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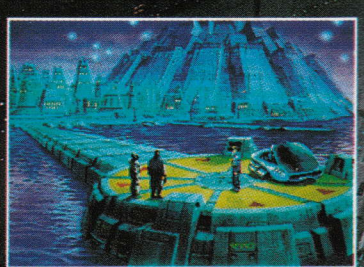

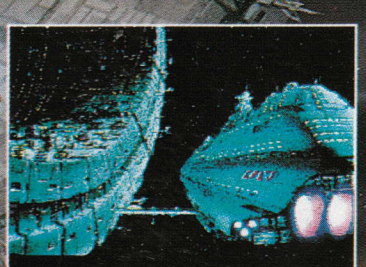

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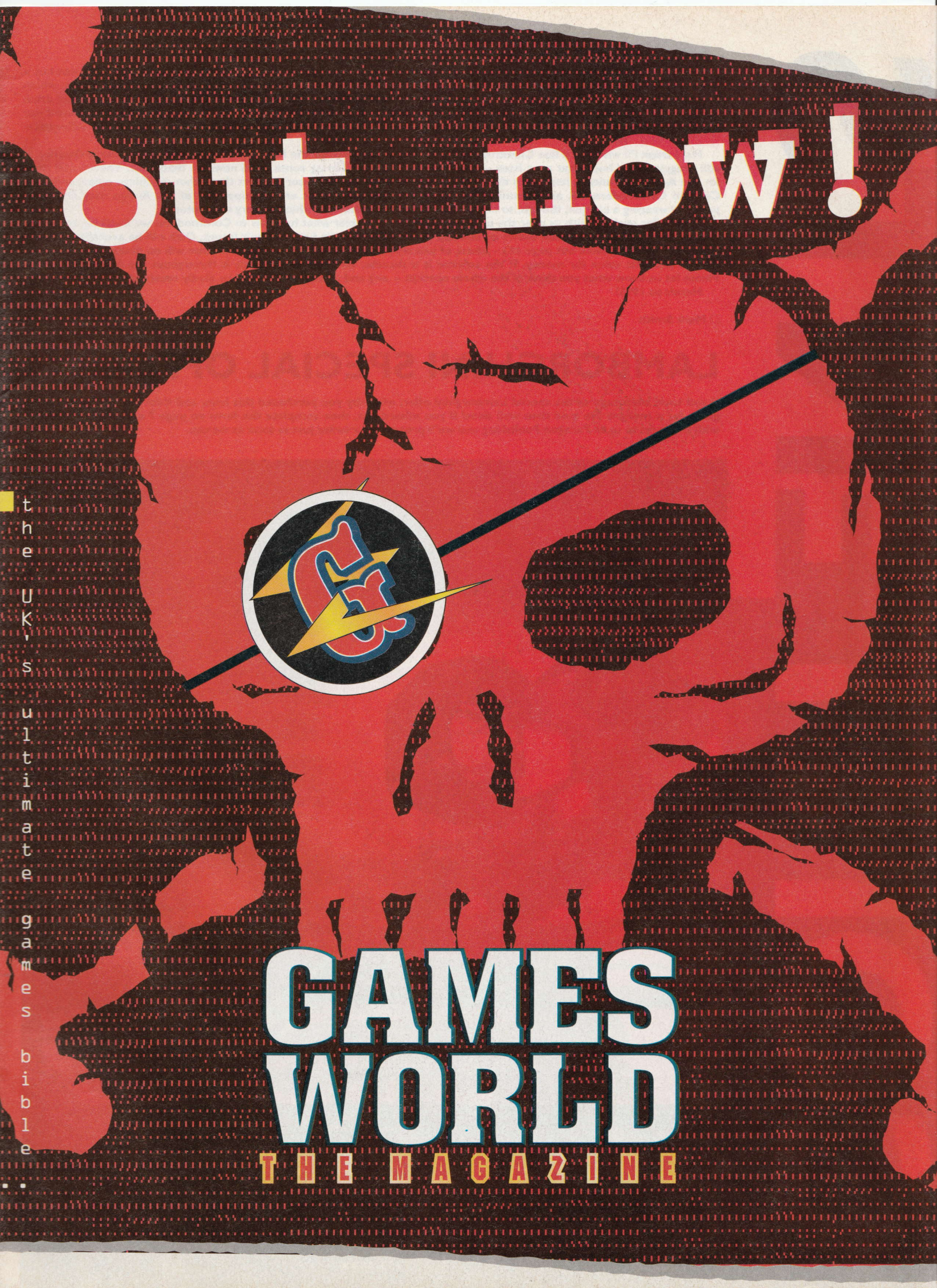
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THE MAGAZINE

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'is always tough introducing a Christmas issue. Most people seem to think that Christmas last was but a month ago, but we know better than that. Others point out that Christmas comes but once a year, which is a good point, but hardly profound. Certain publishers fail to break the habit of a lifetime and still drink orange juice while those around fall about in drunken hysterics (not me, of course). And then there's our ex-Editor who sits around belittling all that's nice and pleasant and threatening all matter of self-mutilation.

Me, I think I'll wish you a fine Christmas and wish you all the best for the New Year. While the Commodore situation is still dragging on, I hope that next issue — the first of 1995 — will bring some good news on that front. There's still time for the Amiga to redeem itself with the right marketing push and end user support that other machines enjoy, and both CEI and Commodore UK are commited to the brand. Even the most ardent supporter of the Amiga may find their patience wearing a bit thin, though, so I hope the situation is resolved within the very near future.

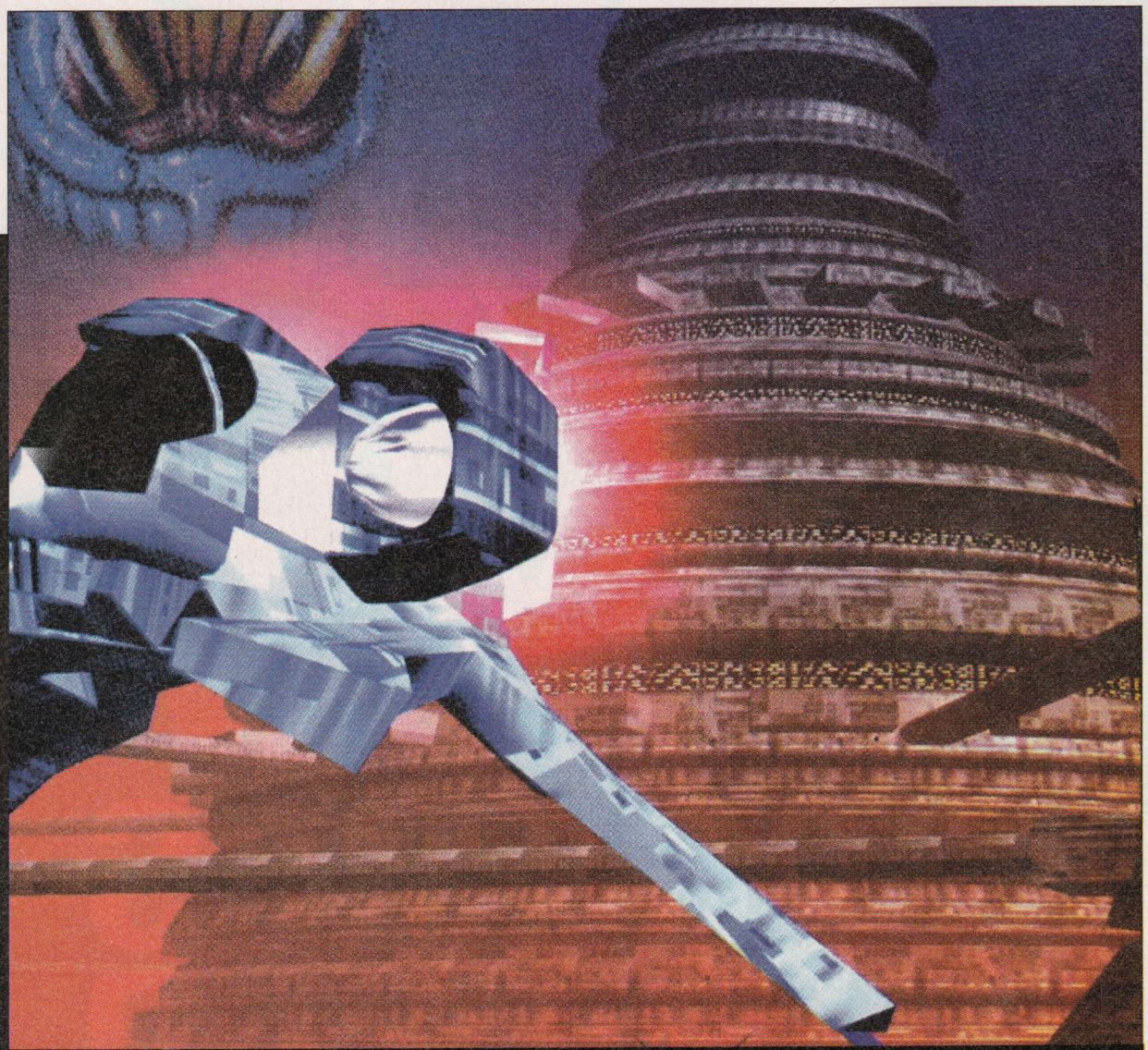
Thanks for sticking with us over the past year or so – no matter what happens to Commodore, we'll still be around as long as everyone out there still shows an interest in the CD32 and its future. Don't forget, *Quik* will be available with the issue next month (check out page 18) – those of you who bought *Lamborghini* with this issue will no doubt agree that the offer is fantastic value for money. If the scheme is a success, we hope to continue it throughout the first half of 1995. Please let us know what you think of the whole concept – any and all suggestions will be gladly received!

Here's to 1995!

☐ Mark Smith

LAMBORGHINI SPECIAL OFFER

If you took advantage of the special Lamborghini offer, whereby you purchased this issue and then got the special Titus game for a meagre five quid then well done! If you missed out, then complete the form on page 7 and send five pounds with the form to us at Paragon Publishing and we'll process your order just as soon as we can.



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Our Christmas CD is packed with goodies that will keep you going through the New Year and beyond. There's *Beneath a Steel Sky*, *Turn N Burn*, *Super Stardust* and more. Of course, if you bought *Lamborghini*, then think of all the joy ahead of you! No drinking and driving now...

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T'was the day before deadline day, and all was quiet... nothing stirred, not even a mouse (mind you, if there were mice in the offices I'd be outta here). Then, from afar, bells tolled and a cry was heard. 'Get your lazy, good for nothing backside back here and finish the flippin' magazine!'. And you thought this job was glamorous...

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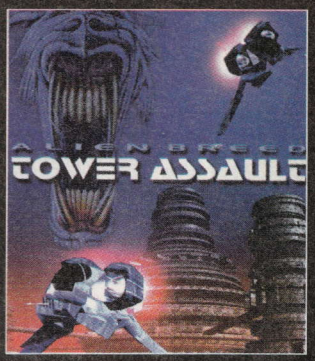

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If you're young and you get lots of Christmas money, we know a good home for your dosh. If you're older and you've got a credit card, we know a good home for your credit. And if you've got one of those bottles with lots of pennies in it, we'll take that too.

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Universe — Solved! *Gunship 2000* – Solved (sorta...)! *Fury of the Furries* – calmed! Now, if only we could solve the problems that arise from having moaning families round at Christmas then we'd be more happier and content. Oh well. Just have to get drunk again...

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Once more, your esteemed Editor returns to accept those bouquets and parry those brickbats. Mind you, he's a little peeved at the lack of Chrissie presents he's received this year. Unwanted whisky bottles (preferably full) gladly accepted.

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Seems we have to clear up a few things concerning Mail Order. This is where you can order lots of CD32 goodies, like tip books, cheap games and even a nifty joypad. Would our female readers please stop using this service to try to order girly looking assistant Editors. It's MAIL not MALE. Thank you.

A-Z 62

Some say that the A-Z is the easiest section to compile. Well, that may well be the case, but we also realise that it's one of the most precious and informative items in the magazine. Where else can you learn so much for so little?

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.

Beneath a Steel Sky

G'day folks, ready for a something a bit special? How would you like to have a go at that rather smashing sounding *Beneath A Steel Sky* game from Virgin that everyone's raving about just at the minute? What do you mean, you've never heard of it? Go check out the review while I have a coffee, then come back.

Aha, back already I see. Now you'll be fully aware of just what a corking little, well, pretty damn big actually, game it is. But no review, not even the lucid and poetic lyrics found in Amiga CD32 Gamer, can be any substitute for actually being there, joypad in hand, playing the game. And that's just what you can do.

Never let it be said that we don't supply the top demos, eh, cos let's face it — this is one of the most talked about games of its type ever.

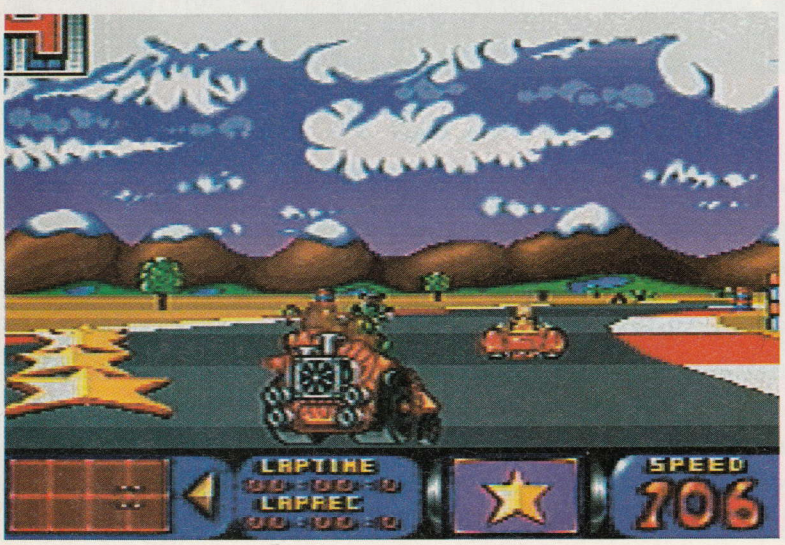
Playing couldn't be simpler. Move the pointer around the screen and click to make the main character walk to that position (providing he has a clear path). Should the name of an object appear next to the pointer, press the red button to get a description of it. The click with the blue button and your character will manipulate it in some way, provided he knows how, of course. If it's a movable object he will take it and it'll appear in the inventory. To view the inventory, move the pointer off the top of the screen and it automatically appears. To use any object in the inventory, highlight it with the blue button, then move the pointer over the object you wish to use it with and click the red. If the objects are not compatible, nothing will happen.

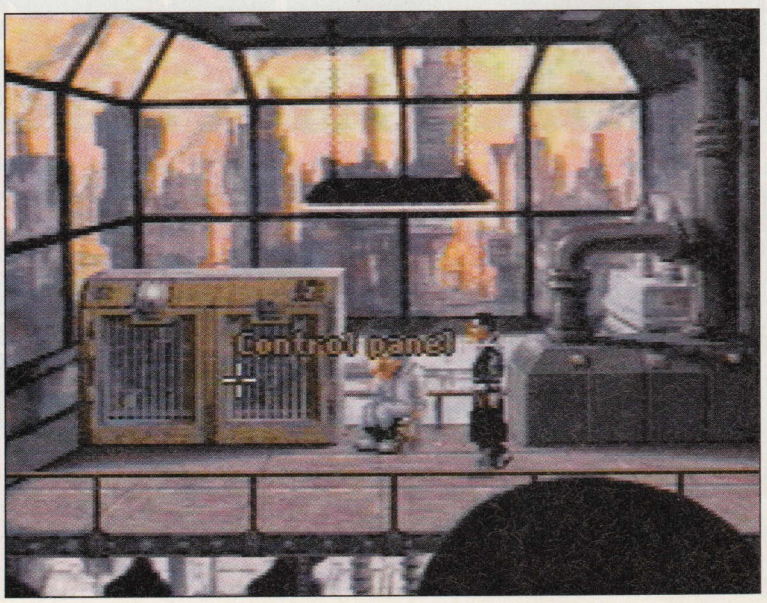
Any other people you meet can be spoken to. Just position the pointer of them and click the red button. Use the pointer to select your responses, which appear in menu form at the top of the screen.

And that 's about all you need to start playing. We're sure your'll agree it's a fine piece of software and well worth the asking price.

Bump 'n Burn

After so much racing being featured in this very issue alone, you 'd have thought that that would be it. But oh no. Being real boy-racer types, we've got you yet another fine example of racing action. The game this time is *Bump 'n Burn* which also made it into our top ten review of the year, scoring an impressive 90% in the process. Enjoy!





CD inlay

Snip out your label and pop it into the plastic bag on the cover. Slick, eh?

Kid Chaos

Fancy a look at *Sonic* on the Amiga? *Kid Chaos*, reviewed in issue five, was yet another attempt to do what should by now have been acknowledged as an impossibility. The thing is, when you're up against a legend you're starting off with a considerable handicap. For this reason, and being the helpful types we are, we're giving you the opportunity to make up your own mind in this fully playable demo. Take control the young rebel and marvel at the breath-taking speed and dazzling paralax (what else would you expect of the people behind the *Lotus* trilogy?). *Sonic* on the Amiga, well, we don't think so, but you can decide for yourself. You certainly can't deny the technical excellence.

[As a last minute demo it wasn't possible to include this in the menu system, to access it hold down top right button after resetting.]

Pinball Illusions

The best just got better! After dominating the CD32 market with *Fantasies*, 21st Century have finally got around to improving the game with new tables and loads of extra features. Unfortunately, the best doesn't come easily and the final polishing up is taking longer than expected. So no review this month, and no CD32 demo either. Instead we got this five minute A1200 demo which uses the keyboard for flipper control. Hardly ideal we know, but we've run it anyway since those with keyboards will love it and those without can at least admire the table design in anticipation of next month when we 21st Centruy promise we'll have a proper CD32 demo.

[As a last minute demo it wasn't possible to include this in the menu system, to access it hold down top right button after resetting.]

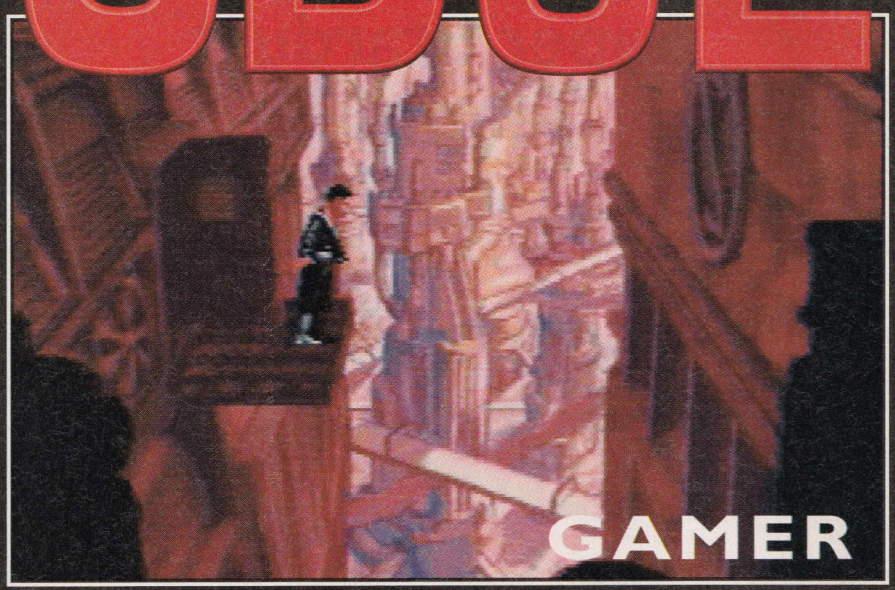
Super Stardust

It wouldn't be the same without a demo of this beautiful game on the cover. To celebrate the release of Team 17's excellent *Tower Assault*, an ACG Gold this very issue, we present yet another demo of their beautiful *Super Stardust*.

For those of you with a memory comparable with that of a goldfish, rotate your ship left and right via the pad, push forward for thrust, while pulling activates a shield for a limited period of time. Hit the red button to fire.

If you haven't bought this classic by now, what the hell's wrong with you. Mind you, if we keep giving away demos at this rate you won't need to buy it since we'll heve given the whole darn thing away, be it in dribs and drabs!

AMIGA CD32 GAMER



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Virgin
Super Stardust
Team 17
Pinball Illusions
21st Century
Turn 'n' Burn
Grandslam
Kid Chaos – Ocean

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Multi media Machine

Not content with revolutionising our menu system, Multi Media Machine have also generously provided another sampler from their *Now That's What I Call Games* compilations of PD, Shareware and demo software. Their disks usually include around 100 tracks and retail for just £20. And as you can see they're pretty good fun.
Multi Media Machine can be contacted direct on 0204 383688 and are always interested in new material.

PD & SHAREWARE

Public Domain software is put out by developers who ask for no fee for their games, preferring to demonstrate their skills for free. Shareware games, by contrast, are made freely available only 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.

Release Dates

DECEMBER

ATR
Team 17
One or two-player isometric 3D racer.
Baldy
Mindscape
Arcade-style puzzle action inspired by Lemmings.
Dragonstone
Core Design
Overhead-view fantasy RPG with plenty of combat.
Evasive Action
Mindscape
Fun dogfighting from WWI to the 21st Century – check out the preview in this issue.
Flight of the Amazon Queen
Renegade
Acclaimed graphic adventure gets new soundtrack for the CD32.
Jungle Strike
Ocean
Hugely popular Mega Drive isometric shoot-'em-up. Reviewed in this issue.
MegaRace
Mindscape
Beautiful looking CD-Rom racer.
Pinball Illusions
21st Century Entertainment
The latest and best in the hit pinball series.
Simon the Sorcerer II
Adventuresoft
Fun graphic adventure gets bigger and hopefully better.
Sensible World of Soccer
Renegade
Massive upgrade of best footy game ever.
Skeleton Krew
Core Design
Isometric 3D shoot-em-up.
Speedball II
Renegade
Outstanding futuristic sports game that everybody, but everybody should own.

1995

Adrenaline Factor
Mirage
SF adventure with fantastic 3D graphics. A decent follow up for the Rise of the Robots people.
Bazooka Sue
Krisalis
Oddball cartoony adventure antics.
Cyberwar
Sales Curve
Stunning CD-Rom only arcade game from the Lawnmower man creators.
Elite III
Gametek
What can you say about a sequal that will have you staying up for days on end? Get ready for another Brabham experience!
Fist
Supervision
RPG based on hit Steve Jackson telephone game.
Inferno
Ocean
Fantastic SF combat sim.
King of Thieves
Team 17
Overhead view shoot-'em-up.
Lost Eden
Virgin
Stunning CD-ROM-only graphic adventure.
Power Drive
US Gold
A stunning rally simulation from US Gold. Has the makings of a classic.
Reunion
Grandslam
Galaxy-spanning SF wargame.
Rock 'N Roll years
Supervision
Multimedia package with sound and video clips.
TFX
Ocean
Brilliant arcade-action flight sim.
World Cup Golf
US Gold
An impressive looking golf game that may well turn out to be the finest simulation available on any computer let alone the CD32.
Zool 3
Gremlin Graphics
Yet more alien platformer antics.

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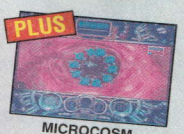

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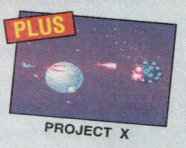

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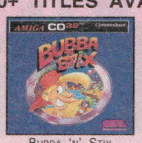

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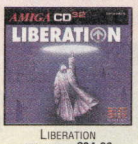

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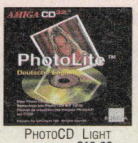

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PLYMOUTH	Debenhams - (3rd Floor),	Royal Parade	0752 266666
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SOUTHEND	Keddies - (2nd Floor),	High Street	0702 462426
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To: Silica, AMCDG-1294-231, Silica House, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON AMIGA CD32

Mr/Mrs/Miss/Ms: ..... Initials: .....

Surname: .....

Company (if applicable): .....

Address: .....

.....

.....

.....

..... Postcode: .....

Tel (Home): .....

Tel (Work): .....

Which computer(s), if any, do you own?

.....

231A

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COMMODORE SAGA OVER?

Dateline: 15th November 1994. It finally looks as if the ongoing Commodore buy-out is drawing to a close. That's according to Creative Equipment International (CEI) anyway, who have stated that they had reached a 'tentative agreement' with Commodore's liquadator, and could be looking to finish off proceedings within the next few weeks.

While this may look to be good news on the surface, action in the courts is inevitable, in which case any bid CEI put forward can be topped by another party. This means that the management from Commodore UK, who are still pressing ahead with their own buy-out plans, could well step in at the 11th hour and purchase outright control as long as Commodore's creditors agree (You at the back – are you keeping up?).

The cash offer being touted by CEI is good news for creditors, since a non-refundable deposit must be paid to the liquadators, effectively guaranteeing these creditors a slice of their money no matter what.

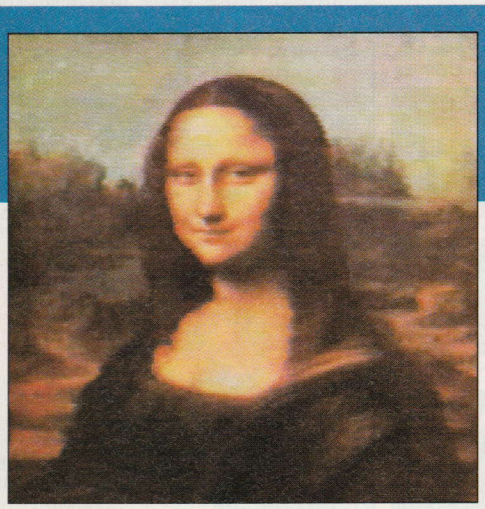
Unfortunately, those who are left without any guarantee of future action are those that stood by the original Commodore for so long – the machine owners. While no doubt the drawn out negotiations should result in a healthier brand and renewed vigour in their marketing activities, it's still with much skepticism and bewilderment that this kind of news is greeted. While overnight miracles aren't expected, positive action most definitely is before the CD32 and the brand as a whole slip silently into obscurity.

