

CD32

GAMER

Tower Of Souls

Hack 'n Slash 'em-up from Kompart

CDTV revelations

Amiga Technologies speak



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CONVENTS

So Escom, or Amiga Technologies as this particular division likes to be known, have finally decided to let the cat out of the bag. After weeks of will they/won't they debate it's finally happened. It wasn't as we might have hoped. A big glitzy affair with champagne running like water from crystal chalices. Instead it was all very hush-hush with, it seems, only a few insiders receiving invites. Luckily the ACG news-hounds were on hand to dig up the dirt and a few interesting things came to light. Mostly concerned with their A1200 and 4000 projects, the company still flatly refuse to go public with their plans for the CD32. The question 'why?' must be asked.

Are they trying to steel a jump on their rivals by holding their cards so close to the chest? Unlikely, I would say. In fact the Amiga, if and when it does return in a big way, is not really going to have much in the way of competition. It'll just slip back into the niche it occupied so snugly for so long. An affordable machine offering decent graphics and sound together with an unequalled variety of entertainment software from complex RPGs to simplistic shoot-'em-ups. A niche which no-one has thought or bothered to exploit during the machine's much documented problems.

Another reason. Maybe in the long run they intend to let the whole thing die. After all with so many high street chains admitting they would be happy to back the Amiga once more perhaps Escom consider the Amiga itself as a competitor to their own PC business. Not likely though. Why ignore the tidy profit they could turn with an Amiga relaunch which is in any case unlikely to affect PC sales in any more than negligible terms.

But to happier things. Fears and Tower of Souls made it for review and proved to be highly worthy additions to their respective genres. More good news arrived when we delved back into our old CDTV archives. From now on we'll be bringing you features and reviews on any CD32-compatible CDTV stuff we can lay our hands on. Just check out the mail order ads elsewhere this issue to obtain CDTV titles at very competitive prices.

Right. That's enough from me. Enjoy the mag and I'll see you next month!

Miles Guttery



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CD instructions.....06

Things were a bit slow this month on the playable demo front with people more concerned about getting release products finished. Still, Death Mask should provide a nice little blast until next month.

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This is the place to find out what's what and what's not what. And if it's not, we don't care a jot!

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Escom finally speak. Turn to page 12 to find what the all-powerful Germans have in store for our beloved Amiga and, just hopefully, the CD32 as well. Exciting is it not?

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A walk through guide to all the genres that matter in the history of video gaming. Also there's an insight into a day in the life of the dedicated CD32 Gamers. It's not all playin' ya know!



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All new reviews of the Latest and greatest Doom game and an RPG from Black Legend. A couple of CDTV classics to boot.

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Extra, extra, read all about it! Unfortunately you won't be able to if all the copies of ACG at the local newsagent have been sold. Best place a regular order, eh?

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Once again the team have toiled long into the early hours to bring you the best in CD32 games guides. If it's been bugging, here's the place to cure your every gaming woe.

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Another selection of your ideas and thoughts, all presented in a clear and readable manner. Wanna see your name in print? This is where it'll happen, but only if you take the trouble to write in.

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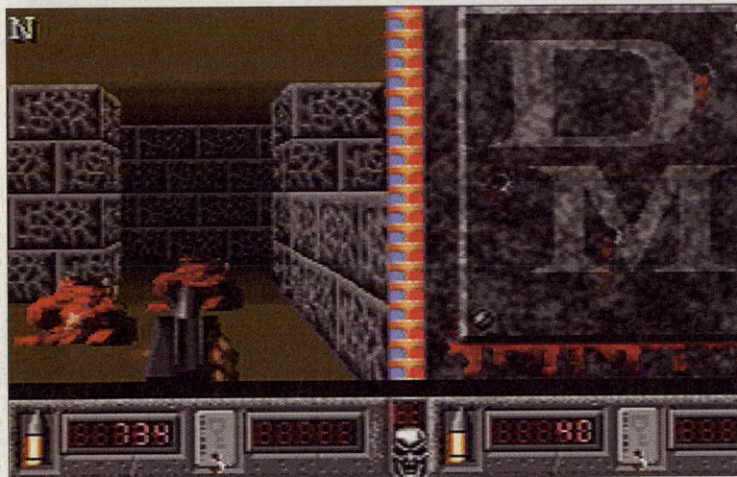
Every game ever reviewed in CD32 Gamer is here complete with rating and blurb. The perfect buyer's guide.

mail order.....64

Roll up girls. Looking for a new bloke? Well this is the place to grab one, all clean and fully guaranteed. Only joking! Games, pads, other bits of guff are here at very reasonable prices. No questions asked, know wot I mean?!

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.

Death Mask



By now I'm sure everyone out there is sick to death of hearing about Doom. Now, with a Macintosh version as well as Windows 95 on the way you can more or less guarantee there's plenty more publicity to come. Combine that with thousands of smug PC owners wandering round muttering on and on about how amazing it is and the fact you can't even walk into Smiff's without being confronted by the official player's guide or some such and you're talking maximum overkill.

At least we Amigites can have wry smile to ourselves with the ever-growing number of copycat titles either here or on the way. Gloom was reviewed last month and pretty darned good it was to, and we have Fears this. That means the only one we're still waiting for is AB3D. The first of the lot however was a spanking little game from Alternative. It scores over the other, higher profile releases in one key area — simultaneous two-paler action.

To allow you to sample its delights we've sorted out this top playable demo.

Movement is via the D-pad with red to fire. If you get lost you can call up a map by pressing the yellow button which shows your location and that of any enemies in the vicinity. The map can also be scrolled by moving the pad.

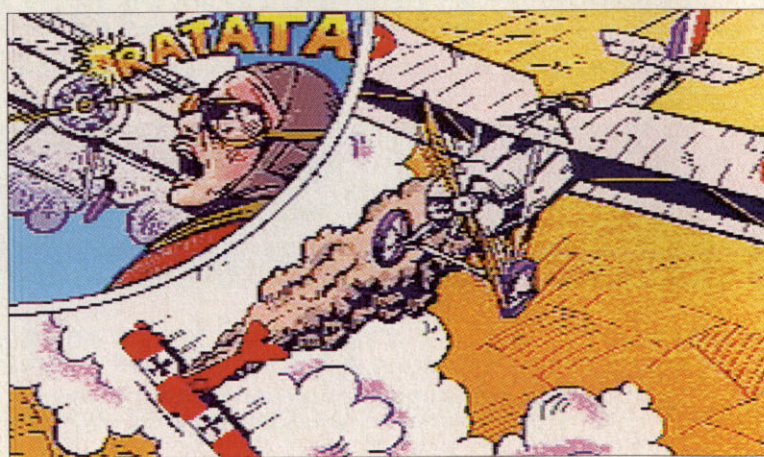


The Case Of The Cautious Condor

I'm sure by now you'll have noticed there's a couple of unexpected reviews this issue. Our two CDTV titles Xenon 2 and TCOTCC are to be the first of several retrospective reviews as we draw the very best CD32 compatible CDTV titles and bring them firmly to your attention. Condor is probably quite unlike any other game you'll have played before and really does defy explanation. Sadly, due to its age (circa 1989) we were unable to unearth anything playable so you'll just have to take our word for it. However it is packed with nifty cartoon art evoking wonderfully the '30s feel.

Anyway, we felt that review screenshots alone didn't do it justice so we've put together this slide show to give you an idea of how it all translates onto the screen.

Now go search out a copy for the full experience — we guarantee you won't be disappointed!



faulty discs

If you have any problems with your disc, please contact:
**PC Wise, Dowlais Top Business Park, Merthyr Tydfil,
Mid Glamorgan, CF48 2YY. Tel : (01685) 350505.**
Please do not send any faulty disks back to Paragon as we
will not be able to deal with them!

Multi media Machine

Multi Media Machine are the technical wizards behind CD32 Gamer's coverdisk and its custom menu system. MMM offer specialised PC and Amiga multimedia services to a wide range of companies, including Thomas Cook Holidays, and are always interested in new work. MMM also publish the Games & Goodies series of market-leading PD & Shareware compilations, for both Amiga CD32 and PC CD-ROM. These retail for just £20 and are available direct from MMM or from your local computer store. If you have developed any PD or Shareware material yourself, MMM may well be interested in publishing it, and can be contacted on : (01204) 363688, fax : (01204) 380952.

PD & SHAREWARE

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

Tower Of Souls

Black Legend's RPG adventure had us hacking, slashing and puzzling long into the night with its complex mix of action and brain-teasing problems with healthy dose of magic thrown in for good measure. We were hoping to get you a playable demo to get your teeth into but unfortunately the programmers were hard at work putting the final touches to the release product. Therefore we've settled for the next best thing and combined this neat slideshow to give you an idea of what you can expect. C'mon — you know the score! Strap on your leather armour, sling a broadsword low around your hips and take a sightseeing trip to the mysterious Tower of Souls...



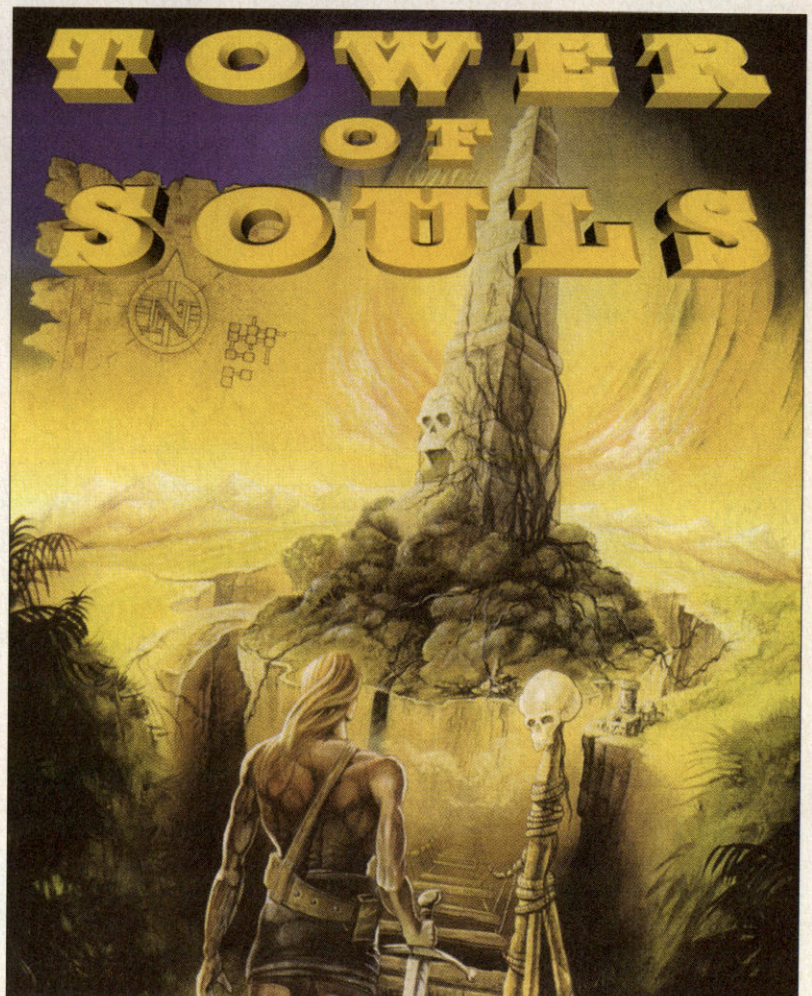
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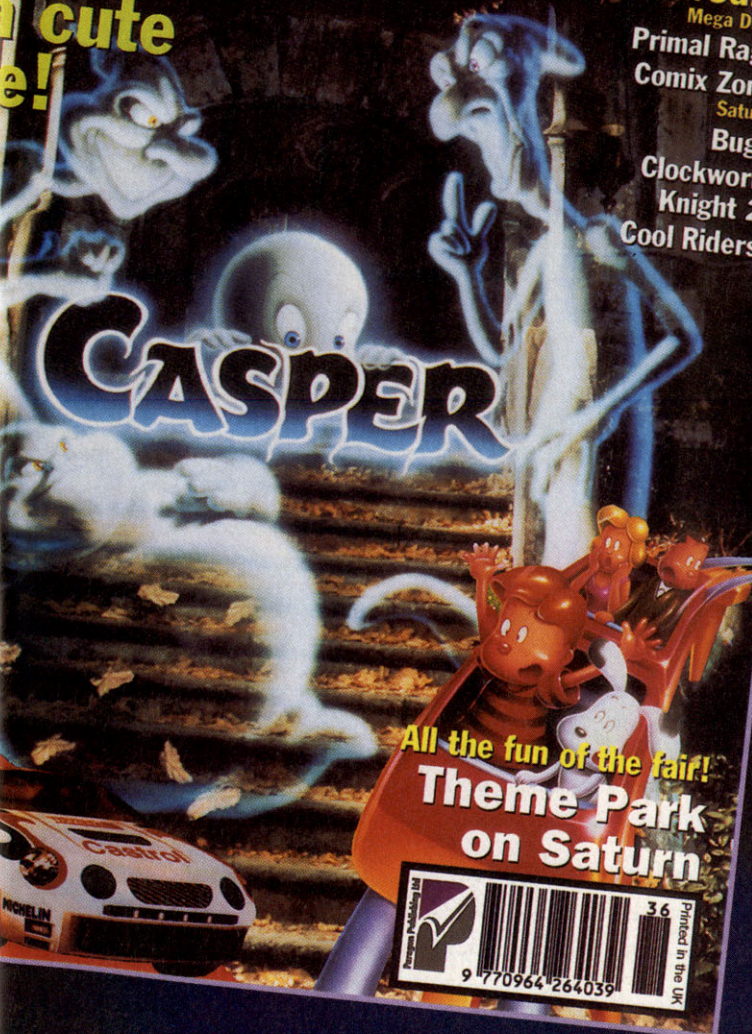
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Clockwork

Knight 2

Cool Riders

CASPER



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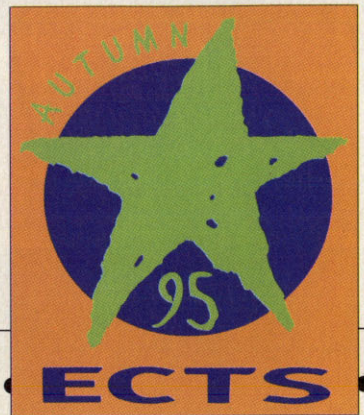
Both mags on sale now!

ECTS SHOWDOWN

Europe's finest computer trade show is looming once again, providing yet another chance for your fave reviewers to let their hair down, rub shoulders with some of the worlds largest software and publishing companies and get horribly drunk at the same time!

Last time around, the uncertainty of Amiga's future meant that companies were reluctant to commit themselves to the CD32. Since then though, Escom's buy-out and subsequent announcement that they plan to re-launch a revamped CD32 console, will have hopefully bridged any troubled waters.

With this in mind, what better place and what better time can there be to find out how the CD32 figures in peoples plans, than at the Autumn ECTS show? We'll be there in force, catching up on all the latest gossip and finding out what the future has in store, so check out next months issue, when we'll have a full and lively report.



TECHNOLOGICAL TREATS

From the ashes a new king is born and his name shall be ... Amiga Technologies. Yep, that's what Escom have called the new company formed from the remnants of Commodore. A catchy title, don't you think?

The list of duties assigned to this new company include the re-launching of the Amiga, CD32 and possibly even the old C64 (apparently, the blokes at the top reckon it'll go down well in Eastern Europe). There's also talk that Amiga are breaking into the VR sector. Having secured the distribution rights for a product called Virtual i-Glasses, they're now just waiting for a court case in America to be settled before they can start rolling out the merchandise.

Although the low cost product is currently only compatible with PCs, work is going on to make it compatible with the Amiga too. If all goes well, we may see something like it for the CD32. Well, hope springs eternal, eh?

PARAGON ON-LINE

Surfing the Net, but can't find anything worthwhile? Well, now you can check out Paragon publishing's (the nice guys in nice suits that bring you this mag) very own web site. Set up for consumers all over the world, the site offers surfers the chance to browse through highlights from all the publishing company's magazines.

Net surfers will also be able to subscribe to any Paragon magazine by simply sending their credit card details down the line. Not bad, eh? But that's just the start. Over the next few months Paragon hope to add to this by allowing readers the chance to download info from cover mounted CDs straight down the line. Reader offers are another incentive to check out this cool opportunity. The site can be accessed at www.Paragon.co.uk.

TV TIMES

Just when you thought things were getting progressively more and more depressing on the CD32 software front we discover a whole array of titles which were right under our nose. Talk about not being able to see the wood for the trees!

CDTV may not be the kind of thing which is talked about in polite company. It's had more than it's share of behind the hand sneers, a bit like the infamous Sinclair C5. It's a shame really because a lot of genuine Amiga classics appeared on the format and we have two special reviews this issue devoted to a couple of these. The Case of the Cautious Condor is an intriguing and evocative detective adventure and Xenon 2 is unquestionably among the cream of Amiga shoot-'em-ups.



This could have great bearing on the future as we shall continue to test titles for compatibility and review the best of those we find.

This will not only provide owners with a vast new library of software they may not previously have been aware of, but it will also educate younger gamers as some of the delights their tender years may have caused them to miss.

In addition, if you have any good CDTV titles which we don't cover over the next few issues and a fully CD32 compatible, drop us a line and we'll compile a definitive index of exactly what's out there.



WHO'S AN OLD DOG?

A sign that market confidence is being restored in the Amiga industry came in the form of an announcement from High Street chain, Game Ltd, that they would be continuing their support for Amiga and CD32 software. Whilst some chickens are running around with their heads chopped off, claiming the Amiga market is dead,

Game acknowledge there's still plenty of life left in the Amiga 1200 and CD32 and are excitedly awaiting the consoles re-launches under Escom.



CD32 CHARTS

This month's Gallup top ten makes for some interesting reading, most notably for the arrival of *Gloom* as the new number one. It's been riding high at number one ever since it's release and it's gonna take something quite special to knock it of its pedestal.

Universe mounts a respectable challenge for the top spot, coming in at number 2, whilst lower down, old classics like *Heimdall 2* and *Guardian*, prove good games sell on and on. Before anyone gets upset at the current software drought, look at this chart and if there's anything you haven't got, get it! They're all good games and worthy enough to be in anyone's collection.

POS	LAST WEEK	TITLE	PUBLISHER
1	(1)	Gloom	Black Magic
2	-	Universe	Core Design
3	(2)	Lemmings	Psygnosis
4	(3)	Shadow Fighter	Gremlin Interactive
5	(6)	Microcosm	Psygnosis
6	-	Guardian	Acid Software
7	-	Rise of the Robots	Mirage/T. Warner
8	-	Litil Devil	Gremlin Interactive
9	-	Heimdall 2	Core Design
10	-	Trolls	Micro Value



CD32 SNIPPETS

STATIONARY GAMES PUP

After hanging around the office like an ex-editor with nothing to do for several months, Mark Smith, ex-editor of CD32 Gamer, has finally moved on to pastures new. With a certain Mr Dave Perry finding life at Games World just a little too tough, Mark has boldly stepped in to fill his enormous shoes. Following in the foot-steps of the 'great bandana one' ain't gonna be easy, but we wish Mark all the luck in the world - he's gonna need it!

X MONTH

Another thin issue on the face of it, but only because the magazine's deadline once again conspired to rob us of several previews. *X-Fighter*, a startling new game from Thallion, was jotted down for this issue, but couldn't reach us in time to be included. Oh well, at least it gives us something to look forward to in next month's issue.

COCK-UP CORNER

Flicking through last month's mag, most of you will have been shocked to discover a rather bizarre level overview of *Vital Light* adorning the pages that the CD Instructions should have been on. We'd like to be able to say that this was all planned, but unfortunately we can't. It was a slip-up, there's no denying it. Fortunately it wasn't our mistake, but, even still, we apologise unreservedly.



You'll be pleased to hear the person responsible, who obviously has no brain, has been demoted to the undemanding, but physically revolting position of Miles' laundrette assistant.

Just in case you're interested, the pages came from the *Vital Light: CD32 Gamer* special that's on sale now. It was sent to the publishers at the same time as the normal mag and, somewhere along the line, the pages seem to have got mixed-up.

WHERE DO WE GO FROM HERE

Amiga Technologies, the subsidiary of Escom set up to handle the Amiga side of their operation, recently held their first press conference concerning the future of our favourite hardware platform. Of course this red hot event couldn't escape the attentions of our roving reporters as we set about bringing you the news as it breaks. We could have given you our interpretation of what was said but instead we've decided to let Amiga Technologies do the talking so you can make up your own mind. Therefore what follows is a transcript of the press pack given to all delegates, beginning with a little history...

In 1985, New York. A new computer is presented to the amazed press by Commodore. What journalists saw there was the beginning of a big adventure for millions of people worldwide. The Amiga was born! Its incredible features in video, sound and animation, thanks to a smart design of custom processors, bundled to a fully multitasking OS and the powerful 68000 processor from Motorola quickly made the Amiga the system of choice for all computer fans.

The first Amiga had 256 Kilobytes of Memory and an 880 Kilobyte 3.5 inch disk drive. Ten years later, hundreds of megabytes of memory can be used and the latest 68060 processor from Motorola is 100 times faster than the original 68000.

Through this computer, a real community of users has been created. Software and hardware suppliers quickly joined the bandwagon to create a true environment for those who knew from the beginning that the Amiga was more than just a tool to type letters and run spreadsheets.

The Amiga also had its detractors. Animation and sound? That's just good for games, no need of that for serious applications.

This is what could be heard and read some years ago, when the competition was still struggling with monotasking and monochrome systems. These same people are now saying that they invented Multimedia.

The keyword is multimedia: important for those who know the Amiga actually invented multimedia. Escom knew that from the beginning and recognised in the Amiga a valuable technology, the key to future computing and entertainment, a key to success.

In April 1995, after a long period of latency it finally happened. Escom took over the complete technological and intellectual property of Commodore in a spectacular auction, ironically in New York. Amiga users, professionals and hobbyists were very worried. What was going to happen to their computer of choice? what would Escom's plans be? Escom received hundreds of user letters from all



around the world, asking to continue manufacturing and development of the System.

This is actually a phenomenon that can only be observed very rarely for a product — commitment and even attachment of a devoted international community. Support by dozens of dedicated magazines. More than ten magazines for Germany and the UK alone! And several more other countries.

All these factors made Manfred Schmitt, President of the executive board at Escom, decide to buy Amiga and create a new daughter company: Amiga Technologies. The commitment to the technology and its future was brilliantly demonstrated in Frankfurt, at a major international press conference on May 30th, 1995, only a month after the take-over.

AMIGA Technologies is a 100% daughter company of Escom. We are located in Bensheim, 40 miles southwards of Frankfurt and a few miles away from Heppenheim, where Escom has its offices.

To be good in making, selling and promoting the Amiga, one has to like the Amiga and stand behind it. We at Amiga Technologies think our team has to be made of Amiga specialists who believe in what they are doing and that's the way we go. Once completed, our staff will be of about 50 people, working in sales, production, marketing/PR, accounting and finances, human resources, support and especially development of new hardware and software. We think internationally because we are an international company. People from all parts of the world are joining our young and dynamic team. In our offices, English is more often spoken than German. In addition production and quality control are high priorities to ensure total customer satisfaction. We only work with the best part providers and most reputable assemblers to assure the high degree of



reliability we want for our systems.

Distribution and logistics are also important keys to successful operations for us. Our worldwide distribution is centralized in the Netherlands where we have the infrastructure needed to provide Amigas in the world. In each country we have a distribution unit to assure the relay and proper support needed locally. This can be as a subsidiary or with a distribution and sales partner, depending on the needs.

The Amiga market has a high potential and first of all is a worldwide market. The multimedia market is even bigger and it is our market of choice. With the high potential of our technology in this aspect, we know that we have the best chances to become an important player very soon. In the United States, where the number of local Cable Televisions is increasing rapidly, the Amiga is an appreciated system for broadcasting applications. Amigas are used in Hollywood to make films and productions like Babylon V or Sequest DSV. Companies use our computers with multimedia authoring systems, whose quality and power is unmatched on other platforms.

Third Party support on the Amiga is excellent and numerous. We know we have creative and productive partners who make the Amiga a better system every day. We want to work together with these people and build up fruitful partnerships with them. We already have signed agreements with Scala software to bundle our systems with the outstanding multimedia authoring system so the Amiga can now be used as a powerful multimedia workstation out of the box.

Power to the user is our goal at short and long term. Going RISC is a priority for us. Porting our operating system to a new generation hardware technology in a user-friendly manner is the best way to keep our loyal customers and gain new ones. For the short term, complementing the fast 68060 processor from Motorola is an evident move we will make quickly. Again we hire the best technicians and have the best partners to achieve our ambitions.

The future of home computing resides in intelligent and integrated high-technology devices like set-top-boxes which combine user friendliness, powerful hardware, communication skills and on-line services. All we need is coming very soon: the communication highways, the on-line service providers, pay TV and home shopping. All this bundled to our technology will enable us to bring new and exiting products to the customer at extremely attractive prices.

From the entry level AMIGA 1200 to the high-end AMIGA 4000 Tower, our product range is suited for everyone, from the computer freak to the professional user.

The AMIGA 1200, thanks to its low price, is a perfect home computer and it's expandability will give the user many upgrade possibilities for faster processors, more memory or new storage medias.

The CD32 console is based on the AMIGA 1200 Technology and comes standard with a CD ROM drive. The storage capacity of this media, combined to the graphics and sound abilities of the Amiga gives unmatched quality for games and multimedia applications.

The AMIGA 4000 Tower is perfectly suited for the professional video and multimedia market and has sufficient connectors and free room to host any kind of internal expansion device. For more computing power, the 68040 processor can be replaced with the new 68060 from Motorola.

An exciting device for multimedia and interactive applications are the new Virtual IO glasses. Distributed and promoted in co-operation with Amiga Technologies. With Virtual IO, the Amiga user will have a closer relationship to his computer!

Looking to 1996 I propose one or possibly even up to two more distributors around the main Christmas period. These distributors obviously will support the full range of our products and be cognisant of the Independent's requirements.

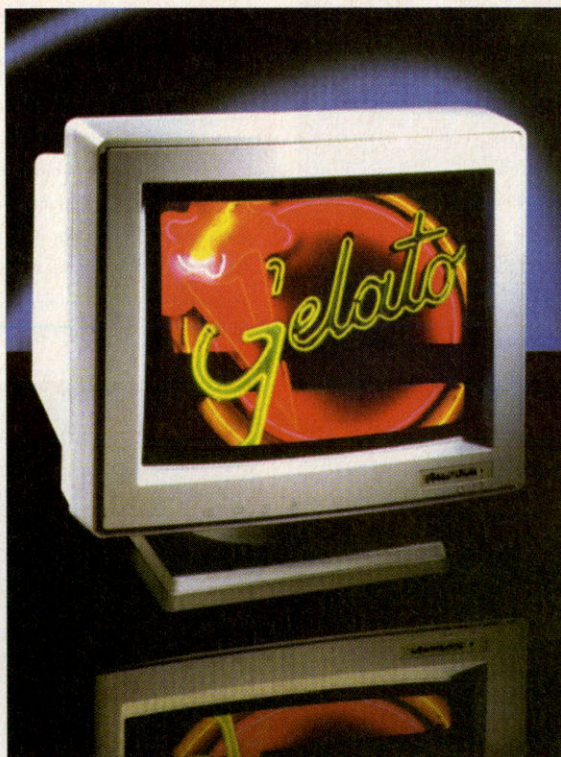
A higher percentage of the product available this Christmas will go through the Independent channel. As again we maintain support for the loyalty they have shown throughout the ten years of the Amiga.

The high street is of course also important to aiding our success and once again we are very close to finalising contracts but expect to see our product there through people like Comet and Tandy.

The high street has changed somewhat since Amigas were last freely available

because we do not have Rumbelows anymore and have seen them replaced by Escom stores who specialise in PC's and communication products. It is envisaged that they will sell our Amiga brand.

Value added resellers who specialise in the audio-visual arena and give us access to TV production companies and other niche markets are obviously important for the Amiga 4000 product. We will look to top companies like Premier Vision, Scala, Pentre Technologies etc to fulfil this sector of the market.



The corporate sector is an area that will be looked at with regards to MS DOS product.

To summarise — Amiga is back, along with other new exciting products available from the end of September. We look forward to the Xmas period and believe that between all of us we can make it a pleasurable and profitable market once again.

