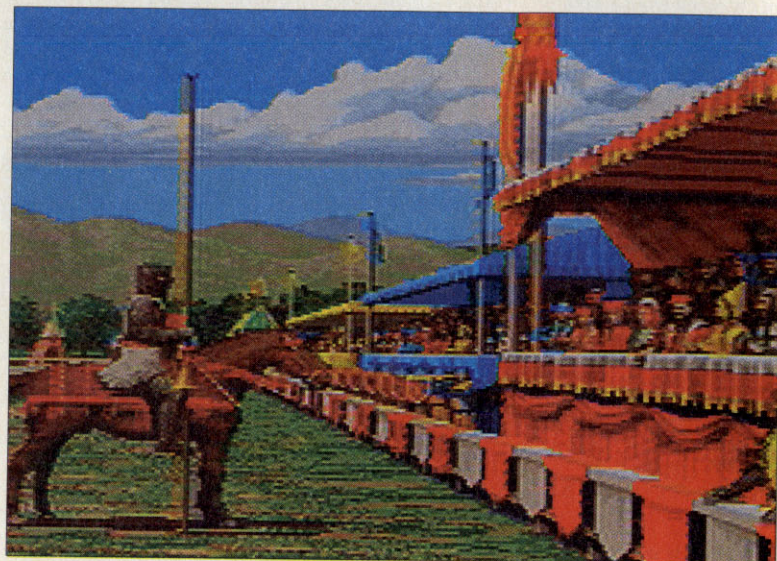
Each individual character is skilled at certain attributes. Young Wilfred here, for example, is a keen joustier, able to knock you off your horse with a single blow. Miles, on the other hand, could knock you off your horse with but on breath after a Saturday night but that's another story altogether.



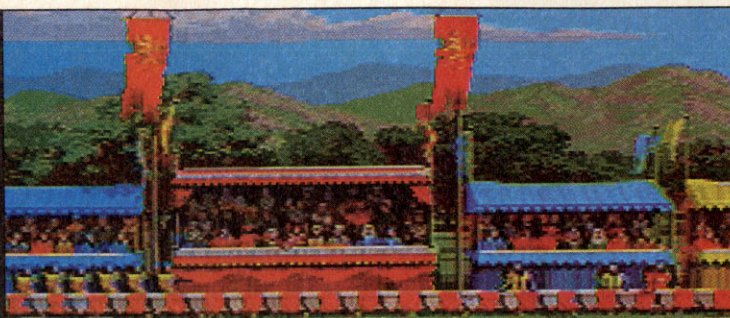
When you try to take out a castle or you enter an area which is inhabited by another army, a battle will break out. You have a degree of control over the outcome, although if you have 100 men to 10, the outcome is pretty much obvious.



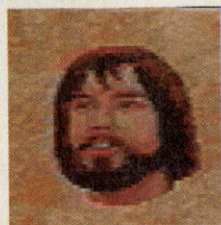
As you can see, one horse still has a rider, while the other is prancing about without a sparring jockey. And guess which one belongs to new-bod David? That's right, the red one. If he was sent out in the real world, he wouldn't be able to fend for himself if he couldn't even joust properly. What's the youth of today coming to, I ask you.



In the Red box sits the King and his followers; the blue boxes are for the rest of the travelling posse, while the commoners are forced to watch from between the hedges of the jousting contestants. John Major's classless society, eh? Where was he when the medieval people were hacking each others heads off? Tsk.

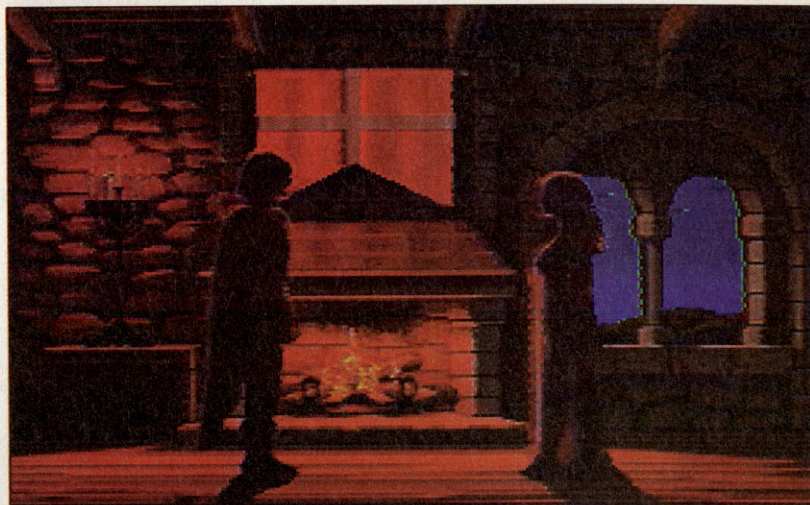


Wilfred of Ivanohe
Brian DeBois-Guilbert
Edmund the Grim
Reginald Front de Boeuf
Roger Falconbridge



"Presentation throughout is excellent. The many screens are beautifully drawn and really evoke the romantic ideal of the period..."

Phwoar! Or, rather, not. David's obviously easy to please, since he's off galavanting to save the ugly Anne, but I wouldn't bother. Lets go raiding, or have a curry and too much to drink or something. Hmm, time doesn't seem to have changed some male perceptions...



Ah. Personally, I fail to understand the significance of this scene, which appears following the one above. Are they trying to imply that the lights are on but no-ones home or is there something more sinister afoot? The public have a right to know!



Profile

- 1-2 PLAYERS
- 1 SKILL LEVEL
- ✓ SAVE POSITIONS
- No
- ✓ CD32 ENHANCED
- Extra music, graphic effects

GRAPHICS
■■■■■■■■■■

SOUND
■■■■■■■■■■

GAMEPLAY
■■■■■■■■■■

PROS: Gorgeous graphics and great animation gives the whole thing a very polished and atmospheric feel.

CONS: There's just not enough depth to hold your interest beyond a few plays. It plays almost like a series of simplistic subgames.

78%

CD review

With the island of Imagica falling under the control of the evil wizard Wrainwright, it's up to you to guide Flink around in this atmospheric, platform/arcade adventure game. So, taking your cauldron under one arm and your magic wand in the other, it's time make a few frogs. Eat your heart out Paul Daniels!

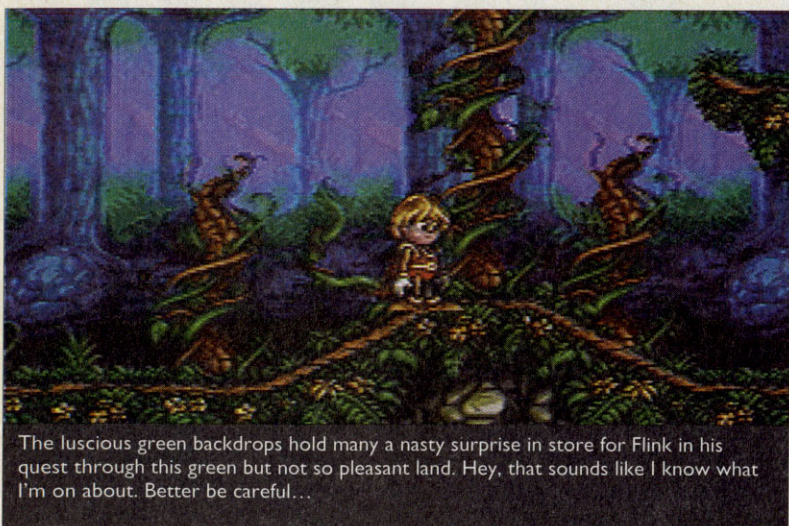


When Flink was first thrust in front of me, a feeling of dread filled my very soul at the thought of reviewing yet another platform/arcade adventure game. I have to admit, though, my fears were quickly laid to rest as I soon found myself hooked and the hours were whistling past.

Flink is the latest release from Psygnosis and, in a games world dominated by some pretty dull platforms, manages to buck the trend and is actually quite good fun.

You take the role of Flink, a wizard apprentice, with the unenviable task of freeing the island of Imagica. The four rulers of this peaceful and pleasant land have been captured by the wicked Wrainwright, an evil wizard. Having then turned them into crystals, it is your task to search the length and breadth of the land in an attempt to find them. Once you reunite them all, the gates to the evil wizard's lair will open and you must then defeat the Wizard face-to-face and restore tranquillity to this once happy land.

So with the scene set it's straight into the game, which is essentially a cute looking platform adventure. You, as the hero, must fight your way through a number of progressively difficult levels, with the ultimate goal of defeating the wicked Wrainwright. This is no easy task, though, and not only requires some rather deft control of the joystick, it also demands a bit of flexing of the old grey matter upstairs. As you go it is essential to pick up some magic ingredients as our little friend Flink has to cast many a spell if he is to succeed. These ingredients are usually found in the treasure chests that occasionally pop up, or



The luscious green backdrops hold many a nasty surprise in store for Flink in his quest through this green but not so pleasant land. Hey, that sounds like I know what I'm on about. Better be careful...



on the back of the peasants walking around. Unfortunately, however, being an apprentice wizard, Flink is a bit unsure about how to make the spells. Even with the help of some rather convenient scrolls dotted around the island, casting spells will require a fair bit of trial and error. As you can imagine this will probably use up a lot of your ingredients and this is where the clever bit comes in. Once you've completed a level you can return to it at any time thereafter. Although this means doing it again, it also means you can recollect all the ingredients on that level. Although this is a progressive platform you will, more than likely, have to go back and forth between levels. This is a great help when you find yourself having to cast a spell, but don't have the ingredients.

Flink has the ability, although it's more hit and miss than anything, to cast a whole host of spells. Each spell is useful when faced with a specific task - once you've found the right combination of ingredients, you'll be ready for almost anything. The spells range from the spirit bomb, which kills your enemies, through to the platform spell, which helps you get to those hard to reach places. If you ever find yourself in a position where you have to cast a spell to carry on, but don't have the ingredients, then the game has a useful leave level facility, which, as I mentioned earlier then enables you to return to a previous level.

As you progress in the game you come across a whole hoard of bad guys trying to bring your rescue mission to an abrupt and ignominious end. Most of these can be easily disposed of with a quick jump on the head, but some are a bit more tricky.

All the characters are colourful and well polished and move pretty smoothly. Flink in particular, with frame after frame of animation, looks very impressive. Unfortunately, though, the movement can be a bit jerky as our hero seems indifferent as to the speed he wants to go at. This little quirk can be a touch annoying as timing is important in this

Flink's a courageous chap. Mind you, you'd have to be extremely brave or pretty stupid to head out into the world with a name like Flink. Not as daft as 'Miles Guttery' but close.





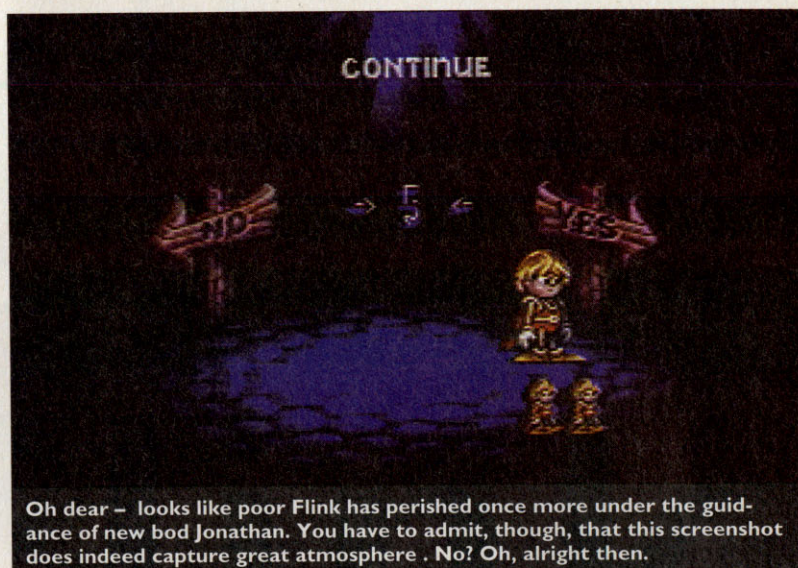
Flink

game. Just when you think you've got it right Flink changes speed and you've had it.

The CD32 is capable of producing some fine graphics - just watch the intro on *Tower Assault*. This game incorporates this well to give it a real atmosphere and, together with the little jingle that you waltz along too, feels just like a summer jaunt in the park. This is what this game is really all about, it's a light-hearted and funny game that is supposed to amuse you, not annoy.

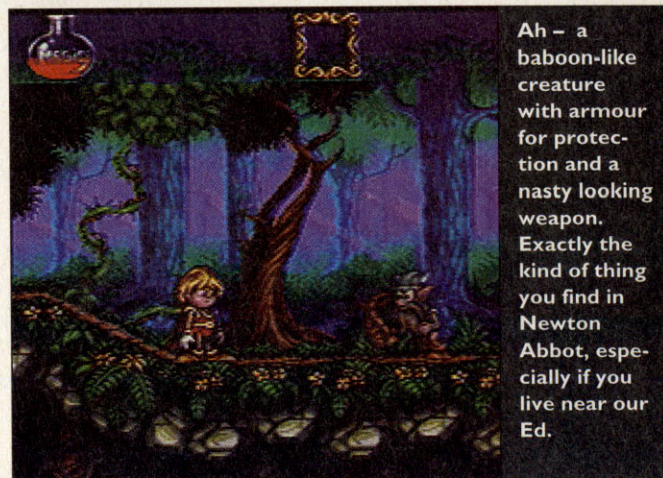
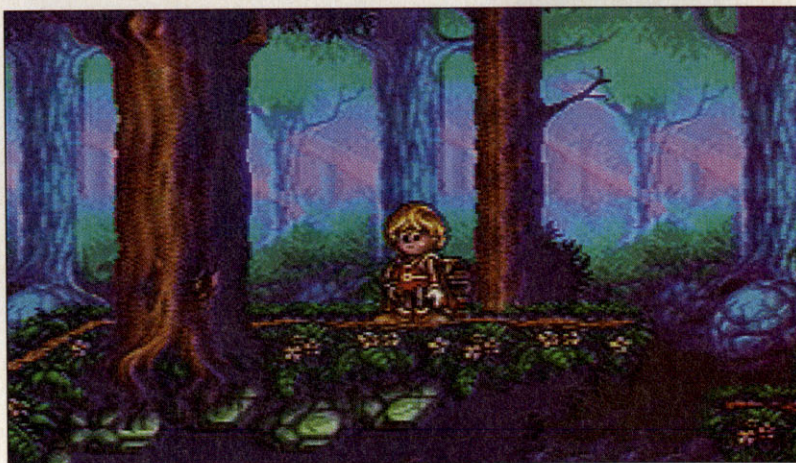
Flink is an interesting addition to the growing list of platform games and has to be ranked as one of the better ones. The playability is excellent as it finds a happy medium