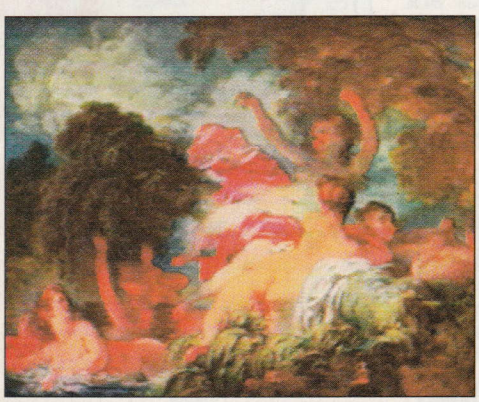
It is heartening to learn that, if CEI have really signed a contract with the liquadator, at least the next step of action will be on the cards. Even if Commodore UK continue their bid, a decision via the courts will be an eventuality rather than a possibility, although, once again, patience on the part of the end-user will be tested as we wait for the final decision of the creditors.

It must be said that both companies are commited to an ambitious future with Commodore UK having plans for a 64bit Amiga while the centrepiece of CEI's bid is the fact that it's working closely with many ex-Commodore operatives, including the R&D team in West Chester, Pennsylvania.

On a brighter note, it appears that the bundles being sold by Silica are moving in their bucketloads. The package, titled Critical Zone, is selling through at £239, one of the lowest set points for the machine despite including seven notable games such as *Cannon Fodder*, found itself sold out within a matter of days after being available to the trade. Fret thee not, though, since the distributors have more stocks in, so your local stockist will be able to fill his shelves to bulging point with those attractive boxes.

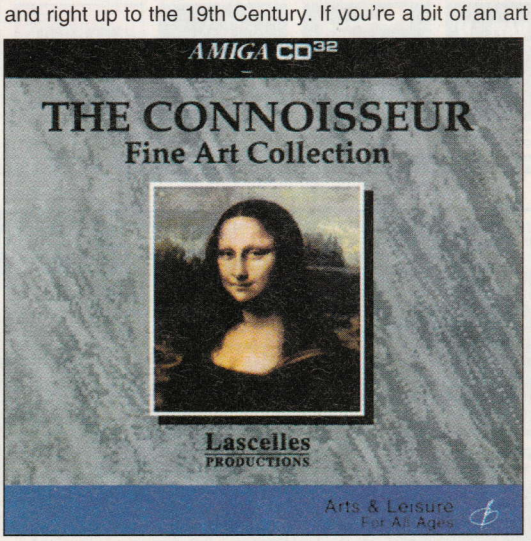
THE CONNOISSEUR
Fine ART Collection





The Connoisseur is basically just a collection of historic art, on CD. The fact that there's no blasting, leaping or killing leaves a bit of a hollow feeling (Bleedin' Philistine! Bit of culture never hurt anyone... — M), and The Mona Lisa gawping out at you with that smug look on her face is enough to drive you to frenzied button pressing.

There are over 400 pieces of classical art stored on the disc representing nine different periods of Art History. These range from early Greek, through the Renaissance and right up to the 19th Century. If you're a bit of an art buff, then you may find that scrolling through all the paintings and sculptures is quite an uplifting experience, but for the likes of us largely ignorant peasants then it's all a bit much.



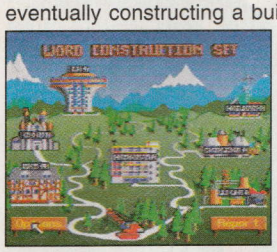
It can't be denied that the text accompanying each piccy and the information offered on each of the periods covered is educational to a point. However, as the CD offers little else but a look at the history of art, it would have seemed more than pertinent to have included far more historical and factual information about the works than is on offer. There is also information about the various artists whose work appear on the CD, but it would be far easier, not to mention cheaper, to pop down to the local library and dig out a book.

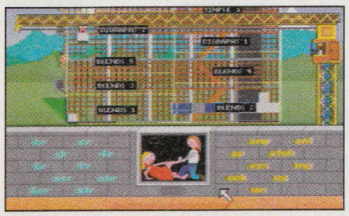
You can also choose from ten different pieces of classical music to delight your eardrums whilst you glide effortlessly through the gallery. ■

WORD CONSTRUCTION SET

In comparison to the educational value of *The Connoisseur*, this comes out on top by a long way, because you're actually interacting to a much greater extent, and the joy is that this way you learn as you play (In other words, Miles *understood* this one... – M).

The idea is to complete a number of word associated puzzles, eventually constructing a building. There are seven different headings that the player can choose to work under, including Vowels, Prefixes and Homophones. The idea of the game is to help children with spelling, word construction and content, yet the pronunciation of the narrated voice on the game is really awful in parts. One voice sounds like an Australian Donald Duck, and the words that are spoken are often really unfathomable. I mean if I had 'Mest' on my windows, or a friend of mine had 'Cremp' I'd be a little worried about what they'd been taking or where they had been.





(Suffice to say, our news hack now writes like a ten year old. Quite an improvement. Now, if only our favourite contributor would take a look at this... – M)

If you're interested in obtaining either title, give Rasputin a ring on 0689 850 770.

COMMUNICATOR II ARRIVES

The *Communicator II* is the new gadget to be seen with at the moment. It turns the CD32 into a proper 2 way computer including Amiga controlled CD-ROM.

Through it you can view PhotoCDs, create FMV sequences, put together audio presentations and a host of other applications using the Communicator-, Scala- and Mediapoint-driver. Or it can simply be used as a two way CD-ROM which runs at up to 210 000 baud.

A unique new feature is the virtual CD concept – an idea that allows users to configare the *Communicator II* in order to boot up with the most often used program.

Well, here's what the makers say...

'The new Communicator II soft and hardware doesn't just add a CD-ROM drive to your system (as many people think) but it adds a complete Amiga with 600Mb CD-ROM, 2Mb of RAM and the AA chipset to your existing machine. The additional digital video and audio make it nothing short of spectacular.'

Interested? More info can be obtained by writing to:
Eureeka, Adsteeg 10, 6191 PX Beek(L), The Netherlands ■

CHARTS

TOP 10 AMIGA CD32 TITLES

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2. Arcade Pool	Team 17	£14.99
3. Fields of Glory	Microprose	£29.99
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ELSPA – European Leisure Software Publishers Association Ltd

CHARTS COMPILED BY GALLUP

GAME

Another big thankyou to Neil at Bournemouth **GAME** ✆ (0202) 311668 and Marcus and Robin at **TORC SOFTWARE** at 9 Wilton Parade, Feltham High Street, Middlesex, TW13 4BU ✆ (081 8932100). Software galore, at there great stores!

TORC

CD32 SNIPPETS

SATURN RUNS RINGS ROUND COMPETITION

Wizard Developments have come up with quite a little gadget for Amiga owners everywhere. The Saturn external floppy disk drive is being released for just £49.99, complete with a full two year guarantee and a host of features.

Wizard promise that it'll be compatible with all existing Amigas. The hardware consists of a high quality Sony disk drive enclosed in a sturdy metal case for durability. The 1Mb drive also includes an anti-virus switch, and a through port to allow connection of additional drives.

For more information on this nifty piece of kit, you can write to Wizard Developments at the following address:

Wizard Developments
PO Box 290
Dartford
Kent
DA1 2UH

HERE COMES THE MASK

Any avid viewers of the Games Master TV show will be familiar with *Death Mask*. Alternatve Software are to put out versions covering all Amiga formats plus a specially enhanced CD32 version.

Taking place in a vast maze of corridors, the action has you blowing away huge numbers of evil alien creatures in a blast-'em-up extravaganza. For this purpose, a huge range of devasting weaponary is available to you, but there's more to it than simply pounding the fire button. Many secret rooms are concealed around the complex filled with goodies to collect.

We're also promised a 'unique' two player mode in which you can work together to defeat the common enemy or track each other down in the maze and fight to the death. Sounds a blast.

As we said before, they'll be improved graphics and sound to delight CD owners and give lesser mortals (sorry, 16-bit owners) red faces. More news as it breaks.

Christmas Surprises

Is it a mis-print? Is it a mistake? Or is it really true that the PC extravaganza *Subwars 2050* is coming to a CD32 near you? We'll get the full expose from Microprose soon – if it is indeed tha case, expect to see one of the most mind-blowing games you'll ever encounter on your machine. You have been warned...

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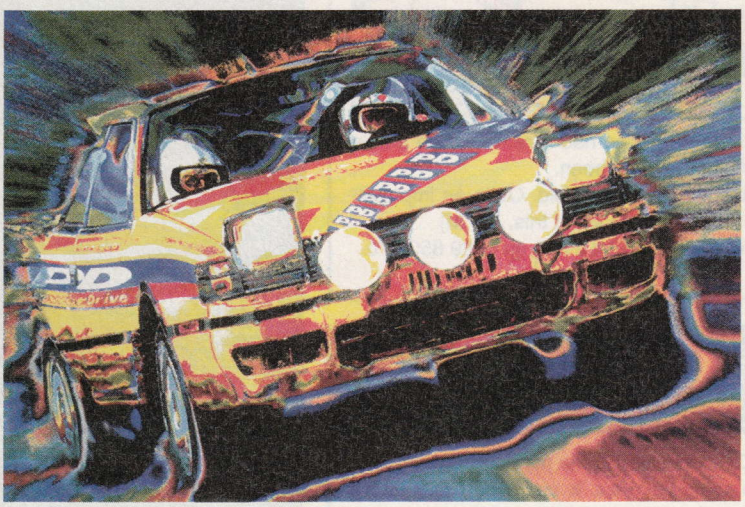
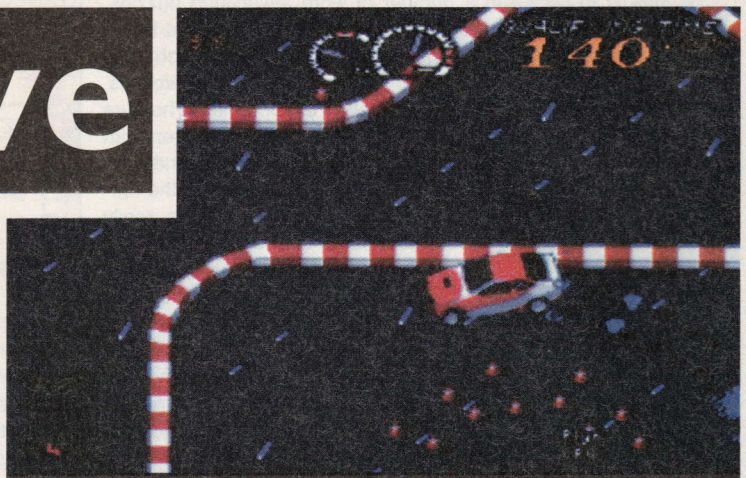
World Cup Golf 13
Evasive Action 14

Previews

PowerDrive





Hey isn't that Starsky and Hutch? Well, whoever it is, I hope they"ve fitted some hi-grip wet weather tyres cos it's chuckin' it down and that's rather a tight bend coming up!

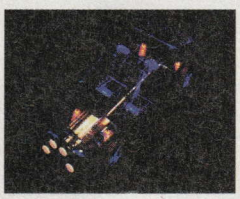
Preview

PUBLISHER: US Gold ■ PRICE: TBA
DEVELOPER: Rage ■ RELEASE DATE: November

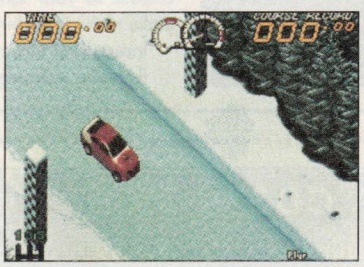
Well, the Formula 1 season's at an end, and jolly exciting it was too! Of course, the mud and ice of these wintry months brings a different kind of motor racing enthusiast out of the shadows — right, US Gold?

On its way from US Gold is a new, tyre churning race-'em-up to get your gears a-grinding. *Powerdrive* boasts an impressive 50 tracks spread across eight different world locations from the rich kids playground of Monte Carlo to the far eastern mystique of Kenya. The game utilises a kind of 45° forced perspective viewpoint. It's harder to explain than it is to use, honest! Just look at the screenshots and you'll see what we're on about. Anyway, it makes a change from the endless top down and from-behind views we're so used to. A little variety never hurt anybody!

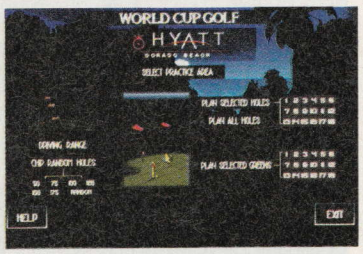
The competition runs in a similar vein to the rally championships with races taking place over several days and in different world locations. To add a little more diversity, there's rally cross competitions and skill tests though exactly what format the latter will take we're not exactly sure (or, to be more accurate, US Gold didn't get round to telling us yet). Those software people, eh!

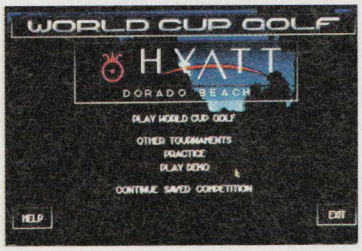


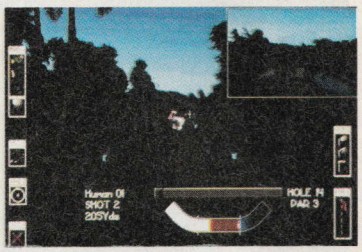
The programming team responsible are Rage, the people previously behind such products as *World Cup Striker*. To give them a real feel for the subject matter, prior to starting work, US Gold actually packed them off to a real rally driving school for a day. How that paid off, playability wise, we can't say just yet since we haven't actually a seen a final copy. What we can say is that it's likely to look pretty spiffing. Each car sprite was built up using 36 000 polygons for ultimate all-round realism. Combine this with a wide variety of driving conditions, eg ice, gravel etc, day or night driving and a choice of manual or automatic gears and you have a package with enough variety to please even the most fussy of computer racers. Keep reading your fave CD32 magazine for the serious gem as soon as it happens! ☐ **MG**



World Cup Golf







I've always fancied myself as a Nick Faldo. Getting paid for strolling around fairways and smacking a few balls every once in a while sounds like a jolly fine way to spend a day. In fact, being an Editor's much like being a golfer – all ours does is stroll around the office all day and smack a few heads every once in a while. Sheesh...

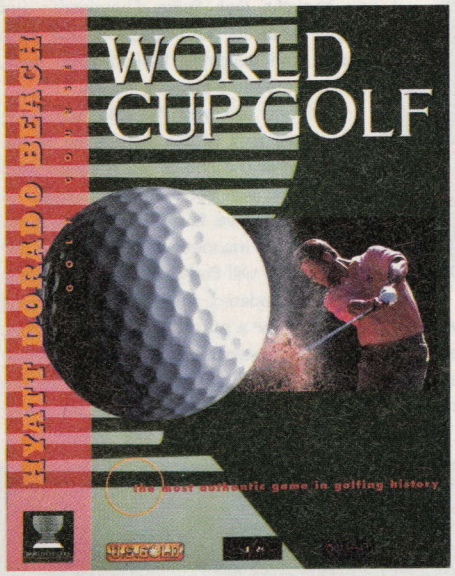
Preview

PUBLISHER: US Gold ■ PRICE: TBA
RELEASE DATE: TBA

Well, folks — at the moment it looks highly unlikely that Ocean's *PGA Euro Tour* is going to make onto CD. However those friendly and ever considerate Brummy types up at US Gold are ready to fulfil all your CD based clubbing needs with *World Cup Golf*.

As promised in issue five, here's a slightly more in depth look at the CD sporting event of the year. Just take a look at those lucious screen-shots — we didn't just video Sportsnight, honestly.

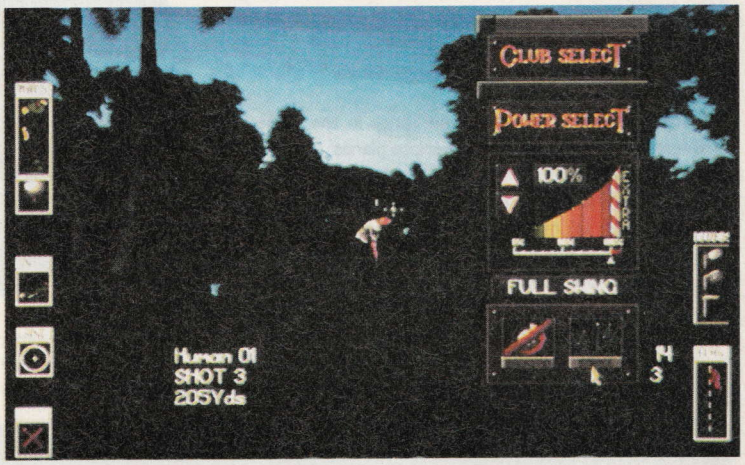
USG promise it'll be the 'most technically advanced simulation of its type ever to hit the market'. This is substantiated by its CD-only format. It'll be on four other CD systems including 3DO and CDi. 'But why...', you may ask, '... it's only golf, isn't it?'



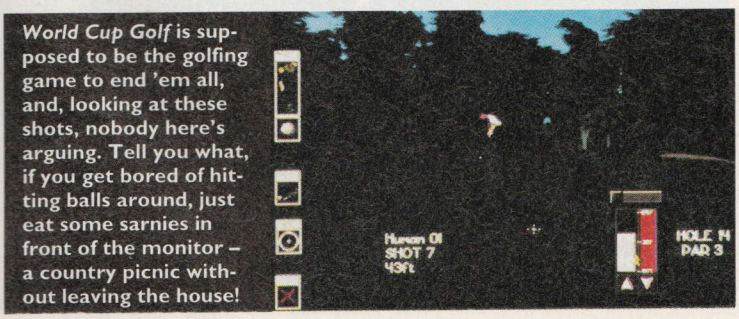
This is down to the huge amount of memory taken up by the finely detailed graphics and advanced level of artificial intelligence within the game. There's no strange and endless wastelands surrounding each fairway here, but a whole world (or a whole golf club, at least) inside your CD32. Just to illustrate why a disk version is not even a consideration, take the PC CD-ROM version for instance. The CD is used to store an incredible 800Mb of rendered course graphics — and that doesn't include any of the presentation screens. That little lot alone would fill a few hundred floppies!

The spec was to put together the most realistic golf sim ever and, when you're up against the likes of the PGA series, that's no mean task.

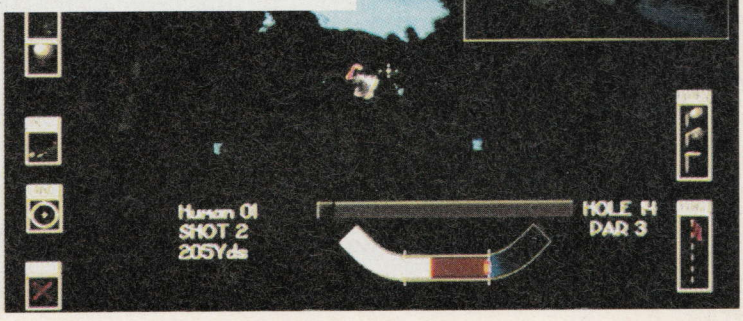
Licensed by the World Cup of Golf Licensing Body, seven of the worlds most famous courses, all faithfully reproduced using a highly advanced 3D modelling utility, are incorporated. Up to 64 human players will be able to participate in any of the games 15 tournament modes or in-built World cup.



World Cup Golf should be ready for release next month to coincide with the 1994 World Cup competition so check next issue as we decide whether it hits the fairway or lands in heavy rough. □ **MG**



World Cup Golf **is supposed to be the golfing game to end 'em all, and, looking at these shots, nobody here's arguing. Tell you what, if you get bored of hitting balls around, just eat some sarnies in front of the monitor – a country picnic without leaving the house!**



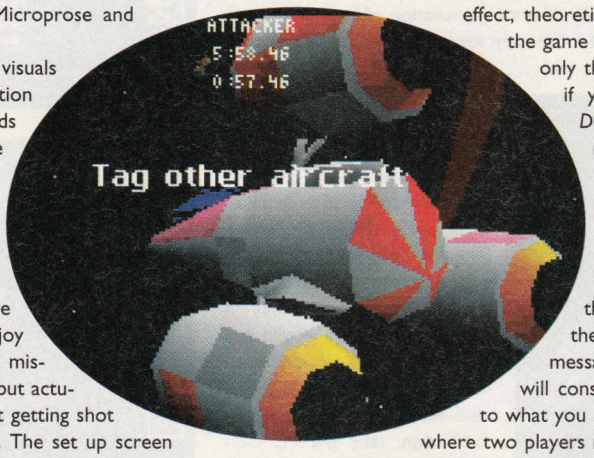
Evasive Action

There is quite a history behind this programme and the Amiga CD32 version has been on and off for a long while with even development changing hands a good few times. The GOOD news, however, is that is it due for release before Christmas...

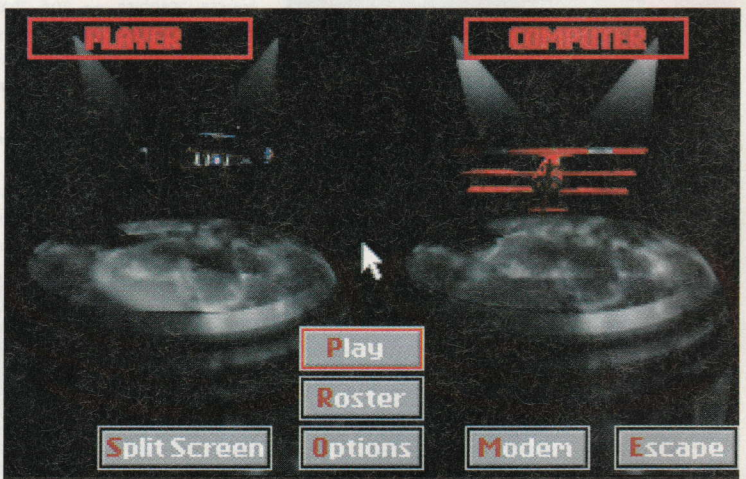
I bet you didn't know that this game was originally commissioned by Microprose but although they were more than pleased with the development of the game, they were eager to get the programme out and eventually decided to drop the programme. The main idea of the game stayed at Microprose and eventually we saw *Dogfight*.

Mindscape stress this is not a flight simulation, although the visuals and engine are modelled around a sim. This is an arcade action fast moving battle in the sky game where the player only needs to take into account a limited number of controls to be able to manoeuvre one of the many aircraft on hand. The game has many features and set ups that include a two player split screen.

There are four different time zones in the game, each presenting the player with appropriate planes. World War I, World War II, Present Day and in the year 2020 in space are all featured. The whole idea is simple: just go out and enjoy yourself. From taking off to flying (there are no full blown missions), just shoot down the enemy. The controls are simple but actual tussles with the enemy, who are highly intelligent, and not getting shot down before you reach your own objective is a lot harder. The set up screen allows choice of time zone and there are 4 planes in each section to select from - biplanes to Spitfires, F18 and some Elite styled ships. Each of the planes is visually modelled on the real thing complete with sophisticated cockpit (most of the dials are computer controlled). *Dogfight* from Microprose still leans towards a sim but this is all out action. This really looks the part with superbly coded 3D graphics with light shading, a full scale environment that will take you over 10/20 minutes to fly without hindrance from one corner of the map to the other (in effect, theoretically about 40 kilos!) The flight engine in the game is comparative to any other flight sim it is only the simple execution that is different. Even if you thought that *Strike Commander* and *Dogfight*, with its lush graphics and land masses and buildings, looked good, well, this has the same pleasing visuals.



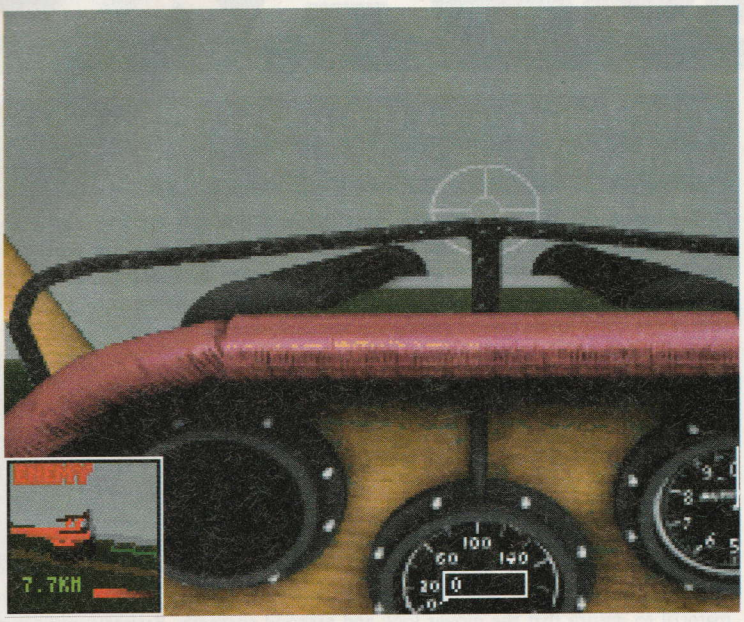
Not only do you fly solo but flying stunts are part of the ingredients of the game and at the end of each action filled section you will get a full breakdown of the way you have fared. The more fancy the stunts and manoeuvres the better the message, and you will find that the enemy plans will constantly be updated, their tactics pertaining to what you do. Going for a pure Dogfight, an air race, where two players must either make it to a certain point on land or a carrier are two of the themes. The race element is complicated by the fact that you may have more than one location to reach and you will not know where subsequent points are until you finish each task, a bit like orienteering.