You all know how long and difficult the takeover of Commodore was and how much this one year of latency hurt the Amiga market. Building up everything again was also a difficult task for us. Especially the financial and logistic situation. Without the support from other mother company Escom AG, nothing would have been possible. We actually revived the Amiga in two important steps. First by acquiring the assets of the former Commodore for more than \$10 million and secondly by starting it up again, which requested again several times the initial investment. Other main difficulties we encountered were to get specific parts and components for production. D-RAMS are on allocation, Amiga keyboards, floppies and SCSI hard drives have long lead times. Tailor made parts are difficult to get and they cost more than in the old Commodore times.

Our first objective was to get Amiga products back on the market as fast as possible. To achieve this goal

in an acceptable time, we decided to build the A1200 and A4000T without modifications. We have however included the new version 3.1 of the Operating System for the A1200.

Be aware the A4000T already is a complete new product. There have only been produced 200 units worldwide by former Commodore. There will not be modifications on the casing this year. The design proposals that were presented in Frankfurt are only a possibility for the models coming later. If we had decided to make enhancements immediately, there wouldn't have been machines on the market for the Christmas season. The decision does not mean in any way that we are going to stop research and development. Enhancements will be made on current machines for sure.

We are still on schedule to produce Amigas for availability in September. The Amiga 1200 will be produced in Bordeaux, France. Our successful negotiations with Solectron, one of the world leaders in sub-contract manufacturing, guarantees a European high quality standard. Quality is very important to us. That's why we focused on Europe rather than far east.

We have made an agreement with a European monitor manufacturer. They will provide a monitor especially adapted to be used with the Amiga. It's a high-quality multisync monitor capable of scanning horizontal frequencies from 15 to 38 KiloHertz. The plug of that monitor is also adapted to the video output connector of the A1200 and A4000T. Exactly what is needed for all Amiga resolutions.

As announced at our previous press conference, our plan is still to build 100 000 A1200's and 20 000 A4000T's by the end of this year. These figures are based on existing orders and on customer based forecasts. I'm quite sure that this gives us the assurance that the whole production will actually be sold. A large percentage of our A1200 production will be sold alone in the UK.

First, we plan to enhance current models. We are thinking of faster processors and chip integration to start with. We are going to integrate the 68060 chip for the A4000T this year. For the entry-level model, we are looking at an external CD ROM addition and more RAM on-board the bare units.

We are also planning to use the CD32 concept for developments of set-top-box systems. The set-top-boxes will open new markets for Amiga products. Set-top-boxes could be produced in variants for cable TV, satellite TV and for telephone line communication and also be used for home shopping and home banking. This market is tremendous and will push the Amiga technology into millions of households. Software publishers should be interested in writing software for such a widely spread platform. ■

CD feature

Another month, another visit to the celluloid world of Derek 'Director's Cut' Dela Fuente. This issue he goes on a safari to Africa, braves the arctic plains and takes a look around a few haunted houses for good measure. And for the women, how about a spot of Richard Gere?

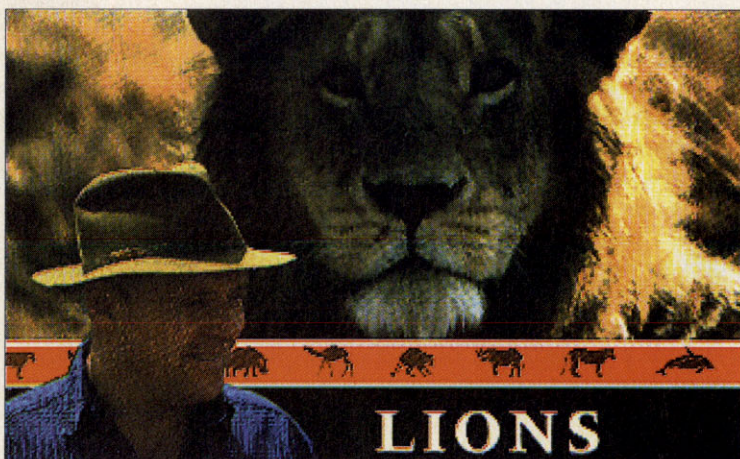
IN THE WILD : WOLVES

Timothy Dalton stars in this latest CD Video in the journey of a life time. He travels to the arctic on the trail of the much maligned, rare and elusive Arctic Wolf. He explore the wolves of the Brooks Range in Alaska's wilderness with the Nunamuit Eskimos and comes uncomfortably close to huge Alaskan bears.

Finally his quest takes him to within five hundred miles of the North Pole where, on the open tundra, he comes face to face with a wolf pack. Ultimately Dalton is accepted by the wolves in the very remarkable closing scenes of the film. Lasting 60 minutes and costing £14.99 this is well worth a family viewing.

IN THE WILD : LIONS

Anthony Hopkins' fascination for the king beast inspired him to journey to East Africa to come face to face with this majestic predator. Hopkins' safari leads him to the Serengeti plains. In this ancient landscape he encounters the Masai — a tribe who have an extraordinary insight into the lions that live in their land. It's in the Ngorongoro Crater that Hopkins finds the largest lions in the world. He sees the prides hunting in a deadly alliance against buffalo and finds that it is the lionesses who rule lion society. 60 MINS. £14.99



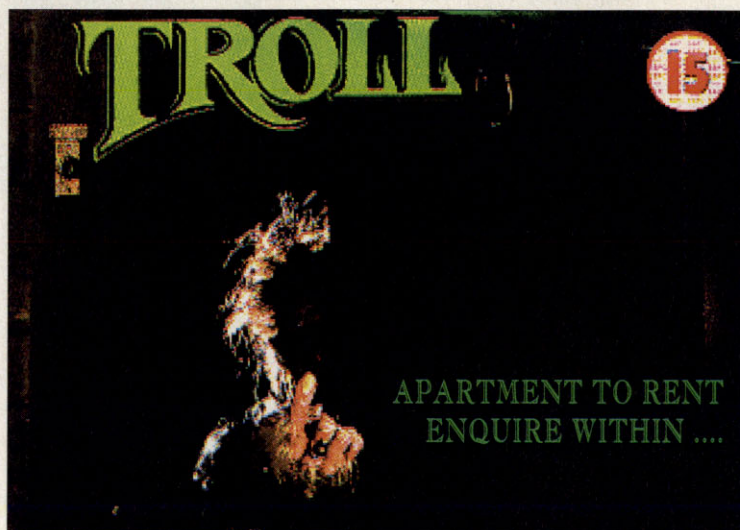
GHOULIES

On Jonathan's 18th birthday, he inherits a rambling old house. Through his explorations he begins unlocking the secrets and latent powers contained within his new found home. But there are other dark powers at work in the house. Powers more terrifying, more hideous than anything you have ever seen. It is foretold that evil will triumph and Ghoulies will walk the earth. 95mins. £14.99 CD VISION

TROLL

Long ago when the earth was being co-inhabited by humans and fantastic beings, trolls lived under bridges, in caves and shadowy forests. Now in the dimly lit corners of a dingy but otherwise ordinary 20th century laundry room, Torak, an evil troll, lies in wait for a chance to bring about cataclysmic changes that would forever erase mankind. By abducting a young girl and assuming her identity, he will take her place among her family, with plans to transform their apartment building into a fairy kingdom — one that he will rule.

Torak cannot possibly know that his greatest foes will be an ancient sorceress and a young boy. 90 mins. £14.99



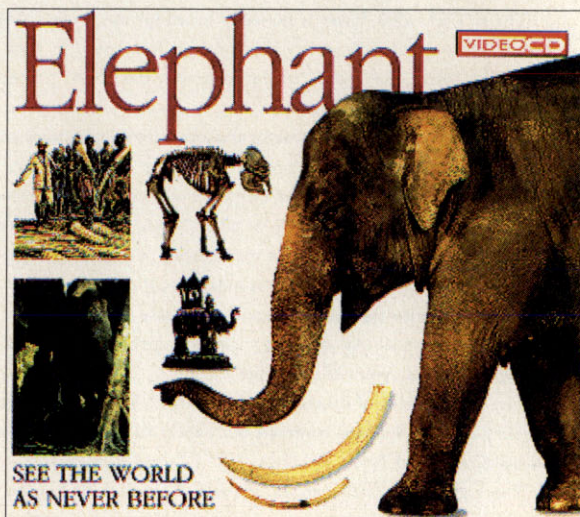
EYEWITNESS : ELEPHANT

Eyewitness presents the ultimate Natural History experience. The series takes the viewer on a dazzling wildlife tour, interweaving fact, history, anecdote, myth and legend with energy and humour.

Fast paced and full of stunning graphics, Eyewitness is an enriching experience for all ages. How do we know elephants have such long memories? What can they do with their incredible trunks?

Elephant reveals all the legends and stories about the greatest mammal ever to walk the Earth.

We follow its incredible history and unique relationship with man. Through war and pageantry, agriculture and travel, we have made the elephant one of the most cherished yet endangered animals. 35 mins. £9.99



Films, Movies and Videos

EYEWITNESS : AMPHIBIAN

Why was it thought that salamanders were born in fire? What use were toads in witches spells? Amphibian offers a unique view of the double lives of these remarkable frogs, toads and salamanders, their natural history habitats and fascinating life cycles. 35 mins. £9.99

EYEWITNESS : JUNGLE

Why do rain forests harbour the greatest concentration of life in the world? What is their role in the 'Tree of Life'? Jungle sheds light on a mysterious world once thought to shelter our darkest fears. We explore our changing perception of this invaluable resource, and its significance as a refuge for the richest variety of plant and animal life, vital in maintaining our planets ecological balance. 35 mins. £9.99

INTERSECTION (15)

Vincent Eastman (Richard Gere), a highly successful architect is a man caught between two love fires — his gorgeous, talented wife, Sally (Sharon Stone) or his sumptuous, effervescent lover, Olivia (Lolita Davidovitch). Many would say a very happy dilemma.



Things turn decidedly sour when he realises that, not only is his future love-life in the balance, but also his relationship with his thirteen year old daughter, Meaghan (Jenny Morrison), to whom he has become increasingly close. Somehow, he knows he must decide... but at the very moment of Vincent's decision, fate is about to step in and deal the sort of unexpected blow which can leave deeply ironic and devastating consequences for us all...

Richard Gere shows off his thespian talents to astounding effect in this remake of Claude Sautet's original 1969 production Les Choses de la Vie. Not for those of a more week willed disposition. £19.99

THUMBELINA (U)

Celebrated animator Don Bluth conjures up the magical world of Thumbelina, Hans Christian Andersen's classic tale set to the music of Award-winning composer Barry Manilow.

One night, the fairy prince is drawn to the sound of an enchanting voice and finds the beautiful Thumbelina who is no bigger than himself. But before their romance can blossom Thumbelina is kidnapped by Delores Toad, waylaid by Berkeley Beetle and betrothed to a befuddled Mr Mole. A passing swallow, Jacquimo, hears Thumbelina's cries for help



and urges her not to fear her plight but to follow her heart. Sure enough her Prince Cornelius battles storms and wind to rescue his one true love.

Enjoy this spell-binding animation of Thumbelina — an essential addition to any collection of classic fairy tales. £17.99

THE SECRET OF NIMH (U)

This debut feature from Don Bluth Productions is already considered to be something of an animated classic in the tradition of Bambi and Snow White.

It tells the enchanting tale of a widowed field mouse — Mrs Brisby (Elizabeth Hartman), threatened with eviction from her cosy field. To overcome these seemingly insurmountable problems (for a field mouse), she enlists the help of Nicodemus, king of the rat pack. With the additional help of love-sick Jeremy the crow (Dom Deluise) and the ever mysterious rats of Nimh, she summons the strength to battle against the many obstacles which threaten her family's very existence. Filled with action, suspense and humour, The Secret Of Nimh is an adventure you'll long remember. £14.99

CD feature

Allow us to take you on a journey through the very essence of what makes our all-consuming pastime just that. We control the vertical. We control the horizontal, with six button joy-pads of course!

shoot 'em-ups

Where else to start? The shoot-'em-up must go down as the granddaddy of every interactive video game ever devised, be it PC arcade adventures like *Full Throttle* or state of the art coin-ops such as *Ridge Racer*, *Daytona* et al. Maybe there's not much in the way of immediate similarity. Indeed how could Sir Clive Sinclair, pottering away on his initial designs for the ZX81, have envisaged the meteoric rise and rise of the industry, both in terms of turnover and technology, over the next 15 years. The first arcade machine of any note was the now-legendary *Space Invaders*.

A stick and one button, monochrome screen display and rudimentary 'blat' sound effects were a far cry from the texture mapped, scenery, assorted buttons, throttles, pedals and the like which proudly adorn today's cabinets. Nevertheless that famous old machine found its way into almost every pub, youth club, arcade and cafe in the land. *Esteem* was to bag that saucer which would zip periodically across the top of the screen accompanied by a fart noise. Oh, for the simple pleasures of our youth!

The Amiga has always been pretty well off for shoot-'em-ups. A genre which itself can be broken down into different categories. There's the classic vertically



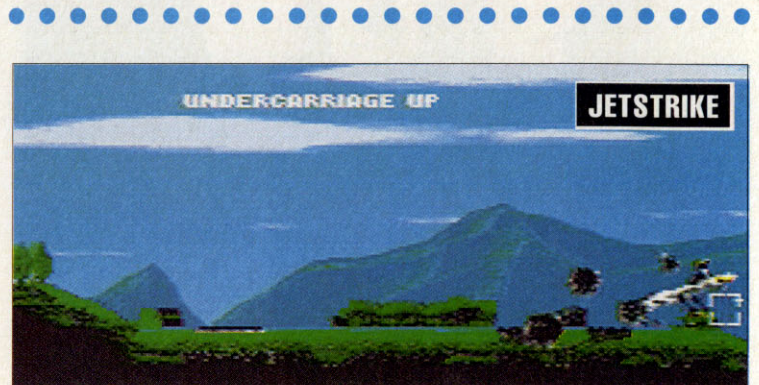
scrolling style epitomised by the thumping *Xenon 2*. Complete with a soundtrack by Bomb The Bass (remember them?) and superb graphics it really set the pace. And who can forget the best power-up in the history of video gaming? *Super Nashwan Power* — kick arse!

There were also the shooting gallery-style games just becoming popular in the arcades at the time. It certainly wasn't the first, but everyone remembers *Operation Wolf* if only for the wicked mounted Uzi on the cabinet. Less famous is its follow-up, *Op Thunderbolt*. Two Uzis this time and the Amiga conversion was as near as damn it arcade perfect! Strange we haven't got any of these on the ol' CD32 really, innit?

Back to the scrolling style, and fashion seemed to drift towards horizontal rather than the vertical. Two of the best have made it onto CD32. For sheer mindless blasting you can't beat *Project X* or the slightly less playable (but darn good nonetheless) *Disposable Hero*.

And to finish off a mention must go to Team 17's *Super Stardust*. *Asteroids* is nearly as old as the aforementioned *Space Invaders* but it's amazing what a few ray-traced graphics and snazzy sub-levels can do.

Despite its being the starting point, the classic shoot-'em-up represents everything the industry seems to be trying to get away from. Half the programmers working these days seem to be aiming at people with a degree in bio-mechanics just to get through chapter one of the manual. I say, with considerable confidence, they'll never kill off the SEU. It can't be done. They've been here for the last 15 years, and they'll be here for the next 15 as well.



Gaming

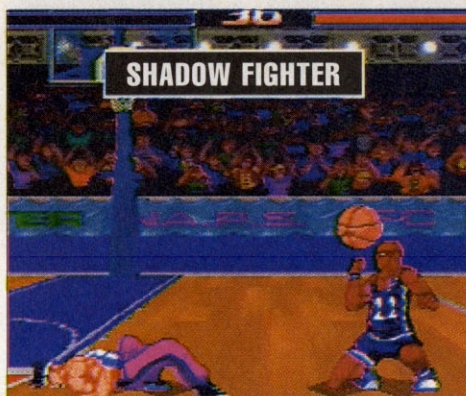
through the years

beat 'em-ups

They've always been around. Who remembers *Way of the Exploding Fist*? Eight moves accessed by pressing the fire button while pushing the joystick in one of the eight directions. A far cry from these days of beat-'em-up-bedlam. If a game emerges daring to call itself a fighting game in the '90s it needs 25 characters each boasting 400 unique moves just to be taken seriously. No prizes for pointing out the role of *Street Fighter 2* in all this. Contrary to the popular beliefs of the console-buying Nintendites and Segoids there was beat-'em-up life before *SF2*. Not much though. About the best around on the Amiga was *IK+*. Odd in that there were three fighters on screen rather than the now standard two. You could play any combination of computer and human characters or use the amusing cheat modes. Pressing certain



began the new trend and was often copied but never equalled. It appeared in disastrous form on the Amiga and was thankfully never transposed to our favourite console. The follow-up should be better however. More successful were the imitations. If you owned a SNES *SF2* was the only beat-'em-up worth having but Amiga titles didn't have quite the same standard to beat. For that reason games like *Body Blows* and *Shadow Fighter* have distinguished themselves at the top of the tree though, if



buttons had odd effects, like making your opponents trousers fall down! Popular in the arcades were the scrolling style beat-'em-ups. You know the ones. Miles of urban landscape lies ahead, littered with exploding dustbins, crowbars and assortment of baddies. Such revered titles as *Double Dragon*, *Final Fight* and *Bad Dudes vs Dragon Ninja*. Most characters had a limited number of special moves like pile drivers and throws but most baddies were easily dealt with with a couple of the standard ones — usually flying kick and rapid pounding of the punch button. All made it onto the Amiga with some success. That's to say they were fair renditions of the arcade originals but what's okay for 20p and five minutes play doesn't necessarily stand up to the increased scrutiny afforded after shelling out 25 quid and playing non-stop for a couple of hours.

Maybe that's when someone decided to do something a bit more involved. *SF2*

we're honest, they wouldn't turn a SNES owner's eye. The most hyped of all on the Amiga actually turned out to be the crappo as well. Anyone who bought *Rise of the Robots* — sucker! Yes I know it got a Gamer Gold but it wasn't me, okay.

There is another CD32 biffer, but the less said about *Dangerous Streets* the better. Will we see any more big arcade conversions after *Super Street Fighter*? It's highly unlikely. The *Tekken* and *Virtua Fighters* of this world are designed with the next generation systems in mind. Gone are the simple scrolling back drops to be replaced with a total 3D experience. Whatever next I wonder a cabinet mounted boxing glove which duffs you in the mouth for that sensation of actual pain, perhaps?



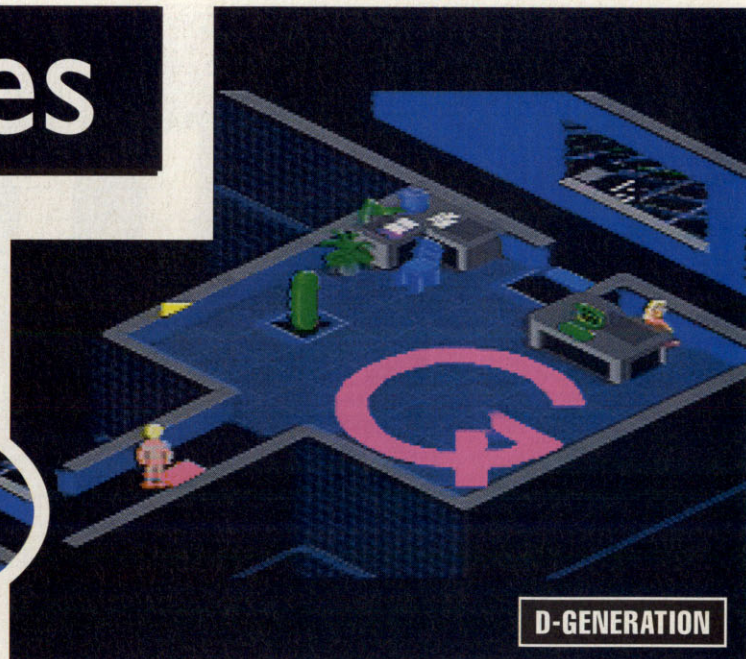
adventures

Unlike many of the other genres mentioned in this feature, adventures have remained almost the sovereign domain of the computer rather than the console. An obvious reason is that the point 'n click style is derived from those deadly dull text adventures popular at the dawn of the

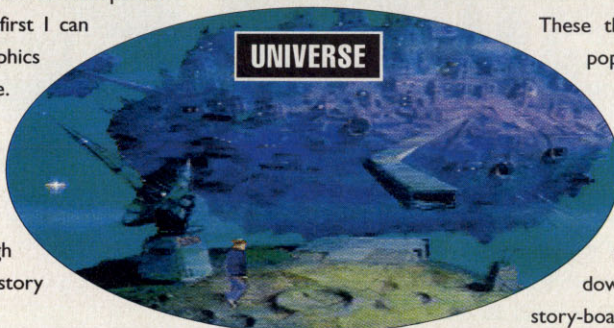
home computer age. Remember typing endless phrases like 'examine pyjamas' or 'eat cuttlefish'. As a point of interest I once read about a particularly notorious game (as any worthy adventurer will tell you). To compensate for the lack of difficulty in the puzzles the programmers severely limited the vocabulary of the computer. At one point you had to ignore an illusion to pass but the only command the computer would accept was 'disregard hallucination'! Anyway, the first game to incorporate point 'n click in the accepted modern sense, or at least the first I can remember, was called *Maniac Mansion*. Big gaudy and blocky graphics did their level best to disguise what was a fun and playable game. The idea was the same as those texty things as you moved from location to location collecting and using objects. The advantage was you didn't end up getting hopelessly disorientated every five minutes and it was a bit easier on the eye than reams of copy. These days they remain largely the same in format though we can usually expect some luscious back-drops as well as fun story lines.

Amiga classics are the *Monkey Island* games and also the two *Indiana Jones* games, *Last Crusade* and *Fate of Atlantis*. It's also worth remembering the super-seedy *Leisure Suit Larry* in which you played a balding middle-aged swinger on a Saturday night out with the aim of getting laid. Quite amusing in a lavatorial sort of way.

The CD32 in turn has been blessed with some fine examples. *Simon the Sorcerer* for its scrummy graphics and Chris Barrie voice-over. *Universe* for those 100% hand-painted back-drops even if it is way too tricky. The best of the bunch though is undoubtedly *Beneath a Steel Sky*.



D-GENERATION



UNIVERSE

These things are enjoying a resurgence of popularity on the PC at the moment where they're a dime a dozen, figuratively speaking. To buy twelve new PC games these days would cost you upwards of 400 quid!

One reason for their continued popularity and success can be put down their simplicity. As long as they're story-boarded properly. You can't really go wrong. Come up with a reasonable plot, inject a little humour, make sure the puzzles are challenging yet logical and finally get a decent artist to draw the graphics — Bob's your wife.



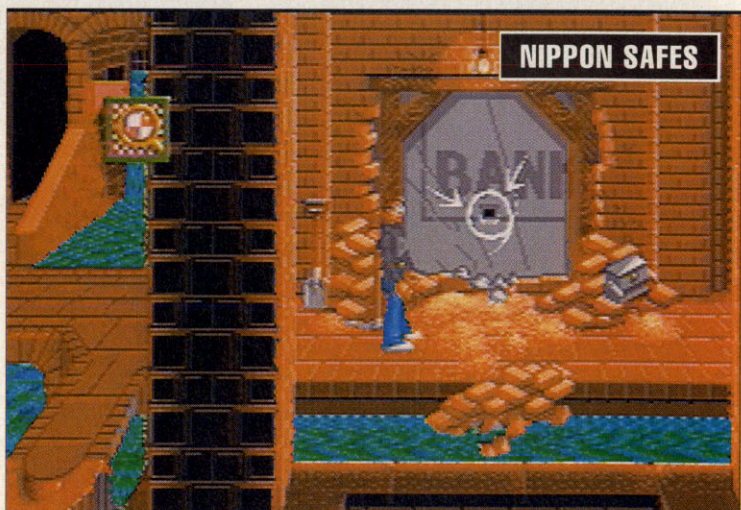
MONKEY ISLAND



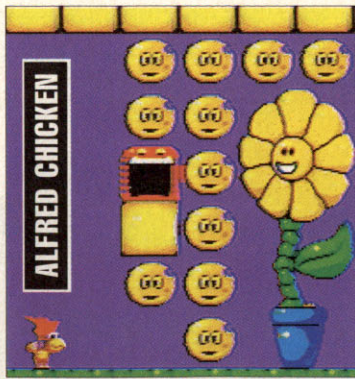
SIMON



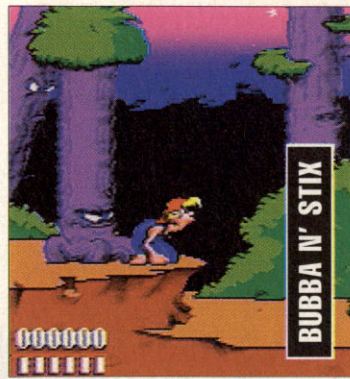
HEIMDALL 2



NIPPON SAFES



ALFRED CHICKEN



BUBBA 'N' STIX



CHUCK ROCK 2



MARVIN

If an collection of games fell into the hands of an alien culture they could be forgiven for building a rather false picture of life on good old planet Earth. Apart from marking us all down as ultra-violent xenophobes with a dislike of anything not marked IUP (which isn't altogether too far from the truth) they'd picture a world in two dimensions with loads of colourful but entirely un-interactive scenery. The wild-life, they would note, moves back and forth along the same path without ever eating or sleeping. The single thing which would intrigue them most though would be the seemingly self-levitating platforms dotted all over the sky. No doubt this would lead to a huge influx of extra-terrestrials all keen on learning the mysterious secrets of such a world.

Yep, platformers certainly leave reality at the door!

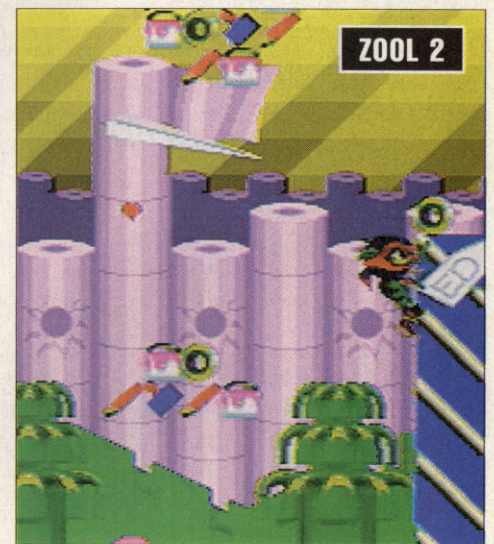


BASE JUMPERS

platformers

Aside of the shoot-'em-up this has to go down as the most enduring genre of all. It wasn't long after those stone-age *Space Invader* machines appeared that another now-legendary cabinet made its way into those dingy arcades of yore. It's hero would, in time, become the most recognised character on the planet. And all he was was plumber! *Donkey Kong* was the machine which can be cited as the original platform game. They've since been taken and reworked incessantly on the consoles. So much so in fact that a very justifiable moan levelled at them was that nothing changed but the graphics. The Amiga was lucky in that only the quality titles were converted. *Cool Spot* with the brilliantly animated character swaggering from level to level. *Soccer Kid*, well worth playing for his unique footy skills. *Alfred Chicken* was slugged in some quarters but the jolly character gave the game enough identity to earn recommendation.

It's the pick-up-and-playability of a decent platformer that makes them so good. Other than those mentioned previously, the CD32 can also boast one of the best



ZOOL 2

Amiga platformers of all time in Team 17's *Superfrog*. But what makes a good platformer. After all, there's a vast amount of tripe surrounding those precious few nuggets of quality. Ease of control is a must. Then there's the level layouts. There's nothing worse than getting killed over and over again because you can't make a particular pixel perfect jump. Then of course there are the obligatory cutesy graphics. Landscapes should be colourful and cartoony and sprites should be chubby and cuddly, even the nasties. The baddies should however have a couple of spikes or a frown so you don't feel to guilty about splatting them. Voila — the perfect platform game.



SOCCER KID



TROLLS

flight sims

Having now made the PC their celestial home you might be forgiven for thinking the flight sim has always been more of a bit-part player on the 'lesser' machines. Not so, my little cherry blossoms. Though not quite as celebrated as other genres due to it's more specialised appeal, the years have thrown up multitude of such titles. Some good, some bad, but all sharing the common characteristic of employing every key on any available keyboard to perform some or other function, no matter how trivial. 9 — target acquire. A — flaps. CTRL/Q — bank left. ALT/back space/3 — toggle cockpit air-conditioning on and off.