■ PUBLISHER : Psygnosis ■ PRICE : £ TBA
■ DEVELOPER : In-house ■ OUT : Now

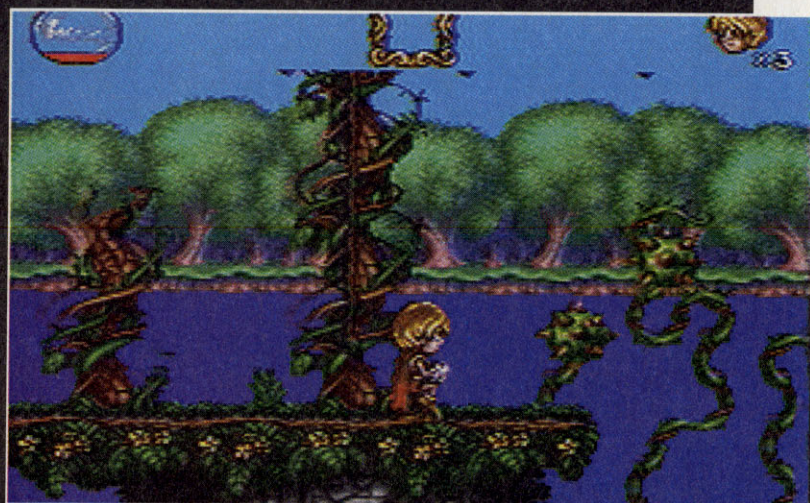
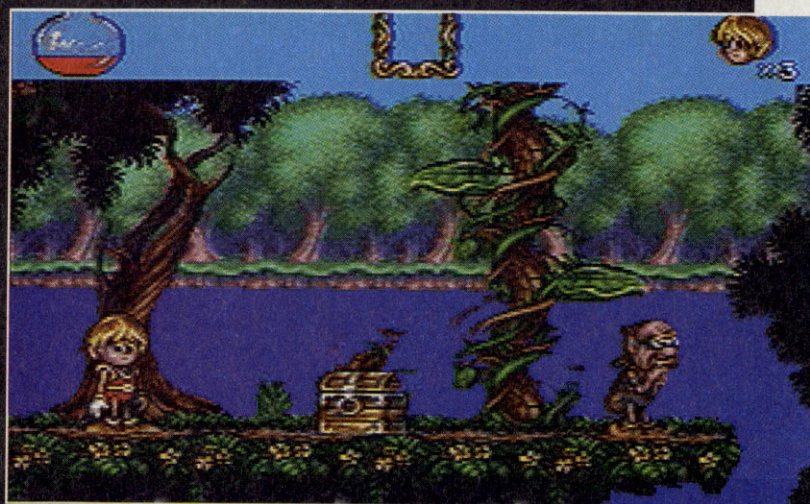
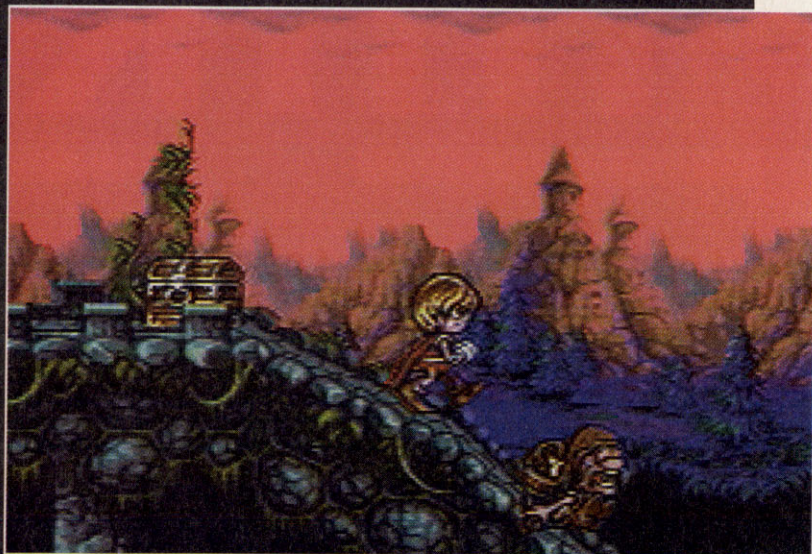


between being easy enough to get into and keep going, but not so easy as to be dull. The game constantly throws up new challenges that have to be overcome, but there is nothing that is so difficult that it becomes frustrating. With a choice of three or five continues there is also a real chance that you can finish this game.

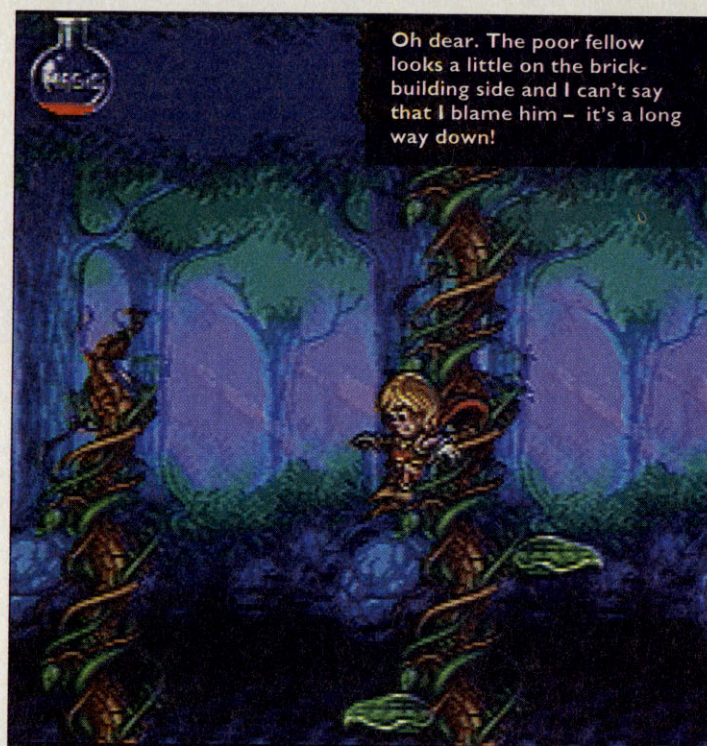
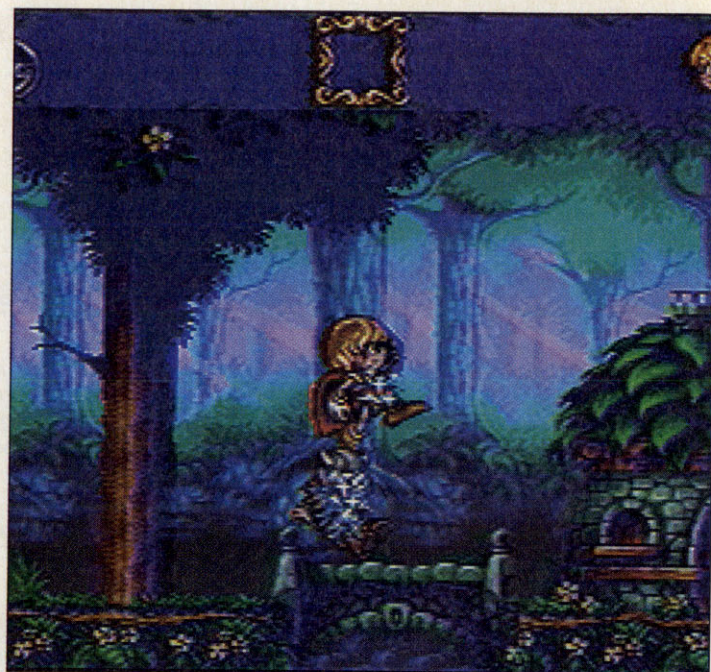
It has to be said, though, that even though this is a very good and accomplished platform/arcade adventure, there are a lot of them around. This game does have some fresh features, such as the spells and the leave-level facility, but most of it has been seen before in one game or another. Kids will certainly love it though, and if this is what you're looking for so will you. There's nothing ground-breaking new here, but it is one of the better games of its kind. ■ JE



Flink Linked...



Life can be jolly difficult for a man who wanders around in a red cape. Pestered by flailing balls, harassed by old witches, and frowned upon by old men who's lower lip curiously covers their upper one. Gosh, some people simply have no fashion sense. get a life people and go buy yourself a red cape!



Oh dear. The poor fellow looks a little on the brick-building side and I can't say that I blame him - it's a long way down!



A bemused Flink looks to Jonathan for help, but he's too busy reading the *Sun* (not known for his profundity is our Jonathan). Still, if I had to leap across a large pit on some pretty dodgy brown leaves I would look none the happier either. The things we make these poor sprites do...



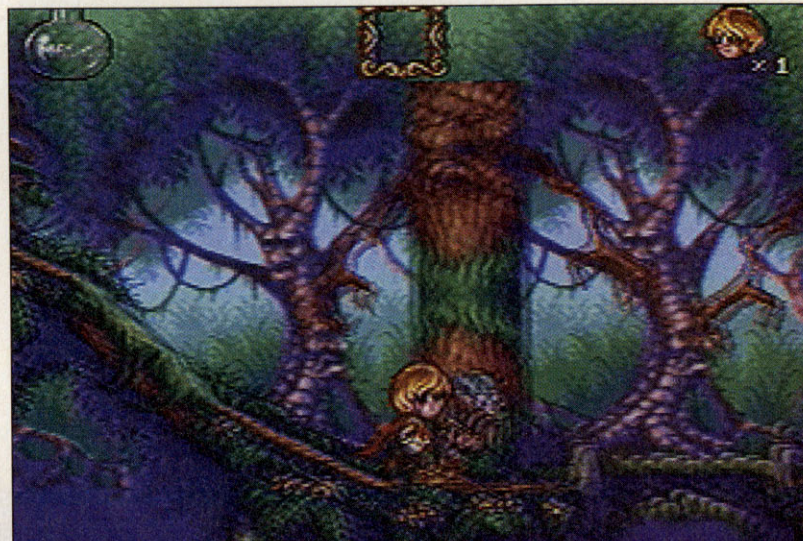
"Flink is an interesting addition to the growing list of platform games and has to be ranked as one of the better ones. The playability is excellent as it finds a happy medium..."



'Too much Monkey Business!'. Hmm, these taunts are getting tiresome. Here we see Flink hanging on for dear life. Not that the vine will break, or Flink will let go, but, hey, where's the excitement in that?



Well, I guess the Starts as good a place to start as any. Wouldn't be much fun if you could just skip to the end credit screen, would it? (I'm sure our captions are becoming more obscure by the issue - Mark).



If an art critic were to look at this shot, they would no doubt point to it's finer action attributes, sustaining that it does, indeed, capture the mood, spirit, yes indeed the bravery of the hero in question. Our esteemed Editor would call it something else so hide it, quick!



Profile

- 1-2 PLAYERS
- ✓ SKILL LEVEL
- ✓ SAVE POSITIONS
- Passwords
- ✓ CD32 ENHANCED
- Looking good!

PROS: Atmospheric and fun game, which has great playability and is easily addictive.

CONS: Unfortunately, nothing in the way of originality or ingenuity

GRAPHICS



SOUND



GAMEPLAY



82%

CD review

Despite a fine track record, littered with a plethora of classic titles, *Lemmings* remains Psygnosis' most well known release. Perhaps that's part of the reason they've returned to the world of microscopic sprites for their latest CD32 offering, available exclusively through Future Zone.

I first saw this around two years ago at which point Digital Illusions were working on it for 21st Century — a pairing which brought us *Pinball Dreams*, *Fantasies* and, very recently, *Illusions*. At the time the game looked like a cross between *Loderunner*, *Lemmings* and *Impossible Mission*; a fact that was readily admitted by the programmers, but offering more in the way of gameplay.

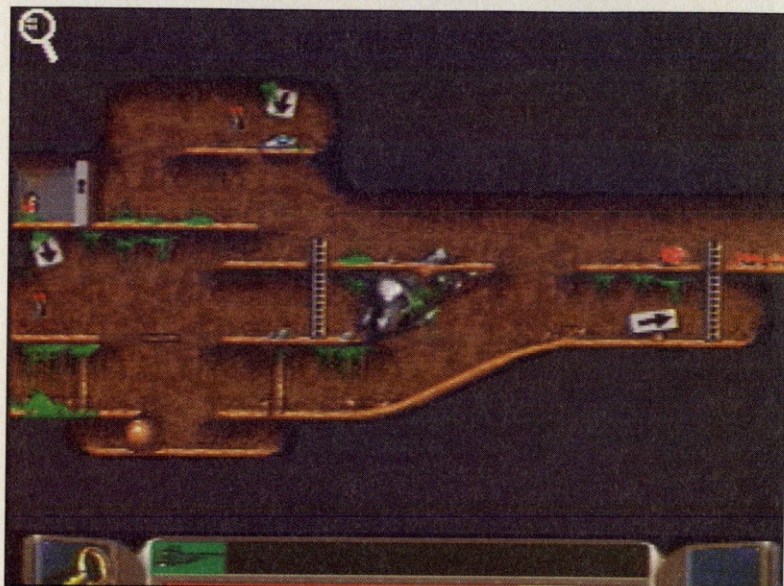
At first glance the graphics don't appear to be up to much, but once you start the fluid movement and repertoire of moves on the main character will soon impress, almost like a pint-sized version of the *Flashback* Sprite.

The actual concept behind the game is simple with one objective in each level, though achieving it is, as with *Lemmings*, rather more difficult (or frustratingly annoying if you're short on patience).

The game offers ninety levels, each with a different graphic set from Jungle and Egyptian to castles and more besides. Your

mission on each of the eighty-way scrolling levels is, as in *Lemmings*, to overcome a complex series of Puzzles with one prime goal — to save the little people trapped around the levels. Most are locked away so finding the keys to open the doors is an important task. You can pick up an assortment of objects to help you progress but, as per usual, you can only carry three items at a time. Once you've freed a little person you must then guide him to safety — sounds even more like *Lemmings*.

The really pleasing aspect is that this offers just as much in terms of gameplay but in a completely different style despite obvious similarities. Occasionally you have to pick up the little people and jump across springboards so they can either make it to the exit or help you out in some way. For instance, sometimes you'll come across an unreachable platform upon which resides a vital item. You can chuck a little person up onto the platform. He'll then collect the object for you — very helpful. Sequential play is very important and this is probably the toughest aspect of the game to master. Deep thought and a lot of sussing out is required. Sometimes you'll find keys which only open certain doors, so jumping gaps and finding alternative routes is neces-



My, this all looks a little familiar. The resemblance to *Lemmings* is a little close for comfort at times, what with all those little folk running around and Mark screaming 'Nuke 'em!' in your ear. Uncanny.

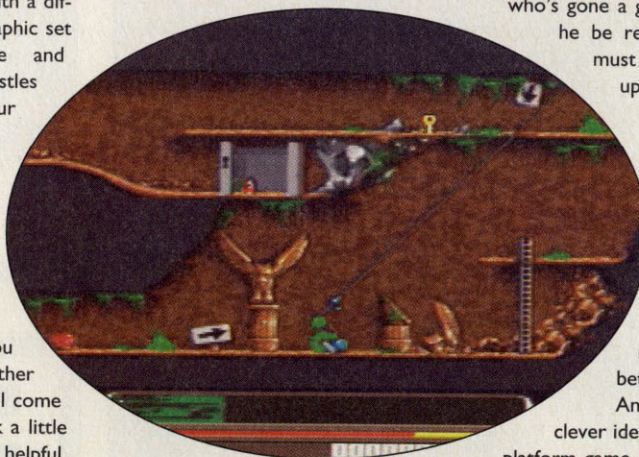
sary. Luckily there's an on-screen radar/map to help you find your way around. It goes without saying that there's critters galore out to block your way and make things as tough as possible. They must be avoided as contact results in loss of all-important energy, as does falling too far.

There's also a part where you'll spot a prisoner who's gone a grey colour. Not only must he be rescued, but a pot of paint must be located to colour him up!

For help you have all the engineers you can possibly free to build fantastic machinery and traps.

The game boasts over 100 different animated enemies, animated backgrounds and animated short stories between levels.

An arcade/puzzle game with clever ideas leaning towards a huge a platform game. In fact it's so big you may not know where to begin (Level one might be good place — Miles). Personally I think this may be too hard for most, but it's an inventive progression on *Lemmings* and if you persist then enjoyment is assured. ■ DDF

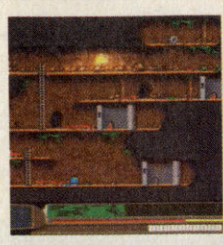


Matter of Factor...

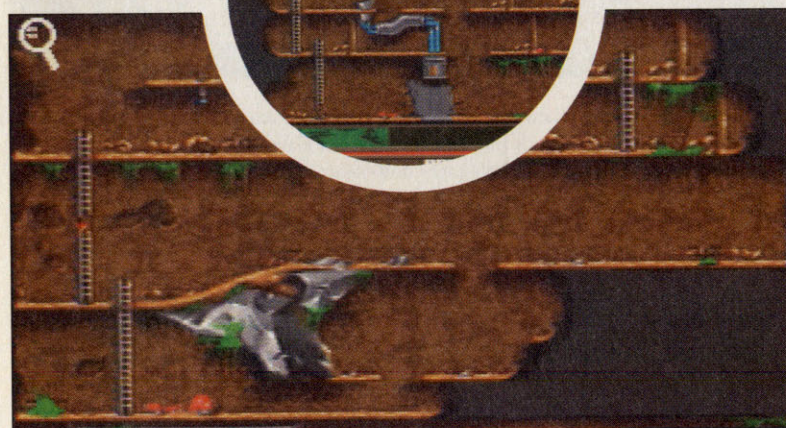
Ah, lovely. Just to prove that all in *Benefactor* isn't all miniscule and small, here's some of the title screens and the loading screen that stays up for, well, all of ten seconds. Pretty, aren't they?