Golly – look at all those options! Seriously, folks, *Evasive Action* certainly looks like one to keep an eye out for, especially with it's cool split screen mode.

Preview

PUBLISHER: Mindscape ■ PRICE: £??
DEVELOPER: ?? ■ RELEASE DATE: ??

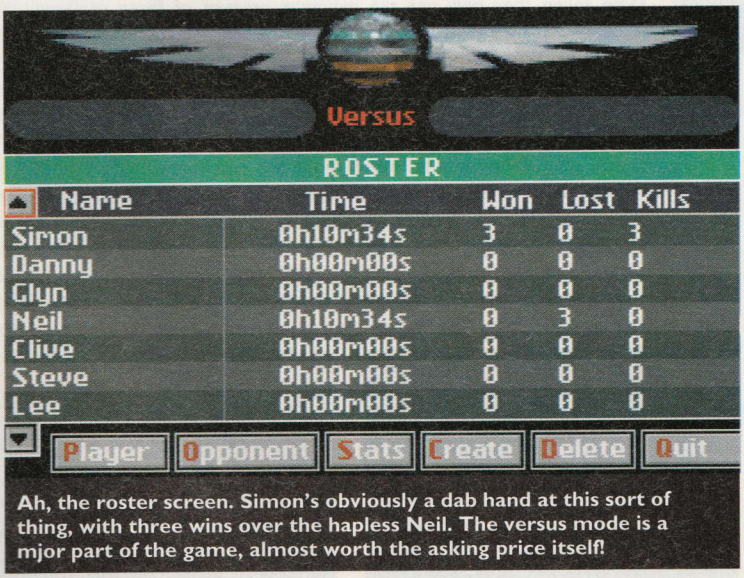


Quick Luke – use the force! Uh, wrong game. Still, *Evasive Action* offers plenty in the way of blast-'em-outta-the-sky action, even if there's no trace of Han Solo or that Princess type that everyone fancies. Except me – I preferred the dog.

There is even a quick game of tag where you must hit your opponent with a bullet first. You can set the timer from a minute to an hour for this element, while the game is further complicated as after each set time the roles are reversed, so, if you do not catch the enemy then you are chased instead of leading. There are three games inside of the time zones. First blood, first hit or completing a task like landing first. More options are being added as you read this. Because the game is not mission based, it revolves around a rota of varying computer controlled pilots; each will have their own attributes giving a wide range of challenges. The enemy logic within the code is very high and can sense where you are heading and whether you are firing off bullets and missiles and will then act accordingly. The stunt element is the added bonus for if, for instance, you are hit but can still stay in control you will be rewarded by a complete repair while in the sky if you perform a clever manoeuvre. Constantly landing and rearming within the timeframe of a battle is allowed. The cockpit with altimeters and about 5 important dials including a brilliant radar window where you can see the enemy in full detail ensures that this requires more than waggling the joypad to succeed.

As you can see the details of the game is very impressive but if you find flight sims too hard but want a programme that offers all the features of a sim with ease of use, then *Evasive Action* is it. To fly the planes is very easy but completing a mission is a tough and compelling challenge. This offers the shoot-em-up player an environment as yet unrivalled but for the ardent sim player with split screen you have to use your skill to the full.

According to Mindscape, this is an experience not to be missed and *Evasive Action* is the first programme of its type to cater for arcade and sim players. We'll just have to wait and see... ■ **DDF**



Ah, the roster screen. Simon's obviously a dab hand at this sort of thing, with three wins over the hapless Neil. The versus mode is a mjor part of the game, almost worth the asking price itself!

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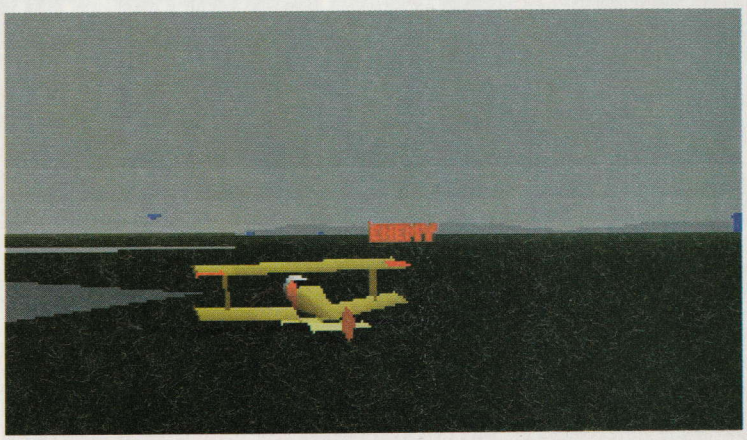
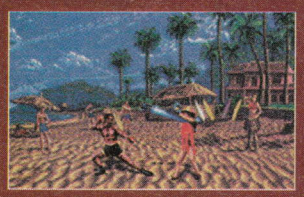




Master Axe

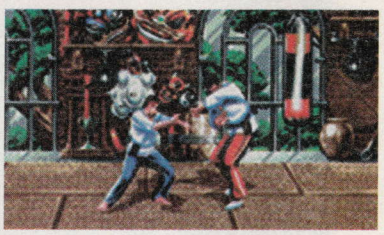
We've had beat-em-ups and Kung Fu games, but none has been based on the real thing. Neil Axe might not sound like someone's real name but honestly it is! For the first time ever, you are about to experience a beat-em-up cum martial arts game that is true to life.

Gone are pools of blood, arms and legs flying off around the screen.What you see is what you get. The four characters in the game are 4 real people and the master blaster of them all is Neil himself. Having met him at the show and not having heard of him before, Millennium grabbed his name for what they see as a unique licence, I was not about to argue with the guy who has mastered every martial art under the sun. He's a black belt, and has mastered Kung Fu and an assortment of other styles that sound more like a Chinese menu. But once you've sat down with these four chappies, you're soon transformed into their spiritual world, where the essence of what they do is to balance the physical with the emotional (You've finally cracked, haven't you Del boy? - Mark).

Realism is a major part of the concept behind *Master Axe*. I guess that means that the chap doing the Elvis 'Suspicious Minds' style pose won't be able to parry that rather sharp axe wielded by the scantily clad woman? And there will be no sweeping stereotypes whatsoever? No, thought not...

The designer of the game, Chris Elliot, spoke in depth about the game.

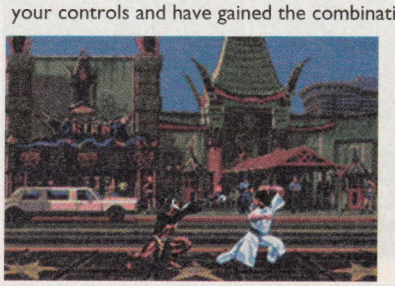
"What makes this different from the other games is that it is the first expert licence. What we have done is, rather than design a beat-em-up, we've gone to a professional in the field and licensed them to essentially capture more of a martial arts simulation. Would you design a flight simulation without using the expertise of a pilot? No, of course not. This isn't a case of getting in a few Hollywood extras for the graphics, it has been designed from the ground upwards, with Neil and his other instructors in order to give us a degree of authenticity, which I do not feel that other similar games have had. The animation and look of the game is very important and you will be easily able to spot all of the 4 within the game for we have ensured they look real. We have not used blue screening techniques but we have shot lots of video and the animators have used this as reference material to ensure that the moves look and respond correctly. Basically we have rotoscoped rather than chromo-keying.

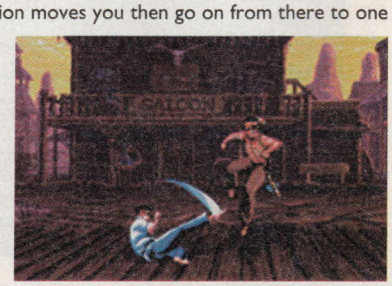


"I want people to see the programme more than a mere beat-em-up cum martial arts experience. Beat-em-ups are about fantasy, this is more about reality for it is based on real people, real places and real events. There has obviously been some artistic licence but we are dealing with real people, I cannot really convey that enough. Moves that are made in the game are ones that are executed by the individuals themselves. Okay some might look abnormal to most but you must realise that the 4 have trained for many years, so what you see has been recorded and it can be achieved! You have no spitting fire balls, heads coming off, etc etc. That's all been done before and to do that would place us against *Mortal Kombat* and there is no point. What you will get from *Master Axe* will be a unique experience, even a learning one.

"In effect you still have a fighting game but it is done in a more realistic way. Why do you need to have strange creatures and invent scenarios when reality is as interesting? The aim of the game is to convey how impressive the techniques are in true life. If you were to see the real guys in action, you would be very impressed. They do not mess around but by the same token they only use the minimum amount of force required, that in essence is what they teach. Some of the moves they execute might not look that great, but why go over the top with showy moves when a simpler one could be more effective? Put it another way, if you were to face these guys you would not last 5 seconds and their subtlety in achieving the end result is truly impressive. They do not jump around screaming but weigh up each situation.

"I guess you want to know a bit more about the actual game. There are four elements to *Master Axe*. You have a training and practice level which is based on the Agi Academy which is Neil's own martial arts school. In that level you have the opportunity to select which type of sub game you wish to play. You then decide which character you wish to assume. The practise level is important for you must learn moves to acquire them, so becoming an expert with the Joystick/pad is essential. Once you are happy with your controls and have gained the combination moves you then go on from there to one





of the other three game types. The Endurance USA is based on the coast to coast cycle marathon which the four guys did in real life. What that does is to take a single character through eight locations facing up to eight different opponents in varying States across the US. The thing about this is that it is an endurance section, so defeating one or two opponents may appear easy but beating all eight is far tougher. You must anticipate things and constantly ensure you do not go over the top, you must keep calm and use the minimum amount of force to win through. Take too much damage early on and you will not last the whole course. This section is a mirror of what the guys did, for they sparred with various top people on their travels - we have just added a bit of artistic licence. One thing you must take into account is that each player has their own style so it is a case of choosing the one you can associate with. One may be strong, the other fast and these attributes reflect the players perfectly. Mick for instance is the top kick fighter around whilst Roger is primarily a grappler. Neil and Julian are medium range people.

"You have an element of a game called Spiritual Warriors, where the idea is to fight your dark side. This is to reflect the idea of overcoming the Dark forces within yourself,

which is an important aspect of martial arts, self discipline/self mastery. By doing this successfully and defeating yourself, you get access to the top range combination techniques.

"The final bit is the tournament level where we take the opponents from the cycle ride and go into a series of fights. From eight competitors you move down to the final two contestants. In this mode you have a two player option. This is not merely a case of winning an individual fight but one of taking a team through to the end. You win or lose on the final team score, so selecting the right character to fight with is important and by this time you should have a good understanding of all the characters.

"Well, that's it apart from saying that Neil has been very involved with the game and although people may not have heard of him he is very famous in the USA. Even people that have met and fought the famous Bruce Lee regard Neil as one of the finest exponents of his art in the world and you can't say more than that!" ■ **DDF**

The DETAILS and INSIDE INFO on the 4 personnel in the game

Personal File - Real Name Julian Carlino
In game name - II Capo

Born: Year of the Fire Horser
Helght: 5"11
Eye Colour: Hazel
Zodiac Sign: Gemini
Weight: 1901b
Hair Colour: Brown

Favourites
Food: Pasta Carbonara **Muslc:** Prog
Rock Movie: Silent Flute
Hobbles: Skiing, Computers
Special Abilities: Blade Smithing & Field Archery
Fighting Style: Kicker
Martial Grade: 1st Degree Black Sash
Most lethal technique: Rising Knee Strike
Most Prized title: The Mai Magazine Chinese weapon Form Champion 1994

Martial Arts Training record
1981 - 5 mths Tang Soo Do
1982 - 4 mths military unarmed combat
1985 - date Axe Kar Kuin/ Axe Family Fist
1985 - 6 mths Atemi Justu
1982 - 18 mths Sipalki Kung Fu
1986 - 3 mths Wing Chun
1987 - 18 mths Fon Moor Kuin
1988 - 1 mth American Goju Karate
1988 - 1 mth Lima Lama
1992 - 4 mths Seven Star Preying Mantis Kung Fu
In addition to the above, he has taken many seminars and lectures at home & abroad

Message to the Masses: It is better to defensively prevent than it is to offensively cure

Personal File Real Name - Roger Moore (yes its true)
In game name - Reaper

Born: Year of the Rooster
Height: 6' 0"
Eye Colour: Green
Zodiac Sign: Aries
Weight: 1801b
Hair Colour: Blond

Favourites
Food: Steak & Prawns **Music:** Classical
Movie: Last Of The Mohicans
Hobbles: Skiing, rock climbing
Special Abilities: Pistol Shooting and Body Guard
Fighting Style: Grappler
Martial Grade: 1st Degree Black Sash
Most lethal technique: Reaper and Sleeper Hold
Most Prized title: The British Full contact 'Sport Nunchaku Champion

Martial Arts Training record
1981 - 4 yrs Judo
1985 - 2 yrs Lau Gar Kung Fu
1987 - date Axe Kar Kuin/ Axe Family Fist
1992 - 6 mths Shotokan Karate
1992 - 6 mths Thai Boxing
1993 - 6 mths Boxing
1993 - 3 mths Aikido
1993 - 3 mths Savate
1993 - 1 mth Jeet Kune Do

In addition to the above, he has taken many seminars and lectures at home & abroad

Message to the Masses: When there is no justice, there's just us

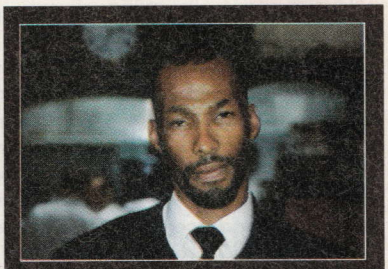
Personal File - Real Name Neil Axe
In game name - Master Axe

Born: Year of the Snake (on cusp of Dragon)
Height: 6'2"
Eye Colour: Hazel
Zodiac Sign: Aquarius
Weight: 185 lbs
Hair Colour: Auburn

Favourites
Food: Terriakki beef & Hawaian Rice
Music: Ska **Movie:** Highlander
Hobbles: Saxon History & Blues parties
Special Abilities: Sky Dived 3000 ft & Absailed 180 ft
Fighting Style: Trapping (close quarters fighting)
Martial Grade: 3rd Degree Black Sash
Most lethal technique: Fish Hook 8 Neck Lock
Most Prized title: Spiritual Warrior Award 1989 Las Vegas International

Martial Arts Training record
1985 - 1990
Studied Karate based self defence
Lau Gar Kung Fu • Wado Ryu Karate
Shotokan Karate • Boxing • Aikido
Judo • Thai Boxing
Wing Chun Kung Fu -Body Guard Course
Atemi Jutsu Karate - Shoot Boxing
Fon Moor Kuin - Kick Boxing
Lion Dance Course - Ju Jitsu
Lau Gar Kung Fu - Boxing
Judo - American Goju Karate
Okinawa Te /Lima Lama
In addition to the above, he has taken many seminars and lectures at home & abroad

Message to the Masses: Never in anger will you find honour



Personal File - Real Name - Michael Graham
In Game Name - Gangsta

Born: Year of the Rat
Height: 5"10"
Eye Colour: Brown
Zodiac Sign: Scorpio
Weight: 158 lbs
Hair Colour: Black

Favourites
Food: Curried Goat and white rice
Music: Roots
Hobbles: Dominoes, Blues parties
Special Abilities: Tactical driving, psyche
Fighting Style: Puncher
Martial Grade: 3rd Degree Black Sash
Most lethal technique: Uzi upside yer head
Most Prized title: The ICKF 'disputed' World Champion

Martial Arts Training record
1968 - date Boxing
1970 - 1 yr Judo
1971 - 6 mths Aikido
1976 - 2 yrs Shokotan Karate
1978 - 1 yrTaekwondo
1979 - 9 yrs Lau Gar Kung Fu
1986 - date Axe Kar Kuin/ Axe Family Fist

In addition to the above, he has taken many seminars and lectures at home & abroad

Message to the Masses: Them that can't hear, must feel

Quik The Thunder Rabbit

You bought the last issue of everyones favourite CD32 mag. You gaped at the reviewed, you played the cover CD, you recieved the shock of your life as your eyes fell upon the most corking offer ever to be offered by a computer magazine. And guess what — it wasn't just a one off either! Read and find out about this months fantasticd deal to chase those game-lacking blues away.

What do you know, and we know, yet the bulk of high street stores seem blissfully unaware of? The very large quantity of CD32s out there, just waiting to be filled up with many and varied games. Ridiculous, isn't it? You can walk into a shop and see PC games, Mega Drive games, SNES games, even Master System games, yet naff all in the way of CD32 stuff. It's a crying shame if you ask me.

Luckily for you lot, we at CD32 Gamer are commited to bringing you not only the best coverage around, but also the best games! That's right. After overwhelming enthusiasm over the *Lamborghini American Challenge* offer, we've once more teamed up with those very nice people at Titus. You can now order next months issue for the normal cost of £4.99 complete with amazing, thrill-packed cover CD featuring great PD and crucial game demos. Or, you can pay an extra fiver to recive all that plus Titus' immensely colourful platform caper — *Quik The Thunder Rabbit.*

Yep, after the petrol-powered action of last months offering, there's a cutesy, cuddly, and slightly carroty theme this time around.

Actually, that's not strictly true. It's the lack of carrots which is the problem, and that's where you come in!

Quik is the bravest and fastest of all the rabbits and only he, with a little bit of help from you, of course, has got what it takes to save the day. The problem, you see, is that the rabbit tribe's carrot supplies have vanished. Far away to the north lives Quok the sorceror. In his posession is the Ultimate Seed — this magical item is capable of producing all the carrots the rabbits need, and is their only hope of survival. So, off Quik sets, into a magical, colouful world packed with platforms, secret rooms, collectable items and numerous cute baddies to avoid or blat. A constant lookout is required, for the fruit found littering levels. If Quik fails to keep his stomach topped up he'll die of starvation (even super-heroes have to eat).

Well, what are you waiting for? That's thirty smackers worth of game for less than a trip to the cinema and a bag of chips — and it'll last longer, too!

To guarantee your copy, fill in the order form and send it to:

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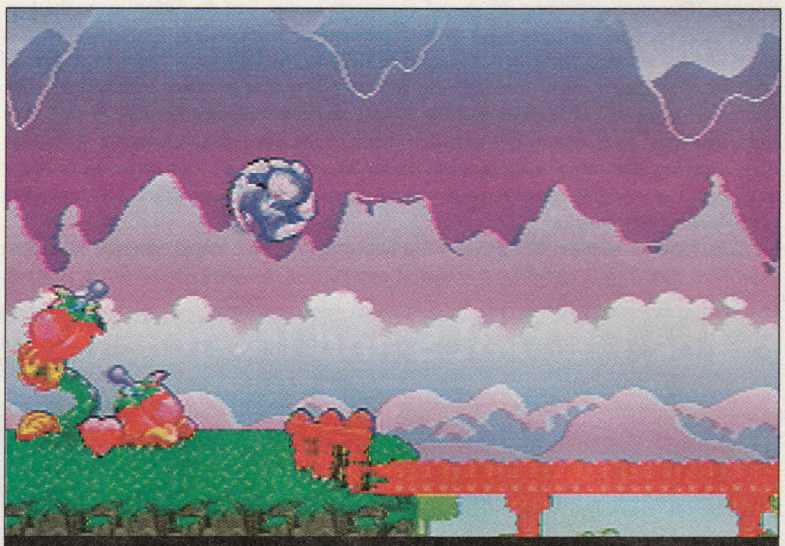
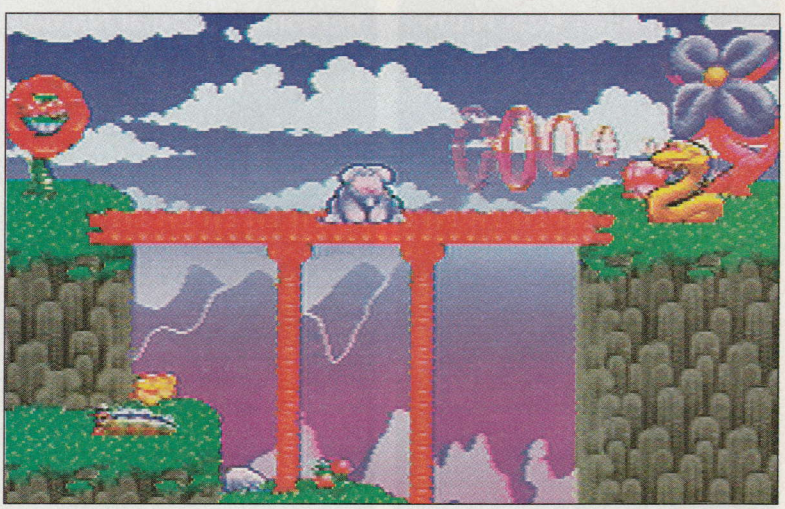


Quik goes into his all-conquering spin attack. Does it remind you of anything? Well, never mind — he can be yours for the paltry sum of a fiver. Now if that doesn't make sense, tree, howl below crane!



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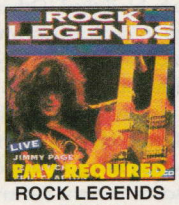

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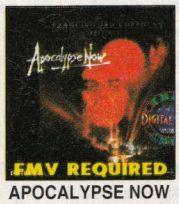

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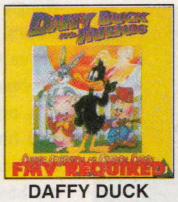

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After being widely applauded on other formats, *Beneath a Steel Sky* makes its appearance on CD32 complete with CD enhancements and none of that horrific disk swapping which so plagued the standard Amiga versions. Armed with the abilities to *examine, use* and *talk*, we sent one of our trusty gaming types in with instructions to review!

There you are, happily flying above the seething mass of Union City, on your way home. You're one of the lucky ones — you don't live in the degradation and inner city squalor of the metropolis, but in the dusty wastelands beyond its boundaries. It may not be the most attractive place on Earth, but at least there's space to move about. Sadly, this isn't a day to be flying over the city, especially if your father just happened to be very closely connected with the corrupt and sinister security organisation that keeps the population under a shroud of fear.

The helicopter is shot down and crash-lands on the rooftops (the city's buildings are so tightly squashed together to save floor-space that there's far more roof area than there is ground). Escaping from the wreckage, you're greeted by a rather hostile welcoming committee but manage to duck into the nearest doorway, avoiding a shower of lead. Thinking quickly, you climb up a rusty old gantry to wait until the heat cools down. While hiding you overhear a conversation between one of the security men and a technician. Someone, you learn, is out to get you. You must escape from the building and make your way out of the city, back to the 'Gap' — the badlands outside the city walls.

It's then a case of searching the various screens for useful items, communicating with the many different people who inhabit this strange place and solving the many puzzles that await. One of your main problems will be getting to the ground floor. After the crash the whole building was put on security alert and sealed off. That means there's no power to any of the elevators!

The main character is moved around by pointing and clicking an on-screen arrow. Under normal circumstances the arrow is simply a pointer but certain 'hot-spots' on the screen cause it to change. If it changes to an exit icon, this means you can leave the screen at that position. Sometimes a word will appear next to it, describing the object it's pointing at. Most objects won't register and are simply part of the scenery, those which do will, more than likely, have a use somewhere. Having discovered a hot spot, there's two things you can do. Clicking on it with the red or green button will make the character go over and examine it. He'll then give a brief description. The yellow and blue buttons are the action buttons. Click with one of these and the hero will manipulate the object in any way he can. Some things, like switches, can easily be flicked. Others, like locked doors, might need to be used in conjunction with another object you've already found. Move the pointer to the top of the screen and your inventory will appear. Each item is represented in icon form. Highlight the item you wish to use with the current problematic object using the action button, then drag the pointer to the appropriate hot-spot and hit the action button. If your idea was correct, you'll see the results, if not your character will just look at you and shrug. In fact, it may not sound all that major, but simply having the examine and action buttons rather than having to select LOOK AT, PICK UP etc from a menu makes the game flow so much more smoothly.

If you check out the inventory right at the start you'll notice it's empty apart from a single circuit board. A quick examination of said electronic component (inventory objects can be examined in the same way as screen hot spots) tells you it's Joey's personality. Joey is a droid who'll be happy to help you out on your quest — but first you've got to find him a robotic body!

Once he's up and running, it's good idea to keep talking to him at regular intervals. Having examined an apparently useless item, you may be presented with the option of asking Joey to check it out. With his robotic gadgetry he's far more equipped to deal with certain problems than you are. In fact, conversation is a very important part of the game. To speak, click on the appropriate character and you're presented with a list of possible questions to ask. These are often based on information you've gained previously. You must try to find out as much as possible from each person you talk to. This way you'll be able to learn more from the characters you meet later on.

By the time you actually get to 'later on', you'll need all the hints you can get. Although it actually starts off pretty straightforward, there's not what you might call a steady learning curve. Playing it is rather like walking the length of Cambridge municipal swimming pool. Starting at the shallow end you feel quite confident as the pool gently slopes, getting a couple of inches deeper with every step. Then, just over half way, the floor gives way and leaves you thrashing about in the icy depths. It's not much of an analogy, I know, but you get the picture. Another gripe is the fact that some of the hot spots are a wee bit small. Useful items aren't always immediately apparent on screen and 'combing' with the pointer is sometimes arduously necessary. Fortunately, this doesn't occur very often, but when it does it can drive you up the wall.