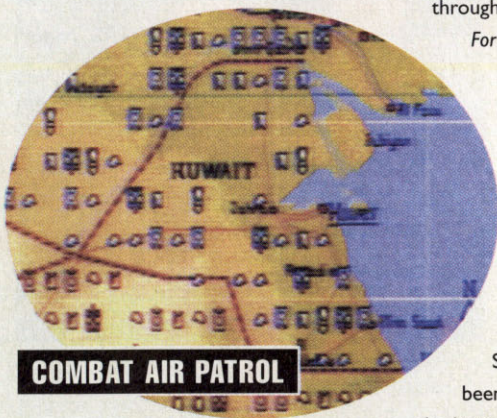
The first was branded 'revolutionary' at the time. *Flight Simulation* pushed the Spectrum to the limits of its capabilities as you took off from one airfield, flew to the other (there were only two) and landed. If you were feeling extra adventurous you could even take in the sights — both of them. Lake Orb (a circle) and Lake Tri (a triangle, by jingo). And it was fun! I'm not kidding you. Nothing to shoot, bugger-all to see but a few dials and we lapped it up.

The Amiga has seen a long line of sims since the its birth. By far the most prolific have been those clever bods at Microprose who seem to have simulated everything that's even flown. *Knights of the Sky*, which remains one of the most accessible and fun sims ever without sacrificing realism, pitted you against the might of the German air force during WWI. We were carried through the Hitler era with *B17 Flying Fortress* right up to the modern

age with the likes of *Project Stealth Fighter* and *Gunship*.

Other companies have enjoyed lesser successes with such titles as *Combat Air Patrol* from Psygnosis, *MIG-29 Soviet Fighter* and *A - 10 Tank Killer*.

Sadly we CD32 owners have been a wee bit neglected due to the limitations of the control pad. Most of these games require a multitude of keyboard commands to play properly though Microprose were able to get around the prob-



COMBAT AIR PATROL



FRONTIER



B17

GUNSHIP



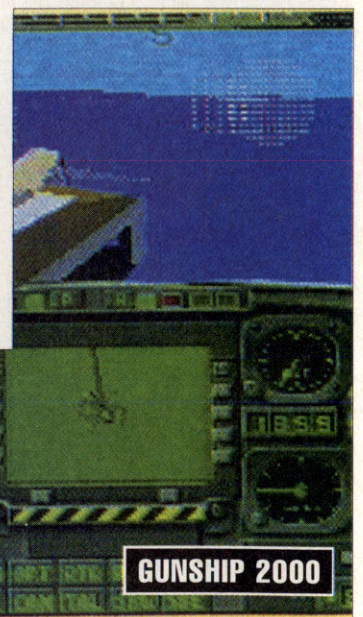
REACH FOR THE SKIES

lems with great effect on *Gunship 2000*. It's a shame as the CD32 is capable of shifting polygons around at a far greater rate than standard Amigas, again take *Gunship 2000* as an example, so theoretically it could support games to rival those on the PC.

Perhaps pushing the genre a bit we should include *Frontier*. Though trading plays a large role, the meat of the game is in space flight and the Amiga has nothing else in the same league to compete. If only someone would come up with a 32 button pad...



KNIGHTS OF THE SKY

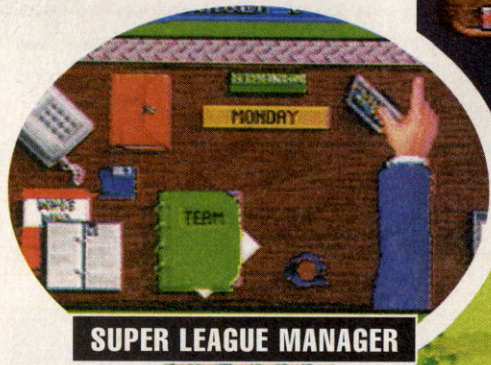


GUNSHIP 2000

strategy games

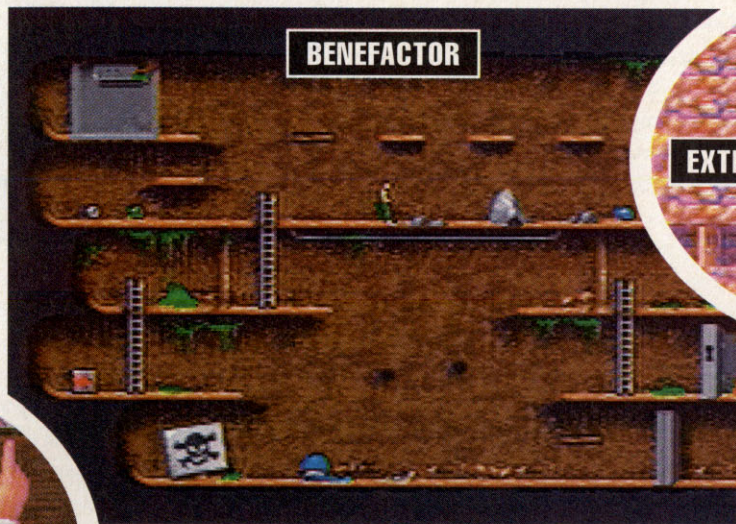
Brains come ahead of brawn with these little chaps. Leave your trigger finger in it's fur-lined case, pack away that plasma rifle and don your best thinking trousers. They come in a variety of guises from war games and God sims to footy management and big business. And what's more they have become big business with titles like *Sim City* cleaning up on the review pages and in the shops.

For years we've had war games in which the player takes turns with the computer to move icons around a map. These could represent anything from cavalry to armoured divisions. The outcome of skirmishes was always determined by the computer based on stats for strength, morale and the like and in essence it was all deeply dull. Trainspotters of the world unite!

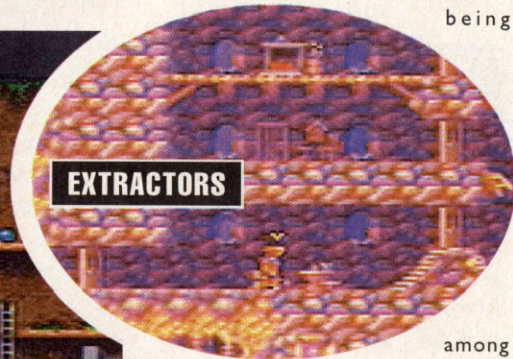


SUPER LEAGUE MANAGER

In recent times however things have improved to the point where such things are no longer the soul preserve of specialist mail order companies and have actually carved their own niche in the mainstream world of computer entertainment. God sims like *Populous* and *Powermonger* shifted vast quantities, the former even being converted to console format, normally the exclusive abode of platforms, beat-'em-ups and similar arcade action. Sensible Software stepped in to add their own inimitable brand of humour to the genre with *Mega-lo-Mania*. Then came *Civilisation* — regarded by many as one of the best games of all time. Its follow-up,



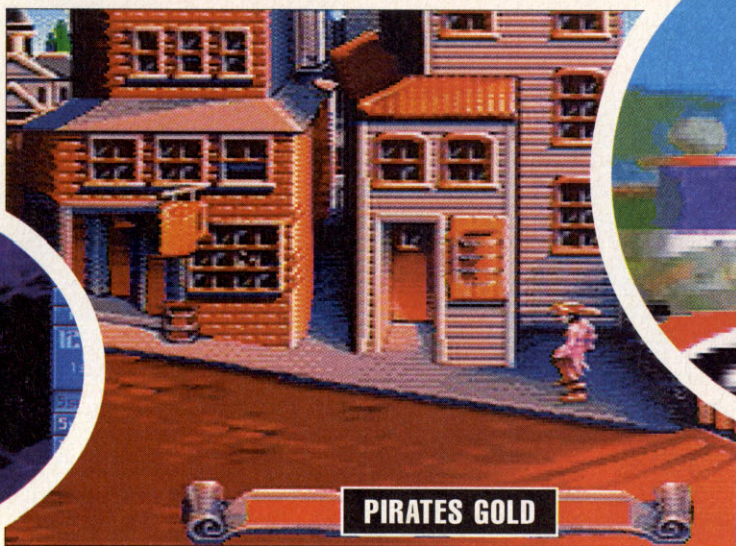
BENEFACTOR



EXTRACTORS



FIELDS OF GLORY



PIRATES GOLD

Colonization, is based less and warring and conquest and more on economies and building a successful state but is still a worthy addition to the saga.

CD32-wise we have the omnipresent *Theme Park*, not to mention Julian Gollop's *UFO Enemy Unknown* from Microprose. The main inspiration behind this game comes from what yours truly still regards as

being

among the cream of anything ever created for any home system ever. *Laser Squad* may have made it's name on the Spectrum but for a fast paced, turn-based action strategy game it has the lot.

We have seen a stab at one of those traditional war game son CD32 recently in Microprose's *Fields of Glory*. 'Prose-standard presentation aside though it really fails on all counts. It adds sound and a few pretty graphics but misses the one big point — to make the darn things a bit more involving and fun than dragging pictures of cannons and horses around a largely green and barren screen.

The bottom line is fun. You can incorporate as much statistical and historical detail as you like but if it detracts from the playability the whole exercise has been a waste of time.



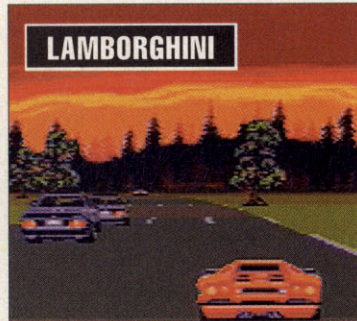
UFO



THEME PARK

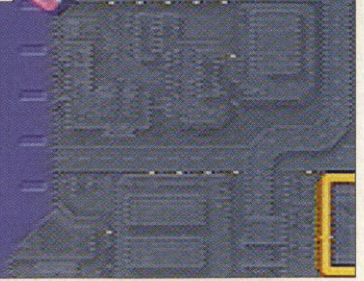
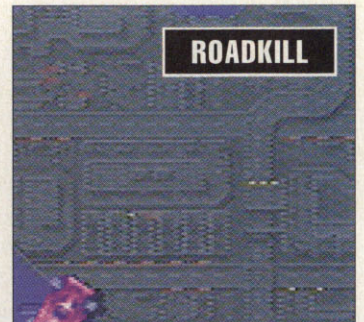
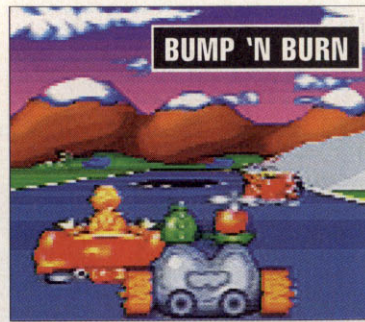
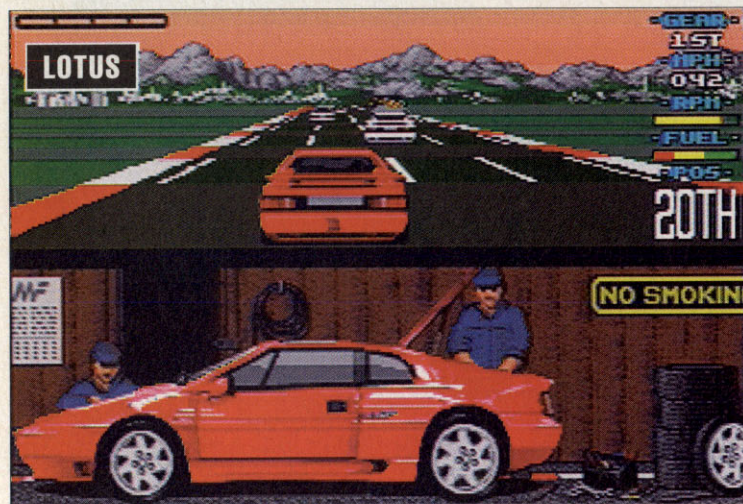
racing games

There are three types of racing game these days. The top down *Super Sprint* style is enjoying a resurgence of interest on the CD32 with *ATR*, *Super Skidmarks* and, the best of the bunch, *Turbo Trax* all chalking up top reviews in recent issues. The 3D 'behind the car' view was pioneered by that classic coin-op *Pole Position* and later *Out Run*. Then there are those which actually seat you in the car giving a first person view of the action. The earliest of these must surely be *Test Drive*. Later such games as *Toyota Rally* improved on the dated original until Geoff Crammond's *F1 Grand Prix* perched itself atop a pedestal and declared itself master of all racing games there had ever been. There it remained for some years and even alongside the texture mapped coin-ops of today — *Ridge Racer*, *Sega Rally*, *Daytona*, it can hold its head up high, such is the degree of realism and challenge. You hardly notice the now-dated looking polygon graphics. Sadly the CD32 has thus far been denied its regal presence.



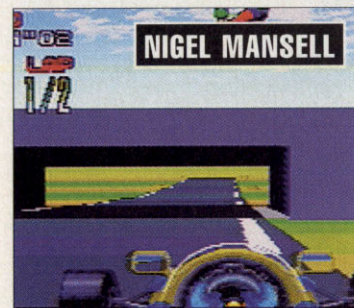
With the exception of *F1*, computer racing games tend to firmly lodged in the arcade side of things. Realism goes out of the window in favour of full-on tyre-burning action. I've already mentioned a few of the top-down perspective games on the CD32 but it boasts a couple of blinding into-the-screen jobs as well. *Bump 'n Burn* I'm sure you're all well aware of. A Gamer Gold in its own right and consequently part of Grandslam's Gamer Gold collection.

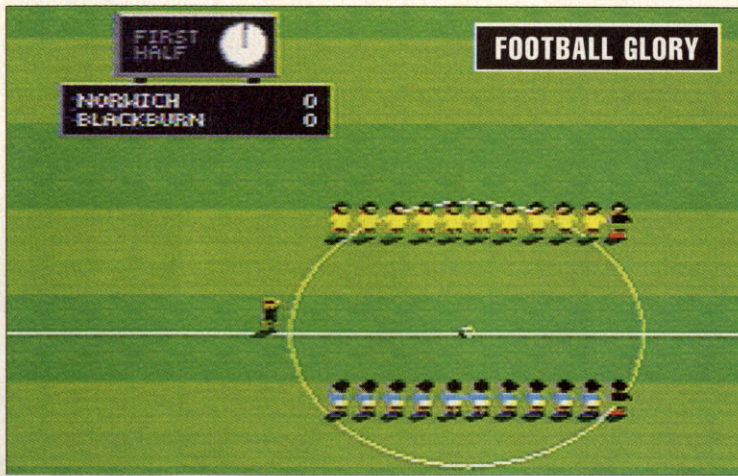
Somewhat maligned in recent years have been the *Lotus* games, available on CD32 in one bumper pack. They've been criticised for being dated and old hat but we at ACG are having none of it. The original *Lotus* was the first (we think) 3D



drive-'em-up to offer split-screen two player racing. Admittedly this one's looking its age now with sparse landscapes and is let down by the fact the one-player game only uses half the screen. Even so it still offers supremely competitive action for two players. The follow-up, cunningly called *Lotus 2*, retains the split screen two-player mode but gives a full-screen display in single player. The graphics have also been much enhanced with the fog level in particular catching the eye. The only turkey is *Lotus 3* which best left in the box!

Recent arcade machines are proving the ever-green popularity of driving games and the CD32 is very well off in this department though whether we're likely to see any major coin-op conversions remains highly unlikely.

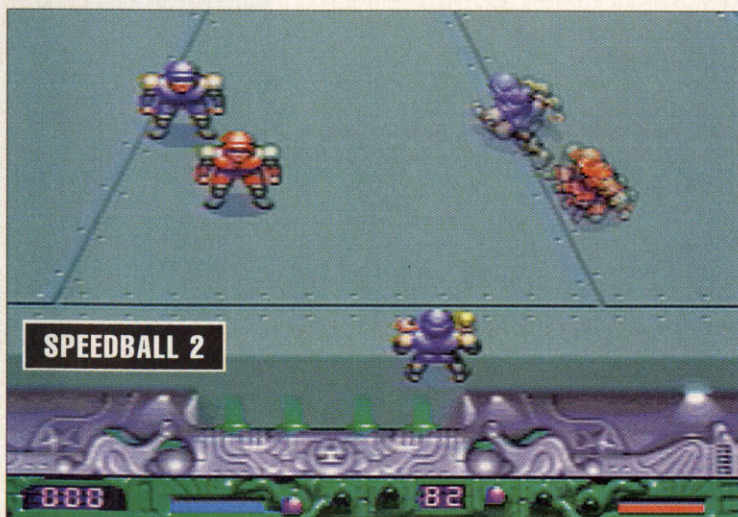




sports games

Sport sims have always been popular right down the year, due in small part I'm sure to the global appeal of the real thing. One of the most simulated sports of all, rather unsurprisingly, is our own national game. Football has been translated onto every format you can think of and, in most cases, more times than time than you could care to imagine.

Right from those bat and ball games on the early consoles which could at a stretch be crude tennis sims, all manner of sports have made the transition with success rates ranging from the dazzling to the downright dismal. All time classics which have appeared on CD32 are *Sensible Soccer* and *PGA Euro Tour* which represent the cream of footy and golf respectively on any format. Both combine fun fast arcade action with all the depth any true connoisseur could ask for. It's strange we lack a decent pixelised rendition of either of the two favourite summer sports. Neither cricket nor tennis has ever really been done justice but the question 'why?' really needs to be asked. Arguably cricket doesn't have such a wide appeal, although *Team 17* could fill the niche with *Final Over* if it ever sees the light of day. As for tennis, well, the reason is far more difficult to fathom. Is this not a sport which cries out to be simulated? It's perfect, yet of all the games on all the formats I've ever played (and that's quite a lot, matey), I've never found a tennis game worth a damn.

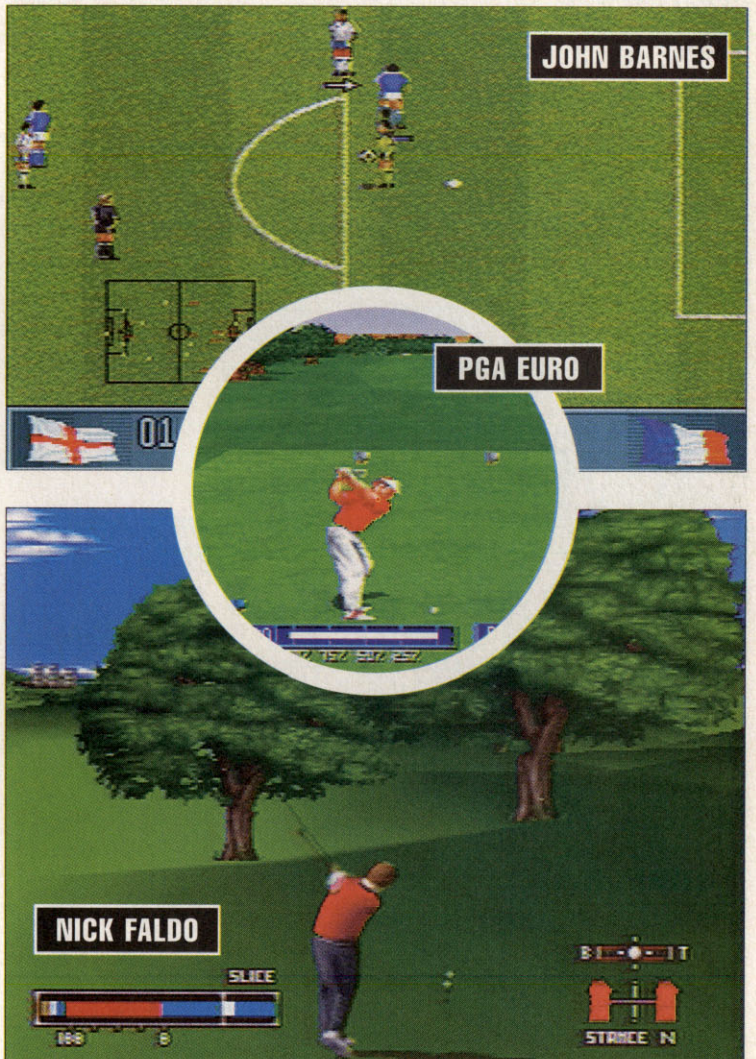


Well actually that's not quite true. There are two I can think of off hand which I could actually say were worth the bother. One is *Smash Tennis* on the Super NES. Cute and cartoony sprites and simple, intuitive controls combined with varied and in some cases interactive backdrops. The other — an ancient game from the very early days of the Spectrum called *Match Point*. Tells you something dunnit?

No sports round-up would be complete without a passing reference to those horrible joystick-wagglers which have now, thanks to the grace of God, gone out of fashion, hopefully never to return. Remember *Track and Field*, *Hyper Sports*, *Daley Thompson's Decathlon*. There's many a joystick lying limp and broken from the constant, unrelenting bashing.

And for something completely different, how about these future sport thingummies. What a good job the best one is on the best console! *Speedball 2* outstrips all the competitions for both violence and finely honed playability.

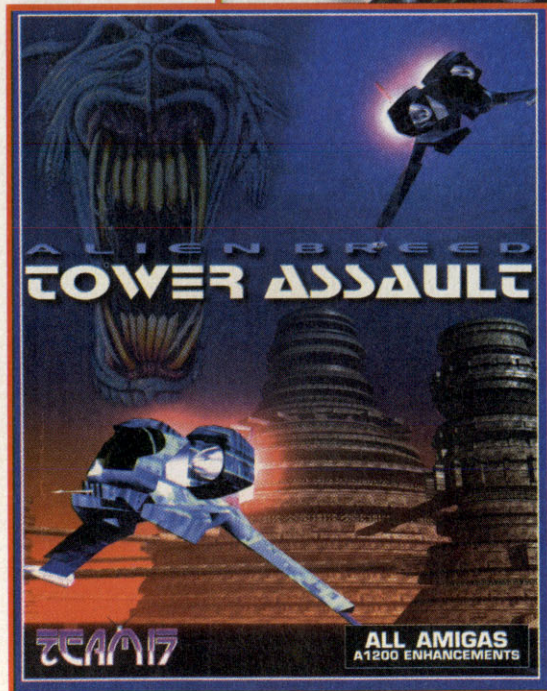
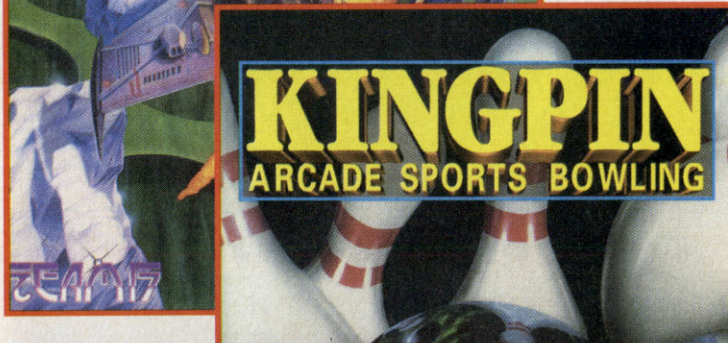
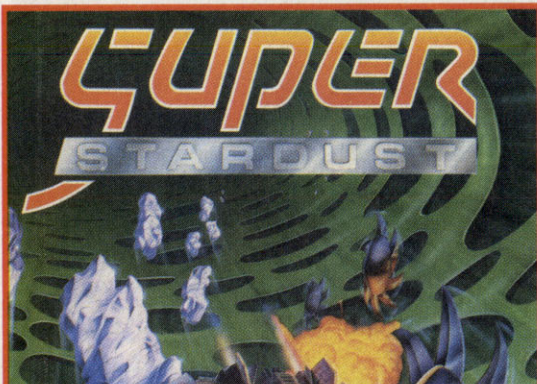
Sports from the comfort of your own armchair — no wonder we're such an unfit race!



THAT'S ALL FOLKS

So there you have it. This isn't supposed to be a definitive guide, or even a complete one. Just a meandering stroll through some of the many styles of game to have given us such pleasure through the years. Many of their like will never be seen again with the new super-consoles ready to take over and change the face of gaming as we know it. But we still have our memories, and no-one can take those away. Sob... And to anyone who sees fit to write in saying we've missed something, don't, alright?

TEAM 17 GIVEAWAY!



There we were, sitting around wondering what we could do for the compo page this issue when suddenly it hit us. Well, the boss hit us actually — for sitting around and not doing any work! Then we realised our old mates Team 17 had been rather conspicuous by their absence in recent months.

Quick as a flash Miles was on the phone and before you could say xednxskaerir he'd negotiated another world-beating ACG giveaway.

We have three first prizes of Team 17 goody bags containing spanking new copies of Tower Assault, King Pin and Super Stardust as well as a spiffy Team 17 T-shirt. There are also six runner-up prizes of a T-shirt so you can let the world know you're a game-player. Be proud and be up-standing!

So to the task in hand. To win you must answer these three taxing questions and complete the tie-breaker that follows in no more than 10 words.

1. What's the name given to the sinister enemy in Tower Assault?

- a) Alien Breed
- b) Al Jolson
- c) Argies

2. How many holes are there in a bowling ball?

- a) XVII
- b) Chumba
- c) III

3. Which famous old arcade machine is Super Stardust based on?

- a) Asteroids
- b) Arse Steroids
- c) Asterix

I trolled on up to Hampstead.....

Send answers on a postcard or the back of a sealed down envelope to: What a nice lot they are at Team 17 compo, CD32 Gamer, Computerfacts, 14A Union Street, Newton Abbot, Devon TQ12 2JS

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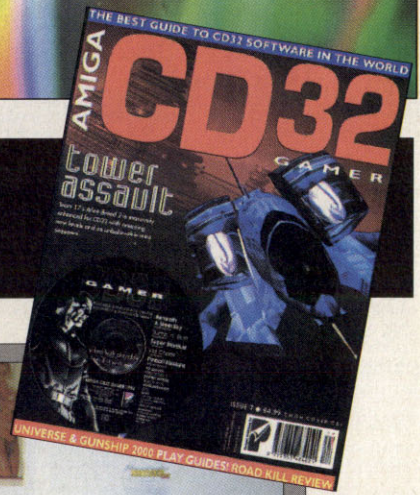
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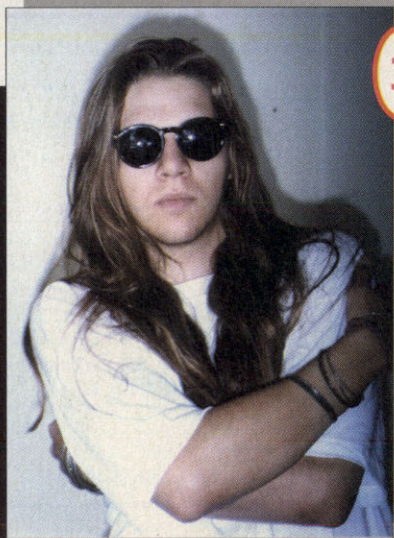
You know, people often come up to me in the street and say 'Hey! Just how do you put that magazine of yours together?' I just turn to them, fix them with a captivating stare and say 'Well, it works something like this...'



The team arrive for work following a sortie to the bacon roll shop wherein are purchased succulent foods essential for sustaining us through the long and arduous tasks ahead. Good 'n greasy!



Bacon rolls successfully consumed and it's down to the serious business of getting the games in. Miles can be seen to have a telephone firmly affixed to his ear for up to four days at a stretch, during which time he is heard to mumble incessantly with only the odd blast of coherence such as 'Ah, nice one mate!'



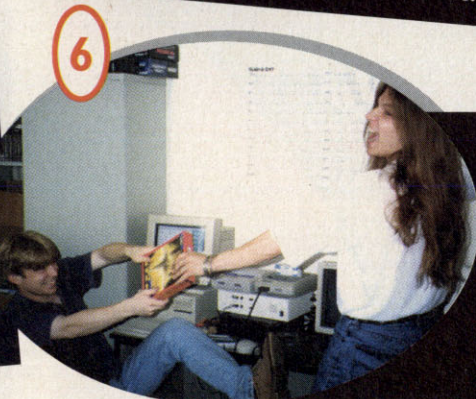
The phone calls are made. Now it's a case of waiting for the stuff to arrive. The various members of the team have their own individual ways of wiling away this limbo period but but posing around the office trying to look hard is a definite fave!