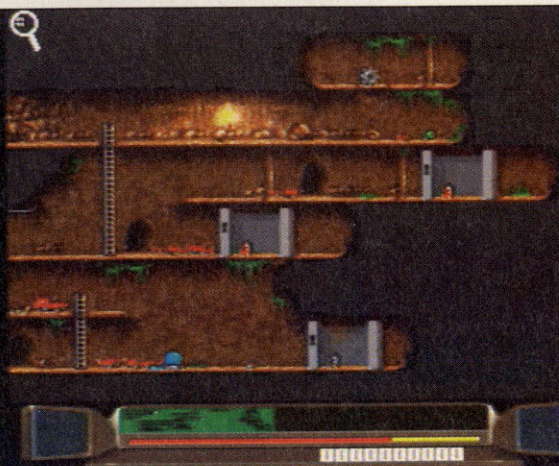
Benefactor



“ It’s an inventive progression on *Lemmings* and if you persist then enjoyment is assured. ”



Now this is an interesting one. Okay, to the uninitiated, it may well look the same as all those other mazes, but we in the know are well aware that different tactics are needed here. There’ll be lots of unpolitically correct little people tossing before you reach the end of the maze...



■ PUBLISHER: Psygnosis ■ PRICE: £14.99
■ DEVELOPER: Digital Illusions ■ OUT: Now



EEK! There you are, trapped at the bottom of the maze with all that nastiness going on above and a load of green stuff blocking your path to boot. I mean, is the danger really worth it, just to help out some little whelp who probably won’t be grateful anyway. Best go home and watch the footie if you ask me...

Profile

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

GRAPHICS



SOUND



GAMEPLAY



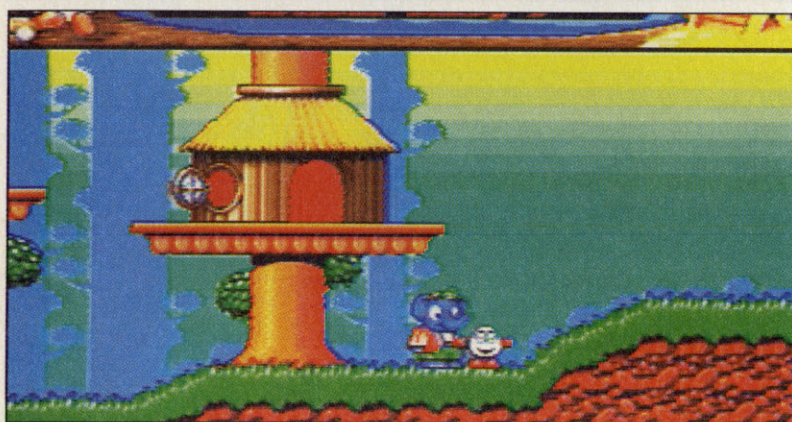
PROS: Good animation on the sprites and a plenty of levels will keep you occupied for a very long time.

CONS: The graphics seem just a wee bit too small for comfort. Play can at times be frustrating when pin-point jumping is required.

85%

CD review

If you look at the all format charts for the last week you'll notice the Codies, those purveyors of great but simple games, have three titles in the top ten. The company has a rather low profile but their products speak for themselves with nearly every release charting highly. This CD offers six games for the price of one so let's check it out.

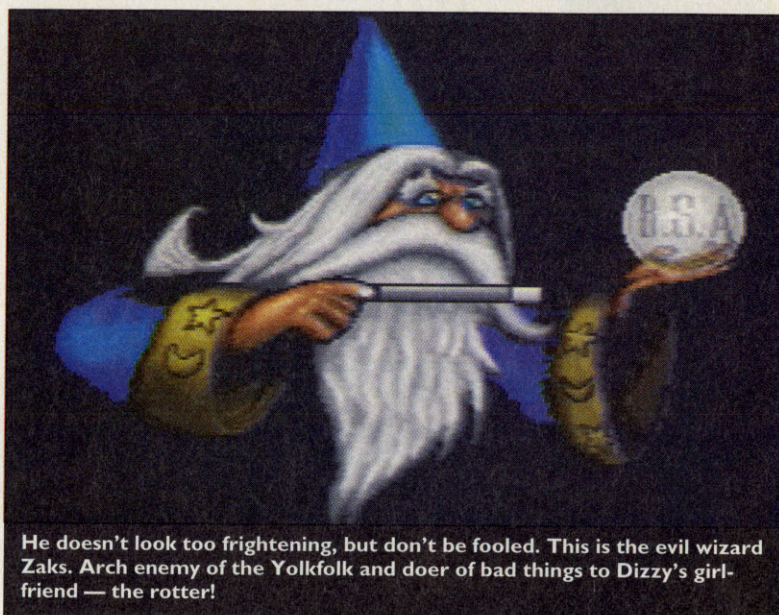


Relying totally on gameplay and cutesy appeal, Codemasters programmes are full of fun, and *Dizzy* is one of their most famous stars. Here we see the egg-shaped oval character in a compilation of his best adventures.

If you've never played a *Dizzy* adventure then the chances are you've never owned a Spectrum. That's right — the adventuring ovulation first made his name some years ago on the good old 8-bits of yaw. Such was his success that he single-handedly put Codemasters on the map. They've since gone on to bigger things, most notably the *Micro Machines* games which really established them as a force in the far more cut-throat console market. It mustn't be forgotten however, that dear ol' Diz has wormed his way across console formats as well. Okay, so it's not what you'd call a masterpiece of programming. In fact, apart from prettier graphics there's no differ-

ence whatsoever between the 16-bit and 8-bit versions which, incidentally, retailed at the grand price of £2.99. So what makes the games so special? It really is hard to put your finger on. They're mightily simplistic, which might just have something to do with it. Puzzle based, they revolve around wandering round a landscape collecting objects and dropping them in the appropriate places to solve various problems. Storylines are always the classic fairy story fodder. Girlie gets kidnapped by evil wizard etc and inevitably it's *Dizzy's* girlie who's involved. Maybe this is why we find them so compelling. Just for once to get away from marauding aliens spewing laser death all over the place.

All the games in the pack are actually converted from 8-bit originals apart from *Fantastic Dizzy* which was originally written for the Mega Drive. Funnily enough this is the only one which actually scrolls. It even utilises such nifty effects as parallax backdrops — unheard of in traditional *Dizzy* outings. The other five employ good, old fashioned flick screen as you move around *Dizzy's* colourful land. The full range of titles on offer are as follows.



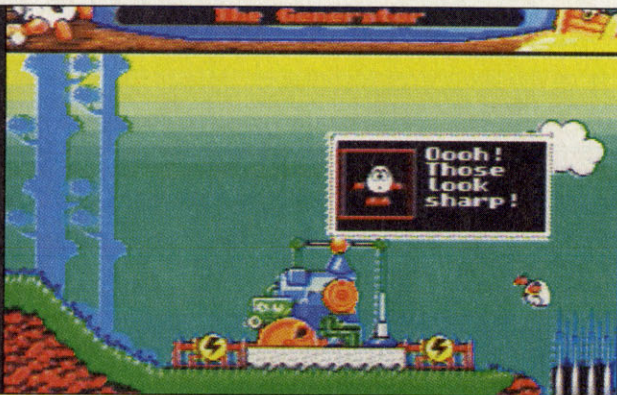
He doesn't look too frightening, but don't be fooled. This is the evil wizard Zaks. Arch enemy of the Yolkfolk and doer of bad things to *Dizzy's* girl-friend — the rotter!

Treasure Island Dizzy was the second adventure for the intrepid ovoid but as the original doesn't appear in the pack this seems as good a place as any to start. The original was annoying in that you could only carry one object at a time, meaning lots of trudging back and forth. *TID* rectifies this with an inventory system allowing up to three items to be held, but with it a new problem arises. When you pick up an object it's automatically placed in the left inventory window. Any items already held are shunted to the right so if there happens to be something in the right inventory window it's automatically dropped. This is a problem when underwater as you need to have the snorkel. When collecting something it's very easy to accidentally drop the snorkel at which point you drown.

The follow up, *Prince of the Yolkfolk*, sorts this out with an inventory in which you can highlight the object to be used/dropped. This remains probably the most playable of the series though some claim it's a wee bit easy. When it's part of a pack like this though, you can't really complain, can you?

Spellbound and *Magiland* follow, offering more of the same. With *POTY* having ironed out most of the creases from the early games, these two concentrate on being basically just a new set of puzzles. The next real advance is *Crystal Kingdom*. This was the first *Dizzy* game to actually be written with full price release in mind and is considerably larger than any of its predecessors. It's actually four games in one. Each must be completed in order. A password is given at the end of each to enable access to the next.

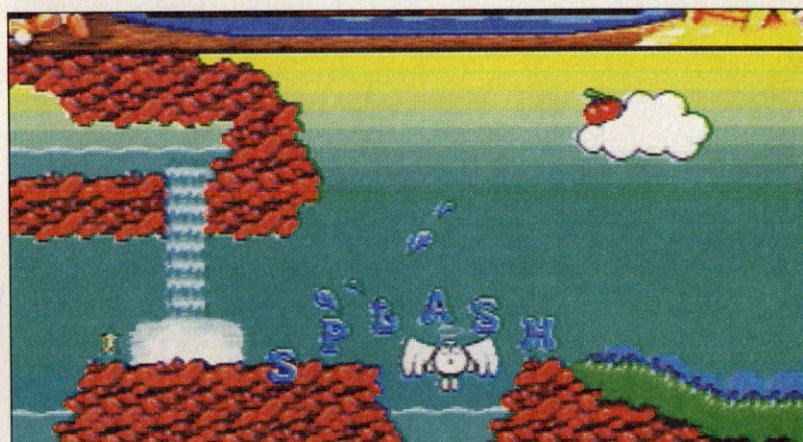
They certainly do! If you've ever tried blowing eggs, you know, where you make a pin prick in each end, you've been watching too much Blue Peter. Think of the poor eggs!



Dizzy: The Big 6



■ PUBLISHER: Codemasters ■ PRICE: £14.99
■ DEVELOPER: In-house ■ OUT: Now



Talk about a nightmare scenario — it's like something out of an *Aliens* movie. Dizzy is (gulp) hatching! Not really. The poor fellows dead and heading for that big omelette in the sky.

And finally comes *Fantastic Dizzy*. Easily the most technically accomplished of the six games but perhaps not quite possessing the charm due to its Mega Drive roots.

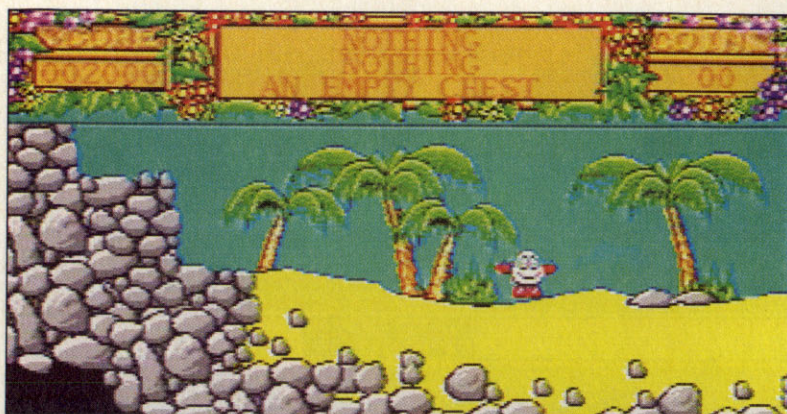
This is a package I would heartily recommend to anyone. Call me a big old softy if you like, but there's just something about *Dizzy*. Sound is no more than a few peeps and bleeps, the graphics are colourful, attractive and cartoony but never rise above the simplistic. What it's got is charm and simple, child-like appeal. When you're in a stressed out mood you can sit down in front of any of the games on the CD and relax. It won't tax your reactions, it won't even tax your brain, well not much anyway. You can just sit and vegetate with it — a bit like an Aussie soap only with more character. Not to mention the fact that you're getting six games for under 15 quid (that's less than £2.50 each)!

Okay, so gun-toting hardnuts with a yen for blood, severed limbs and radical soundtracks will probably turn green and chuck up all over their monitors. Anyone with even the remotest finer feelings though will find something here to add a little jollity to their lives.

The gameplay may be nearer 1985 than 1995 but it's good, honest fun and I defy anyone to say otherwise. Buy it and tish to rendered intros, FMV and all the yawnsome snobbery that goes with it. ■ MG



It's time to meet the family! The yolkfolk line up in all their glory. There's Dizzy and Daisy of course, then there's Dozy the sleepyhead, Dylan the hippy and everybody's favourite village elder, Grand Dizzy.

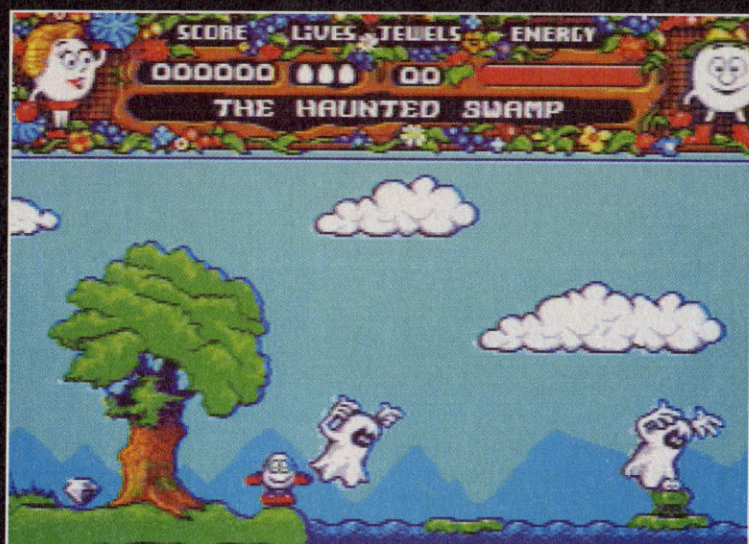


Whatever will Dizzy do here? Trapped in an underground cavern with no obvious mean of escape. Whoever's responsible has obviously under-estimated the eggy hero however. They've carelessly left a match, a pail and a pair. Being the ingenious and resourceful fellow he is, I'm sure Diz will be able to fashion some means of escape from those items, but how. That's you're problem matey!