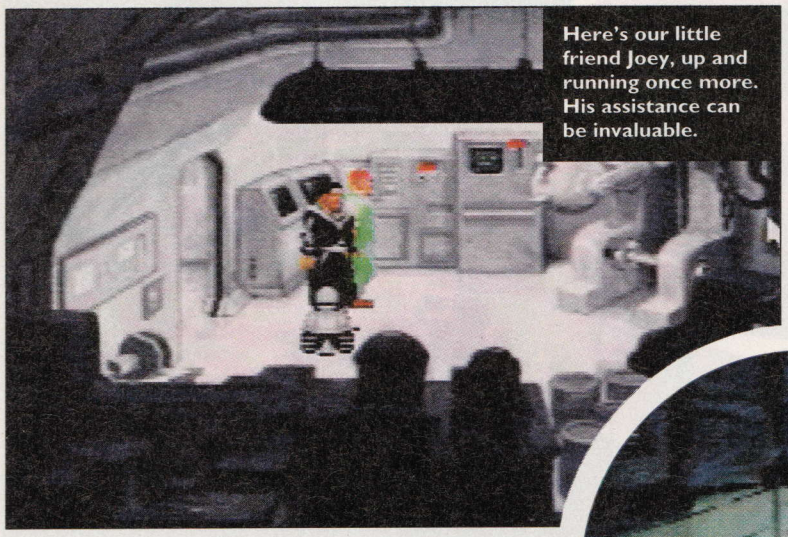
Actually I've been a bit unfair. Starting the critique bit by moaning about a couple of the games few shortcomings might give a false picture since it really is well smart! It gets its hooks in straight away, and won't let go for quite some time. Sometimes the plot gets a bit convoluted but you can generally keep track of what's going on, though what to do next is usually rather more obscure. Actually, I'd be surprised if many people get through the whole game without any help at all but don't let that put you off. If you do come to an apparent dead end, a little hint is all it takes to

ATTRACT Mode

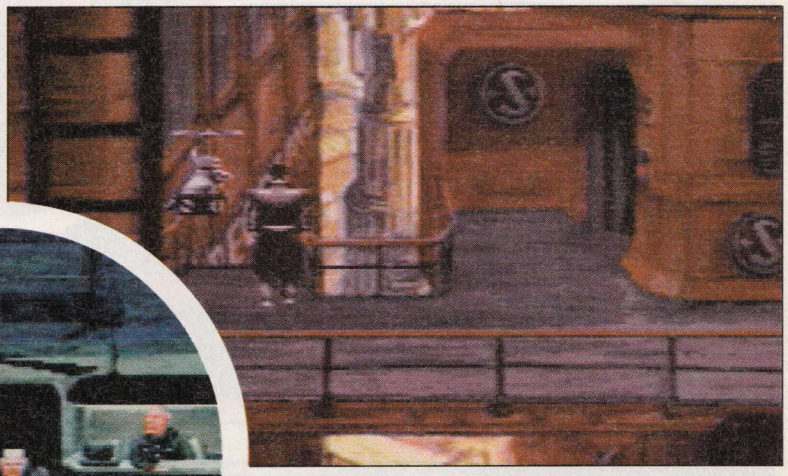
The towering structures and seedy suburbs of Union City hide a dark and sinister secret.

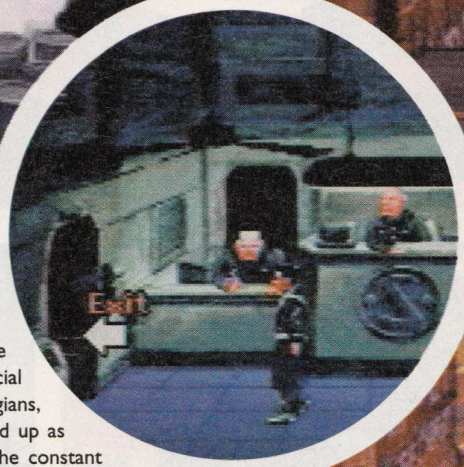
Beneath A Steel Sky

■ PUBLISHER: Virgin ■ PRICE: £??
■ DEVELOPER: Revolution ■ OUT: ??



Here's our little friend Joey, up and running once more. His assistance can be invaluable.



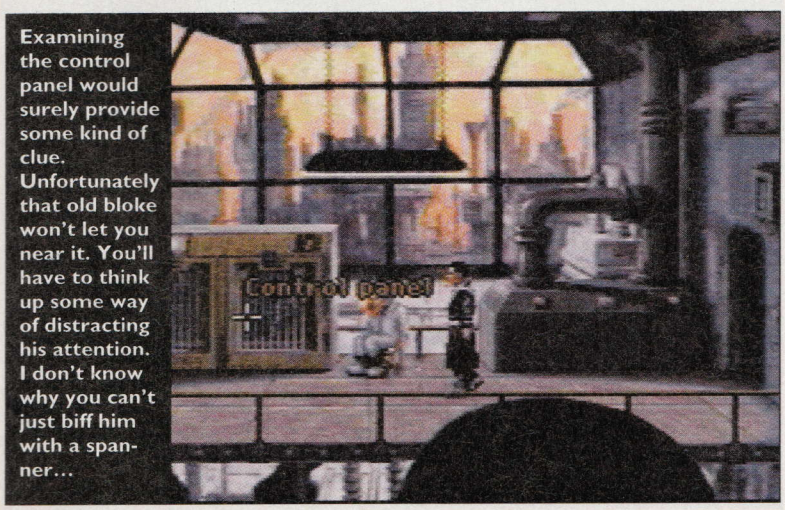


send you bounding ahead once more. I'm sure we'll give you a players guide in the next couple of issues — if you're lucky!

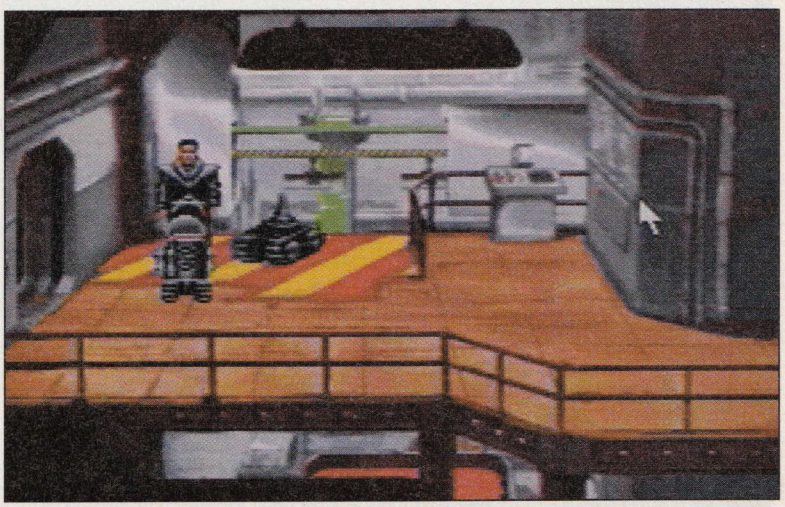
Perhaps the most significant (only) improvement over the A1200 version is the speech. Whereas before, all conversations appeared as text on screen, now you can actually hear what everybody says. This adds greatly to the atmosphere despite the motley selection of dialects on offer. Talk about your multi-racial society — there's Yorkshiremen, Brummies, Australians, Belgians, Italians, you name it. Funny how the heroes always seem to end up as well spoken Americans though, innit? One of the best bits is the constant banter with the moaning Joey. He can be a right little swine, but we luvs 'im really! Unfortunately, there's a slight pause before each section of speech is accessed, and this can be annoying during long sessions at the monitor. Luckily you can choose to have text only which speeds up game considerably. That said, there's still a few seconds pause when moving from one screen to the next. Any Amiga veterans, however, will find it a breeze after all that horrendous disk swapping malarky of the olden days.

BASS doesn't quite match the charm and laff factor of the *Monkey Island* games. Despite their age, they're still the yardstick by which all other shall be measured. Unfortunately neither has yet appeared on the CD32. In their absence, this must go down as the best CD adventure about. It's got some great back drops, superb animation and the game itself as sprawling epic that plays like simplicity itself. Go out, buy it, play it, erm… that's about it really. Can I have another go now? ■ **MG**

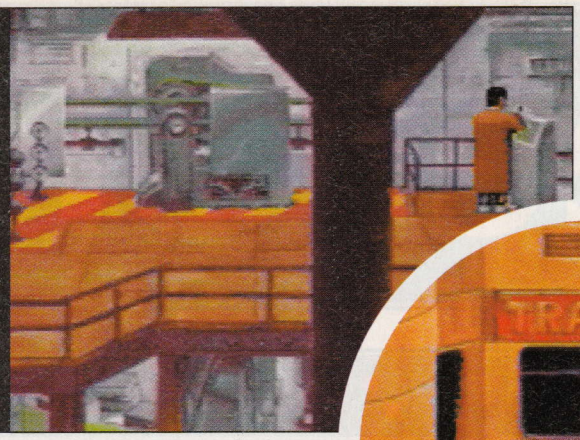
That's the lift door. Completing the game would be very straightforward if it wasn't for the fact that the power's out and none of the blasted things are working. Hmph!

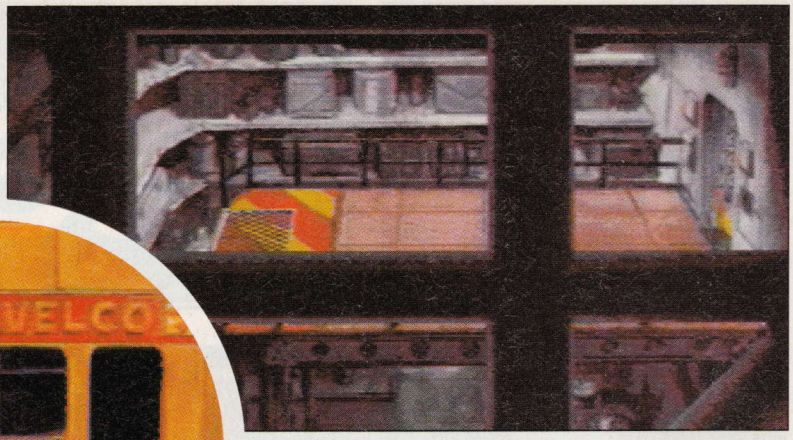


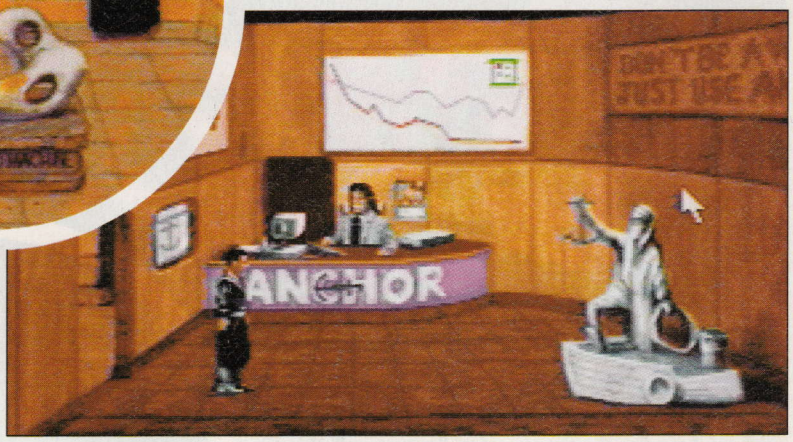
Examining the control panel would surely provide some kind of clue. Unfortunately that old bloke won't let you near it. You'll have to think up some way of distracting his attention. I don't know why you can't just biff him with a spanner…



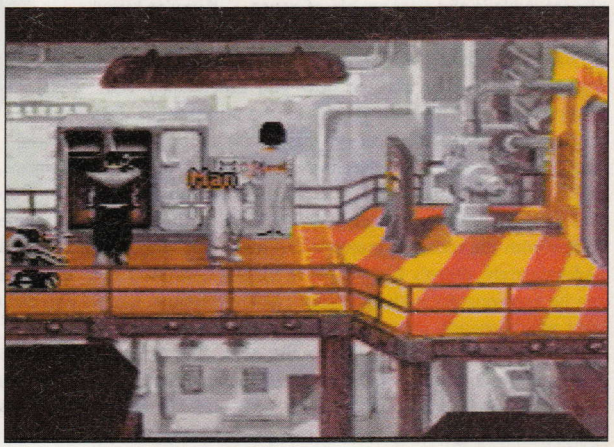
That bloke over there in the corner has got to be the most boring character you'll come across in the game. He's the kind of guy who talks to complete strangers in the pub as if he's known them for years. Why oh why isn't there a 'punch on the nose' option?



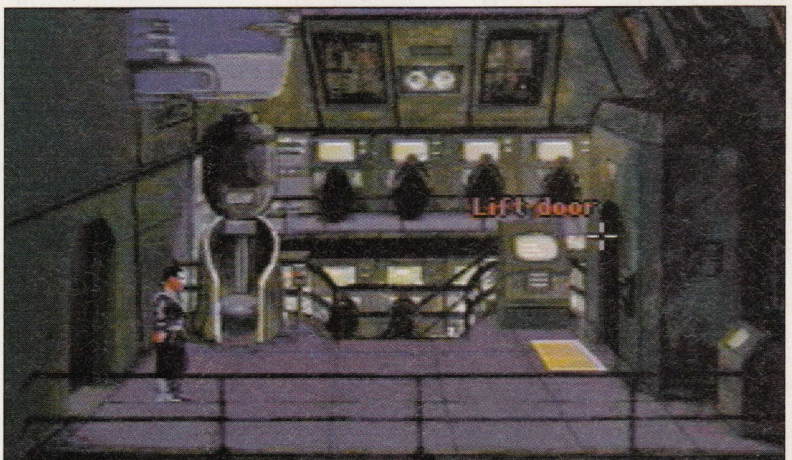




Here we are in the travel agency. The building in which our hero's trapped is so huge you need to buy a ticket just to travel to the ground floor! A swift word with the travel agent will sort you out, though there's something ecidedly dodgy about this particular chap. Take a look at the screenshot. Everybody in the office has had a look and the general concencus of opinion is that he's wearing no trousers — completely devoid of any garment pertaining to the lower regions in fact. Perhaps one should avert one's eyes. My word — isn't that an interesting looking globe?



Hey, who's that shady looking bloke, hanging about in the locker room? Some slimy low-life on the thieve, I'll wager. Well, not really. In the wonderful world of computer adventures you can do far worse than sifting through things like private lockers, drawers and cupboards. But remember kids – these are trained computer sprites. Don't try these things at home.

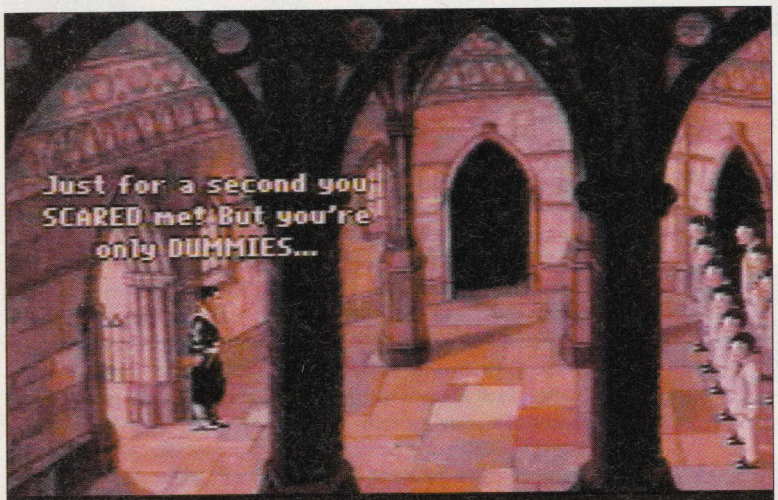


Here we have that unusual situation of a computer game within a computer game. Should you sit in that chair (having already inserted the correct stolen ID card in the slot, of course) you're taken into a surreal VR world in which several strange puzzles must be solved. Successful passage through the game provides you with more vital info to help you in your quest. Just like in real life.

You'll meet many people as you work your way through the game. Not many of them, however, invite you back to their place 'for coffee'. The owner of this particular pad is rather a frightening woman. Get what you want from her then get out as quickly as possible. Otherwise you may not get out with your innocence. Actually, whoever wants to stick around with such nasty decor probably deserves everything they get. C'mon — just look at that sofa!

"By the time you get to 'later on' you'll need all the hints you can get. Although it actually starts off pretty straightforward, there's not what you might call a steady learning curve."

What sort of a town is it where they have armed guards barring people from going into the church of all places? The sooner we get outta here the better if you ask me! (Miles, it's but a game dear lad – Mark)



Dummies, eh? What on Earth a load of dummies doing lined up in a church? Just another of the mysteries which needs to be solved in the course of the adventure. I'll bet that one of those dark and foreboding dorways holds some kind of clue. Quick, let's get in there before someone comes!

Joining the nightclub is crucial as certain members of its slightly dodgy clientele have information vital to your escape bid. Unfortunately the bouncer is a big, rude and extremely unhelpful fellow (hmm, sounds like our Editor) and probably won't let you in. Try complimenting him on his shoes (if you can bring yourself to do it). Flattery towards thickies can be your greatest weapon on these occasions.

Yikes – I've heard of having a skeleton in the closet, but having a dead body in every cupboard is just ridiculous. Is that a disembodied head in the far right doorway? Maybe it would be a good idea to leave. After all, we don't want to end up like those poor people, do we? Alternatively, how about a little lie down? Things always look better after a good night's sleep and there's a bed right there. How lucky!

Profile

1 PLAYER
1 SKILL LEVEL
✗ 1 SAVE POSITIONS
Codes every so often.
✓ CD32 ENHANCED
Loads of extra speech.

PROS: All the locations are very pleasant with plenty of variety. Some of the characters are worth a chuckle if only for their mad accents. Gameplay wise, the puzzles aren't too obscure; very rewarding when you get one sorted.

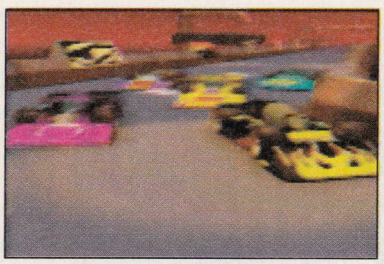
CONS: Some problems might require a bit of help and, despite the CD format, there's still a noticable delay as each location is accessed.

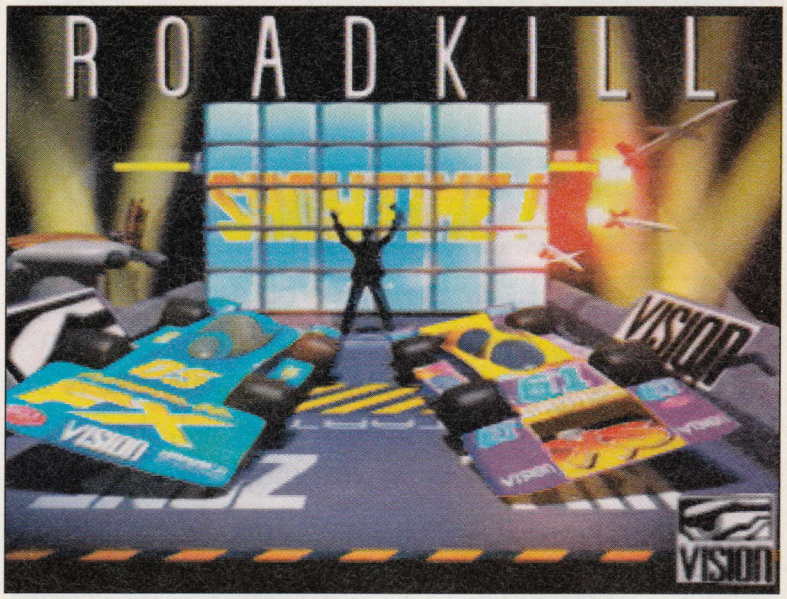
GRAPHICS
SOUND
GAMEPLAY

90%

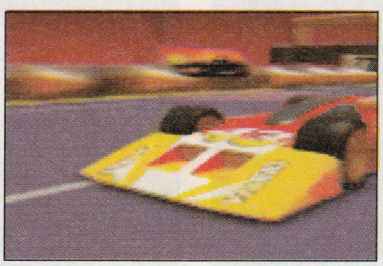
CD review

Imagine a cross between Indycar racing and Mad Max and you'll be halfway towards getting an idea of what *Roadkill* is all about. Mary Whitehouse sympathysers, please turn the page. We're about to indulge in an orgy of carnage, death and destruction, all in the worst possible taste!





What can I say? This is a game-style which belongs firmly in 1988. However, it's been picked up by the ears and dragged into the 90s with great presentation — something often overlooked on simple action games — and some serious 'eat lead, sucker' action. The FMV style rendered intro is quite unexpected and pretty blimmin' impressive, it must be said. Although it only uses a small amount of the screen area, the fast and well defined series of crashes and smashes are very smooth indeed. It's also a bit gruesome. For instance, one scene depicts a car hitting a crash barrier, flipping over and rolling several times in the road. The driver emerges from the cockpit, looking a bit shaken, climbs out and collapses. Seconds later, another car roars past, ploughing into the unfortunate victim and a big slop of blood splashes onto the screen accompanied by a mean sounding voice anouncing 'It's Showtime'. Pretty bad taste, you might think. Well — that just about sums up the game. It's unashamedly violent, and quite blatant in the way it paints the mauling and killing of fellow human beings as a cool thing to do. Such samples as 'Take his life' as you scream up behind an opponent with missile lock-on really get the adrenalin going.



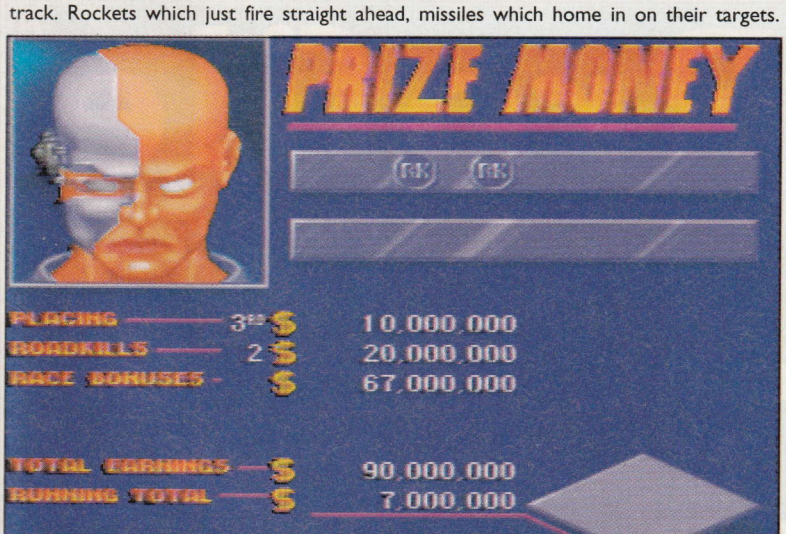
The basic idea is of a scrolling *Supersprint*, or a violent *Micro Machines*. Tracks are viewed vertically from above, with you and the other eight racers beginning on a staggered starting grid. The first car to complete five laps is the winner. That, however, is where the *Supersprint* comparison ends. This is no sporting competition where the competitors shake hands at the beginning and congratulate the winner at the end. As soon as the green light goes, it's first to the finish and anything goes in between. In fact, being the only one to the finish would be preferable! To this end there are loads of power-ups lying about on the track. Rockets which just fire straight ahead, missiles which home in on their targets. You've got to be a bit careful with missiles though. Should you fire one just before a corner it's possible that the missile will target your own car as you come round — highly infuriating!

The tracks are all pretty well thought out with corners just sharp enough to give the inertia riddled cars a tough job of getting round yet without being frustratingly tight. There's also car power-ups to be had, such as faster acceleration. Add-ons get more varied the further through the game you progress, with 13 available in all.

Other cars have a nasty habit of giving just as good as they get with their own on-board weapons. They're also very keen on bashing you into the many on track hazards. These can include mines, spikes in the crash barriers and wall-mounted laser cannons. Contact with anything will reduce the oh-so-tiny power-meter. Bash it down to zero and it's the end of the race for you! Fortunately, you get three lives to play with. If your energy's low, a quick visit to the pits will sort it out but this wastes valuable seconds. The pits are usually located somewhere near the starting grid.

Various snippets of sampled speech add a great deal to the overall feel of the proceedings and spur you on to more violence against other drivers. The more 'roadkills' you notch up, the more points you can gain. Destroy a certain number of opponents and you'll get the big jackpot. This varies between levels and works as follows. Destroy the designated number of cars (usually about four) then, when the jackpot message is given, you have a limited amount of time to get one more car. Do it in time and you can receive upwards of 50 million points!

The whole thing's very reminiscent of the age old *LED Storm*, especially the tracks which are suspended high above the ground — an impression admirably given by the neat parallax scrolling. In fact, it all moves at quite a rate — not a staggering achievement considering the hardware, but it does make it seem a bit tricky at first. Fortunately for us, in a rare moment of compassion, the programmers have included clear track markings to indicate upcoming bends and hairpins. It still would have been nice if the car didn't appear right in the middle of the screen. Moving it back a bit would have given you more of a chance to see what's coming up.



Only two roadkills in that last race. That's not what the spectators want. They come to see blood. Also you get bigger bonuses the more people you put out of their misery.

Uh oh. Ninth out of nine competitors is not really the kind of prformance which wins championships. Still, if you can't beat 'em by fair means, what about foul. Concentrate on getting yourself well stocked up with missiles and rockets.