Cor, brilliant! A courier arrives with an intriguing looking package addressed to 'The Editor'. What could it be? Only one way to find out...

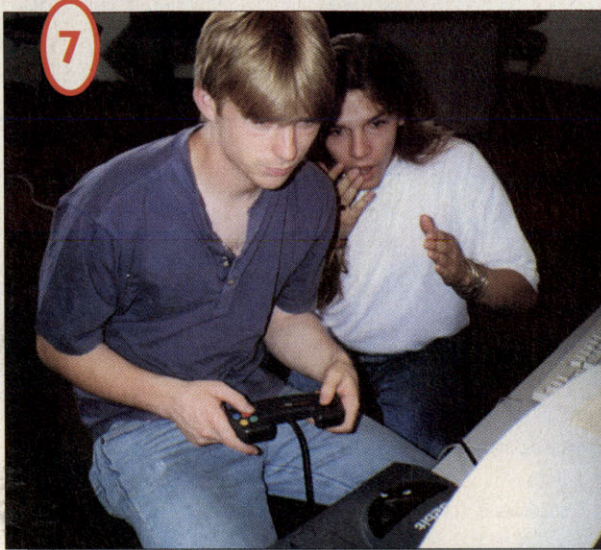


He shoots, he scores! It's a brand spanking new game, all ready for the ACG review treatment. It's moments like these that make the job worthwhile. Just look at that expression of bleary-eyed happiness!



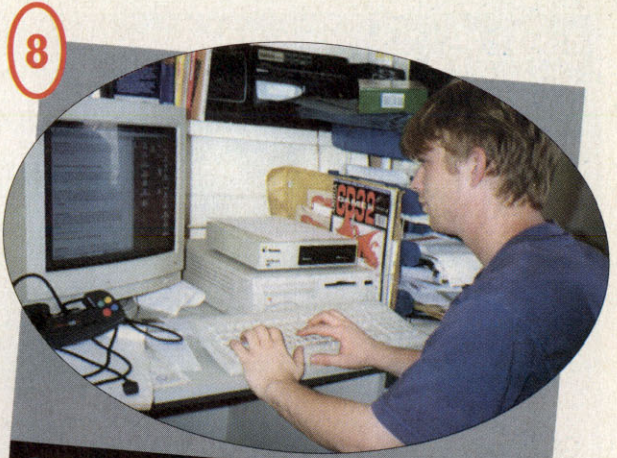
Unfortunately not everything goes smoothly. Both Miles and Jon are equally eager to have first blast on the coveted new title and a spate of fisticuffs ensues. Just don't damage the CD, eh lads!

How do they do that?



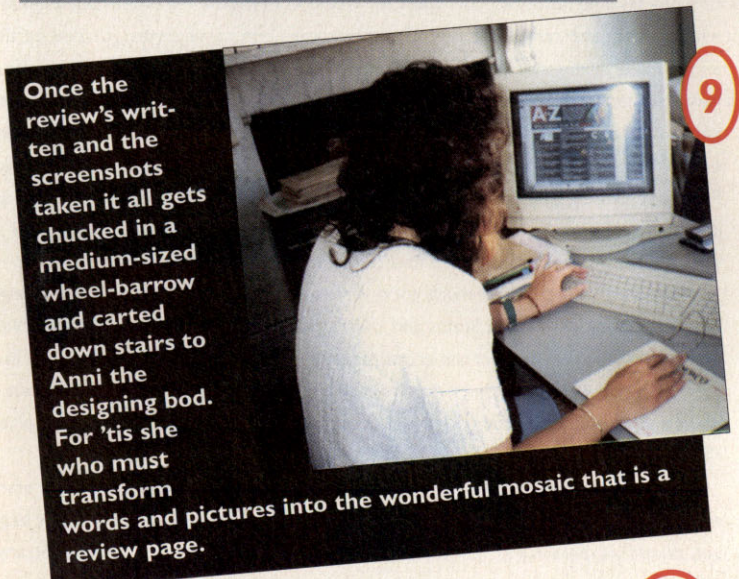
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Having been victorious in the punch-up, Jon settles down to a couple of days of serious playing. An ACG reviewer must check out every aspect of a game in order to write a fair review and if that means staying late then so be it.



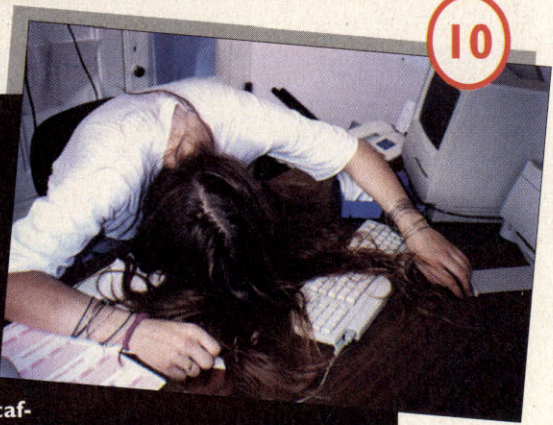
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Once the reviewer has satisfied himself he knows all the ins and outs of the game in hand, it's down to the business of writing the review. Here Jon waxes lyrical.



9

Once the review's written and the screenshots taken it all gets chucked in a medium-sized wheel-barrow and carted down stairs to Anni the designing bod. For 'tis she who must transform words and pictures into the wonderful mosaic that is a review page.



10

Once all the pages are written and designed comes the most horrible job in the world — proof-reading. Even 400 cups of ACME Computerfacts caffeine death won't keep you awake at 5:30 am!

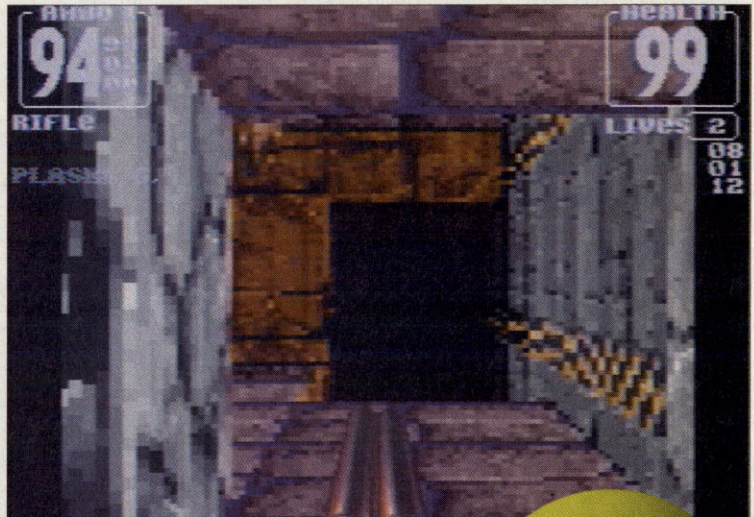


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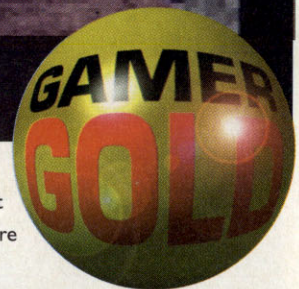
The future's so bright we gotta wear shades! Final printed copies of yet another fine issue worm their way into the office and the team are forced to don shades in their dazzling presence. Now we can all relax for a couple of days, play a few games, catch some rays. Then it's back to stage one to start all over again!

CD review

Manyk may be a small, new company, but after *Fears*, they're gonna be the name on every CD32 owners lips. For a debut game they've excelled themselves and produced something quite mind-blowing. Don't take my word for it, listen to Derek ...



The beginning. It all looks so peaceful, but inside that black void dozens of aliens are waiting to blast you to pieces.



Next up, here, in the words of the Project Manager come whipping master, Keith Wadhamshere is the background blur.

Similar to Frankenstein of older times, Professor Bloodheart believes that by the use of genetic engineering he can manipulate creatures to become his allies in his quest for world domination. He has installed himself within a dark and complex tower of secret rooms and passageways guarded by the unfortunate mutations of his experiments. Captured by Professor Bloodheart you have escaped from his clutches. Your mission... if you decide to accept it (of course you will otherwise you wouldn't be reading this), is to fight your way through hordes of his mutants ever onwards towards your final confrontation with the Mad Professor himself. The Tower is filled with tricks, traps, hazards, stairs, passageways and secret rooms. Scattered around are various weapons and potions to help in your quest as well as heaps of treasure to increase your score.

As you can see its pretty much good versus evil. You against an uneven challenge but at least you have some brains and most of the creatures are pretty thick. With lobotomies done on most of the creatures under very unhealthy conditions and in a mad rush you wouldn't expect many of them to have their wits about them but a few do so take care as you go on a blood thirsty quest to stay alive and rid the place of its resident evil.

The view you get is from a first persons perspective — all now very much standard, and the graphics presented depend on the options you choose. With a large gun thrust out before you (Ed, calm down) you're ready to take on anyone, or anything.

Well folks, number two *Doom* clone hits the scene straight after *Gloom*. This has a French flavour written by a sole programmer, 5 artists and a musician all living near Paris. Now to keep this review neat and tidy lets start at the very beginning. After the game loads up with a pretty psychedelic effect pulsating with the word bomb (the name of the team, not the label) you're presented with a long list of options.

You can go straight into the game, edit the maze, go for a modem option or delve deeper into a separate options list where you can switch the walls, ceiling, walk effect and dithering on or off. Also change the difficulty level and the screen size. Messing with all these will speed the game up if you turn them all off or slow it down with maximum effects, but what's the point. Stick with the default screen and all are selected.

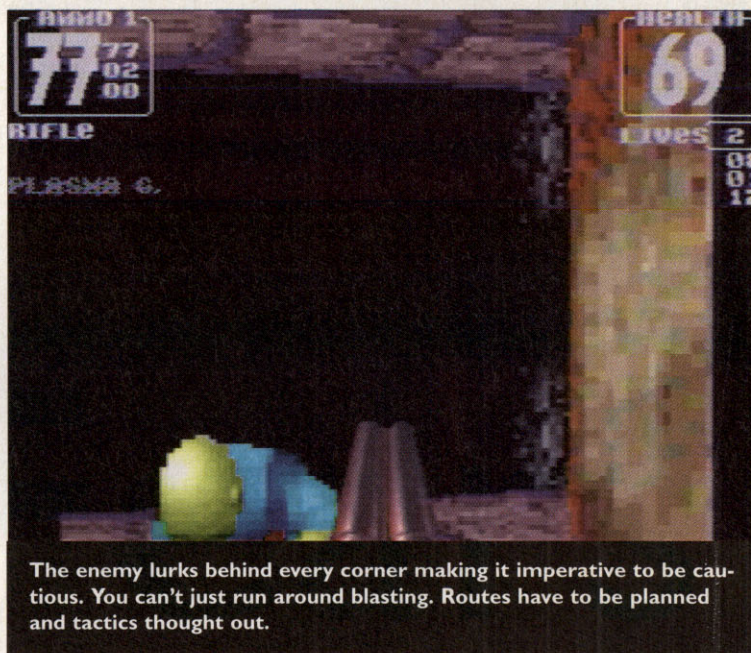




Fears



■ PUBLISHER : Manyk ■ PRICE : £ TBA
 ■ DEVELOPER : Bomb ■ OUT : Autumn



The one striking thing about the game is the superb attention to detail. Whereas in *Gloom* the scenery was pretty much the same, here within 15 yards you have differing textures, the sky will change and there are many subtle touches like shadows. If you look across a large expanse you'll not be able to see too far but as you move closer things get lighter, just like it would in real life. Another impressive feature is the mapping system. Most *Doom* games are fairly simple. You're given a large play area which doesn't take long to suss out where to move and the onus is on action. Here actually finding the doors is as hard as fighting the creatures. It took me a good 30 minutes to progress through the first level. OK, once I'd mapped the areas, which you can see via the key map, it gets easier. You can see a lot of thought has been put into this side of the game. The ammo on hand is also well tuned from a mere sword to a massive machine gun. You not only have to pick up the weapons but the ammo itself. The set-up and style is now well classified and it really is a question of seeing what's on offer here that hasn't already been done before!

The movement of the character is as fast as we shall get on the Amiga and as slick and smooth as you would require, plus you can even run! The game graphics can be constantly changed whilst playing, but like I said this is not required. The usual array of on-screen information, like bullets left in a certain gun, score and life points are big and bold in the corners of the screen.

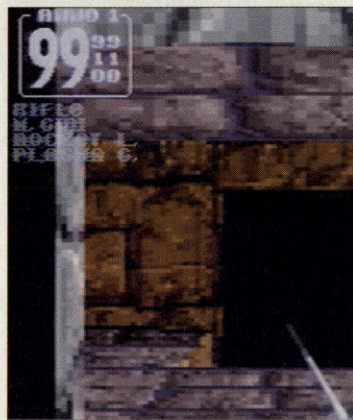
The only part I found hard was actually killing the mutants when I eventually found them. All of a sudden I could see shots and hear noises and by the time I turned around, I was dead.

After persevering for quite a while I did manage to take some baddies out but boy, was it tough. Anyway, to cut a long story short, I had two areas I wanted to find out about the game. One — did it look and run well — YES it did!! And secondly, was it better than *Gloom* and yet again it gets the nod! Actually working my way through the hordes of enemies, defeating the 2 bosses and seeking out the professor can come later. If the game had not passed on the previous two pointers I would have not bothered to continue. So now I shall finish off this review, put the game away and wait for the cold winter nights when I can have a hell of a time with 30 levels, a huge castle infested with 18 or so monsters which incorporates 1.5Mb of graphical data. Now - doesn't that make you feel better? ■ DDF

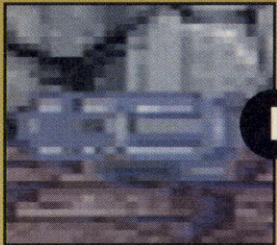




Oh look! Another dead body. We ain't seen one of them for a while. As you might've guessed, there's a lot of killing in Fears.



on the shot ...



1

MACHINE GUN: runs off the same ammo as the shotgun, but churns it out at one helluva pace. For getting rid of bad guys fast, you can't go too wrong with this.



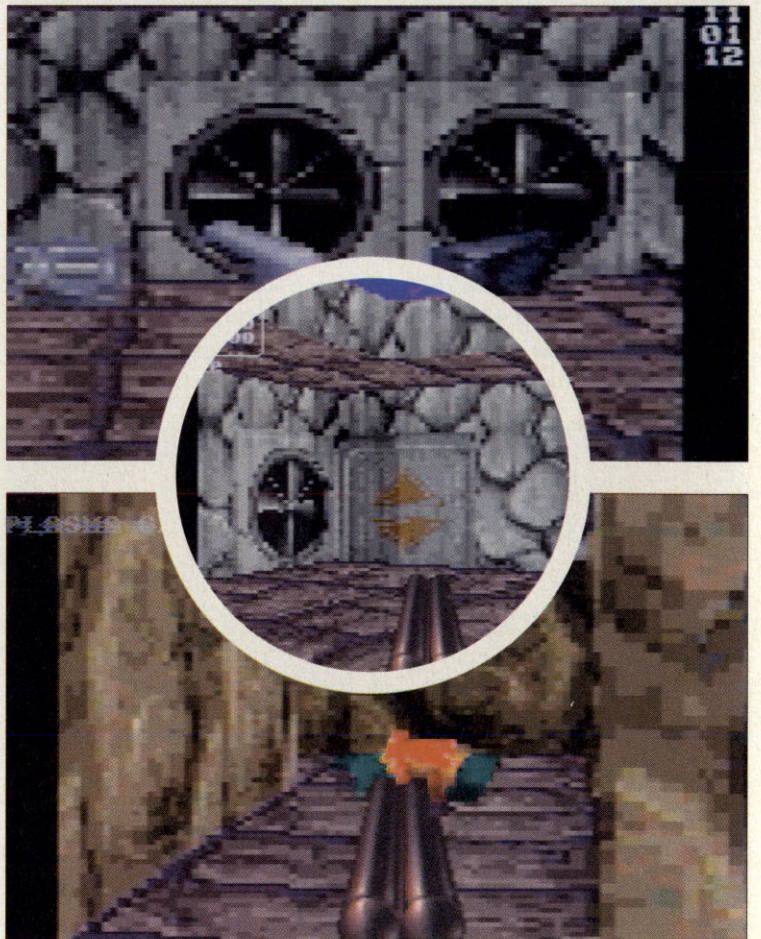
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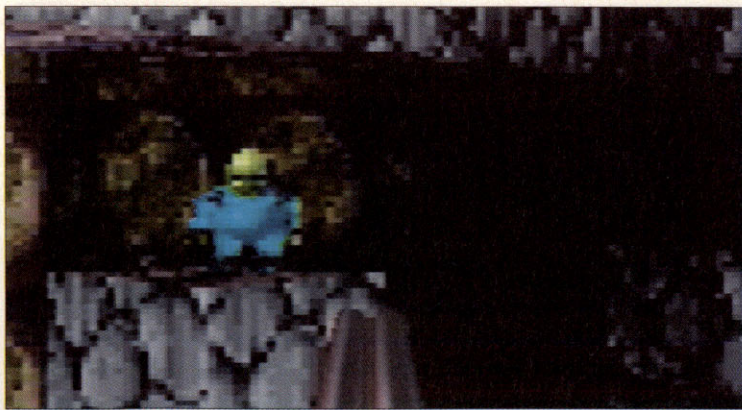
MISSILE LAUNCHER: a cumbersome, but lethal piece of weaponry. It can only fire one missile at a time, but if it finds the mark, you won't be getting any feedback.



3

PLASMA GUN: just what the plasma gun is, we ain't too sure. What we do know though, is that the ammo is scarce and shots have to be fired sparingly. If you hit anything with this, it'll be toast!

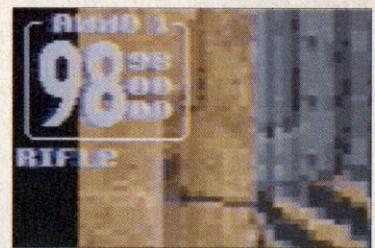
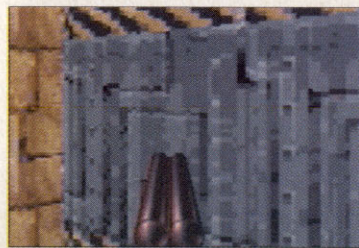




“The one striking thing about the game is the superb attention to detail. Whereas in *Gloom* the scenery was pretty much the same, here you have differing textures and there are many subtle touches”



Now there's a surprise, more dead bodies! And to think I thought this game was gonna be boring.



After having his prized cucumber squashed into pulp, Miles exacts his revenge by blasting every tomato in sight. This one could get messy.

Profile

- 1-2 PLAYERS
- 1 SKILL LEVEL
- ✓ SAVE GAME
- Yes
- ✗ CD32 ENHANCED
- Nope!

PROS: This is about as far as you will get in graphical definition, movement and scrolling on the Amiga.

CONS: Maybe it's a little bit hard, and the maze can be confusing due to its size, though some might consider that to be a bonus!

GRAPHICS
 SOUND
 GAMEPLAY

94%

The compelling fusion of fantasy role-playing and action packed arcade combat makes *Tower of Souls* one of the most exciting releases to come out on the CD32 this year. Having already won over the Amiga press, it arrives amid high expectations, but has a lot to prove if it's to impress the cynical, hard-to-please CD32 Gamer posse.

Do you wonder if Tolkien knew what he was starting when he first sat down and began to pen his classic fantasy adventure, *The Hobbit*? Seeing as he originally only wrote the book and the ensuing trilogy for his son, I somehow doubt it. Nevertheless, since his vivid and breath-taking novels first appeared in the shops, 'fantasy' and all incorporated with it — books, games, figurines and so on and so on — have become big business. Admittedly, Tolkien probably wasn't the first person to dream up a world of Goblins and Demons, but his creations were the catalyst for a worldwide explosion in 'fantasy' merchandise. One such piece of merchandise is Black Legend's latest release, *Tower of Souls*. Although in no way connected to Tolkien's *Hobbit*, or *Lord of the Rings*, a lot of the characters, mysticism and magic wouldn't be too out of place in the company of Gandalf and Co.

One of the fundamental principles of 'fantasy' is the struggle of good against evil. In *Tower of Souls*, player's assume the identity of the good-guy, Treeac and take on the bad guy, the evil dragon Baalhathrok. It all starts when Baalhathrok steals the magical Nydus Crystals that have been protecting the sleepy realm of Chaybore since the beginning of time. With the crystals in his possession and Chaybore lying defenceless before him, Baalhathrok proceeds to execute his evil plans. After setting up a cross-dimensional portal that spans from his fortress tower to Chaybore, he starts extracting the very life-blood from it's green and pleasant land.

For twenty years the land is bled dry of it's life-force, Baalhathrok feeding off it, gaining strength with each passing day. The harmless people of Chaybore are powerless to prevent it, but hope lies in the prophecy of a wise old man. On the second full moon of the twentieth year a saviour will arrive. Cue (drum roll please) Treeac and his unfeasibly large Biceps. Can he enter the Tower of Souls? Can he thwart the evil



dragon? Can he save the day? Can he? Can he? Can he? Only time will tell. Essentially the aim of *Tower of Souls* is to roam around Baalhathrok's castle in search of the dragon. Once found he has to be slain. As well as this, players also have to find the pumps that are drawing the life-force from Chaybore and also retrieve the stolen Nydus Crystals. With over 125 extensive map areas spread over several floors this is no easy task. That's not all though. The task is made all the harder by the countless goblins and ghouls out to kill you and all the tricky, mind-bending puzzle bits and secret chambers.

Exploring, collecting, spell making and the occasional bit of hacking and slashing makes up the majority of this game. The rest is made up of picking locks on doors and chests, figuring out ingenious devices used to conceal hidden chambers and performing other menial tasks.

RPG's have come a long way in a short time, with fancy graphics, smart plots, vast playing areas and some puzzling, er puzzle bits. Underneath it all though, things haven't changed too much from old classics like *Staff of Kanath* on the C64. Okay, the graphics look like a Constable landscape next to a Jon Evans stick man special, but the actual games have very little difference — run around, kill lots of 'orrible goblins, search for all sorts of different objects and hey presto, job done! Not that I'm suggesting this is easy, but there's not exactly much innovation to it!



Worried about getting dust in his hair, Treeac casts a hair-net spell.



Tower of Souls

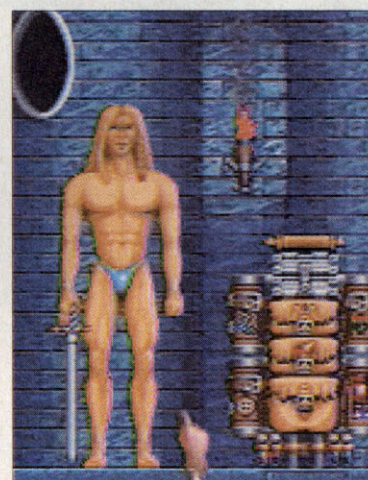
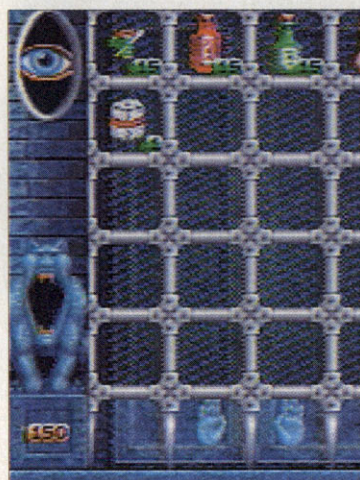


■ PUBLISHER : Black legend ■ PRICE : £ TBA
■ DEVELOPER : In-house ■ OUT : August



It's not all samey, samey with *Tower of Souls* though. There's a few interesting aspects to the game, like the spell casting. Players can collect all sorts of ingredients as they roam around and with these, four types of spells can be conjured up — Morphing, Attack, Defence and Equipment. Nowt much special there you might think, but players actually have to make the spells. Treeac carries a mind-boggling spell machine in his back-pack, which must be used when you want to cast a spell. Basically, all the ingredients have to be minced up, then a bit of blood and water added, it's all given a few shakes, then the magic words have to be said, 'hocus bogus' and whammo, you've got your spell.

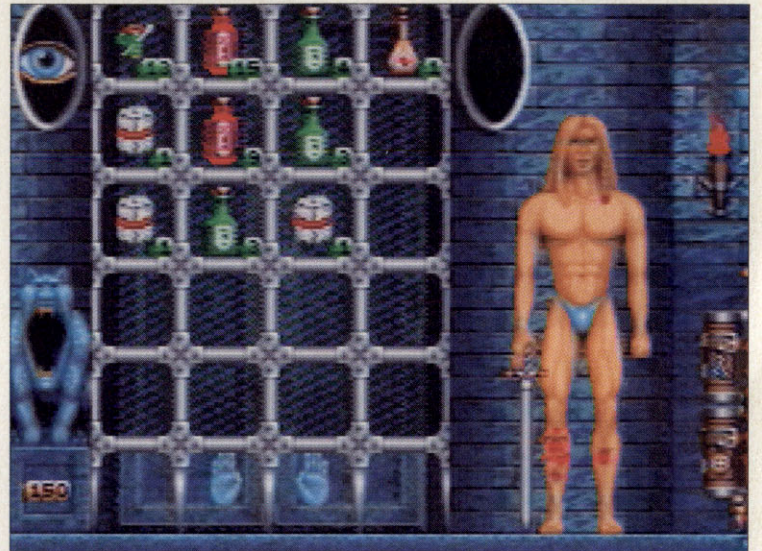
Casting a few spells ain't gonna keep anybody happy for long though, no matter how ingenious they are, and once the novelty has worn off, there's very little else to the game that hasn't already been seen before. In the end *Tower of Souls* does nothing wrong - it plays well, looks okay and sounds okay, but that's just it, it's okay, nothing special. Like *Football Glory*, Black Legend's last release, *Tower of Souls* promises plenty and delivers a polished and fun if derivative product. ■ JE



Unlike other RPG's, opening doors isn't just a case of walking into them and watching them spring open. Keys have to be turned and if you ain't got any keys, just pick the lock!



With only the candlelight to guide him, Treeac searches around the dungeons of Baalathroks lair. A vigilant eye is needed to spot all the hidden switches and doors.



Spell Machine

WATER: To compliment the herbs in your witches brew, a few drops of water have to be added.

BLOOD: An essential ingredient to any good spell. Be warned though, it's your own, so use it sparingly.

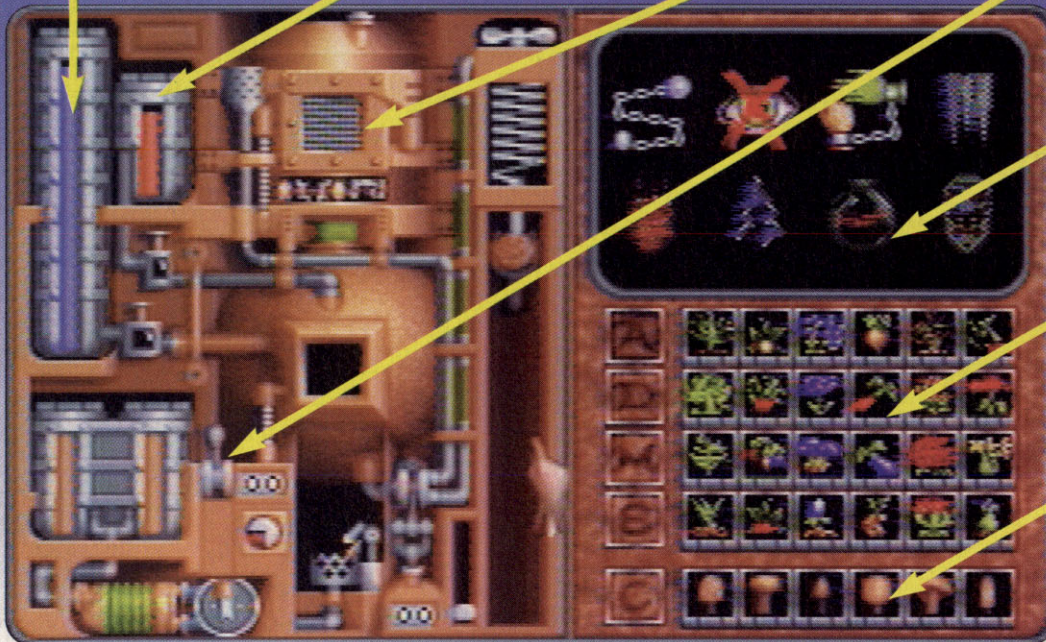
MINCER: All the ingredients for a spell have to be put in here. They'll then be minced up, ready for use.