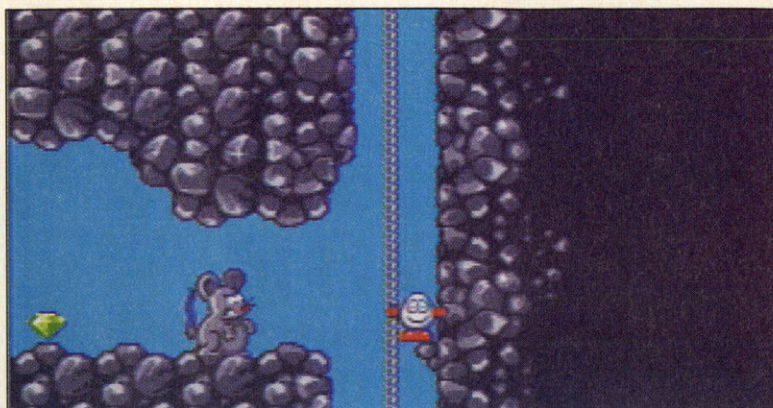


Innit marvelous the way programmers can conjure up such perfect imagery with just three words, I don't think! 'A few trees', I ask you Why on Earth young Dizzy insists on wearing those boxing gloves all day long I don't know. He must have awfully sweaty hands, and I bet Daisy has something to say about it in

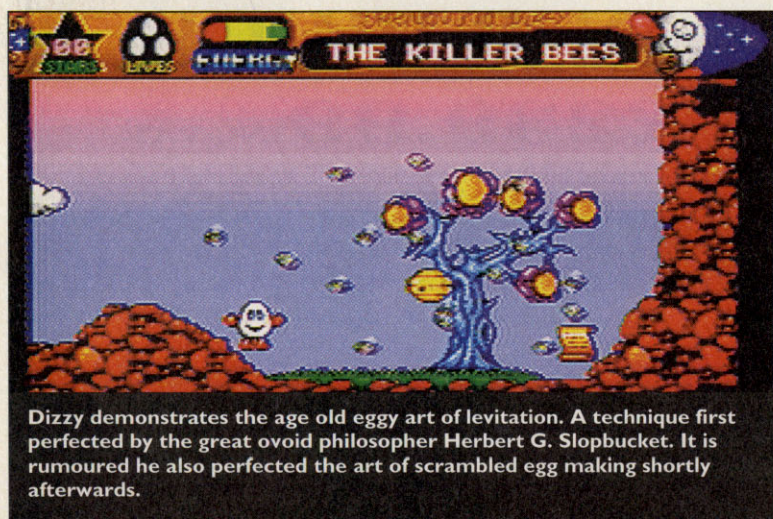
I'm so dizzy, my head is spinning... nooooooo!



Is nothing and no-one safe from the attentions of the inquisitive young Dizzy. It's eggsasparating to say the least, and that's no yolk. In fact, at this very moment I'm hatching a plot to eggspose him for what he really is. I'm not going to om-let him get away with it any more so if you'll eggscuse me I'm off before the appalling egg jokes get out of control.

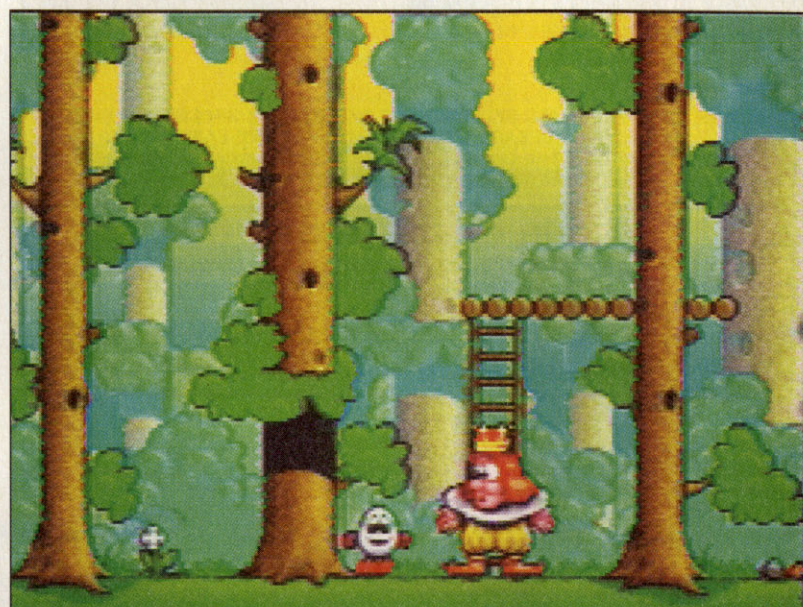
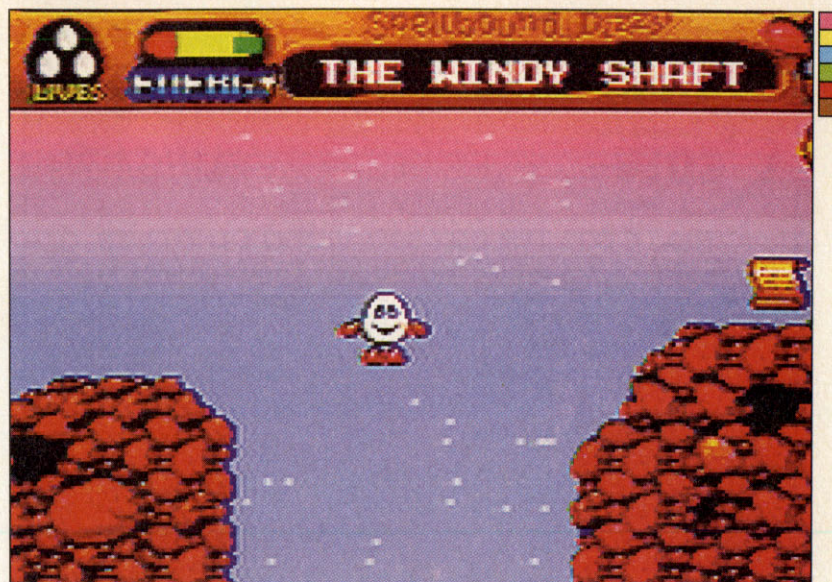
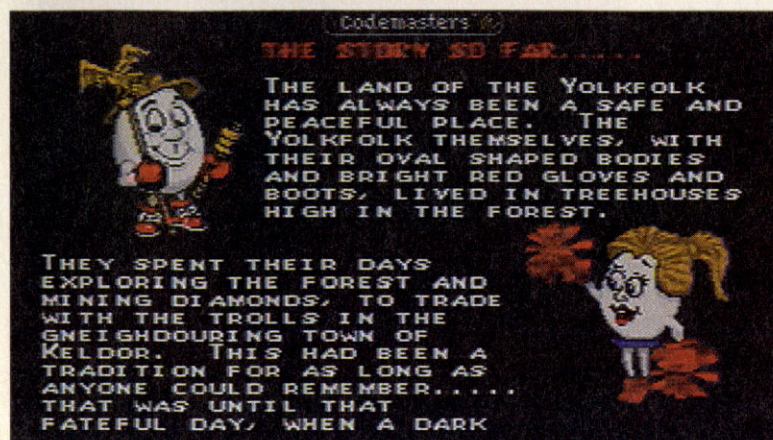
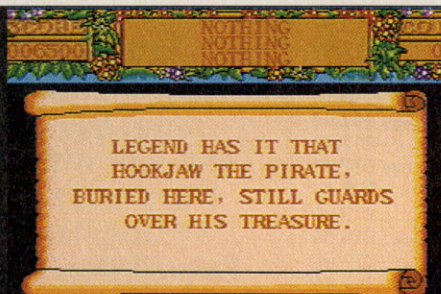


"What it's got is charm and and simple, child-like appeal. When you're in a stressed out mood you can sit down in front of any of the games on the CD and relax."



Dizzy demonstrates the age old eggy art of levitation. A technique first perfected by the great ovoid philosopher Herbert G. Slopbucket. It is rumoured he also perfected the art of scrambled egg making shortly afterwards.

Bah humbag! Nobody believes in all that false baloney. Actually, have you noticed it's always the sceptics who're the first to go in ghost films. Cripes! I believe in Hookjaw's ghost, and Elvis shops in Tesco, and the channel tunnel is a good thing, and... oh wow, take me away.



I suppose Dizzy's going to have to find something to give that big lunk so he'll get out of the way of that ladder, but what I wonder. Perhaps talking to him might provide a clue. Cor — what a revolutionary idea. I should do this for living. Oh, I already do. Gumph!

Profile

PLAYERS SKILL LEVEL I SAVE POSITIONS None CD32 ENHANCED	GRAPHICS ■■■■■■■■ SOUND ■■■■■■■■ GAMEPLAY ■■■■■■■■
---	--

PROS: Playing this is like stepping six years back in time, and none the worse for it. Games were nice back then, and England were in the process of qualifying the World Cup!

CONS: Today's more sophisticated gamers might have a bit of trouble getting to grips with the 'basicness' of it all. Perhaps the games are all a bit too similar for comfort.

89%

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CD32

G A M E R

PLAYING TIPS

Ah, so the tips doth return for another fun-packed issue. Rather than spreading ourselves thin and trying to cover more games than is healthy, we've stuck to but two games this issue, although we've delved deeper than ever before to bring you the most effective set of hints known to man and CD32 Gamer readers! First off, we continue our tips on *Jungle Strike*, taking you all the way through to the end of mission six. Then there's further tips on *Jet Strike*, courtesy of our fine friends at Rasputin. Gosh, how so few have given so much for so many.

CD32 TIPS INDEX



46 **JUNGLE STRIKE**
tips
More on the escapades of our Jungle Strike-force team. Will they ever return? For the sake of the next issue, let's hope so!



50 **JET STRIKE**
tips
Following Agent Butt's stunning set of tips, we sent forth the guys at Rasputin to report back from the front-line. Gasp at their thrilling encounters!



The CD32 tips posse delve deeper into the realm of *Jungle Strike* to bring you more of those invaluable tips and tricks! What

would you do without them, eh? The blood, sweat and tears is all theirs – now all that you need to do is play the game!

Jungle Strike

Part 2

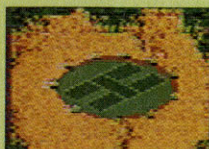
CAMPAIGN 3 : TRAINING GROUND

1 - TRAINING CAMP



Here's a nice, simple one to get you started. All you need to do is knock out the towers. They're only lightly defended and the sentry's machine gun fire does negligible damage. The chain gun is ample firepower for the job. If you feel like it, destroy the tents as there're a few goodies to be had.

2 - LANDING ZONE



Another dead simple mission. Fly to the small clearing in the jungle and pick up the guy waving his arms then drop him at the landing to the left, next to the tree line. And that's that!

3 - RADAR 1



There's two ways you can go about this. You could be systematic — approach each site slowly, take out the defensive tanks from range then pick off the radar truck. Alternatively, if you're feeling up to it, you can try going in quick, letting loose with a salvo of hydras, then getting out as quickly as possible. It's risky but it saves time and remember — time is fuel.

4 - COMM EXPERT



There's a couple of nasty AA guns either side of the detention building, which you should despatch with hydras or hellfires before shooting the building to release your man. Take him to the landing zone nearest the telegraph poles. There's four of them and they can be seen on the map in the middle, slightly towards the right.

PUBLISHER : Ocean ■ PRICE: £ TBA
DEVELOPER : In-house ■ OUT : Now



5 - TANK DEPOT



The depot is situated right in the middle of the map. The targets are as yet uncompleted and therefore unable to return fire. Unfortunately there're a few active units roaming about, so keep your ears open for enemy gunfire as they look identical to the targets.

6 - RADAR 2



Exactly the same as mission three. Just remember that each radar is protected by two Sheridans. Make sure you get the radar. It's possible to blow the tow-truck and leave the radar intact.

7 - TRAINING HQ



The three buildings containing the commanders are quite close together, but do a thorough search of the area first. Several AA guns are lying in wait to shoot you down as you attempt to winch prisoners aboard. Hit the guns before going in!

8 - NUKE REACTOR



The warehouse containing the reactor is fairly central and towards the bottom. It's relatively lightly defended but always make your attack approaching from right to left. An AA gun is hidden in the building, and coming from this side allows you to take it out without the risk of hitting the reactor by accident.



CAMPAIGN 4 : NIGHT STRIKE

1 - WATCHTOWERS



Taking out the cluster of towers is dead easy. Their only defence is a rifle-wielding guerilla in each. Just keep an eye out for the odd armoured car trundling about, as they can be hard to spot in the dark.

2 - GREEN BERET



Pick up the stranded Green Beret just to the left of where the watchtowers were, then fly up to the first big clearing directly north of the starting point. You can't land until you've taken out all the covering gunmen, so do so then drop the beret off.

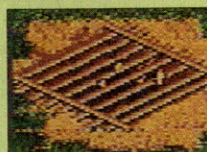
3 - CHOPPER PADS



When approaching the pads make sure you have hydras armed. As soon as you see the red light on the rotor tips of the enemy Apache let rip. Try to keep your distance as they often attempt to ram into you. Once the chopper's destroyed switch to guns and blow up the landing 'H'.

4 - SCIENTISTS MISSION

5 - POWs



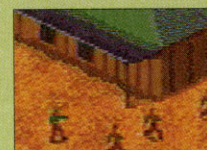
These are included in the brief as two separate missions, but there's no need to treat them as such. Towards the top, in the middle is a cluster of pits covered by bamboo bars. Three contain the scientist, the others contain POWs. Rather than trying to pick out the scientists first then getting the others, it's easier to get 'em as you see 'em.

6 - WEAPONS PLANT



Start at the top and work your way down. Other than the odd armoured car there's not much in the way of hostile units other than snipers who are easily picked off. Just be careful towards the bottom as you might unwittingly wind up killing the enemy commander, thus rendering the completion of the mission impossible!

7 - COMMANDER



A simple blast and catch. As usual, be careful not to blast the Commander when the building blows. Fire in short bursts until it goes up.



players guide

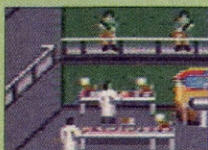
CAMPAIGN 5 : PULOSO CITY

1 - UN RESCUE



The city of Puloso has been overrun by the evil drug-lord and your first mission is to rescue the hostages he has taken. These can be found in three houses to the east of where you start. Only defended by some snipers and a jeep or two, these should be no problem. When you pick up the hostages take them back to the U.N. base just north of your starting position.

2 - DRUG PLANT



Next you must go on to the drugs plants, blow them up and rescue any friendly scientists who've been forced to work here. The drug plants are just north of the U.N. base. Blow them up and then rescue the hostages inside. Watch out for the jeeps with missile launchers, though. These can take quite a lot out of your armour if you don't get them swiftly.

3 - COUNTERFEITS



Money! That all powerful thing. To finance his exploits the drug lord has three counterfeiting plants at the north-west corner of the map. These must be blown up and all the equipment inside destroyed. You will also find a few hostages to be rescued and, although, they are not part of the mission are useful as they give you some extra energy when you take them back. These plants are also protected by some missile launchers, but very little else.



4 - POWER GRID



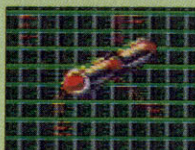
A piece of cake! Just south of the counterfeit plants you will find the power grid. I counted three soldiers as I blew these up so not too much of a challenge here.

5 - ARMoured CARS



Another easy one here! Go to the top of the north west corner and find the two big buildings side-by-side. Destroy these and you'll see some armoured cars speeding away. Nothing of interest with this mission, just the occasional soldier and jeep.

6 - DETONATORS



Now this one's a toughy. If the rest of the level has been a bit easy it's about to change. Head back down to the police station just north of your landing zone where you should land and get onto the police motorbike. Drive around and find the armoured vehicles then blow them up to get the detonators. If you scroll through your weapons you'll notice that the hellfires have been replaced with mines. The object is to drop these in front of the moving vehicles and you've got 'em. The motorbike is exceptionally difficult to drive and it is not made any easier by the fact that the armoured vehicles pack a pretty mean punch. If you can try to come up behind the vehicles, pass them, drop your mine and get out of the way.



7 - C4 EXPLOSIVES



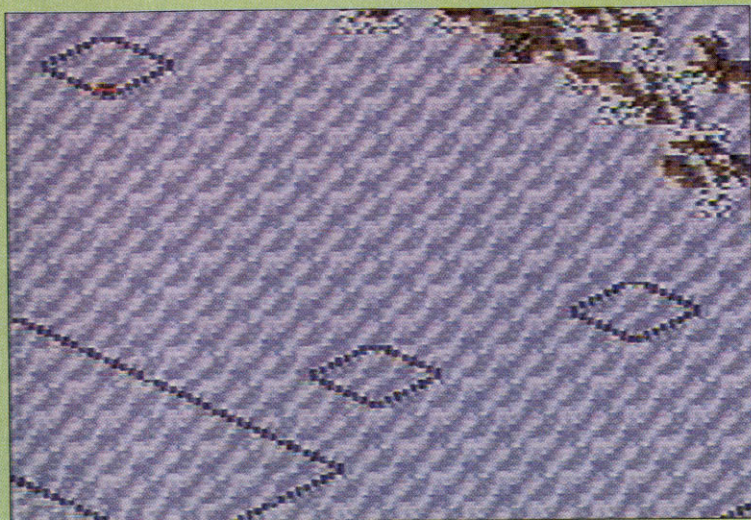
If you manage to finish that mission then the rest of your life will seem easy. After the nightmare of the motorbike, you must now get back in your chopper and go and get some plastic explosives. When you destroy the building the plastic explosive will appear. Move in close and pick it up. You'll get little resistance here, but then the chances are you won't get this far anyway!