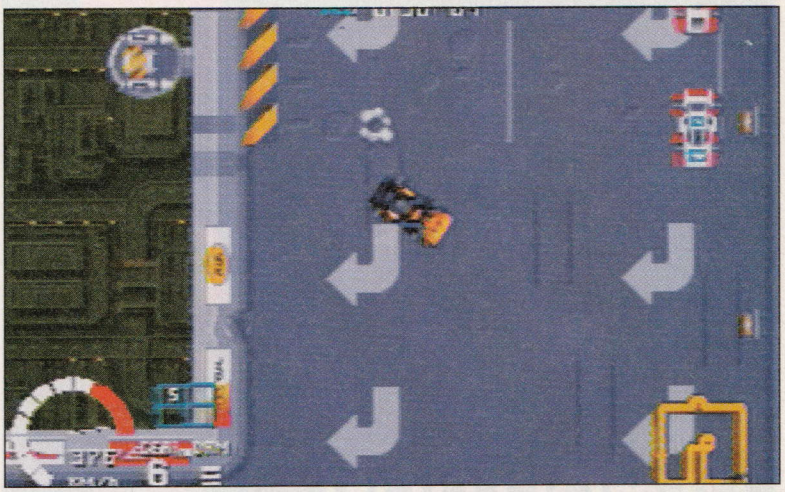
Road kill

■ PUBLISHER: Acid ■ PRICE: £29.95
■ DEVELOPER: Vision ■ OUT: Now

Races are split into four events: Turbo Death Challenge, Maximum Overkill Grand Prix, Badlands Mega Smash and Roadkill Eliminator. Each has three courses and a password at the end of each event. The codes themselves are a great blessing as things go from hectic to chaotic in a frighteningly short space of time and a lot rests on learning track layouts — especially those with hidden shortcuts.

Obviously people who feel strongly about the violent nature of so many computer games will dislike this with a vengeance. Everyone else however, will just lap it up. It's a throw back to the old days of all-out arcade action. Boasting the kind of gut-wrenching playability you only dream of, *Road Kill* astonishes with it's outstanding, adreneline-pumping action. The most exciting and addictive release I've seen all year and a superb follow up to *Guardian*. Can Acid do no wrong? Great, vicious, nasty fun! ■ **MG**

Bonus ramps usually lead to a selection of collectables. They also enable you to jump clean over otherwise hazardous track sections such as minefields, which pop up later on.

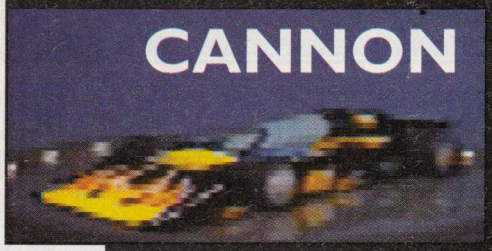


Ha – try to overtake me, would you? It's highly satisfying to see those devious computer cars coming to a sticky end. Watch 'em burn, but not for too long or you'll probably crash!

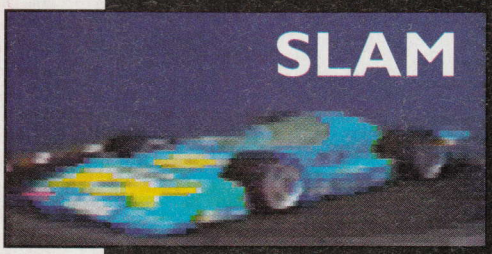
maniacmachines!

Here's a quick look at the six mean machines on offer in Roadkill, complete with the sinister characters at the controls. An unpleasant looking bunch, we're sure you'll agree. Cool cars though!

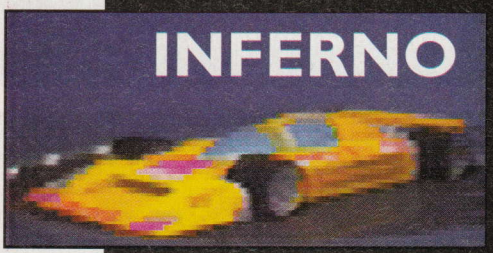
CANNON



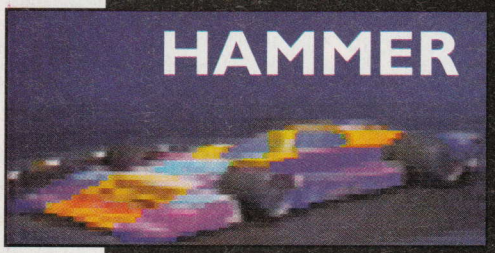
SLAM



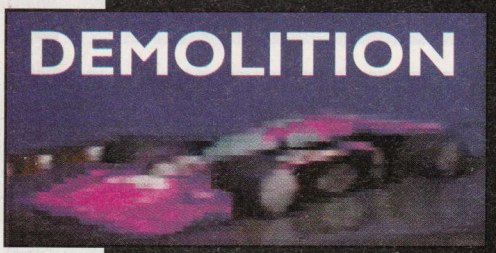
INFERNO



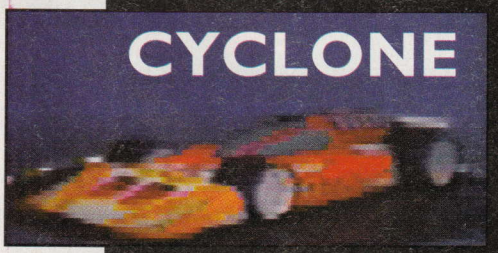
HAMMER

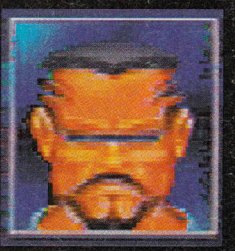


DEMOLITION

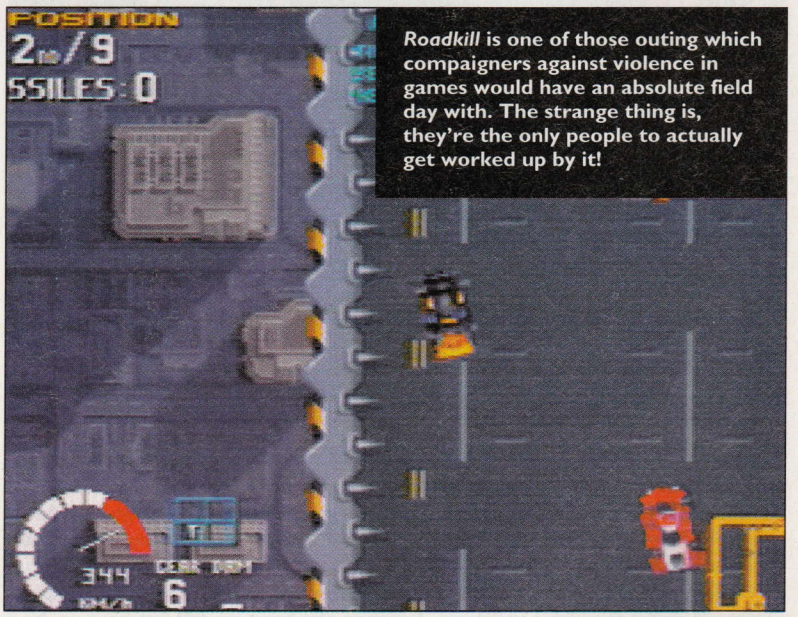


CYCLONE



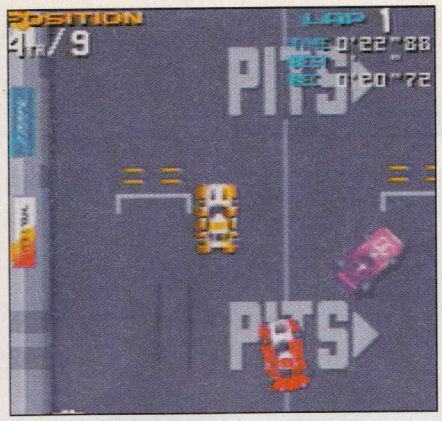


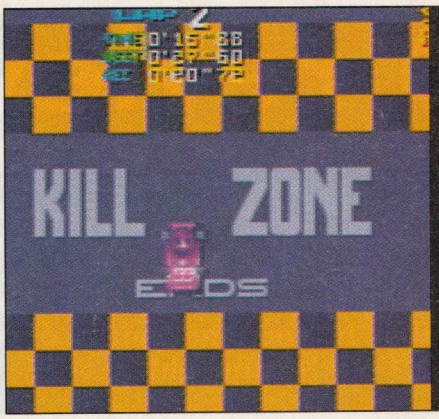
A scuffle breaks out between the yellow car and the red car. That gives old black the chance to nip out in front and nick all the bonuses. Then we can come back and break up their fisticuffs with a couple of heat-seaking missiles!



Roadkill is one of those outing which compaigners against violence in games would have an absolute field day with. The strange thing is, they're the only people to actually get worked up by it!

See that little yellow loop in the bottom right corner of the screen? That's a diagram of the track and shows the positions of the various cars in the race. It's also completely useless. You're supposed to use it to anticipate upcoming bends. Yeah, right!



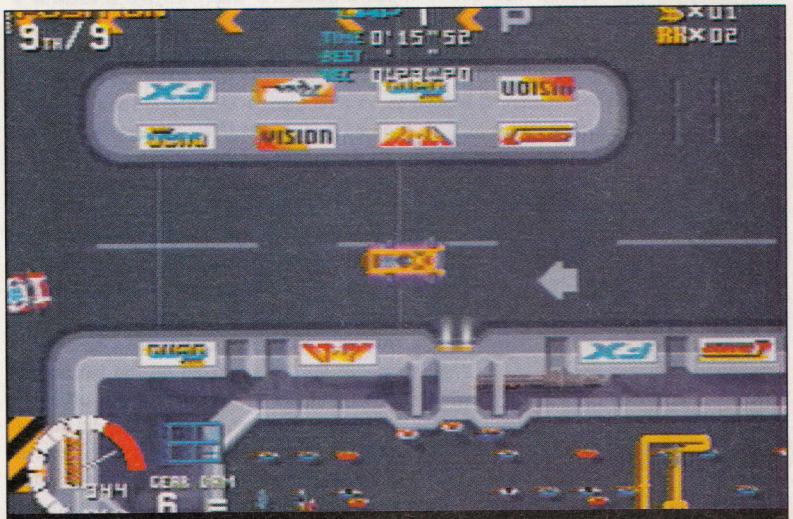


Look out for these Kill Zone signs. It's not that killing other drivers elsewhere on the track is illegal, it just means there's far more in the way of aids to help you do it. Spikes and mines to ram them into, stuff like that. Look out though, as they'll be looking to do the same to you. He who dares wins Rodney...

"Various snippets of sampled speech add a great deal to the overall feel of the proceedings and spur you on to more violence against other drivers."

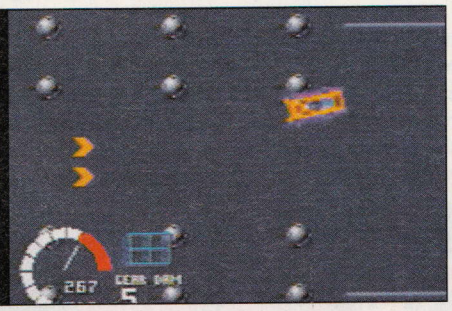
Kaboom! It's a lucky that the explosions in *Roadkill* are quite attractive cos you seem to see them an awful lot. Actually, in this particualar case, death probably came as a great relief. No points have been scored, no kills notched up and we're last!

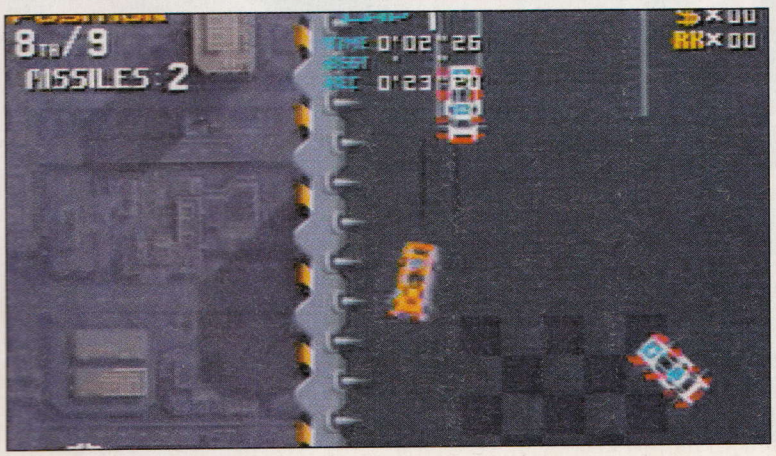
Those big white arrows indicate a hairpin coming up to the left. The smaller, yellow arrows lead to a collectable goody. Will it be boring old armour, or will it be something cool like missiles or rockets? Only time will tell. Hey I've just noticed, we're being overtaken by two red cars. The rotters!



Here we are, risking life and limb, ripping around these tracks at 200mph trying to kill each other, and look at the poxy crowd which turns up. I wouldn't mind, but half of them aren't even watching! Pay attention you geeks! That's it — I'm going home.

Those innocuous looking silver balls, lying in the road, are actually mines and provide probably the trickiest on-track threat in the game (other than the other cars, that is). You have to remember where they're coming up and line yourself up. There's usually only one (very narrow) safe path through. Miss it and you're toast!





Profile

1 PLAYER
2 SKILL LEVELS
✓ 1 SAVE POSITIONS
Passwords every three races.
✓ CD32 ENHANCED
Brill intro sequence.

PROS: This is just what a real arcade game shoud be. The action's wickedly fast and addictive, the controls simple and intuitive, the violence over the top and all the more satisfying for it.

CONS: In game sound is surprisingly weak, apart from the cool speech samples. Shame that there's no two player mode either – a split screen would've been cool.

GRAPHICS
SOUND
GAMEPLAY

93%

So you think you're a bit of an armchair military strategist, eh? Then how better to gauge your skills than against one of the greatest Generals history has ever known? Or perhaps you think you could do better than he and take control of his own armies? Now there's a thought!

Their two most recent offerings — *Gunship 2000* and *UFO Enemy Unknown* — have had something of a futuristic tone about them. By comparison Microprose's latest offering turns the clock the other way. *Fields of Glory* takes us back to the colourful skirmishes of 1816 and the Napoleonic wars. Colourful they were, because nobody had yet realised that wearing camouflage actually made you harder to spot in the heat of battle. Back in those days everyone wore brightly coloured tunics and marched around as if trooping the colour. A grand sight it may have been, but not so pleasant for the poor fellows in the front line!

Anyway, it's not as a foot slogger that you play *Fields of Glory*. You are the supreme commander of your forces. You decide which brigade will walk into the breach as a decoy, and which will sneak round the back to take 'em by surprise.

A large number of options are available to tailor the game to your liking before you get anywhere near the battlefield. Six battles are on offer. The four historical confrontations of the Waterloo campaign, Quatre Bras, Wavre, Ligny and Waterloo are all there, plus Nivelles and Wagnee — two fictional conflicts designed primarily for getting you started and honing you skill and strategy.

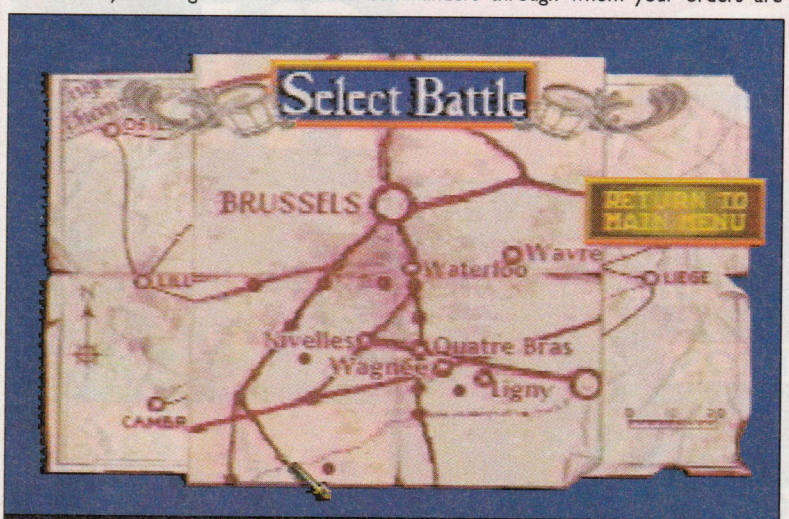
Having selected the battle you wish to fight, you then get to decide which side you'd like to control. This means a choice between the Allies or Prussians (depending on the battle) and the French (the common enemy). Next you can choose how your troops will be deployed on the battlefield. Historical, as it suggests, kicks off with everybody beginning where they did during the real thing. Non-historic gives you a CPU suggested strategy to play about with, and Free allows you to arrange the troops yourself, as long as you keep within set boundaries. The last thing to do before getting started is to select the skill level of the enemy commander. Five are there to be had, from Conscript to Guard. You're advised to start with the former.

The options are set, the energy's right, and the battle is ready to commence!

The conflict begins with a zoomed out view of the battle field, showing the opposing armies facing off. There's three different kinds of unit on each side — cavalry, infantry and artillery – along with the various commanders through whom your orders are relayed. They're represented by flags, the style depending on what kind of unit they control. Clicking on a unit brings up an information box regarding their status. From here, you can see how many casualties have been sustained and also issue orders to move, retreat, attack or hold position. Formation can also be altered. Movement is best carried out in columns: forming a square (for infantry units) is used to defend against cavalry charges while artillery can be ordered to lay down a barrage in a specific area to cover troop movements. During the battle, various message windows pop up to inform you of units reaching assigned positions or the death of commanders, friend or foe, in combat. After an assault, your men will either dig in or retreat. Clicking on them will tell you how they're getting on. Formed means the unit is in control, disordered means they're in a spot of trouble, routed means the attack failed and they'll automatically pull out to regroup. No orders can be given until they've done so. The battle map can be zoomed in for closer inspection of the struggle — useful, since each battle is made up of a series of smaller fights. Units charge, retreat and defend as you decide but rarely will there be a huge free for all.

Presentation is reasonable with a few nicely drawn screens but this is part and parcel of Microprose products. Nothing here will in any way tax the CD32, or make use of any of its higher capabilities. In fact, it looks like a straight port of the disk game.

I must admit, I've been known to hate those horrible computer war games where you moved various icons around dull green screens and this really isn't much of an improvement. The graphics are animated but they're still very simplistic though a few sound FX spruce up the action a bit. The main problem is it all seems a bit aimless. It's too slow moving for the novice, yet rather thin on statistics and such-like which might appeal to the keen wargamer. In fact, it plays almost like a board (or should that be bored?) game,



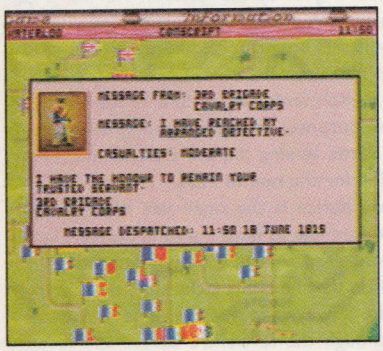
Here's the battle selection screen in which you get to choose which campaign to get horribly beaten at.

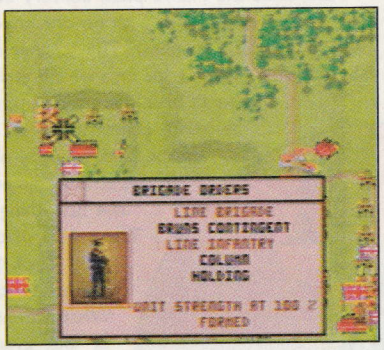
Once you've decided on the battle, it's time to choose your allegiance. Will it be the nasty old French or, the fine, upstanding Brits?

Fields of Glory

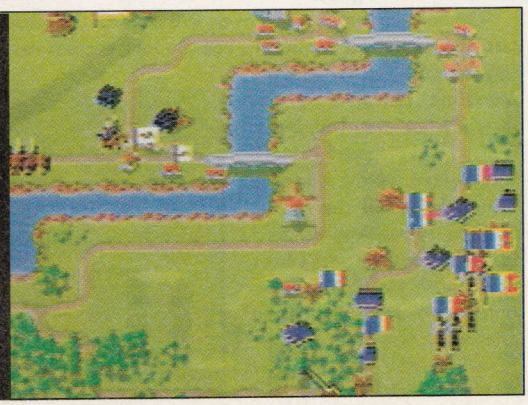
"Presentation is reasonable but nothing here will in any way tax the CD32, or make use of any of its higher capabilities. In fact it looks like a straight port of the disk game."

■ PUBLISHER: Microprose ■ PRICE: £29.99
■ DEVELOPER: In House ■ OUT: Now



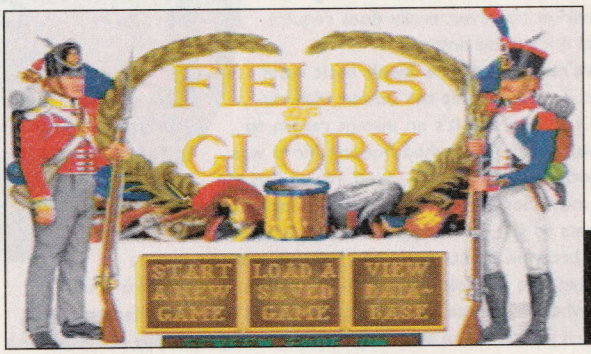


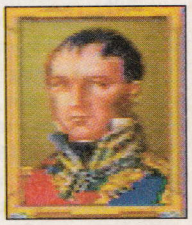
and not a very interesting one at that! Maybe, with time, you could glean a little more from it but the limited number of scenarios won't keep addicts fixed up for long. I'm not saying it's bad — it just plays like a re-release. Despite the slowness of *UFO* (reviewed last ish), it still managed to create a decent atmosphere but here you just sit, God-like, viewing the 'action' and it's not too long before you find you really don't care whether you win or lose. Sorry chaps, but it's a slap on the wrist I'm afraid. ■ **MG**



In this particular battle we're in control of the Prussians. They're the guys on the left with the white flags – doesn't bode too well, does it? Come to think of it, our boys are horribly outnumbered. That's typical of these blimmin' dictator types. They never want to fight fair. Well, they're messing with the big boys now!

That's what we like to see – loads of cavalry units, all ready and willing to get stuck in. Cavalry are your most effective units so take care of them. Let the infantry do the donkey work (there's a pun there somewhere...)





Not so glorious for the thousands who died, is it?

Profile

- 1 PLAYER
- 5 SKILL LEVELS
- ✓ 1 SAVE POSITIONS
  Auto save facility.
- ✗ CD32 ENHANCED

PROS: Presentation is fine with a page-heavy manual full of interesting bits and pieces. The interface is pretty user friendly, making orders simple to give and strategy easy to concieve.

CONS: The scope for long term enjoyment and development is limited by so few scenarios and fairly small battle fields.

GRAPHICS

SOUND

GAMEPLAY

69%

CD review

Computer game-styles come and computer game-styles go, but some, it seems, are here to stay. Full FMV and rendered images so hyped on the 'next generation' series of consoles will never quite be able to replace the platform format for simple, joystick-pleasing fun. Pinball wizards 21st Century obviously agree as that's the theme they've adopted for their latest release. There are several schools of thought on the subject. Some say the genre has had it's day. Me — I reckon there's always room for one more, just as long as it cuts the mustard that it is. Does this one come up smelling of roses? Let's have a look, shall we?

21st Century have already claimed their niche. No matter what happens in the future, they'll always be remembered for that stupendous brace of pinball games, *Dreams* and *Fantasies*, which are without doubt the best example of their genre to grace any computer format. Consequently we're looking forward with huge anticipation to the imminent release of the third game in the series — *Pinball Illusions*.

For the moment however, they've veered away from all things flipper orientated, and headed into the far more heavily wooded realm of the platformer

With pinball, assuming they put out a half decent offering, they were pretty much guaranteed a hit due to there being so few such games worth the cost of a floppy. The fact that the games, *Fantasies* especially, were truly outstanding was neither here nor the there. Coming into the 32-bit platform market however, really does require something a bit special if it's to be noticed.

At the beginning we're 'treated' to a deeply basic intro sequence, such as it is. Text scrolls up the screen with various static piccies to add interest. It's an instant return to the glory days of 16-bit technology when nothing more was expected and, duly, nothing more was delivered. Nowadays the market place is a bit more demanding, however. The increasingly sophisticated user wants to see FMV sequences and animated intros. So MMA loses a few brownie points early on. Still, we veteran gamers pride ourselves on being able to look beyond the cosmetics to discriminate the wheat from the chaff where it counts – in the playability and enjoyment factor.

The story (stop me if you've heard this one) concerns a slightly loopy professor. As you can no doubt imagine, he's a friendly old chap with a bushy white beard and an endearing habit of inventing various gadgets for use about the home, in medical research, or wherever else you care to mention.

The latest addition to his portfolio of creation is a revolutionary brain scanner. Having applied the finishing touches to his prototype, the prof decides he's earned himself a break. Pausing at the phone to order a pizza, he makes his way to his favourite comfy armchair. Sinking into it, he falls asleep.

Meanwhile, elsewhere in the city, evil is stirring, as it's wont to do in such situations. Every town has its own master criminal, and the prof's is no exception. The local villain goes by the mysterious name of the Dark One and has been keeping close tabs on the professor's work through the newspapers. Realising the huge wealth that could be generated by such a breakthrough, he comes up with a devious plot. Sneaking into the professor's house (while the old fellow snoozes, waiting for his pizza), the Dark One pulls a vital microchip from the scanner, the idea being to hold it to ransom as without it the scanner's useless.

As he's about to make his escape the doorbell rings and there's a cry of 'Marvo pizza'! For unexplained reasons, the Dark One decides to zap the professor with the scanner, but without the missing piece it has suddenly become a dimension ray. In a flash the professor vanishes. Deflecting off the many shiny surfaces of the lab, the out of control ray eventually strikes the Dark One and he too disappears.