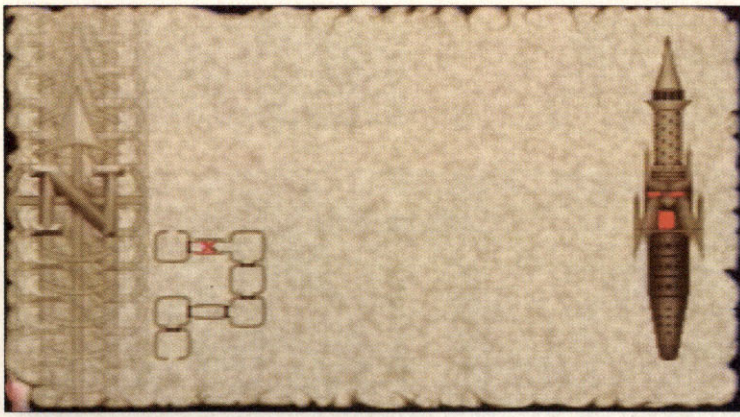
STARTER: After adding all the herbs, mushrooms, blood and water, press this button to start the machine.

SPELLS: Players can check on this screen what spells they have the ingredients to make.

HERBS: An abundance of herbs can be picked up in Tower of Souls. Every one has a use!

MUSHROOMS: One of these is needed for each spell, but they are rare and hard to find in the castle.





“Casting a few spells ain’t gonna keep anybody happy for long and once the novelty has worn off, there’s very little else to the game that hasn’t already been seen before”



A vicious looking dragon challenges our Miles to a bad breath contest. Miles won!



Profile

<ul style="list-style-type: none"> PLAYER SKILL LEVEL X SAVE POSITIONS ✓ CD32 ENHANCED <p>Better sound</p>	<p>GRAPHICS</p> <p>SOUND</p> <p>GAMEPLAY</p>
---	--

PROS: Massive game, loads of spells, tons of hacking and slashing. Intriguing puzzle bits

CONS: For such a massive game, the lack of a save, or password facility is a real bogus point. Irksome control of the main character.

84%

Rummaging around all my old CDTV titles I was curious to find out how many worked on my CD32. Whilst looking through the pile I spotted two games that stood out! One I cannot remember playing and the other one I was shocked to see was in my collection. Everyone has been asking when *Xenon 2* will be released on the CD32 and low and behold I had had it for four years on CDTV. The other one was a spiffing detective adventure *The Case of the Cautious Condor*. Read the next two reviews and you're in for a pleasant surprise.

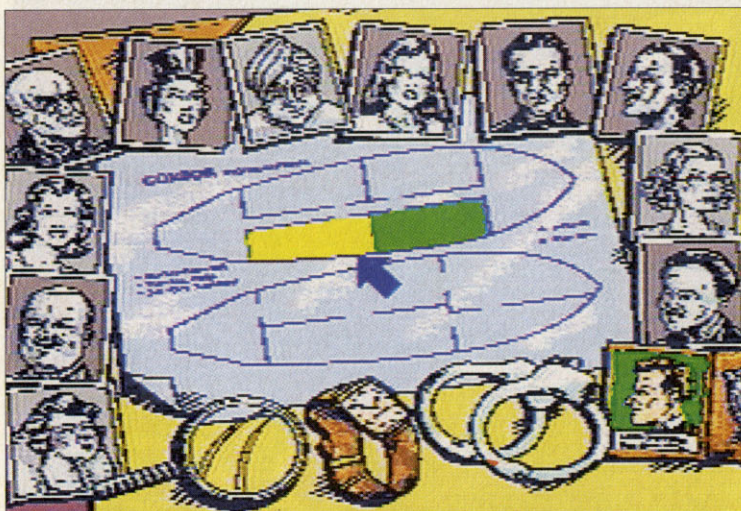
This may appear a bit of a cop out reviewing a game that is after all about four years old but hey, the CD32 wasn't even around back then. This is actually a CDTV title and before you say anything, it's one of the neatest little adventure-cum-detective games on the machine. Its unique style and captivating story is as good as any product around at the present!

First off let me tell you it's 100% CD32 compatible and fairly easy to obtain (search out the ads in any Amiga mag for CDTV titles). Originally the player would use a mouse but the joypad works perfectly.

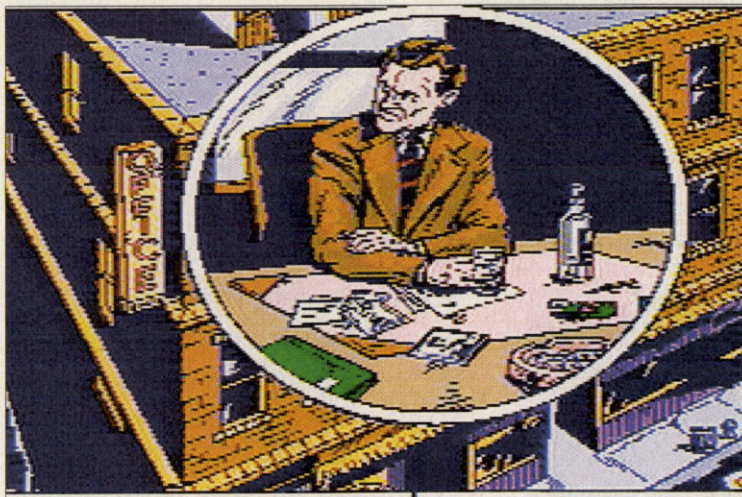
One of the striking things about the game is it's a neat rejig of a '30s B movie with comic strip graphics and a Bogart narrative right through the game. There's no text but the constant amusing dialogue gives the game that extra appeal.

There's a cast of 12 characters and you assume the role of an amateur sleuth. Other characters in this cluedoesque saga are Prince Farouk — the Prince of Egypt, Francois Leclerc — a wealthy French wine dealer, Okanjo Kudasai — world renowned dealer in oriental arts, plus a cast of extras fit to grace any film.

It is the summer of 1937 and the dark clouds of war are gathering on the distant horizon but enigmatic industrialist Bronson Barnard has other matters on his mind. To launch the maiden flight of his latest triumph — the magnificent flying boat, Condor. Barnard has invited a very select band of people to celebrate this transatlantic jaunt from Baltimore to Lisbon. To cut a long story short the host is



This here is where you move about the game. The diagrams represent the two decks of the Condor. Clicking on any of the rooms takes you right there.

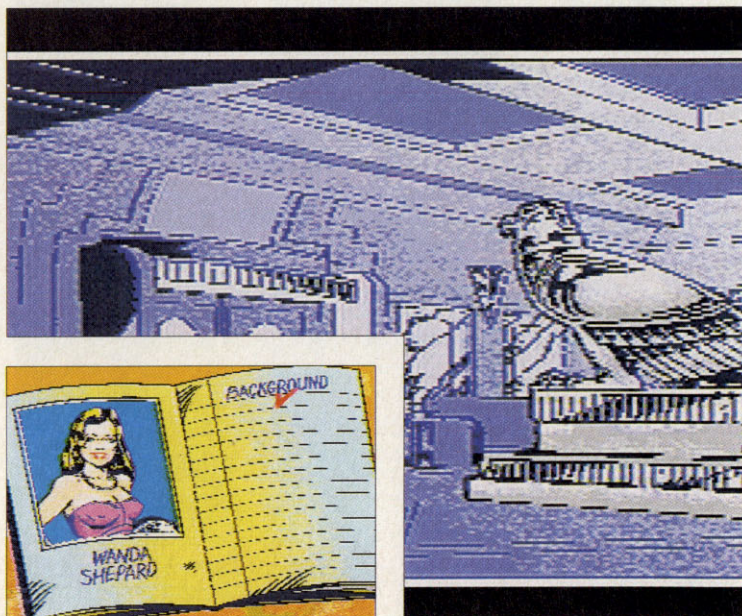
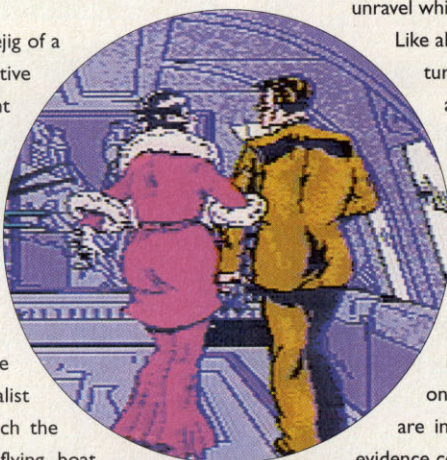


getting set to trap a murderer. Bronson's purpose is to demonstrate his abilities as a detective to help an old friend expose the killer of a US Customs official who just happened to be his own illegitimate son! Intriguing, eh?

The down side of all this is that Bronson suffers a heart attack and it is now that Peters (you) takes over. With a mere 30 minutes before the plane lands you must unravel which of the passengers aboard is the killer.

Like all good adventure games, and this is more than any old adventure, you must gather evidence, explore rooms of the Condor and talk to guests. Meanwhile everyone else is having a whale of a time. Having found the blueprint of the plane you must guide Peters around the floor plan by merely clicking on the location you wish to visit. The clever way you can move from room to room, summarise accounts of the information you manage to retrieve and hear the narrative of what you are doing is excellent and really adds to the game's overall ambience.

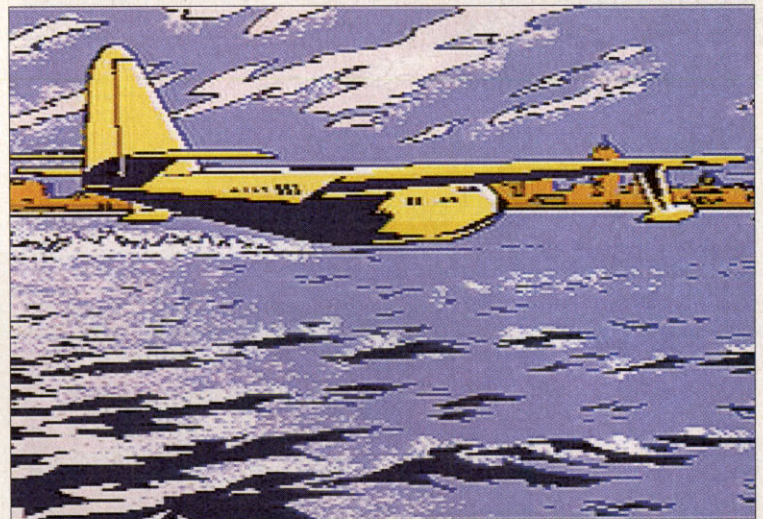
Photographs of the guests appear on Peters' desk and clicking on them produces information. If they are in colour then they are in the same room otherwise they are elsewhere. Collecting evidence comes by simply moving around and yet again you hear Peters' thoughts as he contemplates the significance of the details which are placed in the Detective's notebook for you to constantly review and cross-reference. More infor-



The Case of the Cautious Condor



■ PUBLISHER : Airwave Adventures ■ PRICE : Varies
 ■ DEVELOPER : In-house ■ OUT : Now



The Condor takes to the air for its maiden flight. Now all the passengers are trapped. There's no escape for the guilty one amongst them but half an hour doesn't give you much time to gather evidence without which you can't make an arrest.

mation is divulged via the pics of all the on-board passengers.

Using a magnifying glass allows you to search a room and if you find a suspect you need to handcuff them. There's no point doing this to everyone however as if you don't have enough evidence they'll just deny it!

To solve the mystery, Peter must be in the right room at the right time to collect three pieces of vital evidence to extract a confession from the villain. Although there are many hours of scenes squeezed into the adventure you will experience only a few of these in any one play session so in effect it will take a fair amount of time to solve and you must work in a very sequential way.

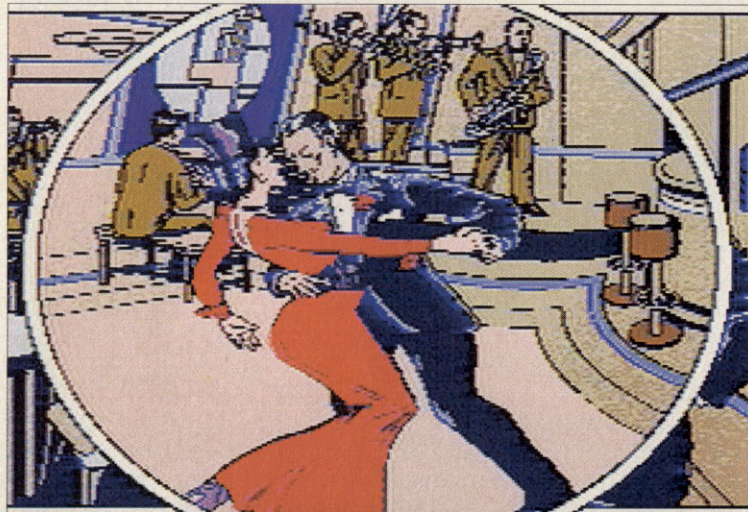
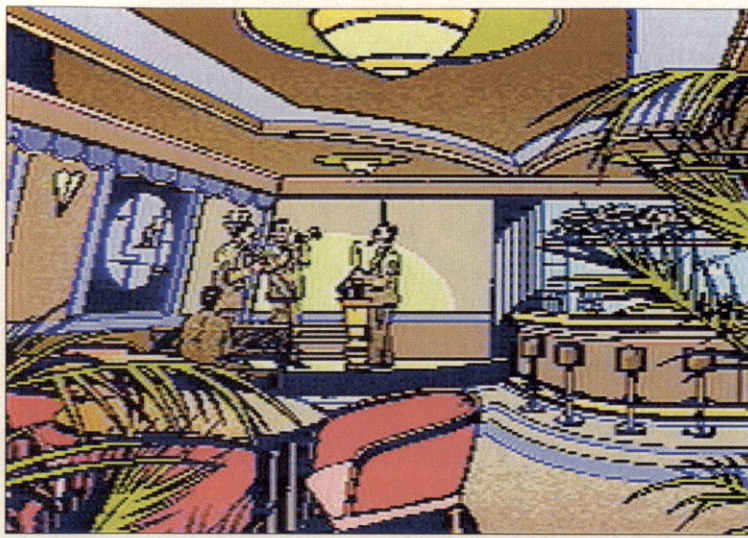
It is quite hard to believe this game is knocking on so much. Its format is highly original. OK, some people may not like the style of graphics but this is to enhance a certain feel.

With nearly 2 hours of narrative, easy move and click interface and some wicked humour the Condor is well worth hunting out! ■ DDF

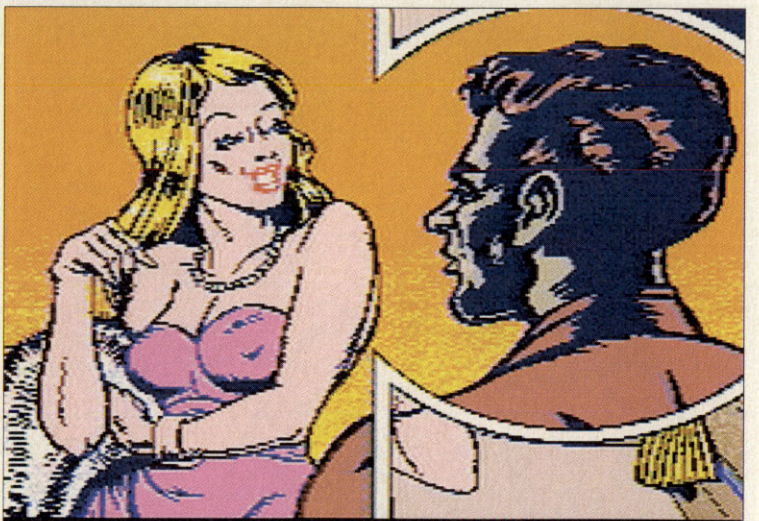
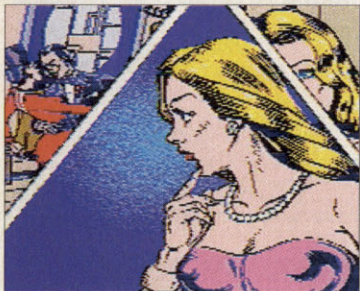
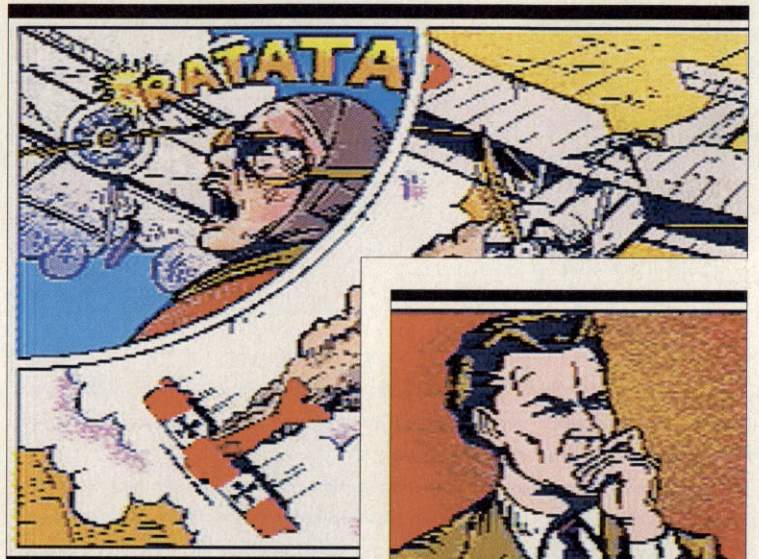


Our intrepid investigator Ned Peters tackles the frumpy and stuck up Lady Waddington. Now then, my dear. Where exactly were you on the night in question?

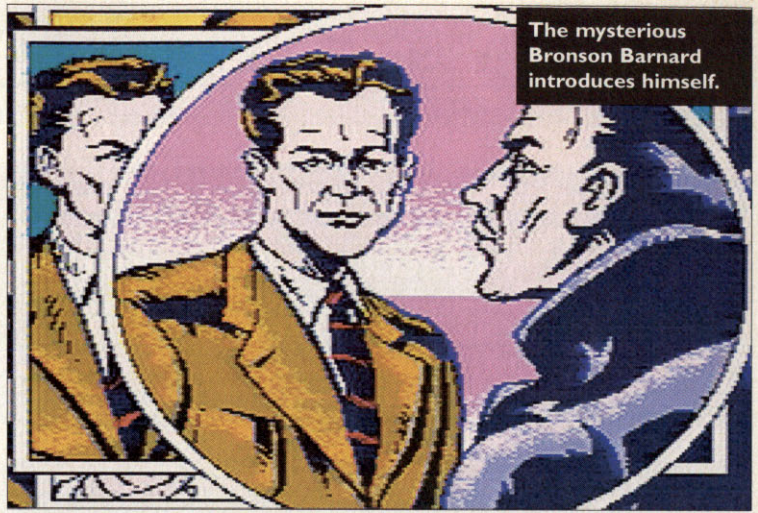
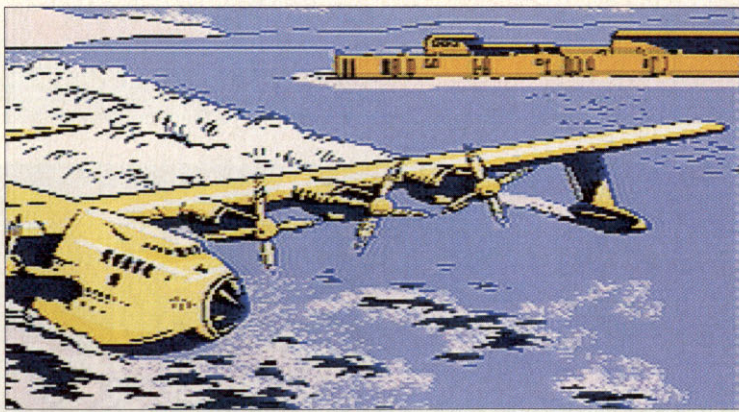




The guests Tango the night away, unaware of the mystery unfolding around them. At this point the cheeky fellow steals an opportunity to look down his partners dress — the scamp.



This lass is an aspiring Hollywood starlet with plenty of front but not much talent to back it up. A definite victim of the casting couch if ever there was one.



The mysterious Bronson Barnard introduces himself.



"It is quite hard to believe this game is knocking on so much. Its format is highly original. OK, some people may not like the style of graphics but this is to enhance a certain feel."



Despite time rapidly ticking away our hero takes every opportunity to adopt a heroic and manly pose. Just look at that square jaw, chiselled nose flashing, determined eyes!

Profile!

I PLAYERS
N/A SKILL LEVELS
X SAVE GAME
Nyetski
✓ CD32 ENHANCED

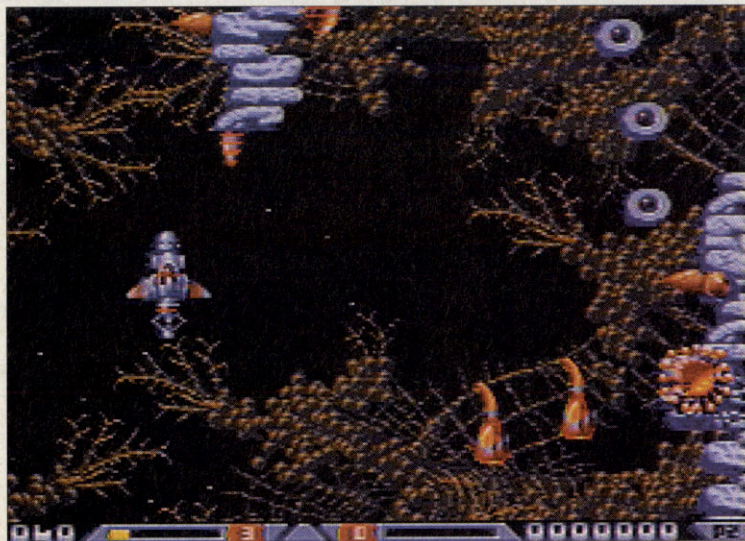
GRAPHICS
SOUND
GAMEPLAY

PROS: An intriguing plot and original game design will get you hooked from the off. No danger of the seen it, done it scenario arising, because you won't have!

CONS: Those with a less ordered mind might find the going a bit tough. As with all adventures a sense of logic and some degree of patience and perseverance is called for.

80%

Had enough of shooting down endless swarms of pesky alien spacecraft in the endless voids of the cosmos? Why not go back inside yourself? Honestly, if I didn't know better I'd say this Bitmap Bros classic takes place inside a living, breathing being. We sent Derek Dela Fuente, scalpel in hand, to check it out.



Here we go — the awesome power of Super Nashwan. It only last for ten seconds but for those ten seconds you can rest happy in the knowledge no-one in the world can touch you!

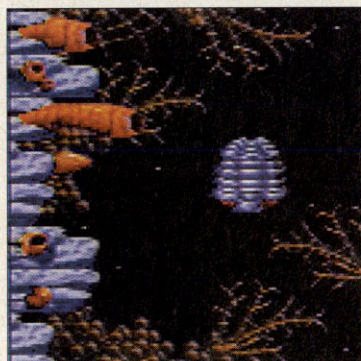
First of all this CD TV title works perfectly on the Amiga 32, no crashes and above all it is as good as any blast em up you will see on the CD32. With much reservation I thought it might be slow or look shabby but if I was told this was just released I could well believe it. Now the following review was written a good 4 years ago and everything I said is still applicable. So let's go back.....

(Meandering music plays as the page goes all swirly. Suddenly everything's in black and white...)

The Bitmaps have done it again. They've come up with a humdinger of a shoot-'em-up that'll keep you glued to your monitor for hours. Not only do you get a graphical experience with oodles of weird and wonderful space craft and alien forms but the music is by Bomb the Bass.

The basic premise behind the game is to blast everything in sight, pick up all the icons that appear when you zap a series of baddies and move on. Get hit too many times and your ship explodes but if you're tough enough you'll make it to the end of the level to face the BIG bad boss creature. Fairly simple!

With so much on-screen there's sometimes a slight loss of speed but this is more than made up for by the great variety of attackers constantly spiralling onto the screen, cluster around your small but gradually enhanceable ship and put the onus on the player to evade and shoot!



This is one of those games that really does get better as you progress and you'll only do that by learning where the danger areas are situated. Innocent rocks start to spew bullets as you move past and undulating parts of what initially appear to be inanimate scenery come to life!

Make it through each part of a level and you can visit the local pick-up shop to grab some more powerful weapons in the form of shields, energy, smart bombs, etc. All this hardware costs plenty of dosh and this you pick up in the form of coins along the way by defeating a wave of enemies. You also find more powerful pick-ups but you must be quick to move your ship over the icons that sail past and only appear on screen for a short while.

The journey of discovery will take you through five time zones with increasing difficulty but the less proficient player can set the default play to easy as opposed to medium or hard that are selectable at the start of the game. Each level has distinctive scenery and life forms and they get nastier as you move onwards. The most effective weapon you will find, apart from a smart bomb, is a 4 way shooter and this really clears the screen quickly. Speed ups, advice and invincibility for 10 seconds are also options.

This is a great shoot-'em-up that will have even the best players using tactics, evasive and straight forward shooting to obtain, money, a big score and progression to the last of the five devious levels. Big, bad enemies are everywhere and surprises galore are in store.

Xenon II

Mega Blast



The music and sound effects are also well above the normal high standard we have become accustomed to on the Amiga. Brillllllliannntt!

(More sinister music and the page swirls back into modern day colour...)

So that was what we thought of it four years ago. The question is has it stood the test of time. The answer must be a most emphatic YES!

The scrolling can at time seem a little jerky but that doesn't detract from what is an essential blaster. In any case it's only normally in the parallax and the fact that it's there at all is a bonus. These type of things have slipped a little out of fashion in recent times and apart from Team 17's *Project X* their hasn't been much in the way of scrolly shoot-'em-ups to illuminate the CD32. In fact I can't think of any off hand which employ the vertical style.

The power-ups remain to this day incredibly impressive. Nothing like the awesome *Super Nashwan Power* has appeared since. For about ten seconds your ship becomes the single most powerful entity ever to inhabit a computer game. It may not last long but, as they say, it's quality that counts. Quality and the size of your weapon. And that's another great plus. When you get a power-up you actually see it



The shop pops up in the middle and the end of each level and allows you to buy a variety of add-ons for your ship. However, more of all that a bit later on.

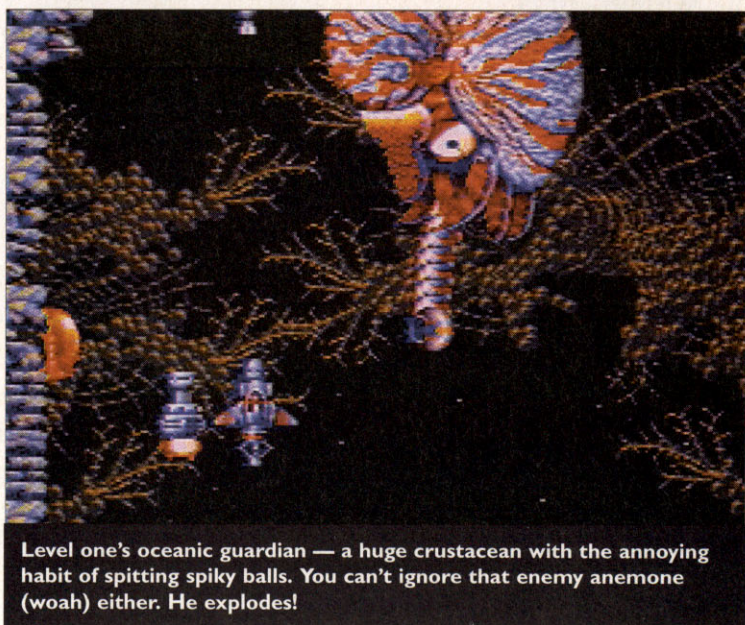
■ PUBLISHER : The Bitmap Brothers ■ PRICE : Varies
■ DEVELOPER : In-house ■ OUT : Now



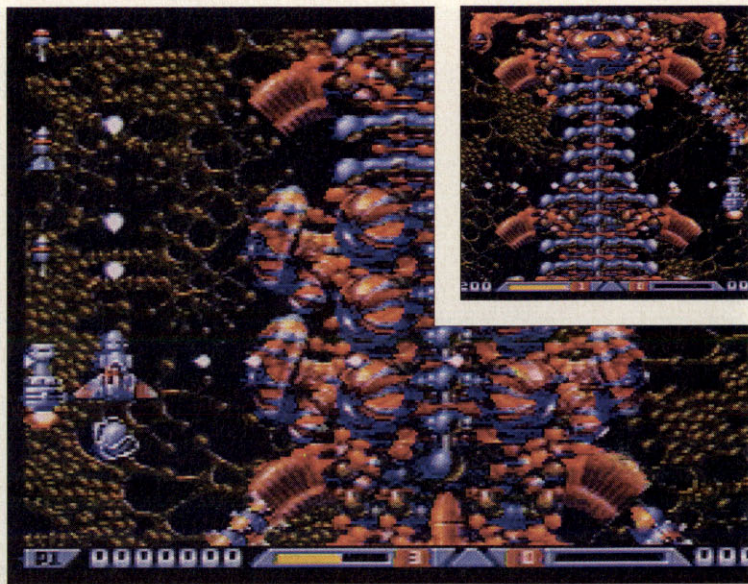
bolt itself to the side of the ship making it look very mean indeed. It's only a touch, but one which works really well.