8 - DRUG LORD'S WAR ROOM



Here you must land and drop your co-pilot off, so he can go and blow the building up. While he's inside you must keep the area clear of soldiers and then winch your co-pilot back to safety.

CAMPAIGN 6 : SNOW FORTRESS



1 - WILD BILL



The first mission of this campaign is to rescue a downed pilot, Wild Bill. After taking off, head straight west and in the far corner you'll come to a prison camp. Blow up the buildings and some prisoners will be released. Pick up Wild Bill and five others. There's two big guns to watch out for, but very little else, bar a few snipers.

2 - RADAR SITES



Next stop is the enemy radar sites. These are basically three lorries at the bottom of the screen. Watch out for the guns again as they fire missiles that do a lot of damage. If you're careful it's possible to stay out of range and still be able to hit back with your cannon. Once you get rid of the guns the radars have no protection and can be killed off at leisure.



3 - MISSILE DEPOT



After the radars it's on to the hoard of missiles. These are right next to the radars, but are a little bit more tricky to get as they are heavily defended by a couple of tanks and lots of snipers. Try to stay on the outskirts of the compound and blow the buildings and missiles from there. This keeps you out of reach of the enemy guns.

4 - SOVIET SPECIALIST



close to pick him up.

This one's not easy! The Soviet Specialist must be real important as he is defended by several Abrams tanks. Either knock these out fast or stay out of their way. If you do have to engage them, it's best to use a couple of your valuable hellfires as the cannon takes too long. The soviet is hiding in one of a clutch of houses on the west side of the map. When you destroy the house he'll run up a tower. Move

5 - LAUNCHERS



The specialist you've just captured will tell you the whereabouts of the six rocket launchers and they will appear on the map. These are scattered all around. Some are easy to destroy as they're poorly defended, but others are a lot harder. The thing to watch out for are more Abrams which seem to pop up everywhere, and some missile launchers.

6 - POWER GRID



you blow up a few of the surrounding houses, you'll find an armour repair and some extra fuel.

The power grid is located at the bottom of the map and is very well protected. Don't be fooled by the mission map which says it's only protected by one radar, this baby is heavily defended by five M1 tanks. When you get close to the power lines switch to hellfires and go in fast with all guns blazing. You will inevitably take hits, but if you are fast enough you'll get them before they get you. Fortunately, if

7 - FORTRESS



snipers and jeeps inside. Be careful though, when you shoot the chambers up. Inside are some warheads which must be picked up. If you go in blasting at will you'll more than likely blow them up.

The evil drug-lord has built an underground fortress and this must be destroyed. At least six chambers must be found and all the weapons inside blown up. The locations of the chambers are unknown, but after completing all the other parts of the mission they will be revealed to you. The chambers are protected by helicopters on the outside, so use your hydras to kill them off quick. There are also

8 - WARHEADS



As just mentioned, inside the underground chambers you will find some warheads. At least six must be collected and when this is done the campaign is complete.



With all the wimpy early missions completed, special agent Butt... Damian Butt has been transferred away to another magazine. His timing is suspiciously good, as in the fifty four missions he has flown, Damian has managed to use up almost all of the good aircraft. In an effort to save you, the players, from having to complete mission 150 using a Gee-Bee racer and single unguided rocket, Aaron Fothergill from Shadow software has stepped forward (i.e was volunteered) to help you through the nastier missions.

Jet Strike

Part 3



HILLYBILLY LAND

Mission 55



This new area is very hilly and rocky, is covered with nasty anti-aircraft thingies and you have a much shorter runway than before... with rocks at the end. This means you'd better have perfected your landing technique by now or you're dog food!

You have to blow up a SPUDD rocket fuel dump which is tucked into a little valley, heavily defended by AA guns. The tactic here is to use an expendable aircraft such as the Strikemaster, Hawk or MB-339. Fly in and out rapidly, attacking the target before the two defending aircraft get you. Arm up with 500lb bombs for the dump and take Hellfires or TOW's to defend against the guns and SAM sites along the way. Be prepared to limp back to base with lots of red warning lights on this mission. There's no-where to crash land!

Mission 56

The local SPUDD commander is a bit of a yokel, and is very attached to his yellow tractor. As destroying enemy morale is a high priority, you have to blow it up. Stick with the Strikemaster, carrying 500lb and 250lb bombs and get in and out as fast as possible.

Use the 500lb bombs (or Hellfire/TOW) to suppress SAM and AA fire and drop the load of 250lb bombs on the tractor.

The idea of destroying the favourite items/toys etc of enemy commanders is nothing new. Remember those shots of super accurate laser guided bombs they showed when the Gulf War started? That was actually the building where a certain mad dictator's teddy bear was kept!

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

Mission 57

See what I mean, SPUDD have sent up 3 of their aces to have a go at you. The Strikemaster is still a good bet (besides that, Damian trashed all the good aircraft), just arm yourself with AMRAAM's and Sidewinders, pop up and get them. Two tips however.

Stay above your base to avoid being forced low into AA and SAM fire, and watch out for the extra aircraft that SPUDD always manage to sneak into these missions.

Mission 58

A difficult mission. Destroy an enemy train, which spends most of its time inside a tunnel. However, the tunnel comes out around the area where you destroyed the tractor. Using 500lb bombs, blow away the track at the end of the tunnel and wait. The train will run off the rails and be destroyed. Before you take out the train however, stock up with air to air missiles and shoot down the covering aircraft.

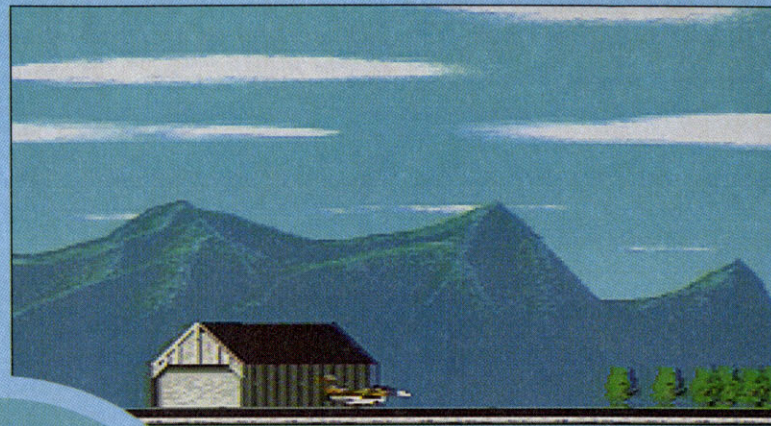
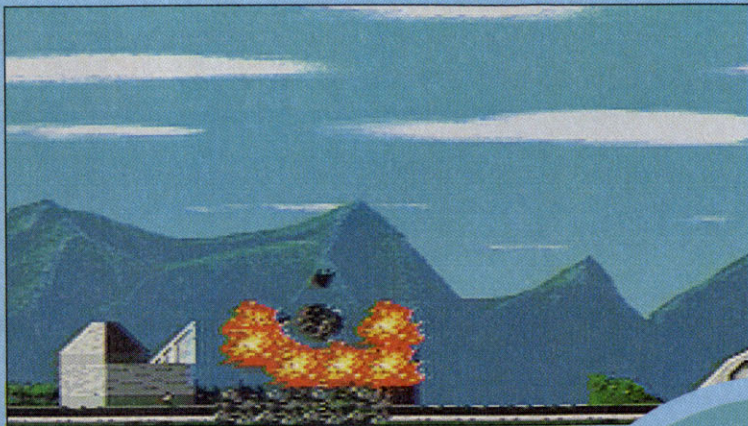
Mission 59

Destroy four AA sites. Most of the sites left of your base will have been rebuilt by now, so fire AGM-65's and Hellfires at them from your Strikemaster.

Mission 60

You've got to nab a defecting SPUDD pilot from somewhat hostile terrain, including enemy air cover, so use the Strikemaster with AMRAAM's or Sparrows to shoot down aircraft. Then hop over with the Huey, armed to the teeth with TOW missiles.





■ Mission 61

Here's where a new tactic comes in handy. You have to destroy a bunch of missile launchers on top of a hill. Between you and the launchers are around twenty AA/SAM sites, and a couple of aircraft. So arm up a Hornet (or F-16) with Skyflash missiles and 500lb bombs, take off, shoot down the aircraft over your runway (trying not to let them hit it) and keep at altitude, above the range of the guns, until you reach the target area. Once you are there, dive in, locate the target and destroy it before being shot to pieces. You can then gain height and wander leisurely back to base.



■ Mission 65

This mission is highly important, and you might want to attempt it while completing the two previous missions. Destroy Seven of the radar jammers. A Lynx with 500lb bombs or Hydra rockets clears them up quite well. Or, if you're feeling particularly wimpy, you could use a heavier helicopter or the Harrier.

■ Mission 62

Sticking with the Hornet, the enemy HQ bunker needs flattening. Watch out for the decoy tanks. They will appear on your radar display as a target and are only there to distract you from the HQ. Durandals or a Phantom with 2000lb bombs will flatten the building, that or a marker bomb just to the right of the building. If you've shot down the air cover, the B-52 will safely plaster the place with 2000lb bombs, usually taking out the decoy tanks as well.

BEST EAST

■ Mission 63

SPUDD forces have set up a radar control centre in the jungle. Your first mission in this sector is to remove it. Although at first this mission looks like a simple fly to altitude, drop in on the target and plaster it with 500 and 1000lb bombs job, there are radar jammers all over the place, and they make finding the target a little tricky.

The best way is usually to take up a Grippen or similar light jet (F-16, Viggen, whatever) with medium range missiles (AMRAAM's, Sparrows or Skyflash) and 500lb Laser Guided Bombs. Fly at altitude until you are roughly over the target and dive bomb it using the LGBs to seek their way to the radar dome. If it's foggy, the LGBs won't track, so just use normal 500lb bombs in this case.



■ Mission 64

A very quick mission this, usually involving lots of zipping noises as you find all the hidden flak guns. Keep with your light jet, armed with cluster bombs and sidewinders (there is an active enemy runway) and hug the ground to attack the ammo dump located in a deep valley protected by a SAM site and radar jammer.

You might want to do a quick run with Hellfires and Sidewinders first to temporarily clear the area of nasties. A helicopter like the Lynx is also a possibility for this mission.



■ Mission 66

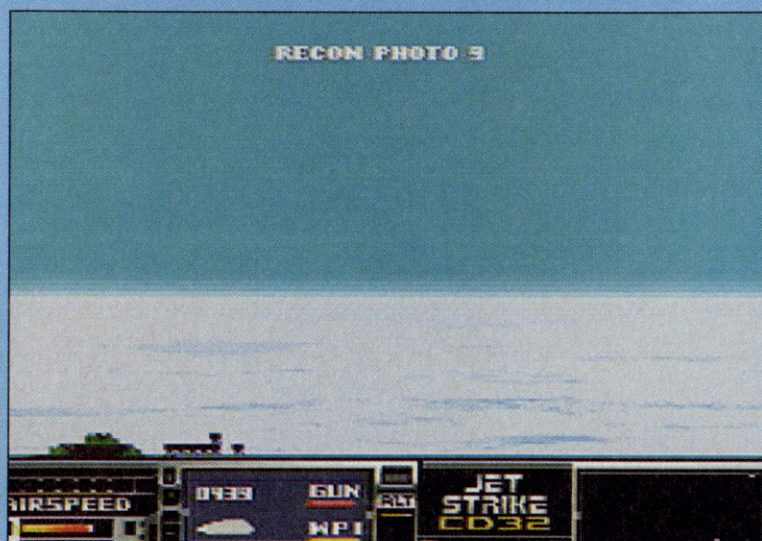
You are supposed to protect the convoy, but it's a con, and a good way of loosing a lot of aircraft. Take up a Mirage or Rafael with a bunch of bombs and blow it out of the water.

■ Mission 67

Radio SPUDD is a nuisance. It's hidden in a deep ravine and will require durandals, 1000lb retard bombs or HARM missiles to hit accurately (or some rather cool dive bombing!). The A-4 Skyhawk is rather fun for this mission. Again, fly high until you get to the target, then duck in and destroy it.

■ Mission 68

All you have to destroy on this mission is the parked SPUDD bomber, which can be done with guns or light rockets. However, this is a good opportunity to take out the runway at the same time. Watch out though, as this mission is always foggy!



Mission 69

Another dogfight. Take up a Rafael or similar fighter. As before, try and stay over your base, or slightly to the right (so the wrecks fall in the water, rather than over your runway).

Mission 70

Slightly difficult, this mission. Take up the Rafael again to clear the skies of fighters, then use the Wessex to rescue the agent from the Ravine. It's helpful if you have an ammo bonus to give the Wessex some guns as there's usually a radar jammer in the ravine which will probably have regenerated into a SAM site if you destroyed it earlier!

Mission 71

An enemy high level bomber is approaching the base. This (and all the other shoot down the bomber missions) is a job for the Mig-25 or F-15 which can climb to altitude quickly with long range missiles (Phoenix, AMRAAM or Skyflash). If you have Rocket boost bonuses so much the better. Take out the bomber's air cover first, then swing round and attack the bomber from the rear. It has forward launching short range missiles, which are nasty if you approach head-on!

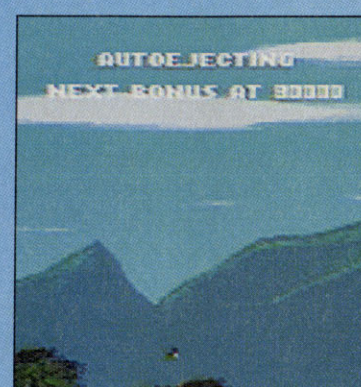
Mission 72

A nice easy mission to end this sequence. Destroy the SPUDD command truck. Take up the A-6 with cluster bombs or lots of 500lb bombs. Fly in quickly, plaster the area with bombs and the truck will usually go boom.

ALL ABOARD HMS SCUNTHORPE!

Mission 73

This next sequence of missions is almost easy compared to the ones around it, so use it as a chance to build up points (and bonuses) by using the light aircraft. The first mission of the sequence requires a recon photo of a suspicious toy factory on the ice. Arm up the Hurricane with 500lb bombs fly over the target at low level, taking



out the SAM site next to it. Bomb the building while you are at it (saves you having to do it on mission 75). Fly back to the sub before the enemy aircraft scramble. You can shoot down Rafafs with a Hurricane, but it usually involves swimming back!

■ Mission 74

This is a pick-up mission which can be easy (if you use the Wessex and avoid getting bounced by the air cover), or tricky but rewarding if you use the Spitfire with Sidewinders and can land in a really short space.

■ Mission 75

Bomb the fake Santa's workshop. Take up the Zero with 500lb bombs or hellfires and blow the living day-lights out of the SAM sites to the left of the map (you should have blown up the workshop a couple of missions ago). Once you have completed it, Congratulations, you have now completed the easy half of Jetstrike CD32!