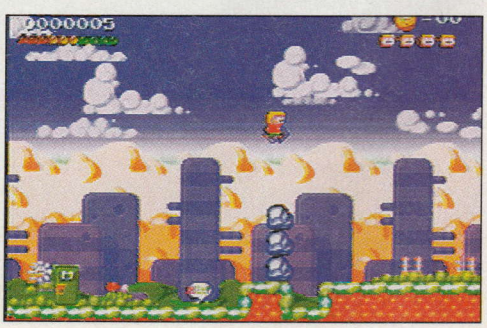
Meanwhile the Marvo pizza delivery boy, who goes by the name of Marvin, is getting a mite bored, what with no-one answering the door. Pushing it he finds it to be open and decides to enter. The scanner ray is still bouncing about the now deserted lab and when Marvin trips on a wire it strikes him also.

Moments later the startled pizza person finds himself in a mysterious, very colourful platform world. His purpose, to rescue the professor and escape back to good old Earth, leaving the evil Dark One confined to this strange dimension for the rest of time.

The first thing you notice is the small size of the sprites. These days, platformers like to have a strong central character — Zool, Soccer Kid, Alfred Chicken etc. Marvin, by contrast, is so little that he really lacks any real character. What it does do, however, is give the game a much larger feel. Even though the levels are simple left to right scrollers you feel you've a lot more freedom to move about.

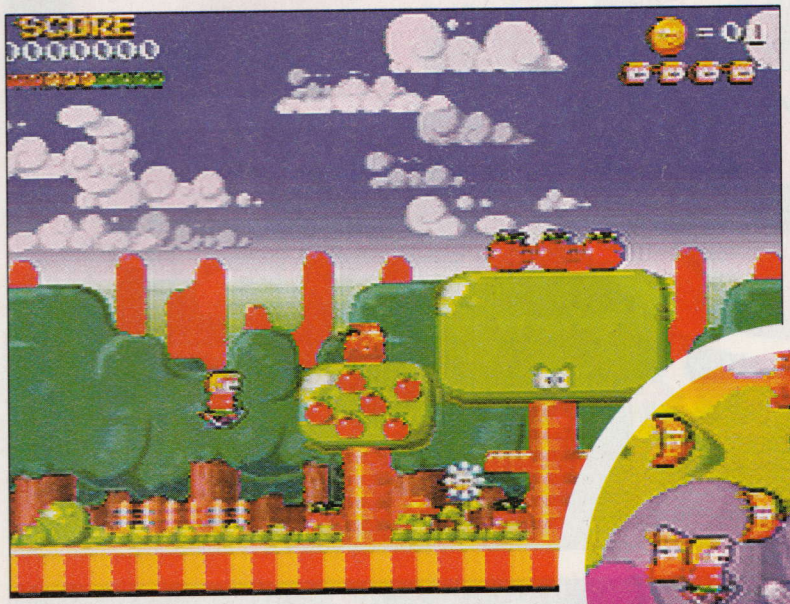
One of the games better features is an idea used to very good effect in the excellent Lost Vikings. Many of the the games features are not mentioned in the manual. Instead, as you progress through the levels you come across various message icons in the form of billowing flags. Jumping into them gives you a little hint to help you later on. It's an ongoing process, and a neat way to keep you playing — you actually feel like you're getting somewhere rather than just covering endless scrolling ground. The problem is that it's not long before you lose interest n getting wherever it is you are going. As I said before, the character lacks, ahem, character and this has a major bearing on the game. Frankly you really don't care if he dies or not. The biggest let down of all, however, is down to the overall design. Levels are fairly easy to negotiate as long as you concentrate. Try running through quickly though, and you'll soon come a cropper. You'll notice it when you die and get sent back a few screens. In hurrying to get back where you were you'll probably lose another life. There's other little niggles, like for instance when you're in a boat. It's possible to paddle left and right and also jump up to collect any goodies floating above. The problem is that the boat has a bit of inertia and tends not to stop instantly. Should you jump up before it's stopped dead it'll move from underneath you and you splash to your doom. Contact with water means instant death! Maybe none of these gripes sound particularly heavy but it's these kind of things, all mounting up, that conspire to kill a game.

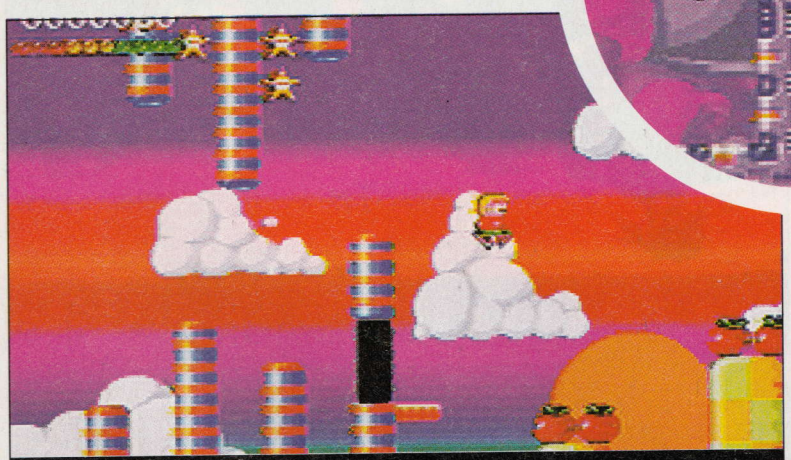
The honeymoon period is over. We need CD32 software of real quality, we need it fast, and we need it in quantity. For too long excuses have been made but now it's getting beyond a joke. *Marvin's Marvellous Adventure* is not dire, it's not even bad, but it is bland and uninspiring. More is expected of the standard Amiga, let alone the CD32. Roll on *Pinball Illusions*, as I fear 21st Century won't have done much for their reputation by releasing this dated offering.



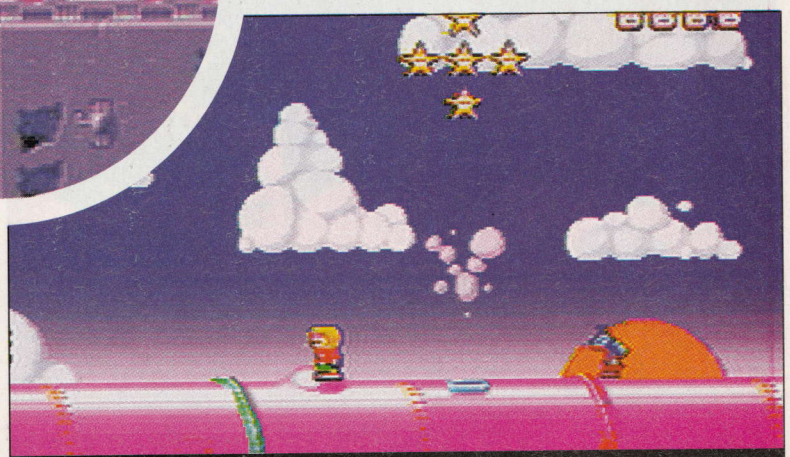
Marvins Marvellous Adventure

■ PUBLISHER: 21st Century ■ PRICE: £TBA
■ DEVELOPER: In House ■ OUT: Now

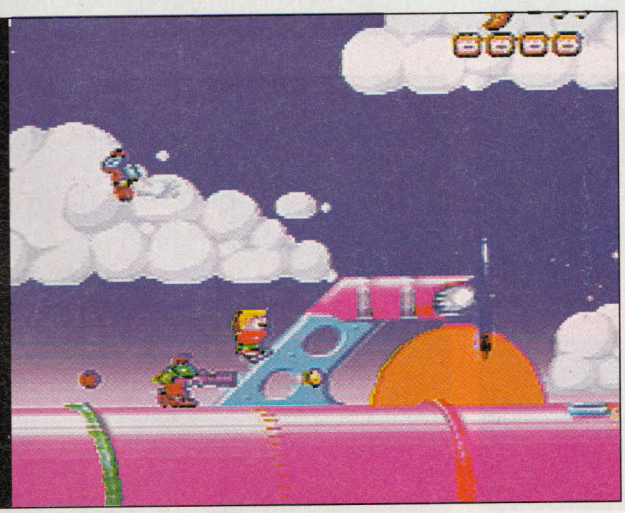




What a pretty skyline that is, eh readers? Now, how is Marvin standing on that cloud I wonder? Only jesting, actually he's in mid-jump. Better collect those tomatoes as they boost the all-important energy meter.

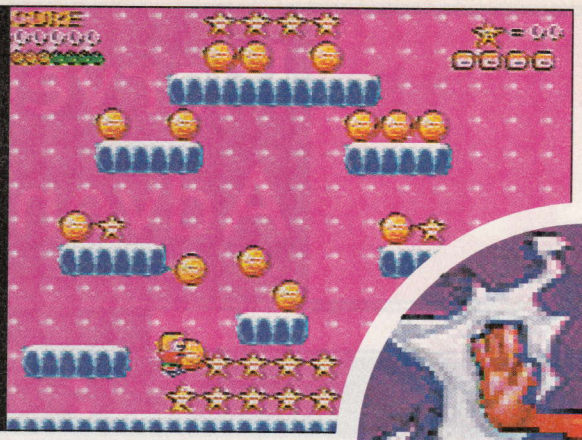


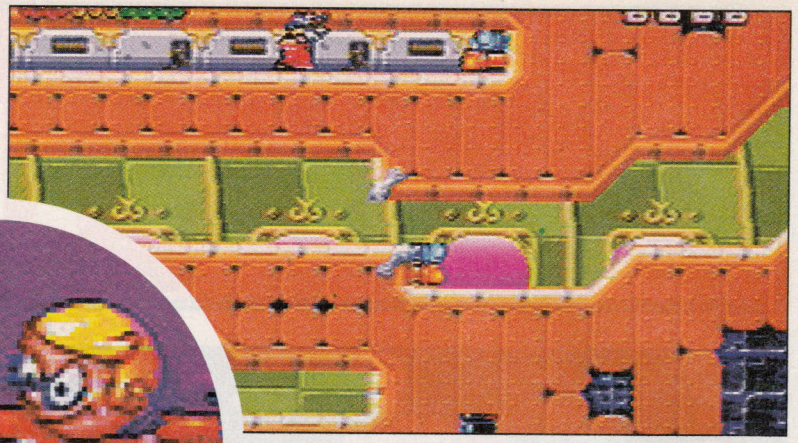
You can use the jets of gas coming from that portal to jump extra high. In this case you'll be able to reach those stars. Should you collect 100 on any single level then an extra life will be yours to lose!

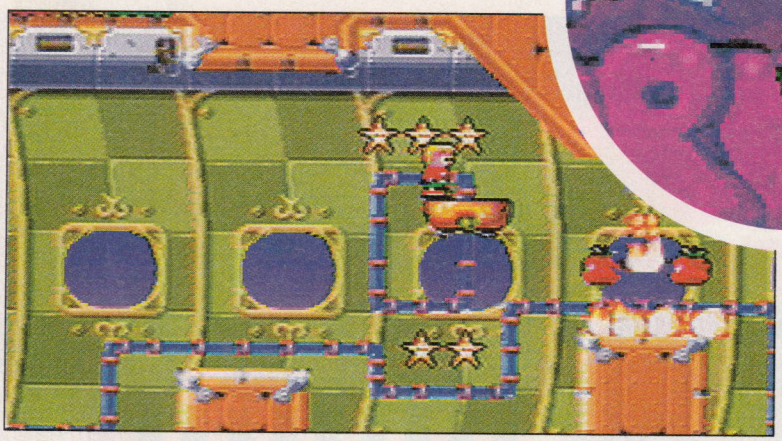


Strange – young Marv seems to be standing on the back of a giant pink aeroplane. Just another everyday event in the life of any delivery boy unfortunate enough to be working for the Marvo Pizza company. Get down, boy!

Yippee, we've found a bonus room! These are normally located by dropping down wells (though not all contain them). Loads of bounty is to be had like stars for extra lives and those round things which can be thrown at nasties to stun or kill them.



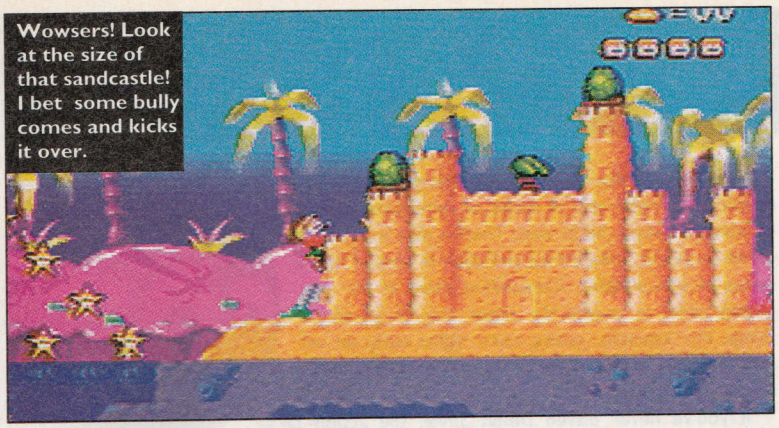




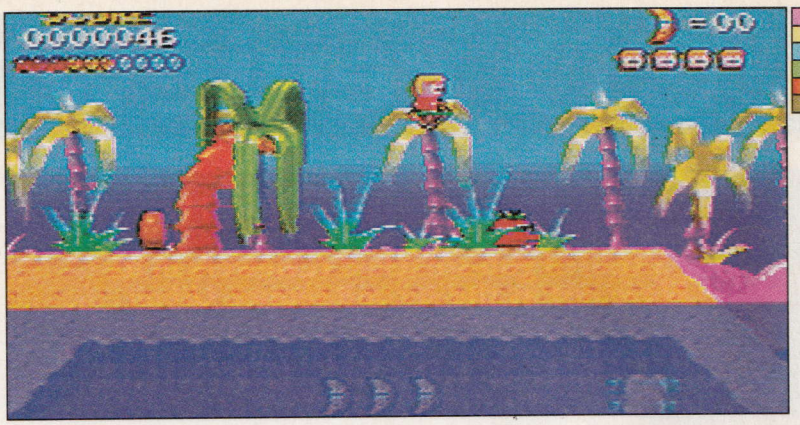
It's a nice seaside break for Marvin... or is it? There's baddies abound and work to be done. No time for lazing around in the sun here. Actually, if I were Marvin I'd be a bit wary of spending too long around here. Judging by that rather mutated looking whelk, I'd suggest there must be some pretty dodgy chemicals being pumped into the sea nearby. Quick – someone call Greenpeace, or have the French sunk all their boats again?

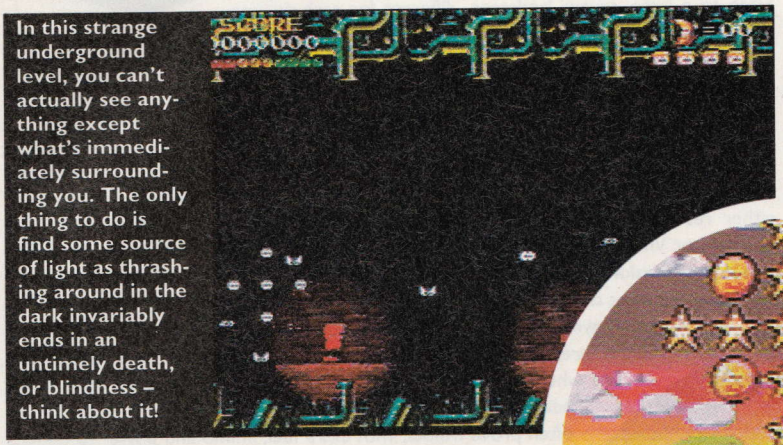
Somebody ought to pick the coconuts off those palm trees – just look at the way they're bending. It's like not milking a cow for two months. Eventually its udders get so big its feet can't touch the floor. Oh how I hate to see natures beautful shapes twisted in such an undignified fashion. And throght it all young Marvin is just hanging about (literally — from a vine) as if he didn't have care in the world.

Somehow our little hero seems to have developed some amphibious capabilities. He can stand underwater 'til he goes blue in the face, except, of course, he doesn't go blue in the face as he can breathe just as if he were on dry land. It's strange, but some water kills him instantly yet here he's as pleased as punch!

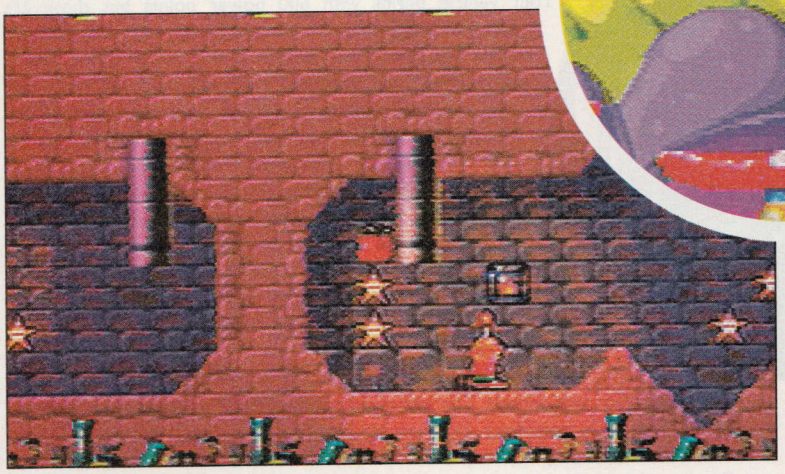


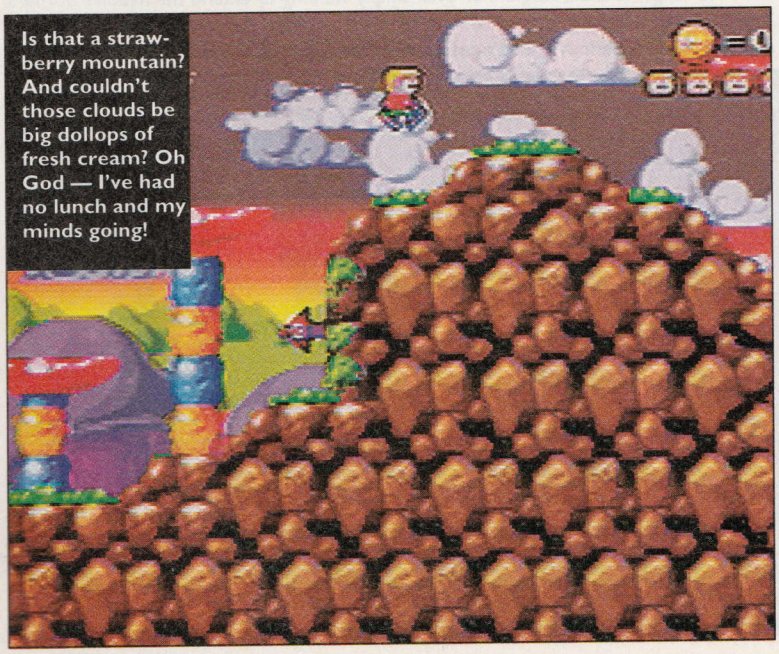
Wowsers! Look at the size of that sandcastle! I bet some bully comes and kicks it over.





In this strange underground level, you can't actually see anything except what's immediately surrounding you. The only thing to do is find some source of light as thrashing around in the dark invariably ends in an untimely death, or blindness – think about it!





Is that a strawberry mountain? And couldn't those clouds be big dollops of fresh cream? Oh God — I've had no lunch and my minds going!

Profile

1 PLAYER
1 SKILL LEVEL
✓ 1 SAVE POSITIONS
Passwords every few levels
✗ CD32 ENHANCED
Nah!

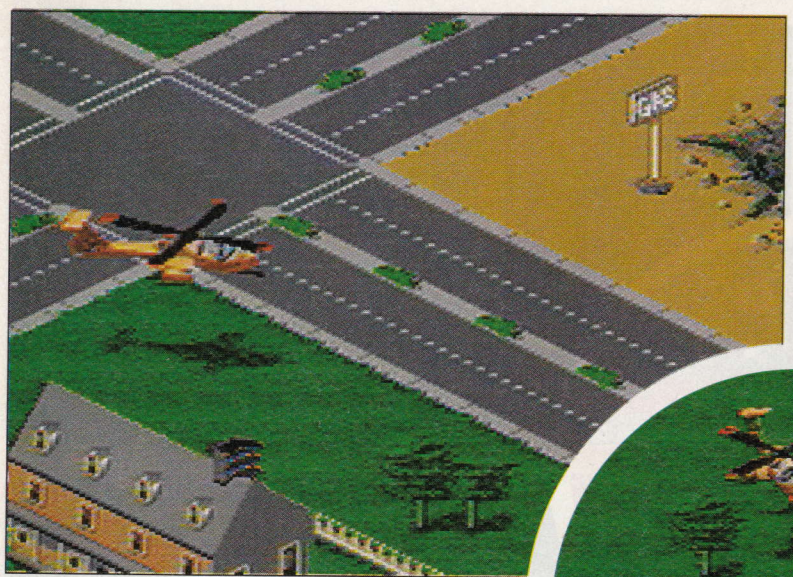
GRAPHICS
SOUND
GAMEPLAY

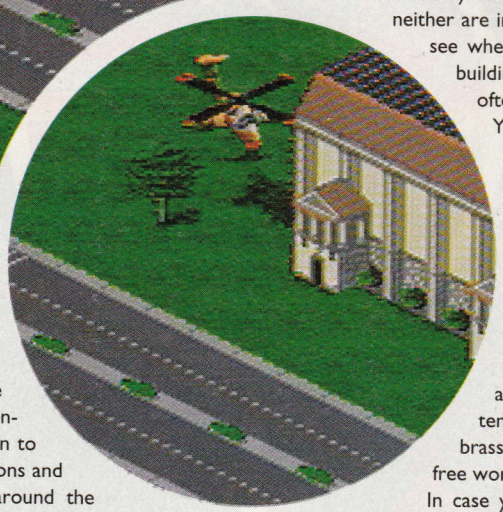
PROS: It's playable enough for a while with colourful graphics and jolly ditties to accompany the platforming bounding action and a steady difficulty gradient means you don't find gameplay reduced to a stop-start affair.

CONS: Play is too uninvolving, and the main sprite really doesn't endear himself in any way. It all seems a bit rambling and aimless.

72%

Desert Strike was a huge smash on the Mega Drive and soon found its way across formats, leaving a trail of gob-smacked reviewers in its wake. Now, just as the second sequel, _Urban Strike_, is making its way onto MDs everywhere, sequel number one is finally ready for the Amiga and CD32.





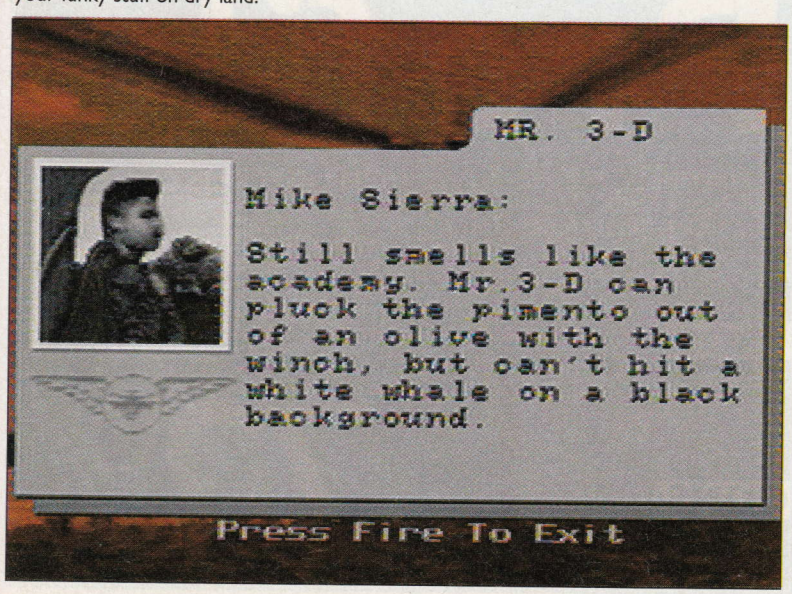
It would have been easy, for the sequel, to simply lift the basic engine from the original *Desert Strike* and bundle it with whole load of new missions, and that's basically what they've done. This time, though, you have a heap of new hardware to get to grips with. Firstly, the trusty old Apache's been pensionned off with the brand new Comanche Gunship coming in to take its place. This new machine boasts more advanced weapons and targetting systems, greater speed and an airframe based around the hush-hush new stealth technology. You're not just limited to helicopters this time either. Should certain missions require it, you can trade your rotors for jet turbines as you leap aboard a state of the art F117 — better known as the Nighthawk, or Stealth Fighter. It doesn't end there either. Waterborne action takes place aboard a nippy little hovercraft, or you can enlist the services of the Special Forces Assault Cycle to strut your funky stuff on dry land.

Other than that, the main format of the game remains largely identical, and why not? A series of campaigns, each with its own password, lie in wait. There's nine in all (compared to *Desert Strike*'s five) and each is divided into a series of sub-missions. Completing these in the suggested order is usually the safest way to go about things. For example, getting radar sights early on will reduce enemy activity later as they have more difficulty tracking you down!

If you've never played *Desert Strike*, the action takes place on a large, square landscape, different for each mission, with the proceedings viewed from an isometric birds-eye angle. Each mission begins with a detailed rundown of your objectives from the commander, then it's time to strap in and get going. At any point in the mission you can bring up a status screen. From here you can view a map of the entire battlefield, complete with targets, friendly bases and other useful items all marked on. Your location is also shown. You can also get a progress report telling you which missions have been completed and which haven't, plus a recap of each mission brief. Basically though, missions fall into one of two types — either rescue someone or blow something up. Rescue missions might mean saving hostages or VIPs from terrorists or picking up enemies known to have vital information to aid your mission. The 'blowing things up' parts are quite self explanatory, not to mention quite the most satisfying.