It's just so polished it's quite hard to believe just how long it's been since it originally came out on the old A500 and puts many CD32 releases to shame. Then again what more do you expect from the Bitmap Brothers. We've already got two of their classics on the CD32 in *The Chaos Engine* and *Speedball 2* and this makes it a trio of top titles.

Go on — treat yourself to a slice of history and one of the best shooters you're ever likely to play. *Xenon II* — it certainly is a Megablast! ■ DDF/MG



Level one's oceanic guardian — a huge crustacean with the annoying habit of spitting spiky balls. You can't ignore that enemy anemone (woah) either. He explodes!

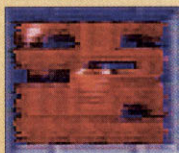


power-ups to the people!



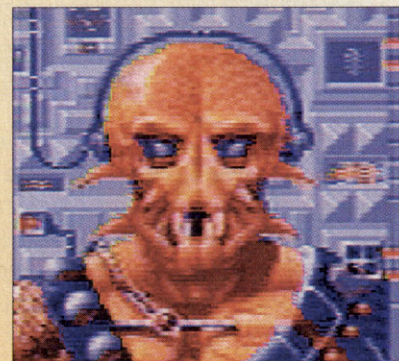
ADVICE

It sounds all well and good but for 200 quid it's a con!



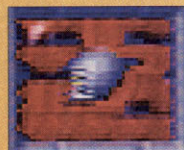
HEALTH POWER ONE

Replenishes a small amount of your energy before you continue.



SHOPKEEPER

The is your friendly assistant. His name's Colin and he'll help you in any way he can.



AUTO FIRE

As you might expect, gives you an increased rate of fire.



HEALTH POWER TWO

Same as health power one only it gives you more energy back.



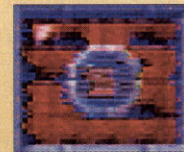
BIG MINE

There used to be loads of these in Wales, but the Tories closed them all!



MINE

Not until you've forked out 1000 quid it ain't, matey skip!



SIDE SHOT

Increases your arc of fire — a very useful piece of kit.



DOUBLE SHOT

If you really need this one spelt out to you you are indeed sad.



POWER-UP

That's what this box is about — power-ups, just like this one.



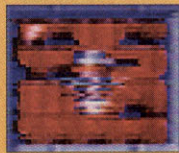
SPEED-UP

Believe it or not, this little fellow makes you faster!



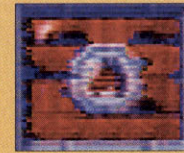
ELECTRO BALL

This sort of buzzes around the ship and kills any nasties it touches.



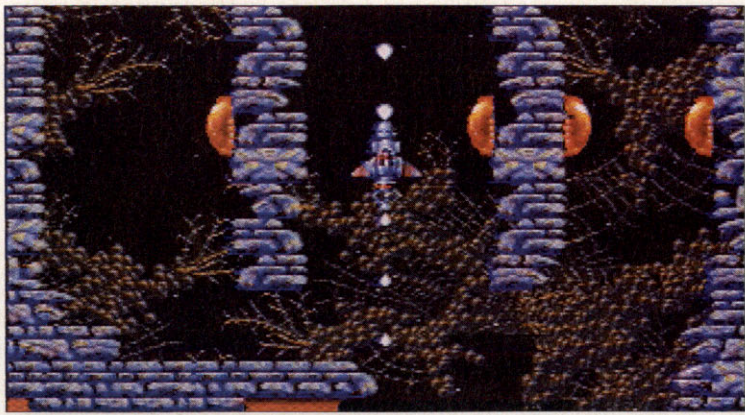
REAR SHOT

Not to be confused with a hepatitis jab, stops 'em getting on your tail.

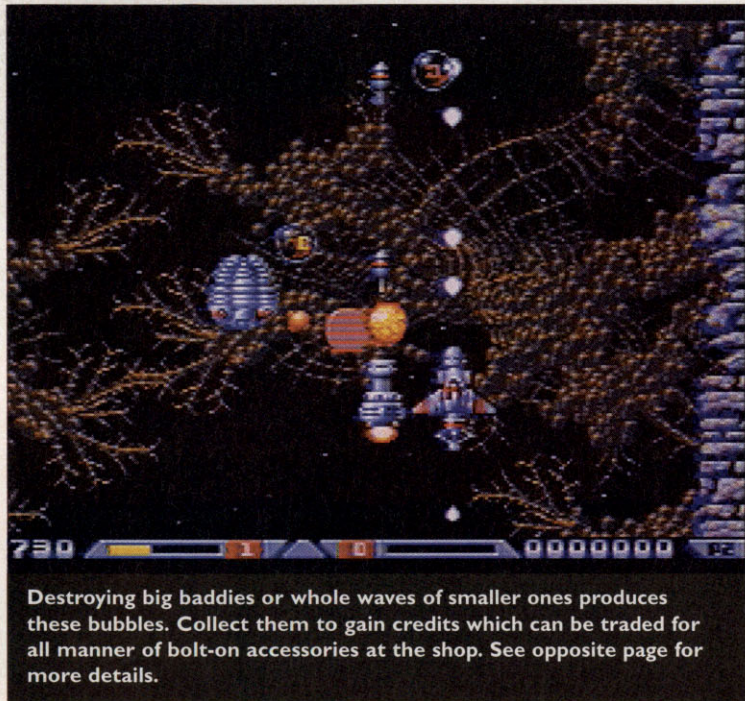


SUPER NASHWAN POWER

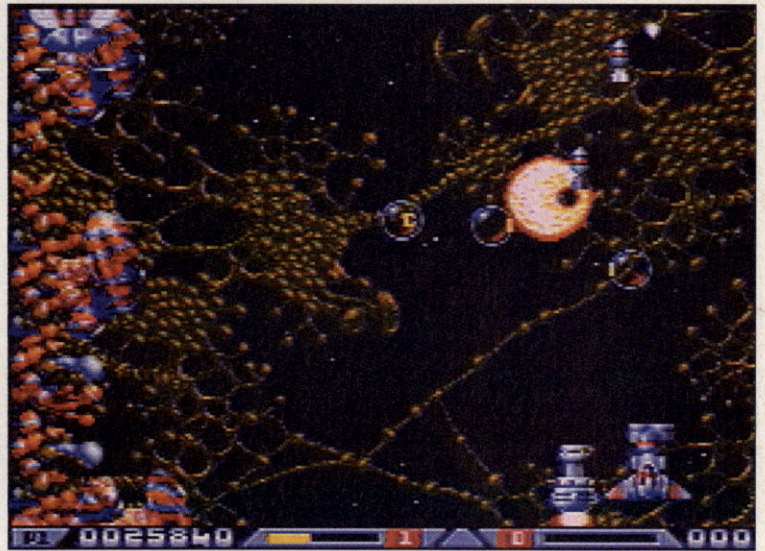
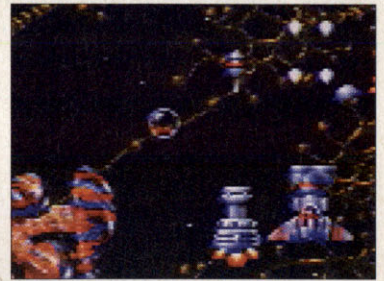
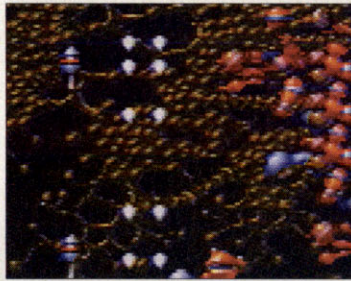
Just look at the screen shot...



"It's just so polished it's quite hard to believe just how long it's been since it originally came out on the old A500, and it puts many CD32 releases to shame"



Destroying big baddies or whole waves of smaller ones produces these bubbles. Collect them to gain credits which can be traded for all manner of bolt-on accessories at the shop. See opposite page for more details.



Profile!

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- X SAVE GAME
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GRAPHICS



SOUND



GAMEPLAY



PROS: A gem and one that has possibly been missed by CD32 gamers. Great graphics, thumping sound, stupendous power-ups.

CONS: Perhaps a tad easy. The scrolling can be a bit jerkier now and then and there is occasional slow down when there's a lot going on on screen.

88%

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CD32

GAMER

PLAYING TIPS

Boy, do we have a load of goodies for you this month? Yes indeedy. The fiendishly tricky Gamer Gold from last month - *Turbo Trax* - tamed. Also guides to *UFO* and *Vital Light*, and classic tips with *The Chaos Engine* and *Myth*. Are there any other old greats that are still giving you a headache? If so drop us a line and we'll put our team of crack crackers onto the case right away.

CD32 TIPS INDEX



48 TURBO TRAX

tips

Some hints to help you along the way with Arcane's rip-roaring racer.



52 CHAOS ENGINE

general

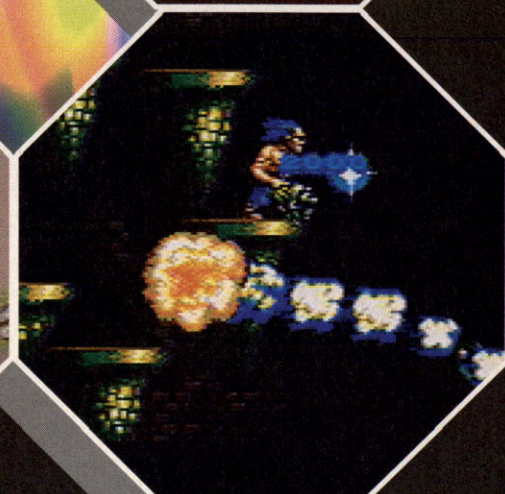
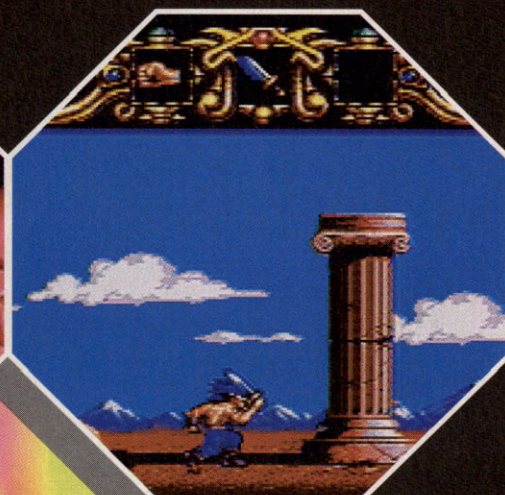
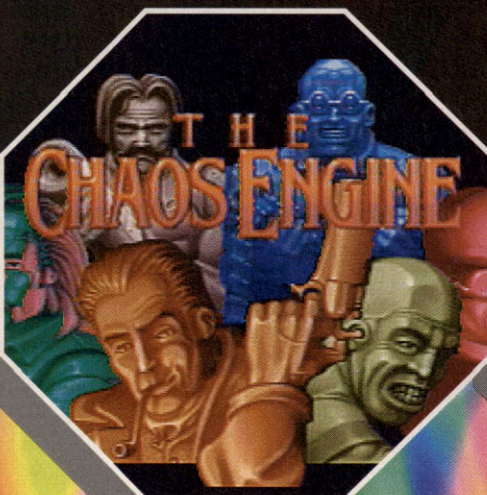
A collection of general pointers for the Bitmap's blaster.



54 MYTH

tips

A complete solution to the first five levels of this eerily atmospheric game.



Hey, the dude with the clues is back. Yeh, that's right, Jon has returned.

After his award winning tips on *Pinball Illusions* and *Power Drive*, a mag without his profound words of wisdom would be like a ship with no hull. So, armed with more tips than John McCririck, Jon is press-ganged back into CD32 Gamer service and now brings you some top gear, top tips on *Turbo Trax*, the latest racing sensation sweeping the nation.

Turbo Trax

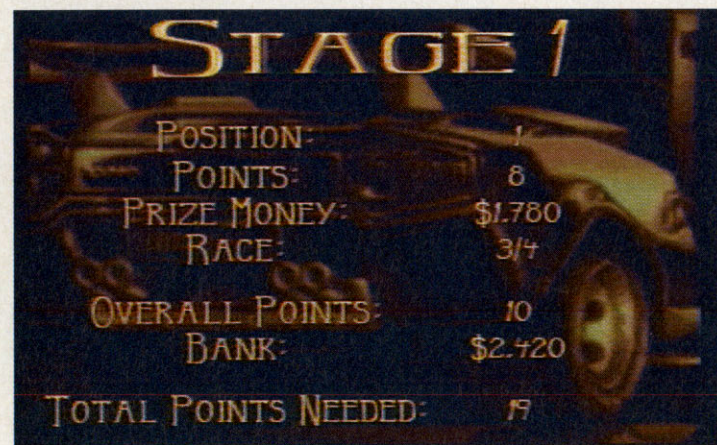
General Tips

GENERAL

■ PUBLISHER : Kompart ■ PRICE : £29.99
 ■ DEVELOPER : Arcane ■ OUT : Now

Anyone who has played *Turbo Trax* will have realised the essence to this game, the very key to success, is in mastering overtaking. Even the clapped out, ol' banger players start with can go just as fast as the computer cars, but getting past them is a different matter. Each of the different tracks requires different techniques, but this is a general idea of the best way to go about it.

As you've probably noticed every time you hit a car from behind, you lose a lot of speed and it takes time to get back up to full speed. So, don't rashly try and overtake the computer cars whenever you catch up with them, instead just sit on their tails and wait 'til you get to a corner, then pull out and try and nip in front of them on the inside of the track. If you get the edge you'll be sorted and should be able to leave them eating your dust.



In the later stages, the opposition gets noticeably faster. By then, you'll have won enough races and collected enough cash bonuses to have souped-up your own car into something of a mean machine, hopefully! Even still, the chances are at some point your gonna have a car breathing down your exhaust, trying to take over. It's easy to stop them, just use your car as a sorta road block and keep swaying across in front of them so that they can't get past. Don't worry about colliding, the car behind always ends up a lot worse off, losing all their speed and momentum, and then you can leave 'em trailing in your slipstream.

Something else to think about is your position and how desperately you want to win. Sometimes, if you've already qualified for the next round, it's best to take a race steady and finish in the pack, rather than push yourself and the car, risking

damage. As the stages progress it becomes more and more important to upgrade your car, but any knocks you sustain whilst racing will destroy those you've already bought. Also, finishing in the pack, or even last, gives you a better starting position on the grid and a better chance of winning the next race. For instance, if it's the fourth race of a round and you've already qualified for the next stage, don't bother trying to fight your way through the opposition cars and risking damage to your vehicle, take it easy, pick up all the coins that litter the streets and then, for the next race, you'll have loads of money, a screamin' car and, above all, pole position.

DESERT

A tricky surface to race on, the desert tracks provide one of the hardest challenges of the game. The sand doesn't allow for a very good grip and the car skids and slides around the corners. Add this to some viciously tight, hairpin bends and you've quite a daunting task ahead of you. The thing to remember is to slightly ease of the gas as you skid around the bends and you should be fine.

Power-ups are an important part of *Turbo Trax* and deciding which to buy is never easy. As a general rule though, the best thing to buy for the desert tracks, is tyres and steering. Speed doesn't really matter, as there's no real straights, but the tons of twisting, turning bends make it imperative to be kitted out with good tyres and steering.

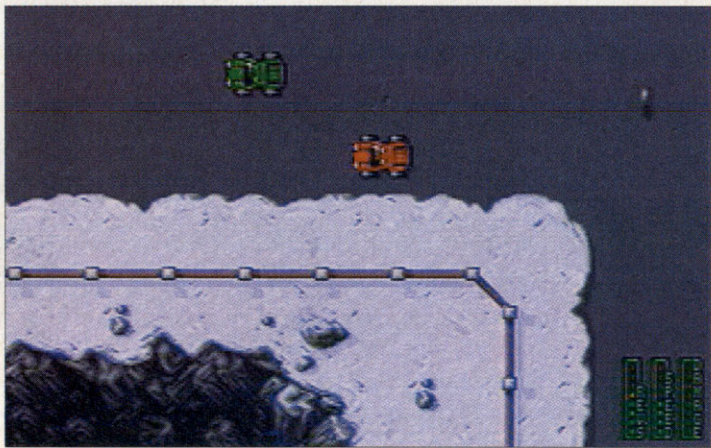
Oil slicks adorn the track, as they do in all the different courses, bar the city, so be wary of them and steer well clear, Hitting them doesn't do much damage, but they slow you down a helluva lot.



SNOW

Ice and snow are the worst conditions for driving and this is emulated in *Turbo Trax*. The cars skid and slide at every turn and plenty of skill are needed if players are gonna stay on the track and win. The one bonus about all the snow is that it doesn't do too much damage if you go spinning off. Still, that's just as well, because it happens quite a lot!

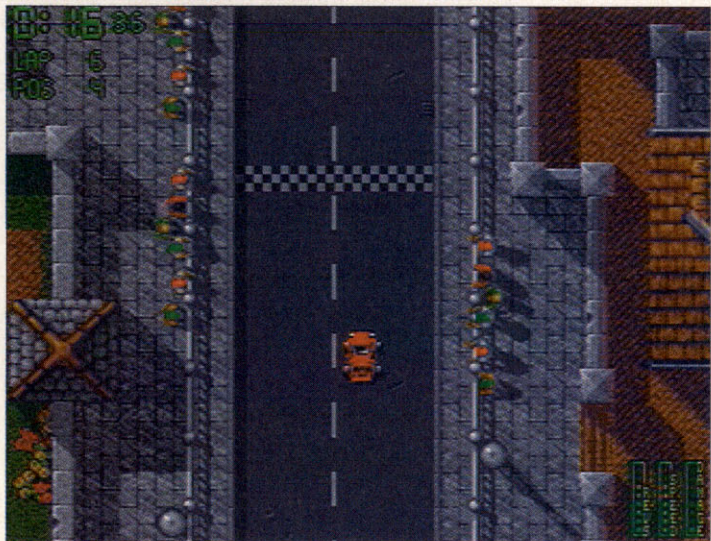
One important point about these tracks, is the width of them. They're narrow, which means the difficult task of overtaking is even more so. One tactic worth trying is cutting the corners, as going off the track into the snow doesn't seem to slow you down as much as on the sand and mud. So don't be worried about always sticking to the right line, like the computer controlled cars. Cut the corners and you'll find yourself in front and then just block the other cars off, until you're back up to full speed and then you can pull away.



CITY

Initially, the city tracks come across as the hardest in the game, but I'd posit that they're actually some of the easiest. Okay, so they're narrow, but at least you can see where the track is going, thanks to some convenient road signs. Also the opposition cars take the bends very wide on these tracks, which means, if you stick to a tight line, keeping right against the edge of the track, you can overtake easier than on some the wider tracks.

There's no speed boosts, or oils slicks on these tracks, so the results come down to good ol' fashioned, pure and unadulterated, racing. Just put your foot down and zoom around the track as fast as possible.

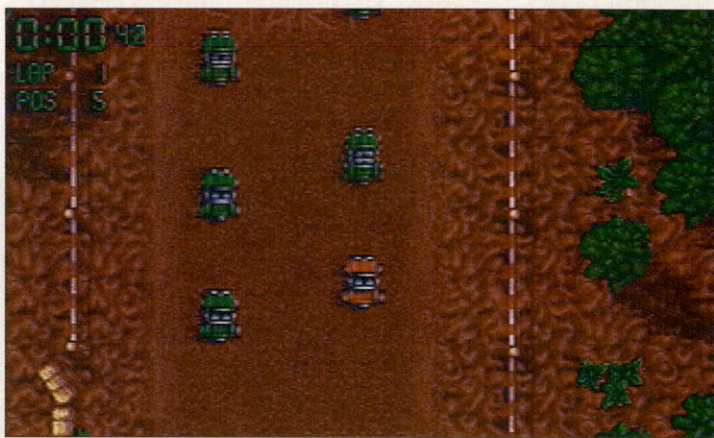


RACE TRACK

The easiest track by a long way, the race course is perfect for fast driving. The course is clearly marked, the straights are, well, erm, straight, the bends easy to take and the track wide enough for some fancy overtaking maneuvers. Watch out for the sand traps though, going into one of these takes ages to get out of and can result in a first position suddenly becoming last. Also watch out for the oil spills, there's usually one, or two per track and will result in lost time as your car spins out of control.

When customising your car, bear in mind the race track isn't too tricky to steer around, so tires and steering are not essential, instead go for the extra speed and acceleration.

MUD/FOREST



Loads of tight, twisting turns, a very narrow track and hardly any overtaking opportunities, make the Mud/Forest tracks the hardest in the game. Plenty of skill, fast reactions and some daring racing are needed to get you through. The key to success on these tracks though, is in the corners. Races can be won, or lost, on the acute bends and tight hairpin turns and it's essential to master the subtle skill of corner taking. First, before you start the race, buy some tyre and steering boosts. These will give you better control and better grip. During the actual race, steer into the corners from out wide, blocking any car that might try and sneak through on the inside, and you should sail around.

It's more important on these tracks, than on any other to hit the speed boosts. So watch out for them and make sure you go over them. Remember, the effects of the speed boost stop if you take your finger off the acceleration, so, if you think you're going into a corner too fast, take your finger off the button and you'll slow down. Don't take your finger off for long though as you'll lose speed quickly and it takes a long time to build it up again. ■



UFO : Enemy Unknown

Opinion has been largely divided on this one since it emerged from the fertile brain of Julian Gollop. If you can stand the irritatingly slow speed, jerky scrolling and awkward controls you'll discover a gem of a game trying get out. Easy it ain't though so here are a few pointers to boost your xenophobic pretensions.

General Tips

BASES

Once into the game the first job is to position your initial base. To be honest it's not particularly important where you put it. More important is to establish a second as quickly as possible. Your interceptors are able to cover most of the globe but you'll find if they have to travel all the way around the world they won't have enough fuel to sustain combat for long. You'll then end up with the annoying scenario of them breaking off the engagement and returning to base.

When establishing a new base it's a good idea to make it self sufficient as quickly as possible. At first you'll probably have to rely on your already developed base to provide supplies. Once you've set up living quarters and essential amenities build two hangers and buy a Sky Ranger. However to save on cash at this preliminary stage transfer one of the interceptors from the first base to the new one.

FUNDING

Your job is to protect the world from the alien menace and to show their appreciation the governments of the world provide you with the money to do so. However they'll ruthlessly cut their funding if you let enemy activity go on unhindered so react as quickly as possible to UFO sightings. A successful year will reap benefits as international funding may be increased.

INTERCEPTIONS

The interception sequence might seem a little two-dimensional and the most light-weight part of the game but success requires some degree of cunning and strategy. The first and most obvious point is to scramble interceptors from the nearest. It's all too easy to panic and launch the wrong one. As soon as you're alerted to a sighting click the time lapse to minimum and this'll give you time to collect your thoughts.

The next thing is to time your interception until the UFO is above dry land. Once an interceptor engages a saucer it'll adopt a stand-off awaiting further orders. You now have the option to attack or to disengage. If the engagement occurs above the ocean you can shoot the UFO down which'll please your governmental benefactors but it won't do you much good. To succeed in the game you need to capture alien equipment and corpses for research. If they ditch in the

■ PUBLISHER : Microprose ■ PRICE : £29.99
 ■ DEVELOPER : Mythos ■ OUT : Now

sea they'll be lost forever.

If your interceptor does engage over water it's best to disengage and wait for the UFO to fly over land before redirecting your plane. Early on you can get away with selecting aggressive attack but later you need to be sneakier.

If the interceptor starts taking damage you have to make the decision whether to pull it out or fight on. If you have another available you can send it in to take over but ultimately it's best to cut your losses than lose a plane.

COMBAT

This where the real meat of the game lies. As soon as a UFO is downed you need to load up a Sky Ranger with men and equipment and get out there.

Once landed the aliens could be anywhere so there's no point in everyone charging out willy nilly. Men may seem pretty expendable and cheap to replace but the longer they last the more experienced and effective they become.

Deploy them systematically. Fan out from the rear of the Ranger so you have a man facing in every direction. This way you can avoid being taken by surprise. If in doubt check the map to see any areas still shaded out in black. When exploring, have one man kneeling with enough action points for opportunity fire. Not only will he provide a smaller target but he'll also shoot more accurately in this position.

Often you'll find the aliens dig themselves in. What they do is hide around a corner and wait to pick your men off using opportunity fire. In this situation a well placed grenade is your only option.

It's sometimes a good idea to leave one man with the Sky Ranger. If all the team are wiped out you lose the ship — an expensive waste. At least this way if you run into trouble you can bail out and live to fight another day.



Every couple of months, or so, the CD32 Gamer crew puts together a 'special' mag that mounts a full game on the cover and is full of tips and playing guides. The latest one was *Vital Light* and is out in the shops now. For anybody who can't afford it though, here's a few essential tips on the bricks you will face and how to despatch them.

Vital Light

General Tips

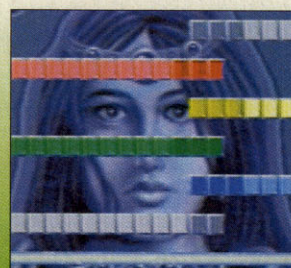
TWOT ONE bricks

You can only change the colour of the base part of the brick so the bottom part has to be changed to match the top part. Common in the early and middle rounds.



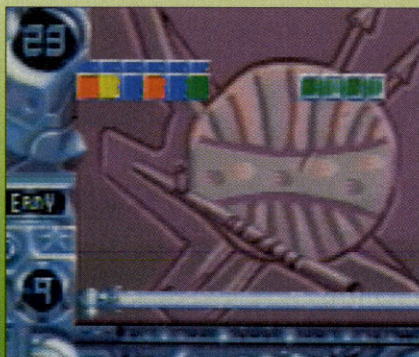
REGULAR bricks

The colour of these bricks remain the same and any blocks, or rows, can be destroyed easily enough. Common throughout the game, but especially in the early rounds.



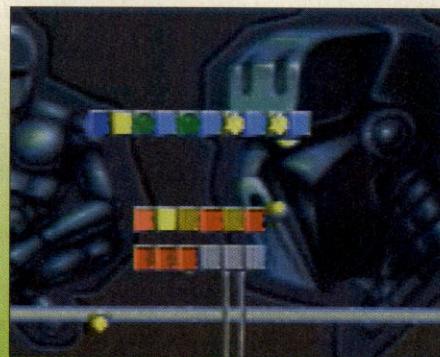
KALEIDOSCOPE bricks

The colours in this type of brick are constantly changing from left to right. Players have to hit the changing bit, so some sharp shooting is needed. Common in middle and late rounds.



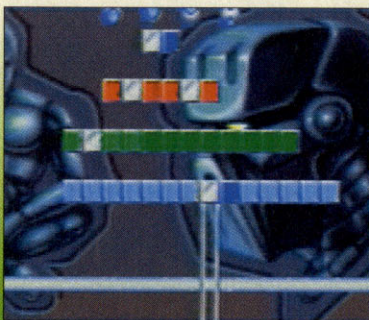
TRAFFIC LIGHT bricks

Traffic Light Bricks: These bricks have different coloured circles in the middle. They can be destroyed by changing the colour of the 'traffic light' to match the colour of the rest of the brick, or vice versa. Common in the middle and late rounds.