■ Mission 76

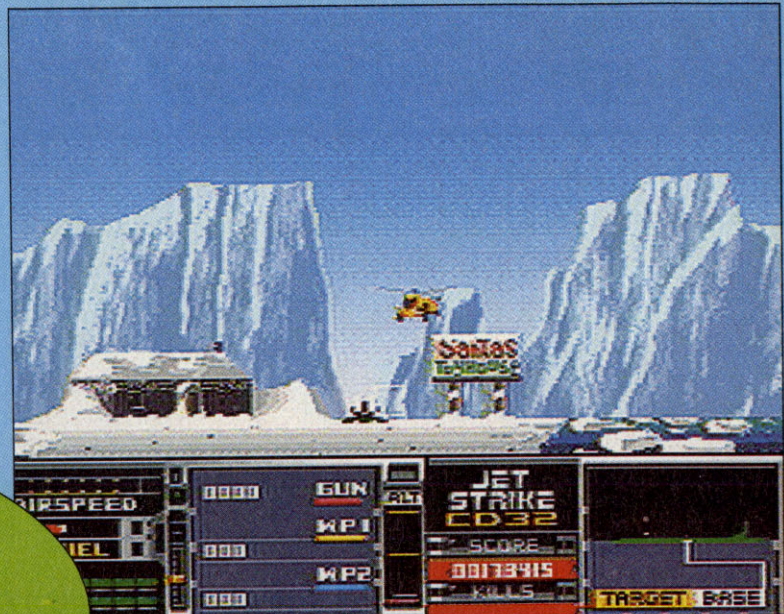
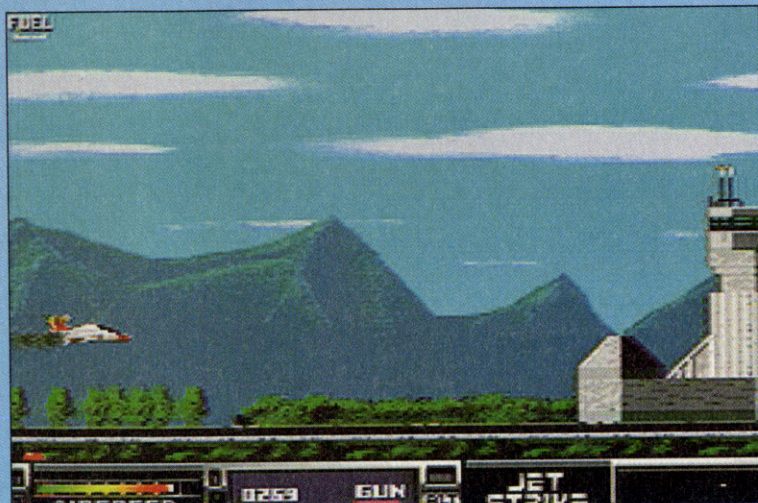
For this mission simply drop off an agent past the enemy runway, in fog, with a few flak guns and SAM launchers trying to get you. The Dragonfly and a bundle of Hellfires works a treat for this mission. Do not. Repeat, Do Not, destroy the runway, you'll need it later.

■ Mission 77

This is a straight combat air patrol. Arm up any of the jets with Sparrows (try the Super Sabre for fun!) and shoot them all down.

■ Mission 78

A simple convoy bust. Try the A-4 with TOW missiles (or 500lb bombs), but watch out for their air cover.



■ Mission 79

If you blew up the enemy runway a few missions ago, you're going to be feeling a little sheepish about it now. You have to pick up the previously dropped agent from the same runway. The Porter (armed with TOW) is fun, as are any of the World War One or Two aircraft. There is air cover, but hey, you've got this far by cool flying, so why not take a couple of chances and try to grab a few extra points. (Because you'll end up as decorative snow, that's why!)

■ Mission 80

One of the most important and tactical missions of the game. Rescue the CO's son's balloon from the top of the SPUDD oil rig. Take up a fighter armed with air to air missiles and Heavy Rockets. Shoot down the air patrol and flatten the oil rig with the rockets. Then change to the Wessex and recover the balloon by winch at low level.

■ Mission 81

If you follow the tips for the previous mission, then all you need to do for this one is to take off and land. Go on — Use the Hang Glider!

players guide

■ Mission 82

Cunningly disguised as an igloo with a large gun sticking out of the side, a SPUDD artillery unit is preparing to fire on the HMS Scunthorpe. Blat it with the F-111 and cruise missiles (using weapon follow for fun).



■ Mission 83

Now you can blow up the enemy runway! After you shoot down the incoming enemy aircraft. Use the F-111 with Phoenix or AMRAAM's and 2000lb bombs. Easy!

NORTHERN ITALY MISSIONS

■ Mission 84

Professor Tento Wun has been shot down and captured. First you need to rescue his pilot from the water, a perfect mission for the Dragon (plus a couple of TOW pods) or even the Goose if you are good at landing in tight spaces. You should be able to nab him before getting shot down by the air cover.

■ Mission 85

Now you have to rescue the professor. Flatten the Building with lots of 1000lb bombs from a Phantom, F-111, Mig-23 or whatever, taking out SAM's, Triple A and aircraft while you are at it, then use the Wessex to pick him up.



■ Mission 86

A simple shoot down mission. Use any light jet with Sparrows.

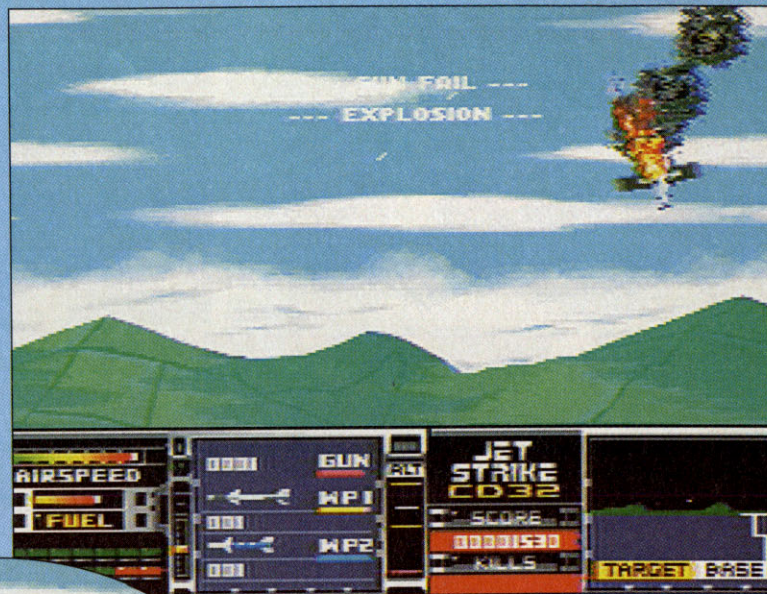
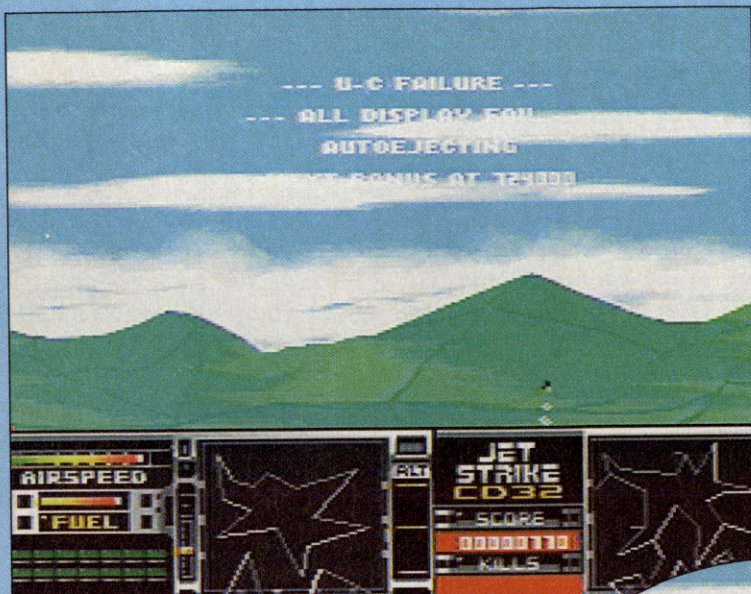
■ Mission 87

Wipe out the Potato Scouts around their camp fire by carpet bombing them from the F-111 at altitude using 500lb bombs and following them to their impact point. This way you can judge the next bomb drop more accurately, and not get shot at by all the guns.



■ Mission 88

Nasty. Fly through the big tunnel. Sticks some guns on the Acro Jet and go for it. Alternatively, use the Goshawk or MB-339 with TOW's. Carefully line up and make sure you are straight before going into the tunnel. If you have any oscillation or are at the wrong angle, pull up straight away rather than risking correcting it in the tunnel.

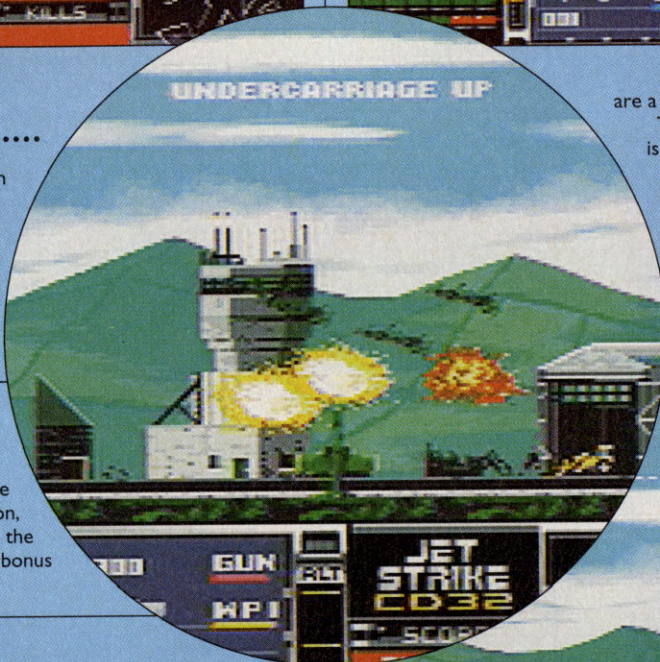


Mission 89

A bit of train busting. You can do this mission the hard (but spectacular) way, by flying into the tunnel with a bunch of unguided rockets and blasting it to bits, or the easy way, which simply means carpet bombing the railway bridge to the left of the tunnel (from altitude of course). You then just wait for the train to run off the rails. This also completes the next mission.

Mission 90

Destroy the railway bridge. If you tried the hard method of completing the previous mission, carpet bomb it from altitude. If not, then take the Hang Glider up for a spin and get some serious bonus points!

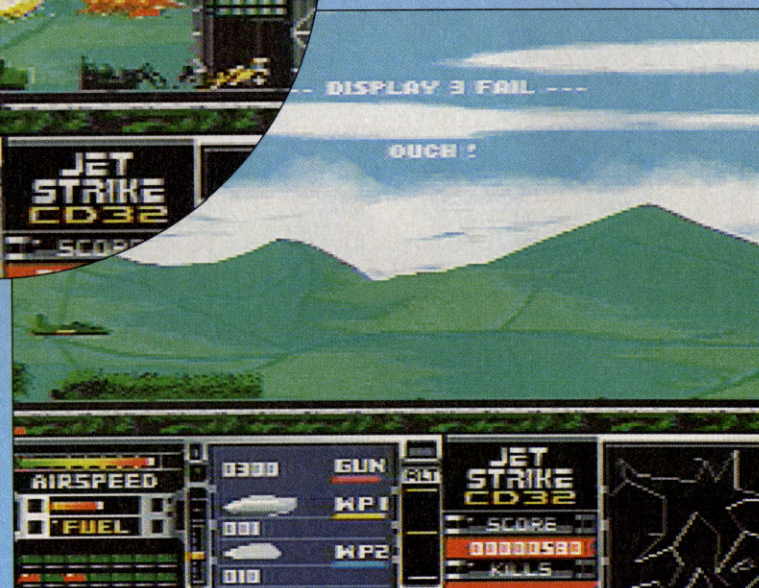


are a little easier, but you can't carry as many.

The more dramatic way of completing this mission is to take a Eurofighter with a 3000lb Bunker Buster on each wing through the tunnel below the base, dropping the bombs directly underneath it. This sometimes works, but the next mission is a save point, and you are going to have to do a lot of missions over again if you wallpaper the tunnel!

Mission 91

Simply knock out four SAM or AAA sites, there are plenty of them, and any Aircraft with Hellfires or TOW missiles will do.

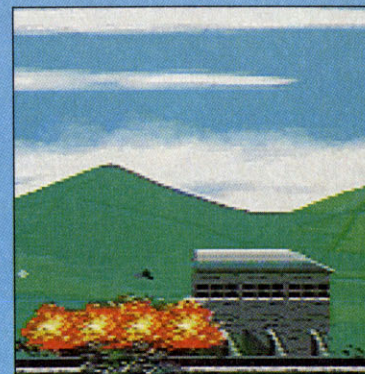


Mission 92

Grab the downed SPUD pilot. Use a jet first to shoot down the enemy aircraft, then pick him up with the Wessex.

Mission 93

Blow up the train inside the tunnel. The Harrier, Lynx or Apache work well on this mission. Use AGM-65's to take pot shots from the tunnel entrance to the left of the tunnel.



Mission 94

Destroy the SPUD base, built into the mountain. Using a Tornado or Eurofighter armed with 2000lb bombs and AGM-65's for SAM suppression, dive bomb the target. You might need a couple of goes at it.

Watch out for regenerating SAM's and Flak Guns. Bunker busters or 2000lb LGBs



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Ah, back to work following one of those awful 'business' trips is no fun, y'know. Nothing to do with jet-lag, or the fact that Las Vegas isn't a fun place to be. No, not at all, it's something to do with the horror of adding up all those credit-card slips. I mean, taxis are soooo expensive in Vegas, and, er, pressies for wife and kid aren't cheap either. Okay, I admit it, I got drunk and blew the lot on some dumb card game, but I had a plan. No, seriously, I thought, hey, if I lose, I'll just double the bet, and if I lose again, well, hell, I'll just double the darn bet again! There's no way I could lose. Ahem. Suffice to say, after the flippin' Yanks stole all my money, I won't be visiting the hallowed halls of Highbury for another decade or so. Mind you, with the pathetic cup performances of late, I'd only get more depressed. Hmm - care to 'bung' me a fiver, someone? We'll play some Blackjack, and if we lose, what the hell, we'll just double the bet...

Firstly, thanks for a most excellent mag, and secondly could you please answer these few points?

1 Are there any cheats for the following games?

Diggers — I've completed six stages but I can't get any further than that.

Liberation — I can't get anywhere.

Oscar — I'm quite good but I still need help.

Lamborghini — I can get up to the division challenge.

2 How many CD-ROM only games (if any) will be coming out in the near future?

3 How many colours are on the CD32? Some mags say 16.7 million, others say 16.8.

4 Will you ever be giving away a cover CD with CD32 cheats on? It would be a good idea.

5 What's the best flight sim' around? Yours faithfully

Lee Benson, Grimsby

Nice bit of sucking up there. We do like that sort of thing. Well, on with the answers to your queries

I'll have to get onto the tips posse. Keep an eye out in future issues.

2 As soon as we hear about 'em we preview 'em. As long as you read the appropriate pages of the magazine then you'll be just as clued up as we are.

3 Anything up to five depending on how you look at it. The case is grey, there's that black bit on the CD lid, then there's the red and white in the CD32 logo. However, many may argue that black and white are not colours but shades and, consequently, neither is grey a colour as it's an amalgamation of black and white.

Then there's the problem of whether or not to count the green

power light and the yellow accessing light! Anyway, whats a few thousand between friends?

4 No! I suspect you're thinking of load-in cheats. These were popular in the world of disk and cassette-based software. The game could be loaded through the cheat program so as to activate whatever cheats the hacker had come up with. Unfortunately, raising the lid of the CD32 resets the machine, so any cheats would be erased before you got round to loading the game. Clear as mud, eh!

5 Gunship 2000 — no contest!

Happy New Year! I have bought your magazine since the very first issue and was pleased to see the special issue seven with its extra disc. I get your magazine through a regular newsagents order and asked them to get the special issue. The reply from the suppliers (WH Smith) was that they didn't know what we were talking about. Fortunately, in the normal issue seven I was able to order the extra disc and not miss out. Maybe it would be better if you scrapped the special issue and just put a coupon in each issue so none of us miss out. What do you think?

Here are some ideas for future issues.

1 More competitions (not 0891 phone competitions).

2 More special offers.

3 Prize for the best readers letter.

4 Prize for the best readers tips.

5 Special offers where coupons have to be collected for so many issues.

All the best for the New Year and keep up the good work!