A careful eye must be kept on fuel and ammo levels throughout the game as neither are infinite. If you start running low you can check out the map to see where the nearest top ups are stashed. Blowing up objects and buildings other than those included in the mission briefings can often prove fruitful, with extra fuel, ammo and power to be had. Your vehicle begins with 600 power points but these are reduced with every hit. If it reaches zero, you're a dead duck! Herein lies part of the beauty of the '*Strike*' Games. After you're given your objectives it's pretty much left up to you what you do. You have total freedom of movement around the playing area and almost anything you see can be destroyed one way or another. Don't be too trigger happy though. A roasting from the commander awaits your return if start hitting friendly and civilian targets willy nilly. That's even more severe here as, despite the title, much of the action takes place under the nose of Uncle Sam. Oh yeah — tempting though it is, don't blow up the Whitehouse. The top brass take a rather dim view if you destroy the figurehead of the free world. Strange people!

In case you were wondering, it's the old enemy, up to his devious tricks again, well, almost. The archetypal ruthless dictator, referred to simply as the 'Madman' in DS, is now dead. This time it's his son who controls the military might of the un-named (if heavily implied) Middle-Eastern state. The motive has changed however. No longer is it oil, religion, or even simply wanting to extend the nation's borders. The capitalists killed his father and now he wants revenge. As they say on the covers of all those tacky American action movies which come out on video without ever getting a



Jungle Strike

"After you're given your objectives it's pretty much left up to you what you do. You have total freedom of movement around the playing area and almost anything you see can be destroyed one way or another."

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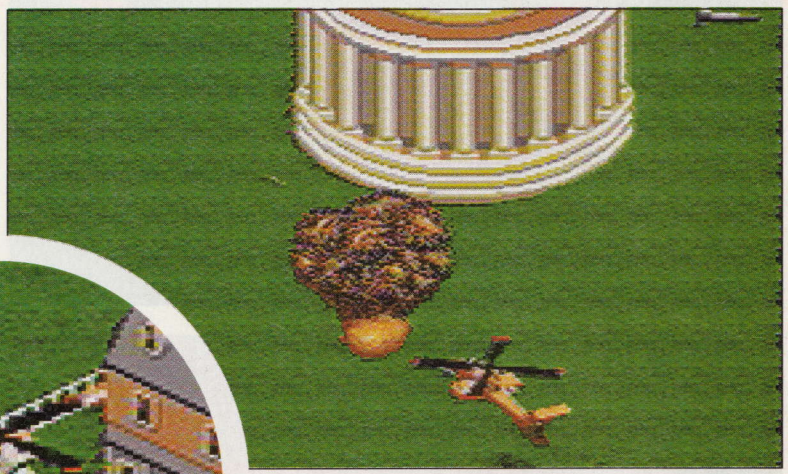
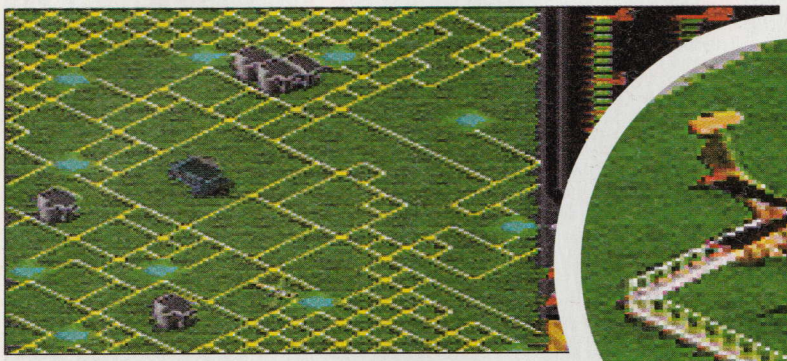
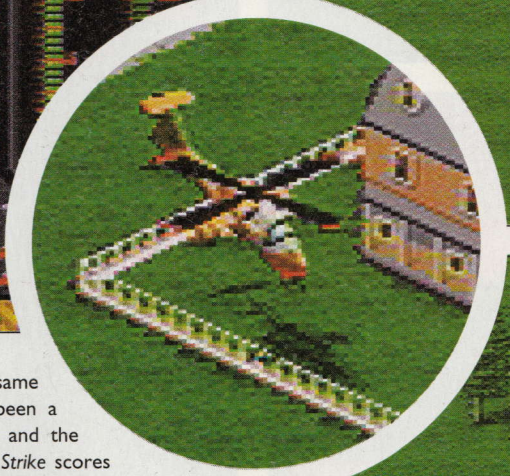






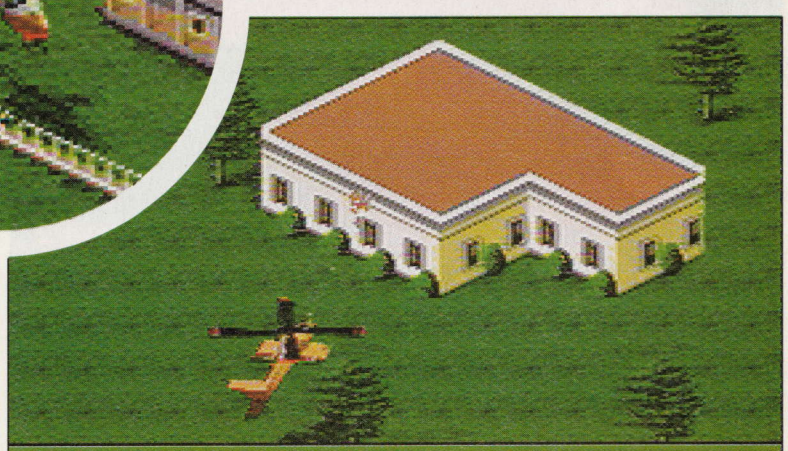
cinema release — 'This time it's personal!'

Somehow though, *Jungle Strike* doesn't have quite the same impact as its predecessor. Before DS there hadn't really been a shoot-'em-up like it, combining strategy with frantic action and the unusual, though highly effective viewpoint. The reason *Jungle Strike* scores so highly is because it was such a good formula in the first place. Obviously firm believers in the maxim 'Why mend what's not broken?', the programmers have concentrated on expanding and improving on the content of the game instead of trying to come up with loads of new ideas which probably wouldn't have been implemented very well in any case. After all, a lot of the appeal's down to the underlying simplicity of the idea.

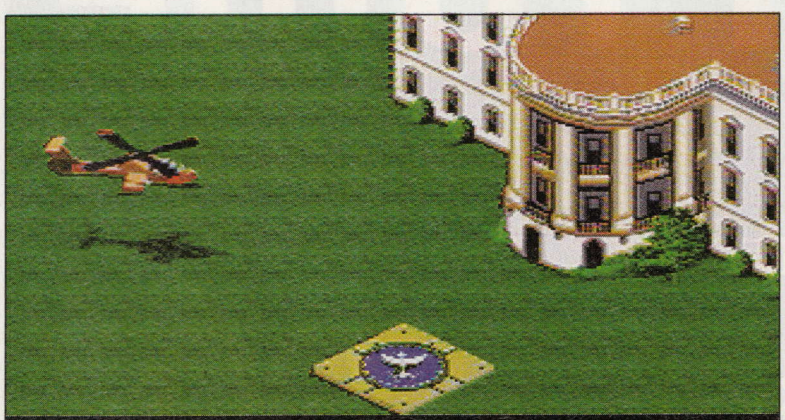
Veteran *Desert Strike*rs will simply lap up the new missions, and the new, green and fertile landscapes make a nice change from those hot and dusty wastelands of before.

Despite being little more than a reworking of the original, *Jungle Strike* has enough character, missions and challenge to earn itself utmost praise. A corking sequel to a classic game and well worth the accolade. Now, roll on *Urban Strike*. Mind you, by then they'll probably be launching *Cotswold Strike* on the MD. Oh well, you can't win 'em all. ■

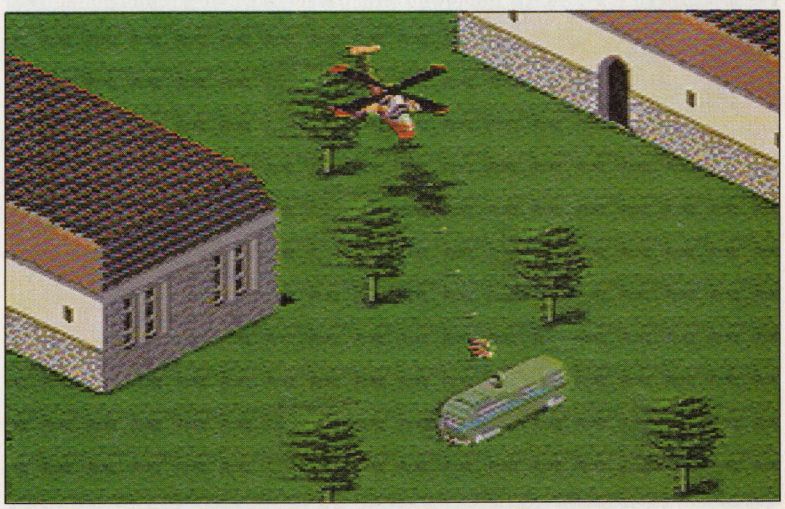
MG



Innocuous looking buidings like this very often throw up useful bonuses when destroyed. Look out though — sometimes there might just be a nasty surprise in store.



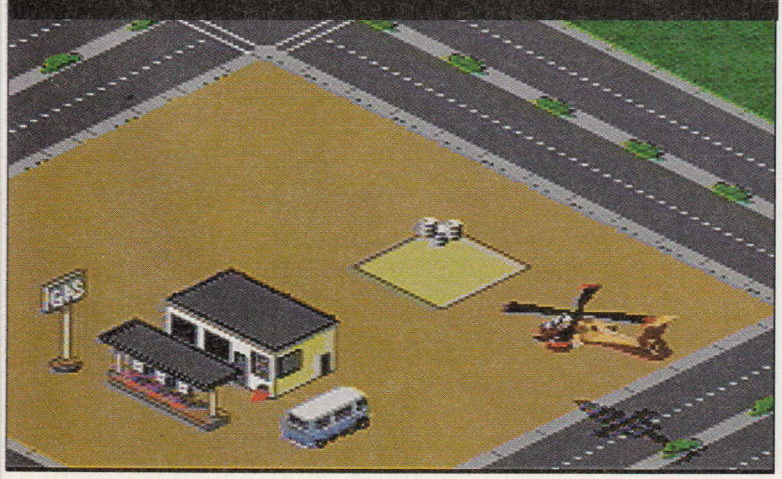
The president lies at your mercy. It's hard to resist the temptation to unleash your armoury on the beckonning Whitehouse.



This particular mission involves destroying the building you see in the top right, then picking up the prisoner who runs free before the terrorists are able to shoot him. Unfortunately, the job is made infinitely more difficult by those very tough tanks who trundle on screen, alerted by the sounds of gunfire. Make sure you have plenty of Hellfires at the ready or you'll soon be just another name on the local war memorial.

Yee-ha! Why not brighten the day up a bit for the local residents by launching your own fireworks display. Actually, they don't look too happy!

Uh oh, we're running a little low on fuel. Still, I don't know what the forecourt attendant will have to say about you landing a top of the range Comanche gunship next to the pumps and demanding 200 gallons of Super Unleaded. Mind you, I wouldn't like to argue with the kind of firepower this baby packs! I wonder how many Tiger Tokens are needed for a complete missile refit!



Profile

1 PLAYER
1 SKILL LEVEL
✓ SAVE POSITIONS
Passcodes after each mission
✓ CD32 ENHANCED
Tweaks

PROS: Thankfully the programmers didn't tamper with a great formula and have come up with dazzling new set of sufficiently different and diverse challenges, all wrapped up in presentation of the highest order.

CONS: Whinging Charlies might find the game a little too similar to the original, but we at ACG reckon that's rather a good thing, so there!

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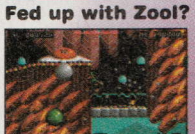

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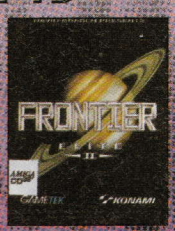

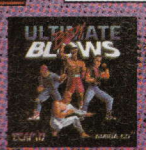

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Team 17 are without doubt among the most consistent software producers on the Amiga at the moment. Titles like *Body Blows*, *F17*, *Superfrog* and *Super Stardust* are all top class games. Now comes the second sequel in their most famous saga — the saga of *Alien Breed*.

Is it just me, or is *Aliens* one of the coolest action movies ever made? The notion of a creature so powerful not even hi-tec military weaponary can destroy it. A creature with a one track mind, an uncontrollable bloodlust, and power, strength and speed to go with it.

These days the world holds little to surprise, baffle or disturb men of a scientific nature. What frightens scientists is the unknown. They like to be able to explain things, develop theories and establish logical conclusions. In this day and age, the mysteries of the world are all but solved. But what lies beyond our world? What strange things have grown up in the deepest corners of the cosmos? Anyone who watched the original *Alien* film and didn't jump is missing something somewhere along the line.

It's strange, but a decent *Aliens* game has never appeared. Peculiar when you think, well, it's that sort of film is it not? You'd have thought big name publishers would be falling over themselves to get hold of the license. The closest we came to a tie-in was the dire *Alien vs Predator* on the consoles.

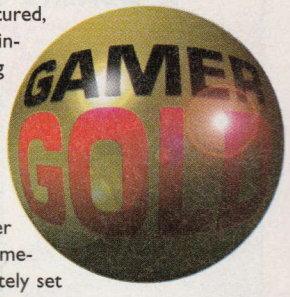
Never ones to miss a trick, Team 17 jumped into the breach and provided us with what we craved. *Tower Assault*, the third game in the *Alien Breed* series, lifts its plot almost directly from James Cameron's *ET* busting masterpiece.

Set in the not too distant future, mankind has taken his first tentative steps towards exploring the Universe.

A distant world, christened Azarin 2E, was discovered to contain vast deposits of the valuable element Tellurinium. A military research and mining facility was soon in operation to take out the ore which formed an important compound in spacecraft construction. The facility was manned by scientists and their families, there to carry out experiments and keep an eye on the mining equipment. But, unknown to the colonists, their arrival, and the sound of the tellurinium mining apparatus awakened something deep within the planet. Something which had lain dormant for centuries — the last of a sinister race of scavengers, the last of the Alien Breed!

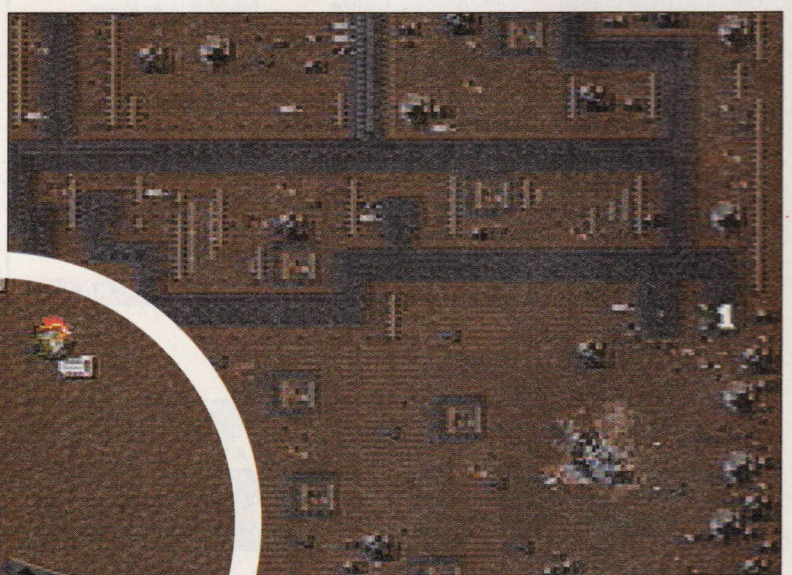
aroused from its slumber, the creature began to burrow surfacewards in search of those who disturbed it, and the food they might provide.

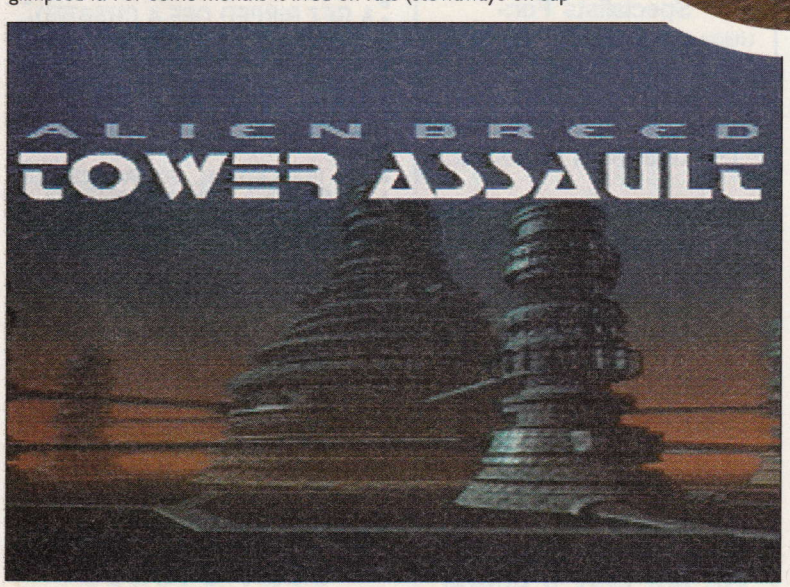
The creature which emerged onto the face of Azarin would not have unduly worried anybody who might have glimpsed it. For some months it lived on rats (stowaways on supply ships) and any scraps it could find. It grew and matured, and finally began to multiply. The resultant family continued to live and breath alongside their unsuspecting human hosts, scavenging and growing in the miles of ventilation shafts and wall cavities until they, in turn, went into pupation. And so it went on until they became too numerous to survive on the dwindling rat population alone. Then they came out of the walls...



You were a crew member on the military cruiser Herona when the distress signal came through that something was badly wrong on Azarin. Course was immediately set for the mining colony. Crashlanding your dropship outside the complex, it's up to you to deal with the alien menace, and check for any survivors in the compound.

For anyone who's never played any of the *Alien Breed* games, it's in a similar vein to that old arcade chestnut, *Gauntlet*. The actions viewed from above with your sprite searching the various levels for keys, exits, and whatever other secrets might be there to be had. Interior doors require special keycards to be opened, many of which are found littering the floor. Also lying around are extra ammo clips. Make sure you conserve what ammunition you have as it's not limitless and running out will almost certainly prove fatal.





The mission begins next to the wreckage of your dropship. From here you have to reach the various installations and complete whatever tasks lie within each. Hazards outside include rats, land mines and falling meteors, not to mention defence lasers gone renegade after the alien invasion. A good hunt around outside is well advised as not only does it provide some useful gear, there are generators about which need to be activated to open certain doors. Actually, the outdoor sections are the most frustrating part of the game as it's so difficult to avoid the land mines. Even when you spot them (which isn't always easy) some very unfriendly collision detection makes wriggling past an infuriating task. Get inside though, and the fun really begins. The corridors are filled with wandering Alien breed who must be eliminated as you scout for clues. Logging onto the various computer terminals found around the complex allows you to access various information and also upgrade your weapons. You start off with a basic pulse laser, but all manner of superior hardware, such as flame-throwers and triple shots, can be obtained. Provided you have enough credits, that is. These are collected as tokens and can be found all over the place. Make careful selections though. Choosing the right gear will make the job at hand that little bit easier and, believe me, that's a good thing! *Tower Assault* will give even the toughest of arcade masters a challenge to get their teeth into. Personally I was never a fan of this style of game but this has really got me going. Perhaps it's the scenario, but there's something about it that just keeps you playing. A neat touch is the way you find out little things as you go through, like the dead professor in the science facility. It adds an eerie quality to the game as the full horror of what happened becomes more apparent. The prison block is particularly harrowing with dead bodies littering the floor and blood stained sheets on the beds. You can almost hear the prisoners futile screams, locked in their cells as the Breed close in.

Tower Assault

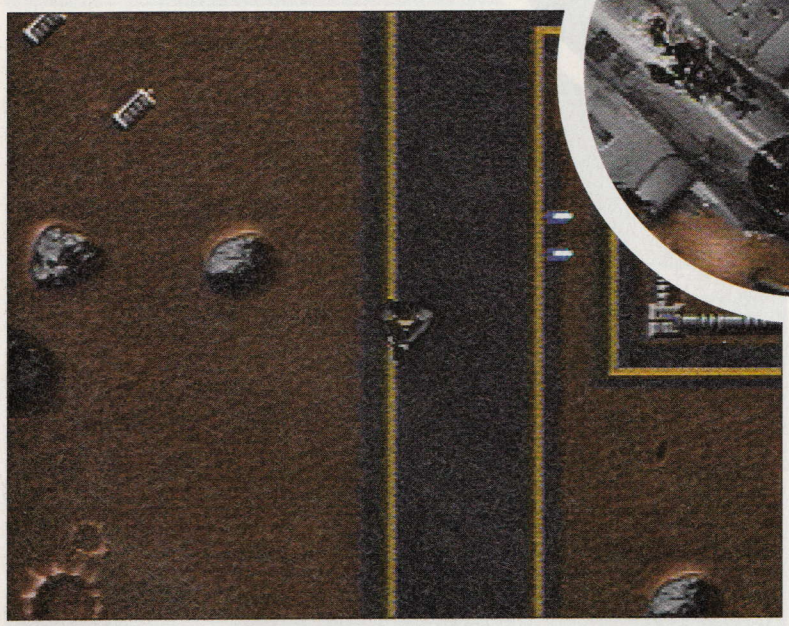
■ PUBLISHER: Team 17 ■ PRICE: £29.99
■ DEVELOPER: In House ■ OUT: Now

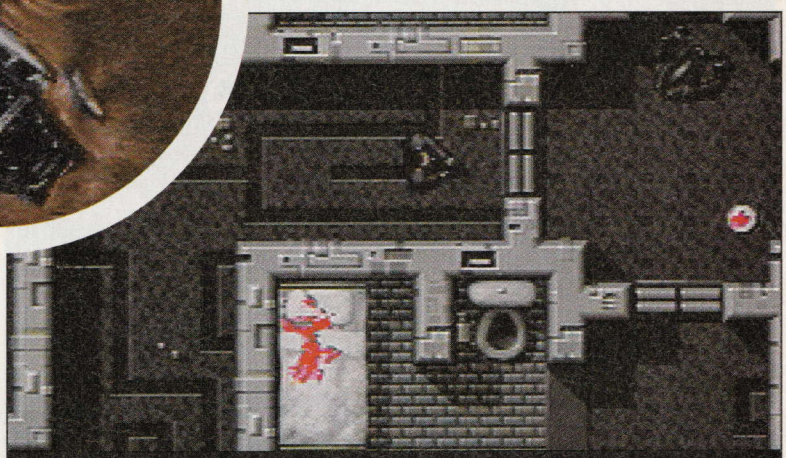
Other sections include the reactors used to supply power to the base. Once exposed to the leaking radiation, your energy begins to deplete and you need to get out pretty sharpish.

It's a constant game of cat and mouse. Move carefully down corridors, never quite knowing what to expect, then open up at a roaming Alien. The ultimate aim is to destroy the complex, but this needs to be done a section at a time. When the self-destruct is activated everything goes wrong, the alarms come on and you have a limited space of time to escape.

It's really a love it or hate it kind of game. If you're into arcade shoot-'em-ups you can't go far wrong, if you like arcade shoot-'em-ups and heavily into the Aliens scenario then this is the game for you. If, on the other hand you, you're not too keen on this kind of thing, give it a go — it might just change your mind. It did mine.

Alien Breed: Tower Assault is well worth your money. It's not often an action arcade game captures the kind of atmosphere found in buckets throughout the game. The only niggle I have is that it might just be a wee bit tough. Fortunately passwords are given every so often to avert any major frustrations. This just provides the icing on the cake and makes *Tower Assault* a game you should have!





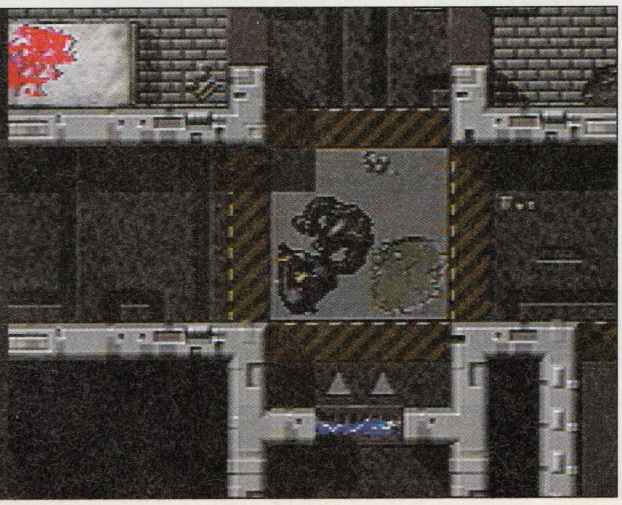
OUTDOOR SECTOR 2...

YOU ARE CURRENTLY EAST OF THE CIVILIAN TOWER.

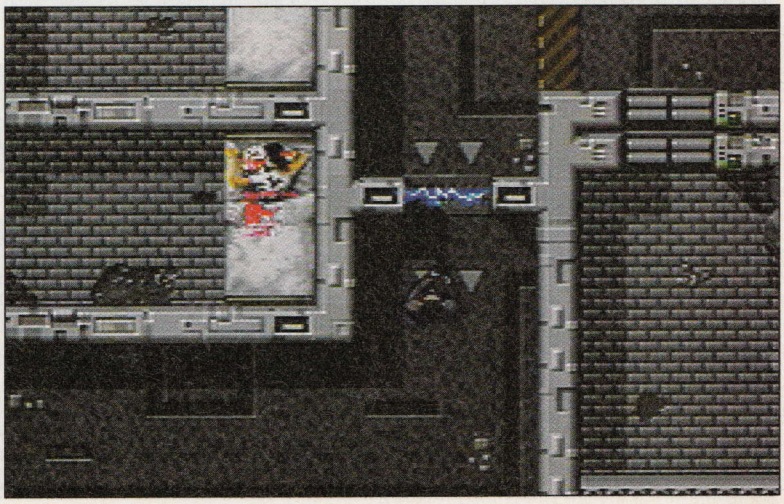
A TOWER LOOMS IN THE EAST AND A PATH SOUTH-EAST LEADS TO SECTOR 3...