MIRROR bricks

These bricks have two sides that are constantly changing. Hitting the mirror side will make Zeeroms ray weaker. To destroy these, the regular side has to be changed to the same colour as the mirror side. Common in the later rounds.



CONNECTING bricks

If these bricks connect with another brick as it falls down, it will make one block and they'll all have to be the same colour to be destroyed. Common in the later rounds.



Chaos Engine

General Tips

Some tips for all you hardened warriors lost in the mysterious alternative 19th century of this classic Bitmap shoot-'em-up. We can't win the war for you, but we try to do our bit.

CHARACTERS

Of the characters players can choose, Navvie and Thug are two of the best as they're amongst the most powerful. They move slowly, but have very powerful weapons and destructive specials (on the minus side they only get a few of these). These guys can take a lot of hits before being killed, but are relatively stupid and not much use as a computer-controlled character to begin with.

For all around ability, Brigand and Mercenary are the best. On the other hand, the preacher and the Gentlemen are probably the weakest. Still, they have their plus points and they're extremely fast and intelligent.

Overall, beginners are best off selecting either Brigand, or Mercenary as the human controlled players, as they have the best balance of abilities. The Gentlemen is a great companion as a computer controlled player, as his quick, intelligent thinking, plus a useful map make him an excellent guide. The preachers also makes a very good computer controlled player as he carries a medi-kit. Players can use this to heal themselves when they are injured.

The more experienced player can afford to choose the Navvie as the human controlled player. His strength is a valuable asset, but remember, he is slow.



GENERAL TIPS

For every multiple of 7,000 points, players are awarded an extra-life.

A novice player should use the map as often as possible. If you're not sure where you are, or where you're going, then a quick look and you'll be sorted. The map also helps players know which set of keys does what and for where.

■ PUBLISHER : Bitmap Brothers ■ PRICE : £24.99
■ DEVELOPER : In-house ■ OUT : Now

Silver keys are very important in the game. They can be used to open up the main routes to the exit, or can reveal essential items players need to succeed. Gold keys are also important as they open up secret rooms and bonus areas, although, until you get used to the game they are best left alone.

Some of the levels have more than one exit. If it does they will be numbered alphabetically. The best exits are always the ones higher up the alphabet. These take you to secret sections on the next level.

In the early levels, once you've passed through a section it will become sealed off and you'll find you can't backtrack. Don't worry. If you got through, you should have done all you can, so just keep heading for the exit.

If you're wondering how near you are to the exit, or how many monsters are lurking about nearby, listen to the music. It sounds stupid (no, not the music), but when you're near the end, the music picks up in pace, as it does if there's loads of monsters around.

Passwords can be obtained at the end of every world. These record everything about your players and their state of well-being. This includes how many lives they've got left. So, if you had a bad world and your characters lost a few lives, it might be better to go back and start the world again, using the knowledge you've gained, to get you through with more lives.

Whilst roaming around the levels, keep your eyes peeled for any suspect shadows, or anything out of the ordinary. A rock pillar with a face might not be what you think it is, so be extra cautious.



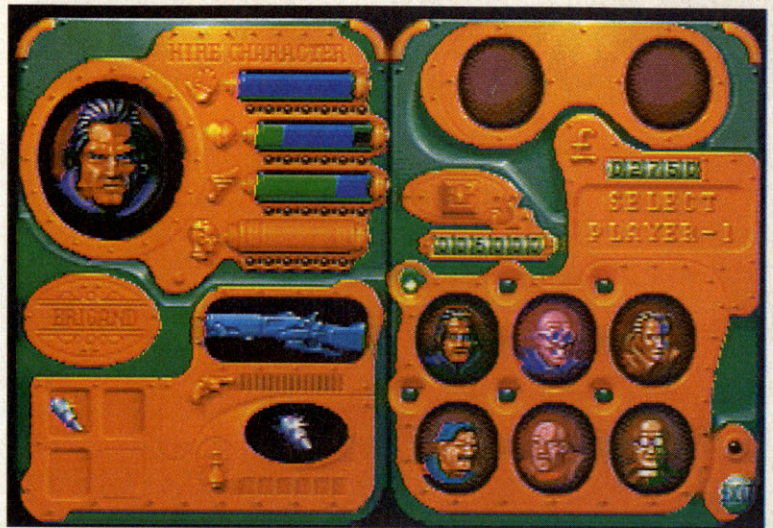
TWO PLAYER GAME

In a two player game, make sure you both stay away from the edge of the screen, at least until you get to grips with the game.

Money is always shared out, so don't bother messing about trying to get more dosh than your mate. Anyway, the nodes and keys are the most important things, especially the last node. If you get this and open the exit, you'll be credited for it and activating the node.

Points are awarded for any keys and nodes collected, for any monsters killed and being the first player out of the exit, that's why picking up the last node that opens the exit is so important.

In general it's best to try and co-operate. Share out the power-ups and special powers as evenly as possible, as this gives you both the chance to live as long as poss, and the longer your partner lives, the longer you will.



EQUIPPING A CHARACTER

At the end of each level/world players can spend any cash they've picked up on improving their characters statistics. Each players statistics have to be kept as high as possible, especially the skill level, which effects the maximum for all the other attributes and also the number of special power-ups players can obtain.

The best way to spend any dosh you have is to keep the weapon level as high as possible and then use anything left over for extra lives.

For computer controlled players, intelligence levels should be kept high, as this determines how well they play.

Slow characters like Navvie and Thug benefit greatly from a few speed boosts.



ONE PLAYER GAME

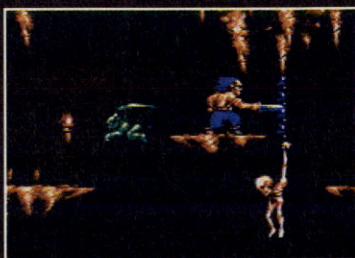
Any money collected in the one player game is automatically split 50/50 between the human controlled player and the computer ones. So don't worry too much about running around trying to bag all the cash.

If a computer player dies, you have to fork out the dosh to have him resurrected, so try and spread the power-ups evenly between yourself and your partner. It's in your best interests.

Line of sight is important in Chaos engine. If you're blocking the computer controlled players view, he won't be able to see owt and won't run to pick anything up.

It's important to remember that the computer controlled player will not pick up any food if he has more strength than you. He will pick it up though, if he runs over it on his way to something else, so if you want it, grab it quick. ■

We've delved right back into the archives to bring you tips on the first five levels of this System 3 classic. Even the Gods of Ancient Greece and all the horrors of legend are defenceless against the righteous ACG boys and their all-conquering quest to bring the you the best tips in history

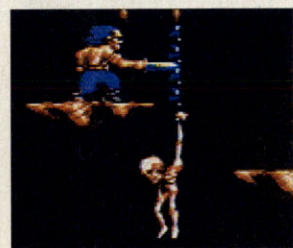


Myth

General Tips

HADES - REALM OF THE DAMNED

The first thing you need to do is get yourself a weapon. Fists are none too effective against the hordes of hell. Stay on the top platforms and use kicks on the skeletons until one of them drops a sword then crouch over to pick it up. You can brandish the sword in two ways. A stabbing motion and a swipe. Use the stab to see off the flying gargoyles and the swipe to decapitate the skeletons.



Once you've collected the sword you need to go after the gargoyles. When killed they drop one of two types of bonus. The first is a health boost — always useful. The second is a fireball. When you've got a few fireballs go across the top to the right until you see a skeleton hanging by a chain. Use the sword to cut it free then drop off the ledge after it.

Hit a skeleton so its skull falls into the flames and Satan will rise and release a smaller demon. Select the fireball from the menu then get moving. Each time the demon appears hit it with as many times as possible with the fireball. However you'll still need to avoid its shots as well as the gargoyles and skeletons.



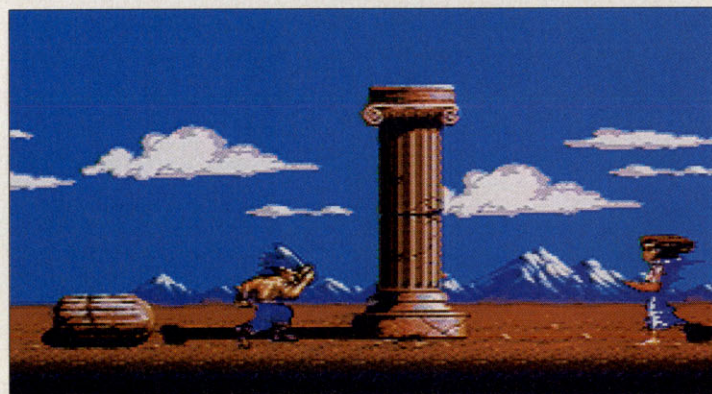
If you run out of fireballs reselect the sword and go kill some gargoyles to replenish your supply. When you've defeated the demon he'll drop his trident which you should collect. Select the sword once more and work your way across the top platforms towards the right.

■ PUBLISHER : System 3 ■ PRICE : Budget
 ■ DEVELOPER : In-house ■ OUT : Now

Eventually you'll come to a large fire-spitting beast. Select the trident and throw it to kill the animal then continue to the right until you exit the level.

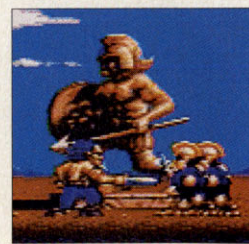


SKYROS - ISLE OF THE SIRENS



Select the sword and kill or jump over the on-rushing midget soldiers. Until you come to the Siren who'll tell you to stop. Deselect all weapons (choose the hand in the inventory) then follow these instructions. When she tells you to kneel do so and she'll vanish leaving an extra energy unit for you to collect.

Select the sword once more and continue to the right until you come across the statue of Achilles. Hit the ankle with the sword. If you're doing it right you'll hear a metallic clonk and eventually the statue will crumble revealing a shield. Collect and select it and all the soldiers will kneel before you. You can now either run past them or, if you're feeling really mean, biff them with the shield.



THE TEMPLE OF ATHENAE

Select the shield and work your way past the statues and gargoyles. Occasionally the statues come to life but it's easier and safer to avoid them rather than trying to kill them. The gargoyles can be blatted with the shield.



When you reach the Medusa raise the shield (hold fire) until you've memorised her attack pattern. After the three rapid shots jump across the gap and raise the shield once more. When she pauses quickly select the sword and cut off her head then pick it up and continue right.



When you reach the dragon, select the Medusa's head from the inventory. The dragon itself can't hurt you and only starts breathing fire once it's been hit. Take the heads out in turn starting at the top. If you stand to the far left of the platform you should be safe from its fiery breath. Be careful not to fall off though.

MAELSTROM - GATEWAY TO THE NORTH



This one can be quite frustrating. Kick the Viking 'til he drops his axe then pick it up. Dispose of any others by holding the fire button and pushing up with the axe selected — this decapitates them. Watch for the bird flying around and hit it when it come close. Collect the coin it drops. You have to be quick however or you'll be struck by lightning.



THE FORESTS OF NIDHOGG

Run ahead and bash one of the little creatures then pick up the dagger he drops. Select as these are the only way to get past the big fatties. Each fatty takes three or four hits to kill. You'll have to keep killing those small creatures to keep your dagger supply topped up.



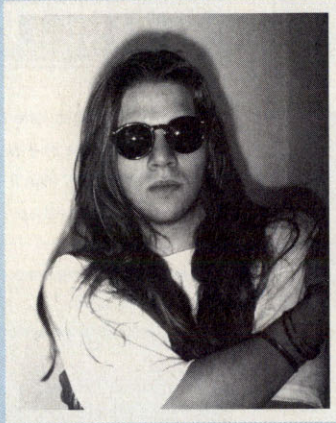
Eventually you'll come across a woman being burned at the stake. Pick up the flaming torch to the left and use it to fend off the evil spirits flying around above. Once you've fended them all off the woman will vanish leaving behind a big sword. Pick it up and reselect the dagger.



Fight past the creatures as before until you reach the dragon then select the spangly sword. Get in close and use swipes until a green wound appears at the base of its neck. You'll be able to hear if you you're hitting it in the right place. When it does go to the far left and keep throwing daggers into the wound until the dragon dies. A platform will rise up and carry you off the level. ■



mai Section



Ah that's better. A far better likeness of petit moi now adorns the page. Adopting a suitably kool pose in a rather embarrassing (not to mention unsuccessful) attempt to look a bit more like a rock star and inject some star quality and charisma into the mag. Seriously though — could I be in a Just Seventeen poster or what? Actually you'd best leave that one unanswered. I've only just got out of the clinic ya see. The thing is, I get these sudden bouts of depression. They can happen at any time so my specialist told me to perk up my outlook a bit and it seems to be working. Just as long as no-one brings me down. Oh God! What's the point! All these letters to answer, it's just so unfair, moan, gibber...

The following games work on the CD32 with SX-1, external disk drive and keyboard:

A hard drive can also be used where

marked (H)

Jurassic Park

Project x

Turrican 3

Delphine Collection

Flashback (H)

Another World

Cruise For A Corpse (H)

Future Wars (H)

Operation Stealth (H))

Indiana Jones And The Fate Of Atlantis (H)

Monkey Island 2 (H)

Lionheart (H)

Many more games work with the SX-1. If you have no luck with a 1.3 Emulator, try the following...

Hold both mouse buttons down when the CD32 powers up with no CD in the drive and the advanced boot options will be displayed. Here you can disable the hard drive if it takes memory from a game, an example is *Jurassic Park*. You can also disable the CPU caches, use the original chip set and boot with no starting-up sequence. Experimenting with these will allow many more games to load. *Lure Of The Temptress* can be loaded by booting with no start-up sequence.

I have a CD32, SX-1, external disk drive, keyboard, mouse and hard drive (with pre-installed workbench 3) which all power off the normal CD32 powerpack.

If you load *Indiana Jones And The Fate of Atlantis* or *Monkey Island 2*, you may find that the pointer highlights objects and verbs about 2 centimetres above where they actually are in which case do the following:

Select the preferences screen on workbench 3.

Select Overscan.

Select Sedit Graphics Size.

Move screen to position 72,0 using centre black box

Select Use.

Select Use again on the screen which has the Edit Graphics Size option.

Do not use save as this will permanently alter the position of the workbench screen when it boots up.

You should now be able to load either game with the pointer operating correctly.

I've said it before in my previous letter and I will say it again, the CD32 may not be the most powerful machine but the quality of the software and gameplay, combined with great value for money will ensure it's continued success.

Could you please answer the following questions:-

Is anybody working on a *Virtual Fighter* style game. If the visuals of *Doom* can be emulated in *Gloom* (Full Screen), *Virtua fighter* should be possible.

How about some FMV like 'In The Line Of Fire' from the Amiga CD!

Richard Summerfield, Stoke on Trent.

In the current climate with CD32 software at a premium I would encourage CD32 owners to invest in an SX-1. I know we bought the machine in the first place to take advantage of the CD format and we have many games which do just that. However why close your eyes to the vast galaxy of Amiga titles already available on floppy. If anyone else can compile a list of other SX-1 compatible Amiga favourites then feel free to do so.

I don't know of a *Virtua Fighter*-style game for the CD32 though I'm sure it's only a matter of time before we something similar on the Amiga. However my guess is it'll be a smaller, probably European based company. Those Polygon beat-'em-ups are in vogue at the moment just as *Doom* has been over the last few months. Previously unknown Frenchies Bomb came up with this months staggering 94%er *Fears* so just maybe a fighting game is loitering around the next corner.

I have a few things I would like to get of my chest first of all in issue 14 you printed a players guide to *Liberation*. When I looked at it closely I thought this looks familiar, then I realised wow they printed my players guide in their mag, I was well and truly honoured. I looked in the corner to see my name and to

my horror you said someone else had sent it in and then you thanked them for it, I was furious, I mean how would you like it if someone got credit for something you spent days doing. Thanks for letting me get that off my chest and now on a more positive note, thanks for the player guide for *Labyrinth of Time*. Also the cover disks I think they are wicked and the playable demos are great.

Now question time.

1 I can't find a copy of *Syndicate* anywhere, please help.

2 When the so called super consoles come out will the Amiga CD32 be forgotten?

3 When you review a game and in the info box you put 'out now', does this mean you brought it from a shop or the company said it's out?

4 When will *Alien Breed 3D* be out?

5 Is *Lost Eden* any good?

Thanks for listening to my troubles, one more thing - in issue 14 when you printed the *Death Mask* codes you spelt my name wrong - it's Marc with a C not with a K.

Marc Williams, Walsall.

Erm... what can we say? Whoops! Sorry about that. I dunno what happened but I s'pose we must have got our wires crossed somewhere. Oh well — at least it's all sorted now, eh.

Glad the *Labyrinth* solution was of use. I remember throwing the office copy down the stairs after getting hopelessly lost and confused for the 273rd time.

1. Try Special Reserve. Check out their ad elsewhere this issue for more details.

2. Not by me. No, seriously, there's no point expecting the CD32 to challenge for top honours. The situation most likely to develop is a steady stream of Amiga Software with (fingers crossed) an increase in the number of big name releases and licenses once Amiga Technologies get there arses in gear.

3. We don't buy our games! Heaven forbid — we get the little blighters for free by jingo. Out now means it should be on sale by the time the mag reaches the shelves. Occasionally games are delayed after the issue goes to print which sometimes leads to confusion but generally out now means just that.

4. Yet another delay saw it skim by this months deadline. I know you're probably sick of hearing it but next month... promise!

5. Don't know — I haven't seen it meself yet. I did have a blast on the PC version a while back but I don't think it's the sort of game which allows you to form an opinion without a concerted period of play. PC reviews were creditable if not jaw-dropping.

Oh God — more errors on the tips pages. At least the tips themselves seem to have been okay. Quick, next letter...

I am Amiga user and I'm totally fed up. I have a CD32 bought when I thought some decent software was on the way. Three quarters of a year later nothing has happened. I have questions that I would like answered once and for all, please do your best to find answers to them, as companies in the software business will give optimistic (and nearly always too much so) replies here they are:

1 Cryo who make *Lost Eden* have put *Megarace* on hold, but is there any more news? I suggest that a business such as yours gives them a bit of a shove to get on with it, why not tell them about all the letters you've had for *Megarace*? They must release it if demand's there, and it is!

2 When are *Gloom*, *AB3D* and *Fears* arriving?

3 I assume *Cyberwar* is cancelled — do you know?

4 *World Cup Golf* — is it coming AT ALL? WHEN?!

5 When would you require a Goliath power supply for an SX-1? If you had an SX-1, 2 floppy drives, keyboard and printer would it be needed?

6 *Primal Rage*. Is it coming on disc (CD) or floppy?

7 Is *Commander Blood* from Cryo still being developed.

8 And finally will Escom do a trade in deal so that CD32 owners can swap it (and a cash back difference) for the new 68ECO30 new look version in '96?

Y. Skingley, N. Cornwall

I don't think it's fair to say nothing has happened. What has been absent have been CD-only titles but that's a much-covered topic. And on that note we'll go straight into the questions.

1. I badgered and badgered for *Megarace* a few months back with no luck. It was one of those titles penciled in at the release of the CD32 but the publishers were frightened off by Commodore's creaky set up and eventual demise. Even if the machine is restored to it's rightful place in the high street stores such games are now so old I can't see publishers going backwards to get them out at the expense of new projects.

2. *Gloom* reviewed last month, *Fears* this, *AB3D* next — hopefully.

3. I would say that's a safe bet. The same applies as in the answer to your first question. It's hard to get publishers to give a definite answer in the negative as they never want to burn their own bridges but I'd be inclined to leave it off any potential Chrimble lists.

4. Sorry to be boring, but *World Cup Golf* is a definite no go. I think someone asked about it last issue and I'll say again, it almost certainly wouldn't have been as good as *PGA*.

5. It's hard to say. Everyone's system is unique and has it's own quirks. Check out Richard Summerfield's letter elsewhere on these pages. He runs his entire set-up from the

CD32 power supply. The only way to be sure is to try it out.

6. There are no plans for an Amiga conversion of *Primal Rage* in any way, shape or form.

7. No.

8. I would say the chances of that happening are considerably less than very small indeed.

I am not going to write about how brilliant I think the CD32 is because to be quite honest it isn't. I brought my CD32 last November and loved showing off the *Microcosm* intro to my mates. But now I fear that the future of the CD32 we know and love is in serious danger unless Escom can do something to help it. I mean let's be honest, the CD32 is ugly as sin, the in game graphics of most of the games are about as good as the old Amiga 500, the extras you can buy are too expensive (the FMV module and SX-1) and would take ages to save up for even with a job. That's it now I have a few questions which I would like you to answer please.

1 If I were to save up £200 which would be better a FMV or an SX-1?

2 Why don't you bring your whole magazine out on a CD instead of a magazine? You could have moving screenshots and you could record yourselves and talk to us about the reviews etc.

3 I have recently bought *Powerdrive* and was angry to find no disk box just a useless envelope with the CD in. Why is this, are they just being stingy?

E.J Cheshire.

I remember being really impressed with all the CD32 demos which accompanied its launch but these days they just seem run of the mill. Why? Remember it came out before anybody had ever seen a Saturn or PlayStation and even PC CD-ROM gaming was still a minority pursuit. Clearly things have moved on the CD32 no longer represents the cutting edge of video gaming technology. Whereas on its release its only CD rival was the Mega-CD which it soon put in the shade in terms of quality if not quantity of releases. I'm not saying it's past it now, but I do believe we are all increasingly being dulled by the effects of endless FMV, rendered intros and texture-mapping. The next generation is barely upon us and already people are looking for the next big thing. Such is the nature of the industry. The Amiga carries on yielding playable games as it has done for years, while high profile consoles come and go.

Questions please!

1. That all depends on whether you want to watch movies or play disk games. It's not a choice I can make for you.

2. It's bad enough you have to read our witterings. Believe me, you wouldn't want to hear 'em from the horse's mouth so to speak.

3. Sounds pretty stingy to me. Mind you, maybe they didn't think the game was worth putting in a decent box, ahem...

First of all I would just like to say, ACG readers out there, don't listen to that stupid fool Stephen Ryan from Blackpool who wrote in on issue 14. Please readers, do not be foolish enough to take his lame advice; Special Reserve is a great club, I have been a member for over 4 years and the club has always been good with everything (delivery, stock, information etc) to me and to all my friends who are members.

Anyway, Stephen is the dumb one, he should have phoned the club up first and asked if they had the game in stock.

Just one more thing, I have noticed that a lot of readers write in asking if there is a way of linking their A600 or their A1200 to their CD32. Well there is a way, there's the communicator 2 or 3 with link up software and then there's the Network CD with a CD32 cable and a parnet cable. I believe that both these link up systems are available from Silica on (0181 309 1111).

Mike Antoniou, London.

Are you listening, Stephen? There have been dozens of letters from people jumping to the defence of Special Reserve so the message is stick with it, folks. I'll back Mike up and urge you to ring and make sure the game you want is actually in stock before sending out your hard-earned cash or you could be in for a long wait with no money to spend in the meantime.

I am not going to begin my letter with a rather creepy comment such as 'Congratulations on your magazine' because I feel that 'Congratulations' aren't in order. I have a few complaints. Firstly on the cover CD on issue 14 I can see the words 'PJ and Duncan'. Why is this? Is the magazine that I pay £6 a month for using recycled CDs. Don't get me wrong I'm all for recycling but when I pay a lot for the magazine the least I could expect is a brand new CD, surely that isn't too much to ask.

Secondly according to the 'Back issues' order form I paid £3.95 for a disk and £1.04 for the magazine. It has to be said this is a tad expensive, how about bringing out a magazine without CD, this wouldn't appeal to everyone but a few more peasants like myself would.

Thirdly, why oh why do you tempt us with back page pictures and text which say what you will be reviewing next month when they don't always appear?

Fourthly, I am not a 'Sales Rep' or anything but I have to disagree with Stephen Ryan from Blackpool (issue 14) who said not to bother with Special Reserve.

I have been a member for a while now and have brought loads of games such as *Road Kill*, *Theme Park*, *Simon The Sorcerer*, *Tower Assault* and *Rise of the Robots* for discount prices. the service is good, post is free, you get a free magazine (inferior to this one of course) but most of all you save money!

I think that's it now, sorry if I sounded like a grumpy old man but I'm not honest.

Just one more suggestion, why can't you bring out your whole mag on a CD? It could be the first interactive magazine on computer, it would also save paper.

E. J Cheshire

Not having anything to do with the duplication of the CDs I wouldn't know whether or not ours are recycled. In fact, is it possible to recycle CDs? I don't know. I have to say you sound a bit hypocritical. You say you're all for recycling but you want a new CD. It's like all these people who slag Manchester United off bringing out yet another new away strip then buying it anyway. If the CD does the job then what's the prob?

The next month page is put together in good faith but it happens increasingly often with the CD32 that titles are delayed from week to week. Believe me I find it as annoying as you do. We plan the following issue with certain reviews and are then forced to make changes at the last minute. It ain't easy suddenly finding you have eight extra pages to fill with only six hours 'til deadline.

Aha! Another Special Reserve fan to add to the list.

And finally, bring out the whole mag on CD... hang on. I've just noticed this is the second letter of yours I've answered this month! I think you've had quite enough space for one issue so I'll terminate my answer with immediate effect.

I'm now a proud owner of the CD32. In your last issue (14) the *Gloom* demo was great, even better than *Cannon Fodder*. While playing I've found a hidden room full of power ups. What you've got to do is walk down the second *Gloom* passageway and when you go through a few corners (the second corner) you will hear a noise like a door opening. Turn back round and go back the opposite way you came. There are now two passageways. Go left, walk on and watch for power-ups. Also can you answer me some questions.

1 Is the CD32 going out of business?

2 Is *Rise of the Robots* that good?

3 In issue 14 (last issue) on the *Gloom* review (page 6) you said that you're still waiting for *Alien Breed 3D*, but in that very issue on page 9 in the special reserve club, they have *Alien Breed 3D* for sale for £20.49. What the hell is going on, is it released or not?

4 What is the exact date for *Gloom* to be released, how much will it cost and can you buy it in the Special Reserve club yet?

From a confused kid called Daniel Lynch, West Wickham, Kent.

Thanks for the tip. Just for that I'll be glad to answer your questions!

1. **Not yet.** Though there's no concrete information for the future from Amiga Technologies concerning the CD32 specifically it would seem that a new year relaunch is a distinct possibility.

2. **By 'that good' I presume you refer to the ACG review.** Well, I've said this before and I'll say it again — that review appeared before my time. Personally, and I know a lot of people will stand up with me on this one, I reckon it's a pile of poo. You'd be far better off with *Shadow Fighter* or *Ultimate Body Blows* if a beat-'em-up is what you want.

3. **Oh blimey! More Special Reserve confusion.** What often happens is that Special Reserve advertise titles before actually receiving stock, probably to avoid an order pile up. If you want to be first in the queue get your orders off but you may have to wait a few weeks. In answer to your question, at the time of writing, *AB3D* is, in the words of the great Dickie Bird, 'not out'.

4. **Following a bit of nosing around I can't pin anything more definite on *Gloom* than a beginning of September release at around the 25 quid mark.** Give Special Reserve a ring to find out whether they've placed their order yet.

I would first like to congratulate you on an excellent mag. I read it every month and think the free CD is great.

Right, after all the creeping lets get down to business. The reason I am writing to this letter is to give some help to the Amiga CD32 world. I have a CD32 with SX-1 interface with 1 meg expansion, and a 250 meg hard drive, I also purchased an FMV unit when they first came out. My first problem was my original power supply was too small to run everything so I left the FMV out. I soon found out about the Goliath power supply which I purchased. At this point my next problem came.

The hard drive and the FMV would not work together and crashed the system, after a few phone calls to Amiga I was told my video chip in the FMV was too old and required it changing to the new version which Silica do for £19.95. After receiving the new FMV I tried it again. This time the films worked but the hard drive still locked up, so I began experimenting with the internal switches in the SX-1 and found out after an hour that all you need do is bridge N0. 4 (10 sec delay at start up) and everything works great. One slight problem is if you reset the computer

with the reset button it will lock up the hard drive, so you have to switch the computer off at the power supply (switch on the Goliath).

I hope this information will help some people because Commodore and Amiga had no idea. If I find any more info like this I will pass it on.

P.S When is *First Encounters* coming out for the CD32.

Shaun Cartledge, Chesterfield, Derbyshire.

Thanks to Shaun for that little collection of tips. I hope some of you find his discoveries to be of use.

First Encounters is still under development and the situation, as we understand it, is we'll see it when we see it.