Allan Gill, Hull

Happy New Year back atcha! I take your point about the specials, but

that's really for the benefit of subscribers (hint, hint) but we'll continue with the coupons so nobody need miss out.

We'll certainly be trying to bring a few more compos in over the next few issues but as for prizes for letters — surely getting you name twixt these wondrous pages is reward enough? The tips idea on the other hand is rather a fine notion. Why not take some of the pressure off the overworked tips-types by sending your own hints and solutions and we'll send a game of their choice to the sender of the best each month. How about that, eh!

As a CD32 owner I envy no-one but recently this suddenly changed. The reason was because in the days running up to Christmas all I could hear from fellow friends, companions and computer buffs was *Sensible World of Soccer*. With this in mind I visited my local computer shop where I was told by a salesman that the game was due for release on Monday 12th December on all Amiga formats.

Subsequently, with this in mind, I practically raided my local bank to obtain enough cash to cover any estimated cost of the game (i.e. about £35).

Eventually Monday 12th December came and after a hard day at school I rang the same computer shop who told me that the game was still unavailable. Day after day during the week I repeated my actions until finally on the Friday all my hard work and persistence paid off. YES! The game that made football what it is today had arrived. Later that day I rushed to the computer shop in my Vauxhall Astra L and arrived with my pocket considerably weighed down with by 35 pound coins. Once in the shop I immediately went to the CD32 section where to my horror I couldn't see the games. I started to panic so I asked the same sales-person as before. The response he gave me was (and I quote) 'I'm sorry it's only available 3.5" disk at the current time', i.e. A500, 500+, 600 and 1200. I was so distraught that I can't describe how I felt, well actually there is P**** O*. I subsequently had to be restrained from hitting the guy.

As soon as I got home I thought 'Ah ha! I'll contact Renegade. They of all people will be able to shed some light onto this delicate matter.'

When I phoned and enquired whether

it had been released yet I was not aware that call was going to be useless. The response I was given was as follows — 'There are no foreseeable plans to release tha game on CD32 format.'

It was like a pre-recording as if to say 'You should have known that you DORK!'

Frankly that was about as helpful to me as asking an OAP for directions (pathetic). Basically it seems so me that nobody gives a damn about CD32 addicts and admirers alike. Then, to rub salt into the wounds, several friends of mine who own Amiga 600s had the nerve to ask me whether I'd like to play *Sensible World of Soccer* on the their computers. To be honest with you I'd rather relieve myself (go to the toilet) in an open field in view of a thousand people than hack the embarrassment of playing with the bottom of the range Amiga Owners (not that 600s are rubbish, but compared with CD32s HAHAAHAHA, well self explanatory isn't it).

I haven't had a shave for a week now and the continuing publicity in almost all commy mags and some newspaper sections is beginning to take its toll. I'm currently putting suicide on hold for the minute so please, Please, Please could you answer this question. WHEN WILL SENSIBLE WORLD OF SOCCER BE AVAILABLE FOR CD32 AND WHY IS NOT AVAILABLE NOW?

Christopher Karoo, Rossendale

If you check out last months news section you'll find the answer to your question but, as I'm such a splendid chap, I'll give the edited highlights. Basically, with 26000 players and every professional league in the world to be catered for, the CD32 simply doesn't have enough RAM to save the game. Considering the main point of the game is the 20 season career option which would take several days to complete at one solid sitting, you can see the problem. There's a chance it'll appear if a solution can be found but don't stake your trousers on it.

Thanks for producing a great magazine and putting together such good coverdiscs. In reference to issue seven's CD, I have found a way to make the Starship Enterprise jump out of your TV screen. Spooky!

Find the demo NCC1701A in the PD Corner and you will see the Enterprise

warping its way through hyperspace. Now rummage around in one of those that collects old bits and pieces until you find a pair of those Children In Need 3D glasses from a year back. Put them on the wrong way round so the dark lens is over the left eye and look at the demo, et voila — 3D! You can almost hear Mr Spock putting on his rubber ears.

Joe Sparrow, Newcastle

Are you sure? I put the demo on but couldn't find a pair of those ruddy glasses anywhere. Not that I believe you, mind. It sounds to me like a cheap trick to get your letter printed. Well, the jokes on you matey. I'm not going to print it after all. Whoops. Too late! Oh well.

I just wanted to tell your subscribers this: DON'T BUY the Communicator II (this is a box to link any Amiga to your CD32) from the creators Eureka (se ACG 7 page 11) from the Netherlands. I have read a test of it in a Dutch magazine named 'Amiga' and there are still an enormous amount of problems with it, for example:

1 The Communicator is too high for the CD32 and the screws at the bottom will ruin your table!

2 The high transfer rate of maximum 210000 baud is a real joke: The person who tested it could only give it a maximum rate 19200 bits/sec to run properly.

3 Troubles with the option view: No slideshows possible and if you choose a JPEG picture of 1 or 2 Mb the Communicator will tell you in no less than ten minutes later that the CD32 can't handle this.

4 If you load a CD such as *Diggers* which uses more than 1Mb of pictures the loading time should be enough to clean up your room (that's the exact translation from the magazine 'Amiga').

Also don't buy the CD *Photolite* from Eureka to view your photo CDs on your CD32. I did and the program (which uses only 1Mb on the CD) didn't even work. After of course putting a CD full of photos of me and my family which is also very expensive.

I wrote a letter to Eureka and the only thing they could let me know was that they know about the problem and that there will be a new *Photolite* version (maybe they could call this one *Photolite III*!).

The only thing I wanted to ask you is could you get in touch with them and push them as far as to give me a working version of *Photolite* (they can have my non-working CD back). But maybe there is still hope for some of you — the Communicator III is on its way. Aaargh!

Buys Jo, Belgium

Well, people — consider yourselves warned. If any other readers come across anything CD32 related which they feel others have a right to know feel free to write in. We'll be more than happy to champion a 'clean up' campaign like the bastions of the Amiga world that we are!

Congratulations on a great magazine, one which definitely fills a void in my reading matter. Also well done for supporting the best CD based console in the world. Keep it up.

I am writing to you for a number of reasons. The first being about games for the CD32 and availability in Australia, and the big one; WHAT IS GOING ON WITH COMMODORE!

To the first question. I read your magazine every release and take note as to the games you recommend. I have collected most of these and have found your ratings system to be spot on. What concerns me though is games like *Skidmarks* although being reviewed (and on your demo CD) are not available. At least in Australia. Could you clarify in your reviews what games are available and what ones are 'pending'.

It amazes me about the number of people who write in complaining about ports from other Amigas. Sure enough, it gets me down as well (not that I have any games for my other Amigas, using them for business only) but remember the mighty C64 and all those VIC-20 ports which flooded the market for the first six months. Now that our teething period is just about over, we are getting quality games (eg *Litil Divil* and *Banshee*). Support the people who make quality games by buying them. If we support the publishers they will continue to support us with quality games.

Next question. What's going on with Commodore's buy out? Down in Australia we have been without a Commodore branch since March 1994 (and hasn't the Amiga community flourished since then!). If the wait goes on much longer everyone

will have forgotten about the Amiga. If Alex Amour from CEI gets the nod then the life of the CD32 may be over. He does not think it can compete with the PSX and Saturn. Maybe he's right but I have found that the best technical specifications do not sell machines. Games and gameplay (at least in this market) do! If David Pleasance gets the nod, what are his ideas? What about an interview with both of them in relation to the CD32? It would be interesting.

Please keep the magazine CD32 only. A little bit here and there about other Amigas is okay, but as we can purchase one of 50 magazines about Amigas, and only one in relation to the CD32, then don't spoil the apple cart. Keep it up. Let's hope we're still CD32ing during 1995. Thanks for your time.

Ken Woodward, New South Wales, Australia

All the games we review are out in the shops normally, or will be within a few weeks or so from review in normal circumstances. Occasionally games are delayed, but if you're having constant problems, maybe your location is at the heart of the problem. Try reputable mail-order shops if you're having real difficulties.

As for Commodore, who knows? It's getting kind of tedious claiming that 'by the time this mag's out, the whole mess should be sorted'. These things unfortunately take lots of time since so much money's involved, and alleged details of the various plans that reach us on the grapevine are at best contradictory. All we can really hope for is that those who take over the company have the sense to see that the CD32 could succeed with some effective marketing, advertising and price-points. Fingers crossed, eh?

Although we've toyed with the idea of introducing more A1200 bits and pieces, the main emphasis will remain with the CD aspect.

I'm a Froggie, so don't make fun of my English (Moi? — Mark). I recently discovered CD32 Gamer. Conclusion — English people are lucky to have such a great magazine! In fact, I write to answer the anonymous reader in the mail section of issue 7.

A few months ago I bought a 3DO.

Now I can say that Amiga machines (A1200, CD32 etc) are far superior, which is why I sold my 3DO and bought an A1200, Overdrive CD-drive, hard disk and an accelerator card (MBX 1230). I was allowed to test a lot of 3DO games, such as *Wing Commander*, *Road Rash*, *Burning Rubber* and *Slayer* and I've been very disappointed. Now I'm an Amiga fan and I hope to be for a very long time (please, David Pleasance, help me!).

In conclusion I would say that, in France, there's a lot of Amiga fanatics and we consider England as *the* Amigaland. So, you, the English Amiga CD32 users, please, keep your passion, because, without the English market, the Amiga is dead.

God save the CD32 (and the Queen, although in second position).

Mickaoud Arnuud, Lyon, France

Ah, you French, you have a strong sense of humour methinks! Divine intervention? Some would say that that's the only way that the Commodore mess would be sorted out, but I'm not so cynical. Nah, just a few million quid and a decision maker, that's all we need. In fact, I'm up for the job if anyone has a few dollars spare. God knows, after my annual trip to Las Vegas, I certainly don't. It's not that I've got less money, just a bit more debt, that's all...

I can't really comment on your views on the 3DO, although I've seen some other games which are slightly stronger and impressed this tired old hack. FIFA's pretty cool, as are some of the other EA games, although you have to wonder about *Road Rash* as a whole — how can a game which sounds like the after-effects of wearing the same underpants for a week be any good anyway?

Your sentiments are pretty close to the mark — while there is support for the machines in this country, there's always hope that the machine will make a remarkable comeback. Then again, I'm still hoping that the Arsenal will get their act together, Kevin Campbell will prove us all wrong and show that he can kick a ball anywhere but wide of goal and that Tony Adams will score a hat-trick in the Cup Winners Cup Final. May be one day I'll take a reality check, but anything's possible, so long live the CD32 and all that sail in her!

BUMP 'N' BURN

92%

"It's fast, it's furious, and most of all it's funny! - BUMP N' BURN is the race game we've been waiting for!" - AMIGA ACTION

90%

"There really isn't anything to challenge BUMP N' BURN" - Matt Broughton - THE ONE AMIGA

87%

"A great fun driving game, with loads of Action" - Lisa Collins - CU AMIGA

90%

"BUMP N' BURN is a little Gem, and on a par with ALL those games on the consoles that people are always complaining we haven't got on the AMIGA, so there!!! - Derek De La Fuente - AMIGA PRO MAGAZINE, GOLD AWARD



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"The pace of this game is just perfect, the gorgeous and simple control system makes this game a joy to play, with great SFX to boot. Excellent"

There's no doubt that this has been the highest rated CD32 release of the year across the board, and if you haven't yet succumbed, now is the time.

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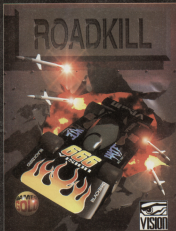
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What can we say? Rated 93% just last issue, this is one of the very best arcade games available anywhere, let alone on CD32, with the most addictive gameplay and slickest presentation around. We're enormously proud to be able to offer such an exciting new release in Super Savers, and, alongside it's exemplary stablemate, *Guardian*, we reckon we've arranged just about the best deal in our history of bargains. What did we say about *Roadkill* last month?

"Boasting the kind of gut-wrenching playability you only dream of, *Roadkill* astonishes with its outstanding, adrenaline pumping action... this is the most exciting and addictive release I've seen all year and a superb follow-up to *Guardian*. Can Acid do no wrong?"

Apparently not. And both games come with Free Poster offers, so buy either or both and save some money on the best CD32 releases around.

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A to Z

AMIGA CD32 GAMER has the most comprehensive list of all CD32 software anywhere. For the full, definitive review, check out our back issues so that when it comes to software history, your knowledge is as accurate and complete as ours.

❖ The Definitive Guide To All CD32 Software ❖

A B

ALBION CHICKEN

Platformer

Unoriginal and unimpressive, but, it doesn't matter because playability is top-notch with big, varied levels making platforming quite a breeze.

AGS Rating: 75% (Issue 1)

ALBION BIRD

Team 17

An overhead view shoot 'em up in the Quattro era with many of music and graphics. Gameplay is extremely fun action is fast and movements with a smooth frame rate. Excellent music. (Available in Quattro and Gold)

AGS Rating: 75% (Issue 1)

ALBION BIRD 2

Team 17

Quattro Quattro style. Above-average. Better for a change in the difficult side and may not appeal to all users. (Game has two time-based)

AGS Rating: 75% (Issue 1)

ARMED AND DANGEROUS

Base

The graphics are less than excellent, but playability is fine in this easy platformer with a sprinkling of new problems to keep programming for quite a while. Fun.

AGS Rating: 75% (Issue 1)

ARCADE FOOT

Team 17

Superbly well done, but for quick action, action fans this is a hard to beat, with some great graphics.

AGS Rating: 85% (Issue 1)

BANISTER

Core Design

Great AGS graphics and a formidable challenge. It is an original, visually-stunning shooter. One of the major issues. Recently improved music.

AGS Rating: 85% (Issue 1)

BATTLE BROS

Interplay

An amazing version of the world's best fighters. All the games are excellent and many features make the series. A fun time to play.

AGS Rating: 75% (Issue 1)

BATTLETOWN

Interplay

Despite the fact that it is a very good game, the CD32 version falls due to a small control system. It is also worth noting that Interplay have explained to improve the graphics and control over the full version, making this a case of time.

AGS Rating: 85% (Issue 1)

BLAYERS

Design

A complete and rather limited platformer. It has good graphics and some exciting music. It is a good game for the collection.

AGS Rating: 75% (Issue 1)

BREATHIN' A STEEL MEY

Wings

The last part of the adventure series. It is a good game for the CD32 and one of the best to play. It has a very large range of levels. It is a good game for the collection and has some of the best music.

AGS Rating: 85% (Issue 1)

BRAIN THE LOON

Platformer

An interestingly named platformer. It is a good game for the CD32. It has a very large range of levels. It is a good game for the collection and has some of the best music.

AGS Rating: 85% (Issue 1)

BRUTAL SPORTS FOOTBALL

Interplay

A re-creating of the sports game which was a success. It is a good game for the CD32. It has a very large range of levels. It is a good game for the collection and has some of the best music.

AGS Rating: 85% (Issue 1)

BUBBLE W/ STIX

Core Design

Large, colorful action. It is a good game for the CD32. It has a very large range of levels. It is a good game for the collection and has some of the best music.

AGS Rating: 85% (Issue 1)

BURBLE AND SQUARE

Platformer

Available if you platformer. Good variety in graphics. It is a good game for the CD32. It has a very large range of levels. It is a good game for the collection and has some of the best music.

AGS Rating: 85% (Issue 1)

CD

BURN TO BURN

Interplay

A re-creating of the sports game which was a success. It is a good game for the CD32. It has a very large range of levels. It is a good game for the collection and has some of the best music.

AGS Rating: 85% (Issue 1)

CANON FODDER

Design

A game for the CD32. It is a good game for the CD32. It has a very large range of levels. It is a good game for the collection and has some of the best music.

AGS Rating: 85% (Issue 1)

CANTLETON

Platformer

A game for the CD32. It is a good game for the CD32. It has a very large range of levels. It is a good game for the collection and has some of the best music.

AGS Rating: 85% (Issue 1)

CANNERS OF SHADOW

Platformer

A game for the CD32. It is a good game for the CD32. It has a very large range of levels. It is a good game for the collection and has some of the best music.