W

atcha lads! How's it hangin'? Now you might think I'm a bit sad writing in, and you're probably right, but something happened recently that so moved me, I felt compelled to share it with you and the readers.

Picture this! It was just another normal Saturday night. I was staying in again, (having no friends can ruin your social life, believe me) and was curled up on my bed with a cup of cocoa and my CD32 Gamer. The clocktower bell, opposite my bedroom window, boomed out nine o'clock, whilst down in the streets below I could hear the sounds of merriment filtering through from the local pub. 'Sad', I thought to myself, 'all those young people out having fun when they could be in bed with an issue of CD32 Gamer. Pah, losers!' As you can imagine, I wasn't in a favourable mood.

I shut the sound of all those people having fun from my mind. It's not that I'm jealous, far from it, I just can't concentrate with the piercing shriek of laughter ringing through my head and there's nothing worse being disturbed when you're trying to read.

With the outside world firmly shut from my mind, I took a last slip from my cocoa and settled down for a good, long read. I took the mag in my hands, being careful not to crease the edges and began to tentatively flick through its golden pages.

An hour, or so later and I was in heaven. No, not metaphorically, but literally! High above the clouds, floating around amongst the angels. For a while I thought it was a dream, but when I looked at my clothes, all tattered and burnt, I remembered, in my state of semi-unconscious bliss, I'd forgotten to take the baked beans of the stove. After burning and burning, they'd finally erupted in a mighty gaseous explosion, killing me and covering the house in tomato ketchup.

At first I thought heaven was gonna be cool, I mean there were loads of top birds and there was a certain air of liberalism and freedom about the place. Then a horrifying thought hit me! Bang! Where's the bloody newsagents? A shiver went down my spine as I

thought of an after-life without CD32 Gamer! As quick as you could swear, I was tearing down the heavenly highway, flapping my wings on the way to see Jesus. Now Jesus was a bit busy, but I struck lucky and managed to get an appointment with God instead. A quick chat with the Almighty One did little to ease my anguish though; my fears had been right - I couldn't get CD32 Gamer anywhere!

Well, you can imagine how devastated I was and still am. Now, I'm not normally the kind of person who writes, ya know, letters, without a good cause. I mean, I never write to my local MP about the homeless, I never write to the PM about the thousands of kids starving, I never write to Jimmy 'bloody' Saville, but, well, this I just couldn't ignore. That's why I felt I had to write in and warn you! The moral of this story is two-fold. First, never leave your baked beans on the stove when you sit down to read CD32 Gamer. Second, if you're gonna pop your clogs, make sure you've subscribed, because you ain't gonna be able to buy it up here. Yours unfortunately,

G. Bye, Heaven

Well G. Bye, what a nasty predicament you've landed yourself in. Not only are you dead, but, to make things worse, you can't get hold of a copy of CD32 Gamer either. It just goes to show, it really does pay to subscribe. Let's just hope that your unfortunate demise is a lesson to all people not to leave their cookers on and to subscribe to the worlds greatest mag without delay.

By the way, I don't know if you've got a CD32 up there, but if you haven't, you're gonna feel even sicker after missing out on *Tower of Souls* and *Fears*, two quality games that are outta this world themselves. Still, you've got all those top babes, haven't you? By the way, is Elvis up there with you?

A

nother great mag from the CD32 company - well done!

I have purchased every issue of your magazine and think they are great. I have just got issue 13 a few days ago and think the *Insight Dinosaur* demo is brill; I will have to send away for that one for sure.

I have some questions for you.

1 Will any game such as *Ridge Racer* be released for the CD32.

2 Can the CD32 handle the great graphics in *Ridge Racer*? If the CD32 made these games it would sell huge and really show other consoles what this affordable games machine can do.

3 Any more news on *Megarace*? I will wait as long as it takes for this classic game.

4 In the Public Domain and Shareware and even some demos, I get a few that just won't load. Is there something wrong with my CD32 or is it just programming problems.

If the Commodore Amiga company die which it never will, will you still be producing fabulous magazines.

Well it's another rainy day in the Western part of Australia and I will write back in further issues. That's if you print my letters.

Once again well done on CD32 gamer magazine.

Brad Harkup, Albany, Australia

Ah well (preen, smarm), shucks an' all that. It's nice to here your hard labour and sweat is appreciated. Glad you liked the *Insight Dino* demo. We thought it might be nice to put something a bit different on the front for a change and the response has been wholeheartedly positive.

I Quite a few people have asked after *Ridge Racer* recently so maybe you've heard something I haven't. As far as I know there are no similar games planned for the CD32 at the time of writing.

2 Even the mighty Saturn has problems recreating the incredible graphics of the highly similar *Daytona USA* so what price the CD32 to do any better?

3 Almost no chance of it appearing now I'm afraid to say. Sorry.

4 All demos are checked as a matter of course by the duplicators but inevitably are few iffy ones are going to slip through the net now and again.

I didn't think it rained in Australia! It never does in Home and Away. Never mind. We'll keep producing the magazine as long as the market remains, which should be a good while yet. ■

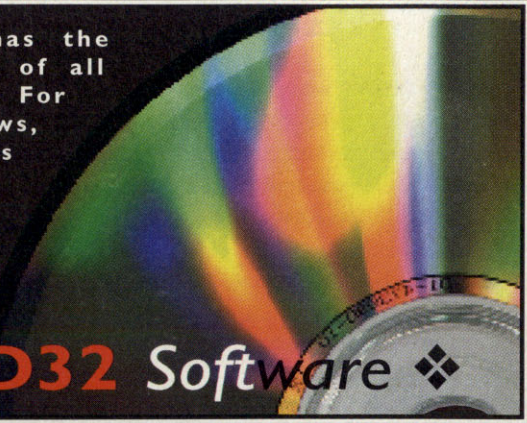
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A to Z

AMIGA CD32 GAMER has the most comprehensive list of all CD32 software anywhere. For the full, definitive reviews, 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

AKIRA

Neo

Dire Manga tie-in. The graphics could've been lifted from a C64 and the gameplay – well, have a sick bag handy!

ACG Rated 60% (Issue 10)

ALFRED CHICKEN

Mindscape

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

ACG Rated 78% (Issue 1)

ALIEN BREED

Team 17

An overhead-view blast-'em-up in the *Gauntlet* vein with masses of mazes and power-ups. Gameplay is simplistic, but action is fast and atmospheric.

ACG Rated 77% (Issue 1)

ALIEN BREED 2

Team 17

Decent *Gauntlet*-style, *Aliens*-inspired blaster, but a smidge on the difficult side and may not appeal to all tastes. Comes free with *Tower Assault*.

ACG Rated 72% (Issue 7)

ARABIAN KNIGHTS

Buzz

The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles that should keep you guessing for quite a while. Fun.

ACG Rated 74% (Issue 1)

ARCADE POOL

Team 17

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

ACG Rated 88% (Issue 2)

BANSHEE

Core Design

Great AGA graphics and a formidable challenge lift an unoriginal vertically-scrolling shooter into the major league. Seriously impressive action.

ACG Rated 88% (Issue 4)

BASE JUMPERS

Rasputin

Basically a platformer but with loads of classic arcade-style sub-games thrown in for good measure. Lacks sophistication though.

ACG Rated 79% (Issue 13)

BATTLE CHESS

Interplay

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

ACG Rated 76% (Issue 1)

BATTLETOADS

Mindscape

Despite the varied and imaginative gamestyles packed into the original NES game, the CD32 conversion fails due to an awful control system. A waste of time.

ACG Rated 22% (Issue 3)

BEAVERS

Unique

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

ACG Rated 75% (Issue 2)

BENEATH A STEEL SKY

Virgin

The best point-'n'-click adventure on the CD32, and one of the best to grace any format. Escape from a futuristic metropolis and have enormous fun whilst doing so.

ACG Rated 90% (Issue 7)

BENEFACTOR

Psygnosis

Strange puzzler with tiny sprites and fine animation. A hybrid of *Lemmings* and *Impossible Mission*(!?).

ACG Rated 85% (Issue 9)

BIG 6

Codemasters

Compilation of simple, jolly adventures for the lovable eggy hero Dizzy. For the young or young at heart!

ACG Rated 89% (Issue 9)

BRIAN THE LION

Psygnosis

An varied platformer thoughtfully upgraded for CD32. Playability isn't all it could be though.

ACG Rated 65% (Issue 5)

BRUTAL SPORTS FOOTBALL

Millennium

A side-scrolling SF sports game crossing American football with all-out war. Fun for a while, but ultimately unsatisfying due to confusing control system.

ACG Rated 55% (Issue 2)

BUBBA 'N' STIX

Core Design

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

ACG Rated 89% (Issue 1)

BUBBLE AND SQUEAK

Audiogenic

Reasonable if dated platformer. Good variety in graphics between levels, but it's all a little too simplistic for comfort. Platform addicts only need apply.

ACG Rated 74% (Issue 6)

BUMP 'N' BURN

Grandslam

A straightforward race game lifted into pole position by masses of humour, power-ups and a great two-player mode.

ACG Rated 90% (Issue 4)

C D E

CANNON FODDER

Virgin

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

ACG Rated 90% (Issue 2)

CASTLES II

Interplay

Medieval war is reproduced in stunning detail in this strategy game. Sluggish speed will put off all but strategy fans.

ACG Rated 39% (Issue 1)

CHAMBERS OF SHAOLIN

Unique

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

ACG Rated 6% (Issue 1)

CHAOS ENGINE

Renegade

Gauntlet for the 1890s is the theme of this steampunk-styled blast-'em-up with masses of mazes and monsters. Rather un-original, but furious action should keep you occupied.

ACG Rated 72% (Issue 2)

CHUCK ROCK

Core Design

Big sprites, but limited colours and simplistic gameplay make this dated. Not bad, but pointless when you could buy...

ACG Rated 57% (Issue 1)

CHUCK ROCK II : SON OF CHUCK

Core Design

A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The *Son of Chuck* is a great new platform character.

ACG Rated 86% (Issue 2)

CLOCKWISER

Rasputin

Fun puzzle game as you attempt to match patterns on the screen. Level editor gives huge scope for longevity, but not everyone's cup of tea.

ACG Rated 81% (Issue 6)

DANGEROUS STREETS

Flair Software

Static, this looks like a big and brash *SFII* clone, but animation is dreadful and gameplay uninvolved.

ACG Rated 22% (Issue 1)

DEATH MASK

Alternative

Imagine *Gauntlet* viewed in first person perspective and with a new, futuristic theme. That, in a nutshell, is *Death Mask*. Looks good and plays the same way.

ACG Rated 88% (Issue 9)



DEEP CORE

Ice

Nice intro soundtrack and good in-game graphics can't disguise 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 fun games on the CD32. An addictive mix of arcade action and brain-twisting puzzles.

ACG Rated 90% (Issue 1)

D-HERO

Gremlin Graphics

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

ACG Rated 85% (Issue 2)

DARK SEED

Cyberdreams

A slow but intriguing adventure game 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 the gameplay is as tired as the uninspired platforming format.

ACG Rated 37% (Issue 1)

DIGGERS

Millennium

A more sophisticated variation on the Lemmings arcade format. Sadly, while the soundtrack is brilliant, gameplay is frustrating due to a 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)

DRAGONSTONE

Core

Fine console-style RPG which takes a while to warm up, but once it gets going you'll be hooked.

ACG Rated 87% (Issue 10)

EMERALD MINES

Alamathera

Graphically this is painfully bad but the classic eighties-style gameplay will please puzzle fans.

ACG Rated 85% (Issue 10)

EXILE

Audiogenic

A classic arcade adventure from yesteryear comes storming back in CD32 form. It's big, it's challenging, it's quite unique. The only thing which stops it achieving gold status is the irksome control method.

ACG Rated 89% (Issue 15)

EXTRACTORS

Millennium

The follow up to Diggers takes the original's theme and irons out all the hitches and quirks. A polished and challenging platform puzzler.

ACG Rated 88% (Issue 11)



F17

Team 17

A nice-looking and playable racing game with plenty of speed and fun. Unfortunately there's no two-player mode though, and lacks depth compared to Mansell.

ACG Rated 73% (Issue 1)

FIELDS OF GLORY

Microprose

The 'Simulation Kings' venture into war-gaming. Unfortunately, this time they've missed the mark.

ACG Rated 69% (Issue 7)

FIRE & ICE

Renegade

Although a little unfair at times, magnificent music, innovative gameplay and impressive 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)

FLINK

Psychosis

Atmospheric arcade platform adventure with a few puzzles along for the ride, but nothing in the way of originality.

ACG Rated 82% (Issue 9)

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)

FOOTBALL GLORY

Black Legend

A football game in the Sensi mould, graphics-wise. More humour, but sadly lacks playability.

ACG Rated 85% (Issue 13)

FRONTIER: ELITE II

Gametek

A monumental game unrivalled in its galaxy-spanning scope. Controls are fiddly, but overall, an unmissable epic.

ACG Rated 95% (Issue 2)

FURY OF THE FURRIES

Mindscape

An interesting mix of platforming and Lemmings-type puzzles with masses of challenge, but not much in the way of graphics or sonics.

ACG Rated 75% (Issue 2)

GLOBAL EFFECT

Millennium

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

ACG Rated 55% (N/A)

GLOOM

Black Magic

A doom clone. Need we say more? Oh, alright then. It's smooth, packed with generous mounds of violence and you get an effing big gun. Top title.

ACG Rated 92% (Issue 15)

GUARDIAN

CDS Software

A truly innovative blaster for the CD32, with a dash of Defender and StarWing complimenting a visually stunning game. Play is unrelenting and monotonous - a perfect shoot-'em-up.

ACG Rated 92% (Issue 5)

GUNSHIP 2000

MicroProse

A huge combat simulation recreating the experience of flying helicopters. You can also lead into battle a squadron of copters. Lots of action.

ACG Rated 92% (Issue 2)



HEIMDALL II

Core Design

A splendid adventure with masses of puzzles, fab graphics and varied worlds to explore. Gameplay is completely absorbing, though save points are few.

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)



JAMES POND III : OPERATION STARFISH

Millennium

A slick addition to the Pond legacy, with bigger sprites, more challenging puzzles and heaps of places to explore. Fast 'n' fun - one of the better CD32 platformers.

ACG Rated 78% (Issue 3)

JETSTRIKE

Rasputin

A game-player's delight, packed with challenge and attention to detail. A brilliant crossbreed of flight sim and shoot-'em-up action. 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 collision detection.

ACG Rated 32% (Issue 1)

JUNGLE STRIKE

Ocean

The sequel to Desert Strike isn't as polished as its predecessor, but offers more of the same addictive 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)

KINGPIN

Team 17

Surprisingly fun and playable ten-pin bowling simulation which plays better than you'd expect, especially with a few friends.

ACG Rated 80% (Issue 10)

LABYRINTH OF TIME

Electronic Arts

A surreal adventure with stunning, hi-res still graphics to convey a brilliant sense of atmosphere. 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. Varied puzzles and a budget price make it worth a look though.

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 impressive, while the easy control system and fast pace will get anyone addicted. Real RPG fans will find it rather 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 it really needs a mouse to play seriously. An updated version would be more welcome.

ACG Rated 79% (Issue 2)

LIBERATION

Mindscape

A huge sci-fi adventure which would take several lifetimes to explore fully. An intriguing story, involving gameplay and texture-mapped graphics.

ACG Rated 92% (Issue 1)

LITIL DIVIL

Gremlin

Four years in the making, this CD-only title isn't 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)

..... M N

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 repetitive and frustrating.

ACG Rated 60% (Issue 1)

MITRE SOCCER SUPERSTARS

Flair

Decent footy sim with plenty of options. If you want a side on view of the sport go for it, but it ain't no *Sensil*!

ACG Rated 82% (Issue 10)

MORPH

Millennium

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

ACG Rated 84% (Issue 1)

MYTH

System 3

A System 3 classic, this still impresses with the imagination behind graphics and gameplay. Control system is awkward, but budget price compensates for age.

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)

..... O Q

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. 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

The only pinball game on any system; it's as simple as that - this is among the cream of CD32 releases. If you've ever wanted to play pinball, buy this now.

ACG Rated 96% (Issue 8)

PINKY

Millennium

Cute platform antics as you try to save the dinosaurs from extinction. Disappointingly, it makes no real use of the CD32's hardware.

ACG Rated 84% (Issue 6)

PIRATES

MicroProse

Despite a slick intro and excellent presentation screens, this looks distinctly 8bit. Underlying gameplay is sophisticated though. Worth investigation.

ACG Rated 79% (Issue 1)

POWER DRIVE

Is Gold

Isometric racer made frustrating and irritating by the dodgy control. A non-starter alongside *Super Skidmarks*, *ATR* and *Roadkill*.

ACG Rated 68% (Issue 14)

PREMIERE

Core Design

A varied and imaginative platformer flawed by awkward controls. 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 with masses of power-ups, fast-moving enemies and slick backdrops. Unoriginal, but as playable as it gets. (Available in Doublepack with *F17*.)

ACG Rated 89% (Issue 1)

..... Q R

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 two-player mode. (Doublepack with *Alien Breed*.)

ACG Rated 84% (Issue 1)

RALLY CHAMPIONSHIPS

Flair

Excellent arcade racer which utilises an unusual viewpoint not seen before in this type of game.

ACG Rated 89% (Issue 10)

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 its own infancy and a milestone 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 wrong.

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 entirely unconvincing. If golf is your thing though, it's definitely worth checking out.

ACG Rated 68% (Issue 2)

..... S T

SABRE TEAM

Krisalis

The isometric graphics are realistically detailed, creating a great sense of atmosphere. Fans of the SAS will love the game's depth, but others will despair at the slow pace.

ACG Rated 78% (Issue 3)

SECOND SAMURAI

Psygnosis

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

ACG Rated 85% (Issue 3)

SEEK AND DESTROY

Mindscape

A simplistic and somewhat less than spectacular overhead shoot-'em-up game. Quite playable, though.

ACG Rated 62% (Issue 1)

SENSIBLE SOCCER

Renegade

Tiny sprites and a control system which is more suited for joystick than joypad are somewhat off-putting, but overall this is a sophisticated and very playable and enjoyable soccer simulation.

ACG Rated 91% (Issue 1)

SHADOWFIGHTERS

Gremlin Interactive

The best beat-'em-up on the CD32, with loadsa special moves and characters. It'll give you a good punch on the bottom!

ACG Rated 91% (Issue 12)

SIMON THE SORCEROR

Adventure Soft

With a fantastic soundtrack and voice-over, this great adventure has enough puzzles to make this a treasured buy.

ACG Rated 90% (Issue 4)

SKELTON KREW

Core

Good looking, console-style isometric shoot-'em-up. Tough gameplay makes it one for hard-nuts only.

ACG Rated 87% (Issue 9)

SLEEPWALKER

Ocean

A novel arcade puzzler where you use a dog to guide the hero. Fun, but 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)

SPEEDBALL 2

Renegade

Despite audio enhancement and graphics using the CD32's vast palette, this plays identically to the 16-bit version.

ACG Rated 90% (Issue 12)

STRIKER

Elite

A dated A500 footie sim. Terrible graphics, poor ball control and the game plays too quickly.

ACG Rated 43% (Issue 2)

SUB WAR 2050

Microprose

Atypical Microprose fare. You'll need bags of patience to sit down and work it out, but doing so is rewarding. Sim nuts will go bananas, others should suck it and see.

ACG Rated 82% (Issue 8)

SUMMER OLYMPIX

Flair

Games such as kayaking, boxing and archery ruined by lacklustre programming. 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 LEAGUE MANAGER

Audiogenic

The best, and the only, footy management game on CD32. Simple and attractive interface promotes ease of use, plus neat match sequence to boot.

ACG Rated 90% (Issue 11)

SUPERLOOPZ

Audiogenic

Remember *Pipemania*? An addictive puzzler - easy to get into, and an excellent two-player mode.

ACG Rated 82% (Issue 11)

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 fall 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 SKIDMARKS 2

Acid

Rip-roaring racerama with splendid 3D sprites and tough as a rugby team. Girly wuss-bags need not apply!

ACG Rated 92% (Issue 11)

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)

SYNDICATE

Mindscape

Top quality marriage of the strategy of *Populous*, the action of *Cannon Fodder* and a whole lot of blood and gore of its own.

ACG Rated 93% (Issue 13)

THE CLUE

Neo

A fun graphic adventure with a nice original theme. Worth a look for those of a criminal persuasion.

ACG Rated 80% (Issue 10)

THE LOST VIKINGS

Interplay

One of the best games around, and a great mix of arcade action and tantalising puzzles. Great fun, even though unenhanced for CD32, and bound to keep you entertained for ages.

ACG Rated 90% (Issue 1)

THEME PARK

Mindscape

The one and only amusement park simulator. Take *Sim City*, add a few sprites, a dose of fun and you're halfway there.

ACG Rated 94% (Issue 8)

THE SEVEN GATES OF JAMBALA

A dreadful platformer which looks like an 8bit game and plays even worse. Worth buying our back Issue 1 just to laugh.

ACG Rated 8% (Issue 1)

TOP GEAR 2

Gremlin

The *Lotus* game engine is reused one more time. Faster & slicker than before, but the tracks are monotonous, car handling uninviting and the music awful.

ACG Rated 75% (Issue 4)

TOTAL CARNAGE

Ice

A classic coin-op almost totally ruined by sluggish movement, poor collision detection and a lousy control system. Truly awful.

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. Reasonable fun, but not up there with the best CD32 platformers, and strictly for young 'uns only.

ACG Rated 67% (Issue 1)

TURBO TRAX

Kompart

Sssmokin top down race-'em-up taking loads of landscapes from arctic to desert. The super smooth scrolling is a delight to behold, but it's tough!

ACG Rated 90% (Issue 15)

UWZ

UFO — ENEMY UNKNOWN

Microprose

A good conversion let down by irksome controls. If you can ignore these, then it's a challenging treat.

ACG Rated 80% (Issue 6)

ULTIMATE BODY BLOWS

Team 17

A humongous beat-'em-up with 23 characters, numerous combat moves and incredible addictiveness, plus a great knockout bout.

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

Odd hybrid of *Space Invaders* and *Tetris*, this is a high-level reaction test, but gameplay is repetitive.

ACG Rated 81% (Issue 6)

WEMBLEY INTERNATIONAL SOCCER

Audiogenic

Despite a wealth of play options and a choice of view options, this falls down on poor joy pad responses.

ACG Rated 76% (Issue 3)

WHALE'S VOYAGE

Flair Software

A great intro track and lots of depth make this an intriguing RPG, but weak graphics diminish the game.

ACG Rated 80% (Issue 1)

WHIZZ

Flair

Surreal isometric platformer adventure with some slick visuals. Anyone remember *Head over Heels*?

ACG Rated 92% (Issue 10)

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)

ZOOL

Gremlin

Masses of onscreen colour, a great intro and impressive soundtracks. Shame the game's so limited.

ACG Rated 60% (Issue 1)

ZOOL 2

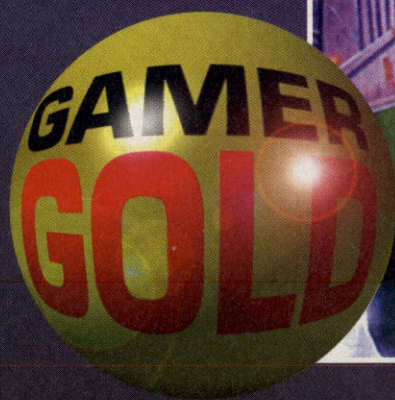
Gremlin Graphics

Slick presentation, good CD tracks and impressive graphics, but gameplay lacks zest.

ACG Rated 70% (Issue 2)

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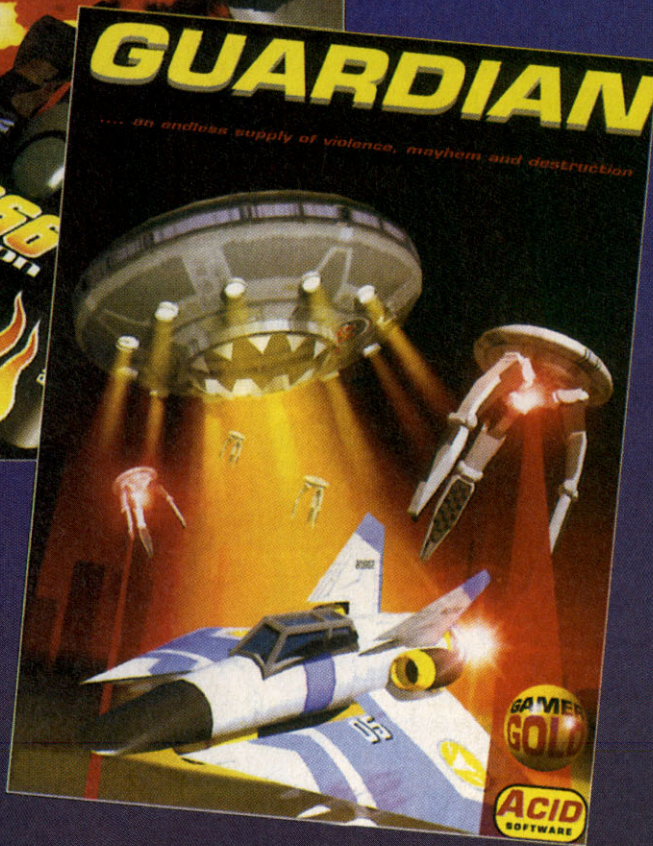
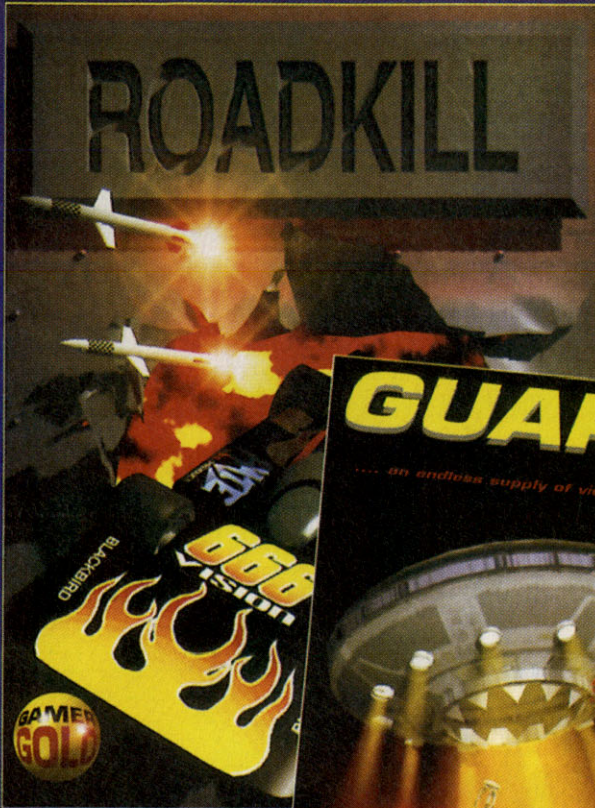
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issue 7

CD32-enhanced Tower Assault review, plus Beneath the Steel Sky, Roadkill, Fields of Glory, Marvin's Marvellous Adventure, Alien Breed and Jungle Strike. Previews of Evasive Action, World Cup Golf and more. There's a Universe solution plus Gunship 2000 tips. Disk includes Bump 'n' Burn, Beneath a Steel Sky, Kid Chaos

issue 7 SPECIAL

Identical to our regular CD32 Gamer 7, except that along with all the top games detailed above, you also get the complete game of Lamborghini American Challenge from Titus Software! Packed in a stylish jewel case with a full instruction booklet, this is the ultimate covermount.

issue 8

At last - Theme Park arrives! Also reviewed - Pinball Illusions, PGA Euro Tour and Subaru 2050. Preview of Frontier II plus David Braben interview. Tips include a Beneath a Steel Sky solution. Cover CD features our most popular cover demos such as Banshee, Body Blows, Chaos Engine and others, and also features a new Clockwiser demo.

issue 9

Skeleton Krew blasts on to the CD32 and gets a full review. Also features an interview with the programmers of UFO II. Reviewed - Flink, Benefactor and the Dizzy Collection. More Jetstrike and Jungle Strike tips. Cover CD features Emerald Mines, The Big Engine and Akira, plus more classic demos.

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The following are available as disks only, without the actual magazines, and are thus being offered for a mind-blowing £3.95 including p&p. Can't say fairer than that, can we?

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