AGS Rating: 85% (Issue 1)

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Design

A game for the CD32. It is a good game for the CD32. It has a very large range of levels. It is a good game for the collection and has some of the best music.

AGS Rating: 85% (Issue 1)

CLOCKWORKER

Platformer

A game for the CD32. It is a good game for the CD32. It has a very large range of levels. It is a good game for the collection and has some of the best music.

AGS Rating: 85% (Issue 1)

DANGEROUS STREETS

Platformer

A game for the CD32. It is a good game for the CD32. It has a very large range of levels. It is a good game for the collection and has some of the best music.

AGS Rating: 85% (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 game is a brilliant mix of arcade action and brain-twisting puzzles that's very addictive and also 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)

DARK SEED

Cyberdreams

A slow-paced, but intriguing adventure is made brilliant by some stunning graphics. HR Giger's otherworldly artwork provides the perfect atmosphere for a truly haunting experience.

ACG Rated 90% (Issue 4)

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)

F

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)

FIELDS OF GLORY

Microprose

The 'Simulation Kings' venture into war-gaming, and attempt to bring this minority genre into the mainstream. Unfortunately, on this occasion they've missed the mark.

ACG Rated 69% (Issue 7)

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.

ACG Rated 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.

ACG Rated 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 graphics or sonics.

ACG Rated 75% (Issue 2)

GUARDIAN

CDS Software

A truly innovative blaster for the CD32, with a dash of *Defender* and *StarWing* complementing a visually stunning game. Play is unrelenting and monotonous - in short a perfect shoot-'em-up that does justice to the machine at last.

ACG Rated 92% (Issue 5)

GLOBAL EFFECT

Millennium

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

ACG Rated 55% (N/A)

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 and action.

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.

ACG Rated 90% (Issue 3)

IMPOSSIBLE MISSION 2049

MicroProse

The classic 8bit original is included free and plays rather better than the new, updated version.

ACG Rated 40% (Issue 4)

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 Rated 44% (Issue 1)

INTERNATIONAL SENSIBLE SOCCER

Renegade

Besides recreating the 1994 world cup tournament, this features some minor tweaks to gameplay, graphics and sound.

ACG Rated 92% (Issue 4)

JK

JAMES POND III: OPERATION STARFISH

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 Rated 78% (Issue 3)

JETSTRIKE

Rasputin

A real gamesplayer's delight, packed to bursting with playability, challenge and fantastic attention to detail. Quite simply a brilliant crossbreed of flight sim depth and side-scrolling shoot-'em-up action. 200 missions, 60 aircraft and 3 save positions. Don't miss it.

ACG Rated 94% (Issue 4)

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 Rated 32% (Issue 1)

JUNGLE STRIKE

Ocean

The sequel to *Desert Strike* isn't as polished as its predecessor, but offers even more of the same addictive isometric blasting mayhem.

ACG Rated 90% (Issue 7)

KID CHAOS

Ocean

A blatant Sonic clone which copies just about everything except the playability.

ACG Rated 68% (Issue 5)

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 but it's certainly different.

ACG Rated 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 Rated 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 Rated 84% (Issue 3)

H I

LEGACY OF SORASIL

Gremlin

An atmospheric conversion of the *HeroQuest* role-playing game with brilliant graphics and sonics. Easy control system and fast pace will get almost anyone addicted. Real RPG fans will find it lacking in depth though.

ACG Rated 84% (Issue 3)

LEMMINGS

Psygnosis

A truly excellent game, but this CDTV conversion lacks the original's two-player mode. 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 gameplay and good texture-mapped graphics.

ACG Rated 92% (Issue 1)

LITIL DIVIL

Gremlin

Four years in the making, this CD-only title is no longer state-of-the-art, but fifty-plus puzzle rooms add up to a big challenge with plenty of Warner Bros-style humour.

ACG Rated 90% (Issue 4)

LOTUS TRILOGY

Gremlin Graphics

A bumper compilation of three now rather dated racing games. Rough.

ACG Rated 60% (Issue 2)

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 Rated 37% (Issue 1)

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MARVINS MARVELOUS ADVENTURE

21st Century

Reasonable little platformer; platform fans will enjoy it, but it's not too sophisticated.

ACG Rated 72% (Issue 7)

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 Rated 61% (Issue 1)

MICROCOSM

Psygnosis

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

ACG Rated 60% (Issue 1)

MORPH

Millennium

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

ACG Rated 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. A genuinely innovative title in software history.

ACG Rated 71% (Issue 3)

NAUGHTY ONES

Interactivision

A truly annoying platformer, with a lame two-player option thrown in. Bland graphics and banal puzzles. Awkward control and progress across the levels is slow.

ACG Rated 65% (Issue 3)

NICK FALDO'S CHAMPIONSHIP GOLF

Grandslam

Best golf available on CD32. Bar none. Good graphics, masses of playability and although a touch slow, still huge fun.

ACG Rated 90% (Issue 1)

NIGEL MANSELL'S WORLD CHAMPIONSHIP

Gremlin

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

ACG Rated 74% (Issue 1)

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OSCAR

Flair Software

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

ACG Rated 59% (Issue 1)

OUT TO LUNCH

Mindscape

Inspired by arcade classic *Burgertime*, this fun platformer has lots of fast action old-style gameplay with plenty of power-ups and levels. Slick and entertaining.

ACG Rated 78% (Issue 4)

OVERKILL

Mindscape

A competent update of the classic *Defender* coin-op: fast, slick and playable. (In Doublepack with *Lunar-C*)

ACG Rated 67% (Issue 1)

PGA EURO TOUR

Ocean

A golf sim par excellence. This faithful recreation of the Mega Drive classic improves on the original with textured courses and more gameplay options. One not to be missed.

ACG Rated 93% (Issue 8)

PINBALL FANTASIES

21st Century Entertainment

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

ACG Rated 87% (Issue 1)

PINBALL ILLUSIONS

21st Century

This is the only pinball game on any system, it's as simple as that - this is among the cream of CD32 releases period. If you've ever had an inkling to play the real thing, buy this now.

ACG Rated 96% (Issue 8)

PINKY

Millennium

Cute platform antics as you try to save the mysterious, cosmic dinosaurs from extinction. All the important elements of a traditional platformer but, disappointingly, it makes no real use of the CD32's hardware.

ACG Rated 84% (Issue 6)

PIRATES

MicroProse

Despite a slick new intro and excellent presentation screens, this looks distinctly 8bit with 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 awkward control system. Some of the puzzles are imaginative and it's 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! Great simultaneous two-player mode makes this excellent value. (Doublepack with *Alien Breed*.)

ACG Rated 84% (Issue 1)

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RISE OF THE ROBOTS

Mirage

Graphically incredible mechanized beat-'em-up with playability to match. This is the game to show off your CD32. A legend in it's own infancy and a milestone in terms of technical excellence.

ACG Rated 90% (Issue 6)

ROADKILL

Grandslam

Crazy, vicious and futuristic road-racing, this is the *LED-Storm* for the 90's. If you like the genre you can't go far wrong with a bit of bully um, whoops!

ACG Rated 91% (Issue 7)

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 unconvincing. If golf is your thing though, it's worth checking this recent release out along with *Nick Faldo's Championship Golf*

ACG Rated 68% (Issue 2)

..... S T
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SABRE TEAM

Krisalis

The isometric graphics are realistically detailed, creating a great sense of atmosphere. Fans of *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 that extends its playability extensively. Worth a look.

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 joypad are off-putting, but this is a sophisticated and playable soccer sim.

ACG Rated 91% (Issue 1)

SIMON THE SORCEROR

Adventure Soft

The funniest videogame yet features a brilliant voice performance by Red Dwarf's Chris Barrie. Besides the fantastic soundtrack, this challenging adventure has great graphics and enough puzzles to make this a treasured buy. A great piece of software.

ACG Rated 90% (Issue 4)

SLEEPWALKER

Ocean

A novel arcade puzzler where you use a dog to guide the eponymous hero through ever more hazardous levels. Fun, but very tough and awkward control system. Strictly love it or hate it software - try before you buy.

ACG Rated 80% (Issue 1)

SOCCER KID

Krisalis

An average looking platformer is made exceptional by an imaginative control system - the eponymous kid is capable of some great stunts with his football.

ACG Rated 88% (Issue 5)

STRIKER

Elite

A shallow, dated A500 footie sim which is sadly out-classed by more modern games. As well as terrible graphics sound, the ball control is poor and the game plays so quickly it's quite impossible to build any tactical play, as the players run round like they're on speed. As bad a football game as you could wish to find.

ACG Rated 43% (Issue 2)

SUB WAR 2050

Microprose

Atypical Microprose fare. You'll need bags of patience to sit down and suss out all the idiosyncrasies but, as with most of their games, doing so is highly rewarding. Sim nuts will go bananas, others should suck it and see.

ACG Rated 82% (Issue 8)

SUMMER OLYMPIX

Flair

Lots of fun sounding games such as kayaking, boxing and archery sadly ruined by lacklustre programming. The annoying random progression of events caps off a game too bad to think about.

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 and a lot of platforms to leap. Cute hero.

ACG Rated 85% (Issue 2)

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.

ACG Rated 83% (Issue 3)

SUPER PUTTY

System 3

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

ACG Rated 70% (N/A)

SUPER STARDUST

Team 17

Okay, it's basically *Asteroids* but the gameplay is tight, powered-up and highly addictive with superlative graphics, especially in the amazing tunnel sections.

ACG Rated 90% (Issue 5)

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.

ACG Rated 90% (Issue 1)

THEME PARK

Mindscape

The one and only amusement park simulator anywhere in the world. Take *Sim City*, add a few cartoony sprites, a healthy dose of fun and playability and you're halfway there. Shame there's no way to save your park though.

ACG Rated 94% (Issue 8)

THE SEVEN GATES OF JAMBALA

A dreadful platformer which looks like an 8bit game and plays even worse. In a sane country, this would be banned, but with luck, there won't be too many shops stocking it. Worth buying back Issue 1 just to laugh.

ACG Rated 8% (Issue 1)

TOP GEAR 2

Gremlin

The *Lotus* game engine is reused one more time. It's faster and slicker than before, but the tracks are monotonous, handling uninvolved and the music awful. Although the CD32 isn't exactly blessed with good driving games, this still isn't a viable option for racing fans.

ACG Rated 75% (Issue 4)

TOTAL CARNAGE

Ice

A classic coin-op almost totally ruined by sluggish movement, poor collision detection and lousy control system. Graphics are appalling, the sound's dire and no nice FMV interludes. A truly awful conversion of a brilliant game that is almost baffling in its poorness. NEXT!

ACG Rated 45% (Issue 2)

TOWER ASSAULT

Team 17

The follow-up to *Alien Breed 2* is everything that game should have been - and more! The best example of its type to appear in a long time.

ACG Rated 91% (Issue 7)

TROLLS

Flair Software

A cutesy platformer with 14 different levels. Very similar to, but less colourful than *Oscar*, which makes it significantly less painful on the eyes. Not up there with the best CD32 platformers, and strictly for young 'uns only, despite some innovative graphical touches that certainly catch the eye (the media level is spectacular). Buy the toys, watch the cartoon!

ACG Rated 67% (Issue 1)

..... UW

UFO — ENEMY UNKNOWN

Microprose

A rather fine conversion of the PC classic, let down by slow responses and and irksome controls. If you can ignore these factors, therein lurks a challenging treat for gamers who like a bit of action with their strategy.

ACG Rated 80% (Issue 6)

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)

UNIVERSE

Core Design

A prosaic adventure lifted by an epic storyline, stylish graphics and classy music.

ACG Rated 88% (Issue 5)

VITAL LIGHT

Millennium

Strange hybrid of *Space Invaders* and *Tetris*. This is a reaction test of the highest order but gameplay gets repetitive and variety comes at a premium. 30 knicker is a bit on the pricey side for what's on offer.

ACG Rated 81% (Issue 6)

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)

WILD CUP SOCCER

Millennium

Sure, it looks gorgeous but this ultraviolent sports sim has minimal gameplay.

ACG Rated 65% (Issue 5)

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)

..... Z

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) ■

THE BEST GUIDE TO CD32 SOFTWARE IN THE WORLD

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Drive Hard!

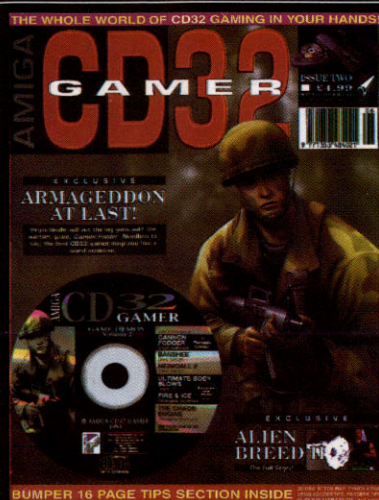
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REVIEWED! WIZ, SPEEDBALL II, KINGPIN AND MORE

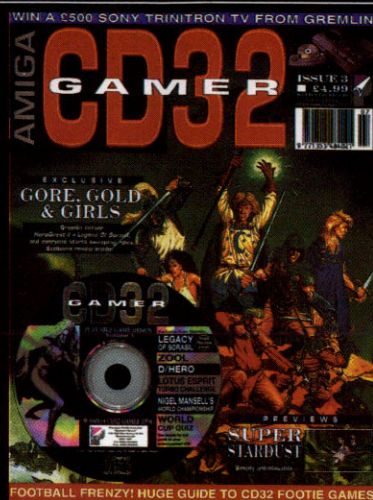
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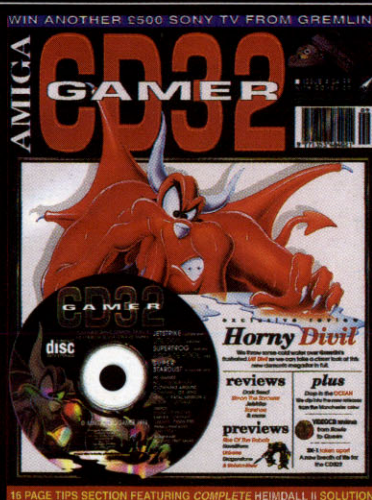
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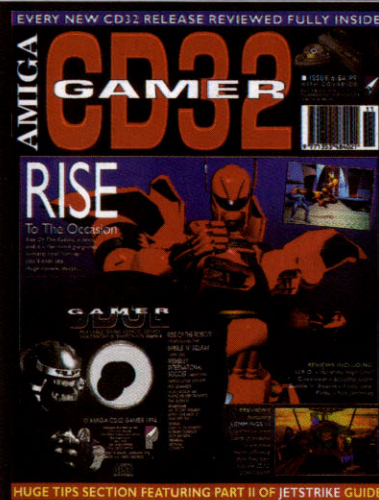
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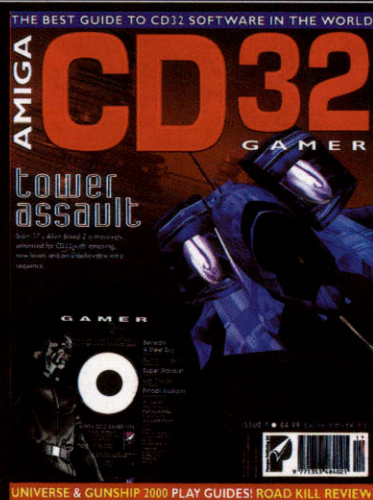
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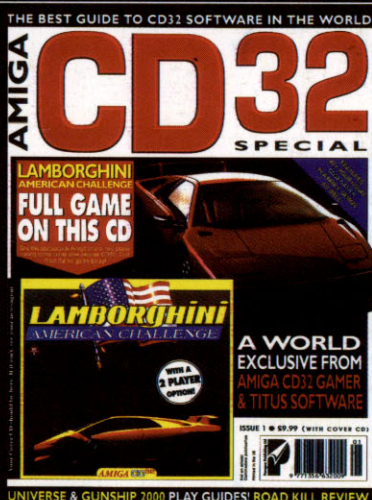
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