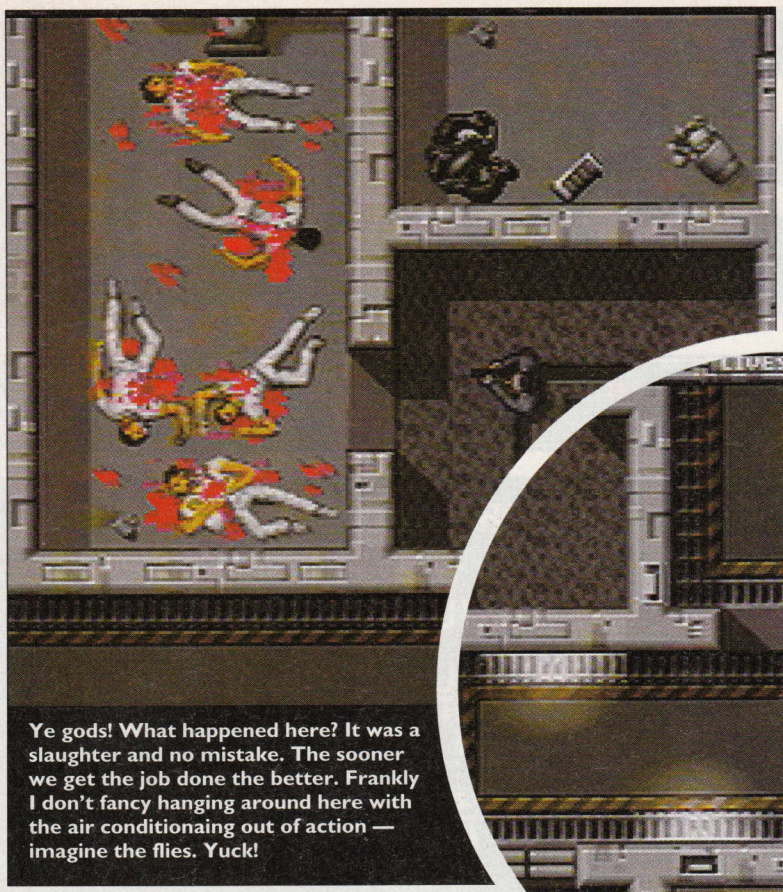
CURITY LAZERS ARE STILL IVE AND ARE HOSTILE.

You can use the jets of gas coming from that portal to jump extra high. In this case you'll be able to reach those stars. Should you collect 100 on any single level then an extra life will be yours to lose!



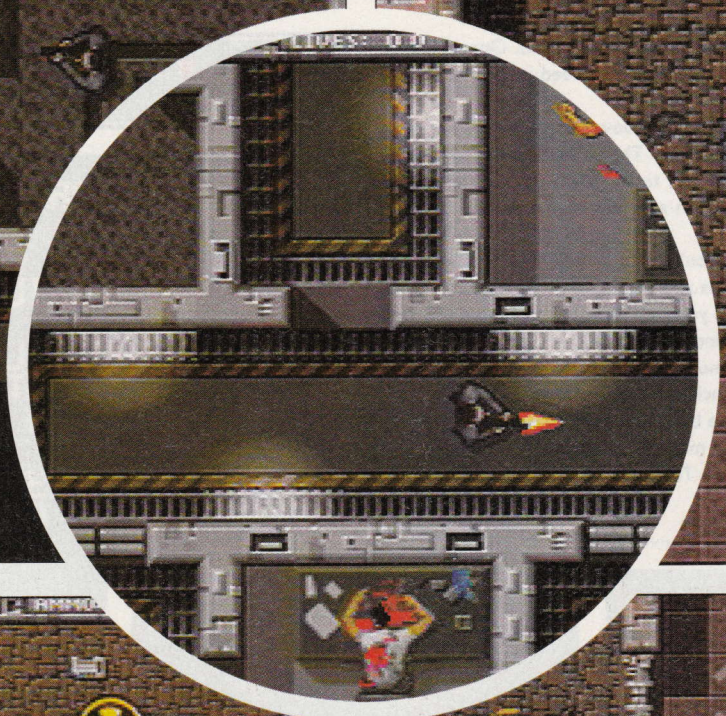
A word of advice — don't try to take on the Alien Breed hand to hand. You're not very likely to come off best. The best idea here is to leg it as quickly as possible, or risk becoming just another snack for the sinister inter-galactic vermin.

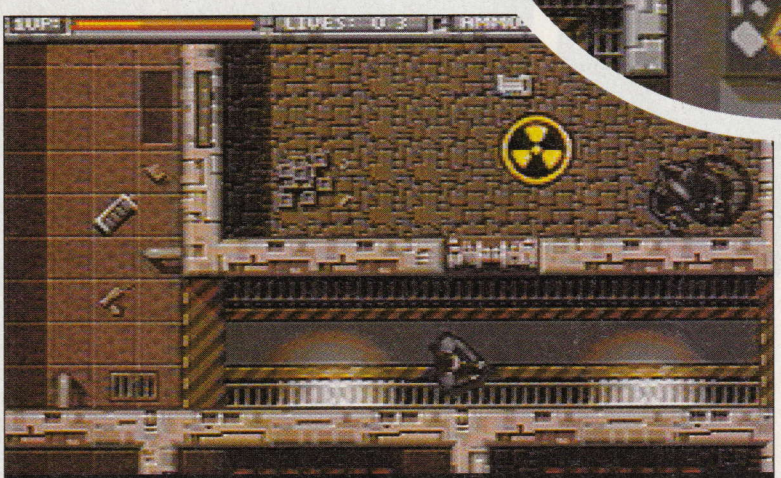




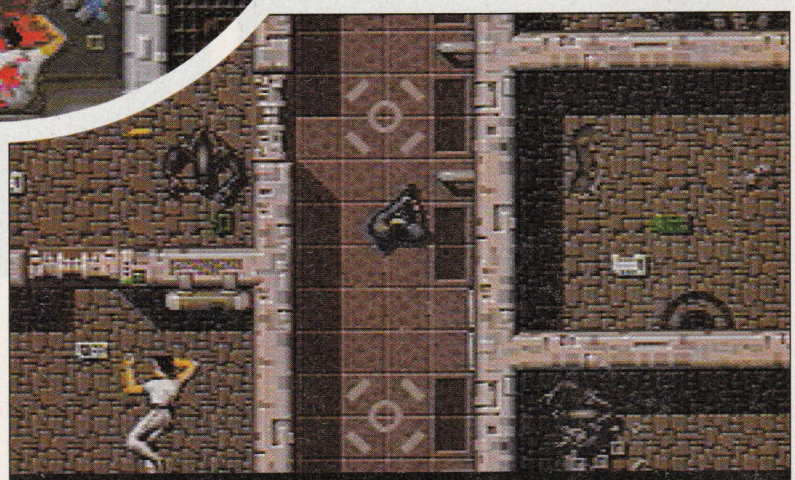
Ye gods! What happened here? It was a slaughter and no mistake. The sooner we get the job done the better. Frankly I don't fancy hanging around here with the air conditionaing out of action — imagine the flies. Yuck!

If possible, try and explore the entire complex. Taking the odd risk often reaps rewards. The more credits you can collect, the more weapons you can purchase. The more keye-cards you collect, the more doors you can open and the more doors you can open, the more alien slime you can blast into the next world. Yee ha! We love it really, cos we're all that 'ard at CD32 Gamer. Four Shredded Wheat and then some boys!



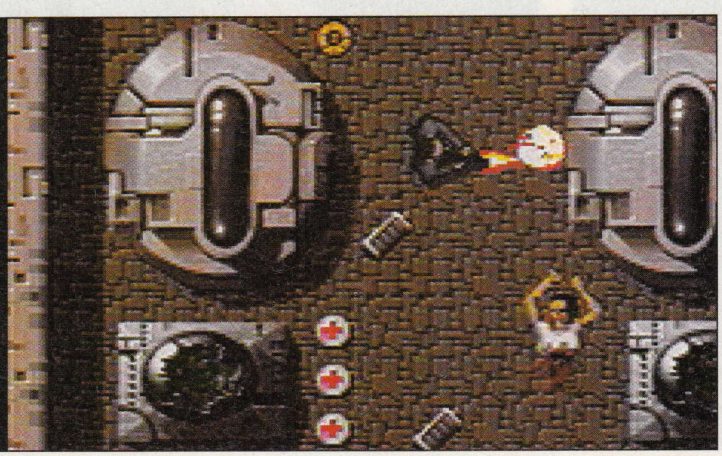


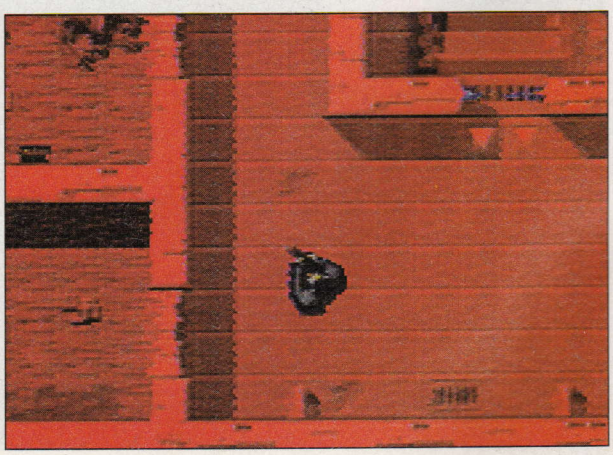
The dimly lit corridor holds countless nameless horrors. The only thing between you and a gory death is the faithful blaster clutched firmly in your sweaty palm. Forget about extending the hand of friendship. If anything moves you open up and don't even bother thibk about asking any questions. In the world of the *Alien Breed*, pacifists last about as long as a harvest crunch bar at a squirrel's tea party.

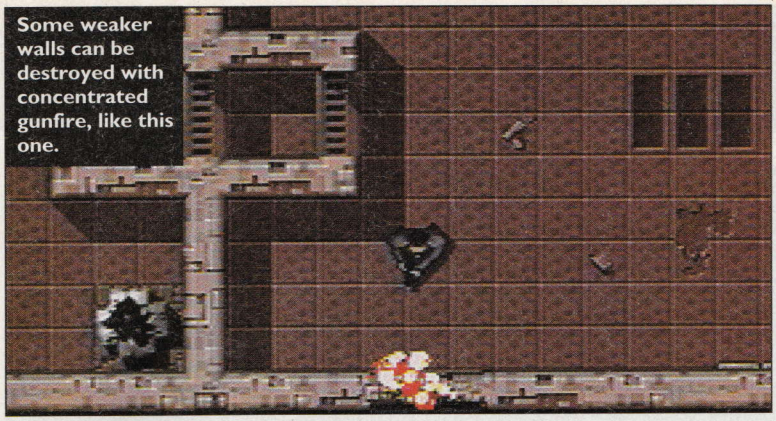


Another poor unfortunate soul who came face to face with the ultimate question and had no answers. Saerching bodies can, however, be very rewarding. Information about the complex, keycards to restricted areas and even better weapons can be had if you're prepared to nose around. It's vital to kit yourself out thoroughly for the ever sterner challenges lying ahead.

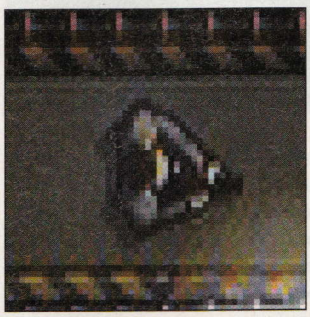
Hmm – the further into the game you progress the more gory the deaths of those oh-so-innocent bystanders. This poor chap's had his legs nicked – hardly a pleasant way to do away with some one. Indeed, those aliens are a nasty lot, so you need to collect all the equipment lying around and go revenge your comrade.



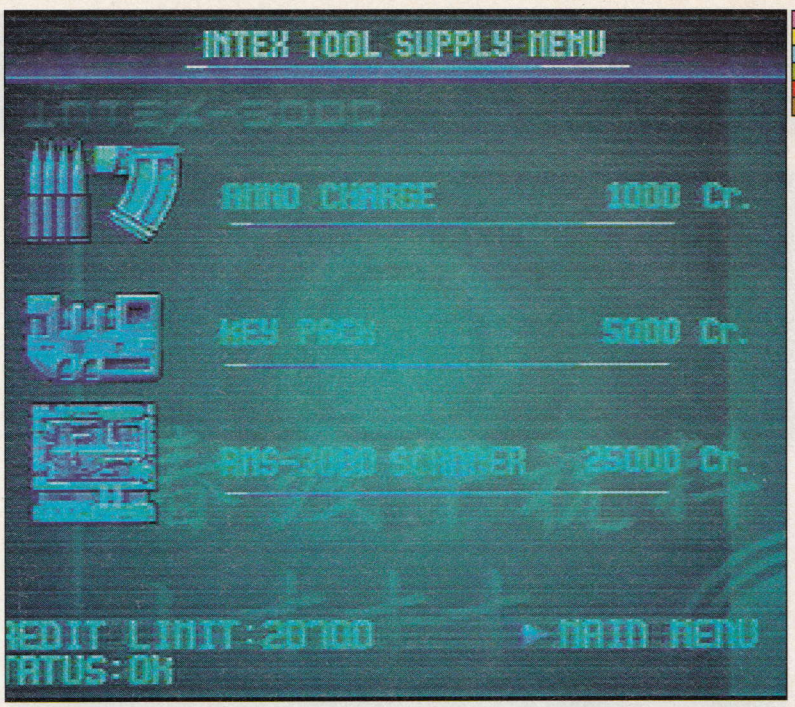


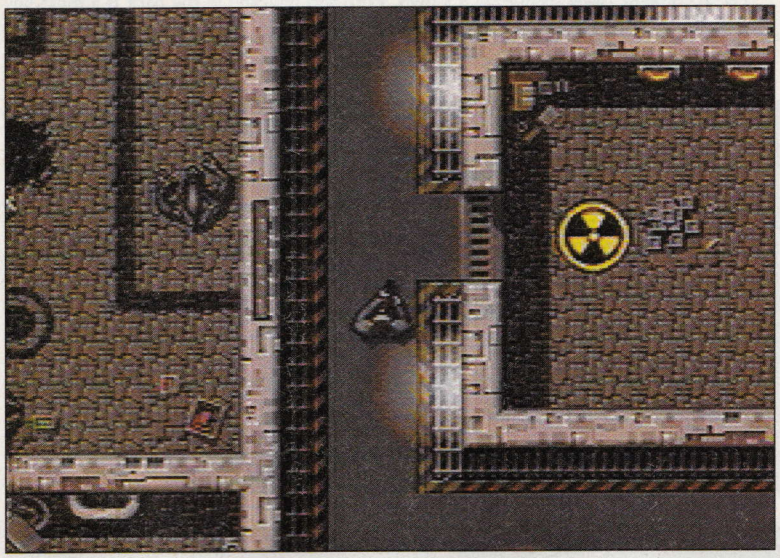


Some weaker walls can be destroyed with concentrated gunfire, like this one.

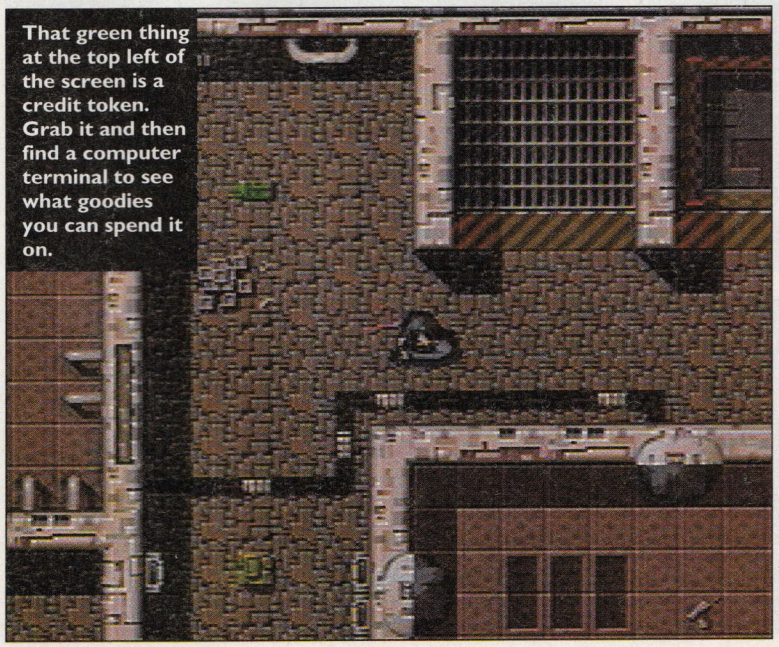


"A neat touch is the way you find out little things as you go through, like the dead professor in the science facility. It adds an eerie quality to the game as the full horror of what happened becomes more apparent."





Look out for the radiation symbols on the floor — these mean (if you hadn't realised) that the area's contaminated and your energy starts draining away. Grab anything useful that you can see then get the heck out of there. Also, look out for wall mounted lasers. The security systems are malfunctioning and will take pot shots at anything moving in the vicinity, including you.



That green thing at the top left of the screen is a credit token. Grab it and then find a computer terminal to see what goodies you can spend it on.

Profile

2 PLAYER
2 SKILL LEVELs
✓ I SAVE POSITIONS
Passcodes every so often
✓ CD32 ENHANCED
Fabulous intro sequence

GRAPHICS

SOUND

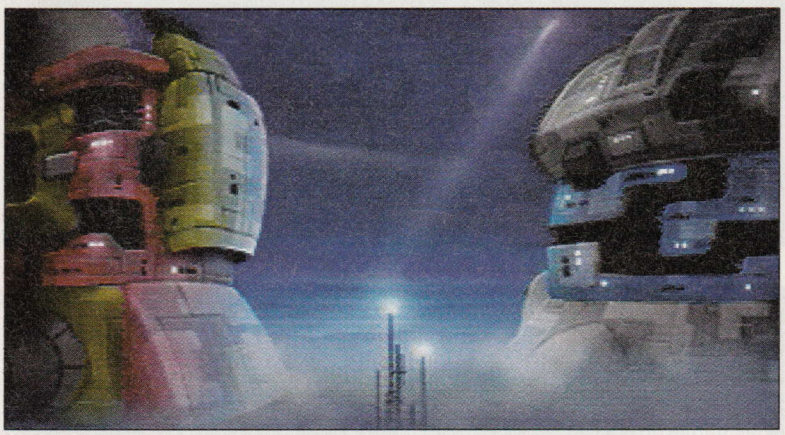
GAMEPLAY

PROS: Graphics and sound are very atmospheric throughout and the gameplays about as finely tuned as all out violence can be. Sit down for a few seconds and you're hooked. The best game of its type around.

CONS: The layout of the game is a bit dated. Some frustrating bits like the minefields and running out of keys in the main complex.

91%

Ruddy heck! Team 17 are a breath of fresh air in this money-mad business. With everyone out for all they can get, T17 keep on releasing these multi-packs at budget prices guaranteed to fit any pocket. Now they're giving you the rather good *Alien Breed II* free with the sequel, *Tower Assault*. Can't say fairer than that, can you?



What value, what a deal! Buy *Tower Assault* (reviewed on the previous pages) and you take home a copy of its predecessor as well — and all for thirty notes!

No doubt you've already read the *Tower Assault* review, and looking at the *AB2* screenshots will give an indication of just how similar the two games are. In fact, in layout and design there's nothing to choose between them — even the extra weapons are virtually the same. However, it only takes a few plays to reveal the improvements in the newer game. Graphics here aren't quite as crisp and sound effects lack the clarity of *TA*.

Missions follow a similar pattern with you running about, collecting key cards and trying to locate the self-destruct mechanism. The most noticable diference, however, is in the difficulty level.

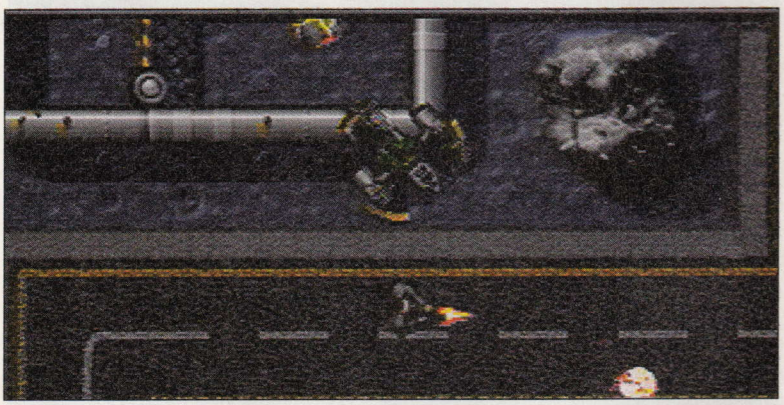
Tower Assault might seem tricky but this is something else again! This time the Aliens are faster and there's so many more of them it seems ludicrous at first. To make it worse, here they can actually fire acid spit at you. A bit of practice soon gets you settled in but even so it does seem a tad unfair. Whereas in *Tower Assault* you can clear a room of nasties, here they can reappear out of nowhere after being scrolled off screen. Not only does this make moving about the complex rather a chore, it also eats up the ammo like nobody's business.

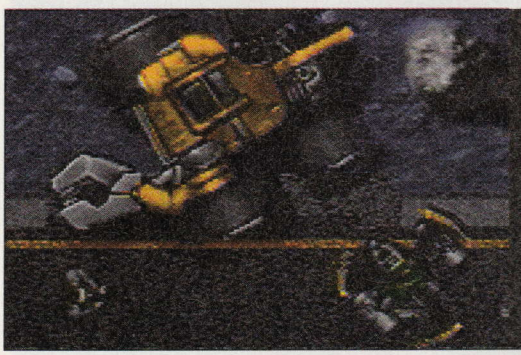
Actually, this is a bit unfair since I'm writing having already reviewed the sequel. If you were to play this without having seen Tower Assault, then a lot of the niggles wouldn't be so noticable. You only really miss them when they're gone which just goes to show how much time was spent with *Tower Assault* in order to iron out the quirks.

As a game in it's own right, *Alien Breed II* is good. It was very happily recieved by the press when it first emerged, though I always had my doubts and now it's been surpassed by the sequel its shortcoming are all the more clearer.

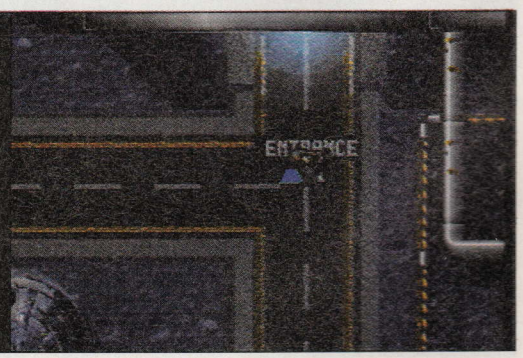
That said, you can't really complain as it's almost a freebie extra in the *TA* pack and as such it's quite playable if you fancy a change of scenery. It's better if you get a friend to join in as the second gun really proves useful but there are drawbacks to simultaneous play. You have to stay close together or the screen won't scroll ahead, making it far too easy to walk headlong into a hoard of aliens. To avoid arguments, you can decide before you start, whether you want to share credits or keep them individually. At least then you don't get your mate using them all up himself!

I'd reccomend *Tower Assault* on it's own. With this chucked in the pack is a must buy for any shoot-'em-up freak. **MG**



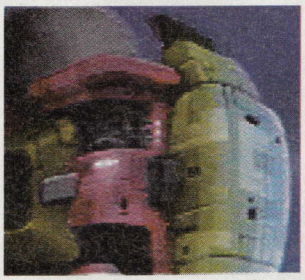


Sadly you can't board these abandoned loaders and get them cranked up. Then you could do some some serious alien bashing. Be very careful of those security choppers flying around overhead. Contact means an instant, bloody death.



Well, this is it. The last chance to turn back is upon us. Stepping into the complex marks the beginning of the real struggle. The automated base defences are a picnic compared to what lurks inside. Do you think you've got the bottle?

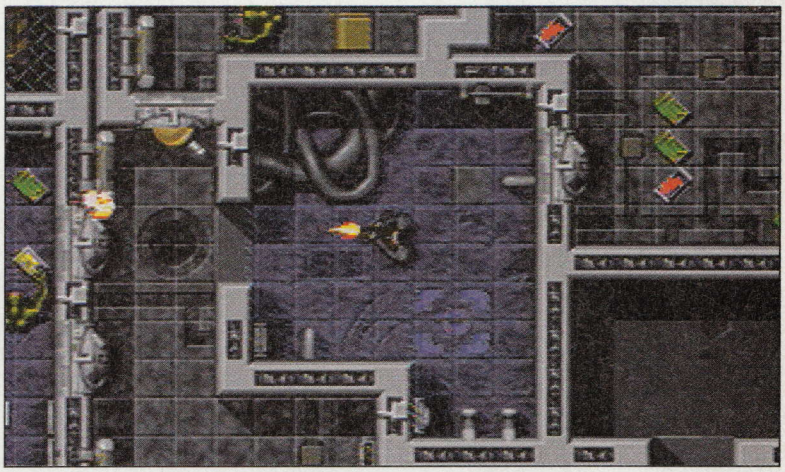
Alien Breed II

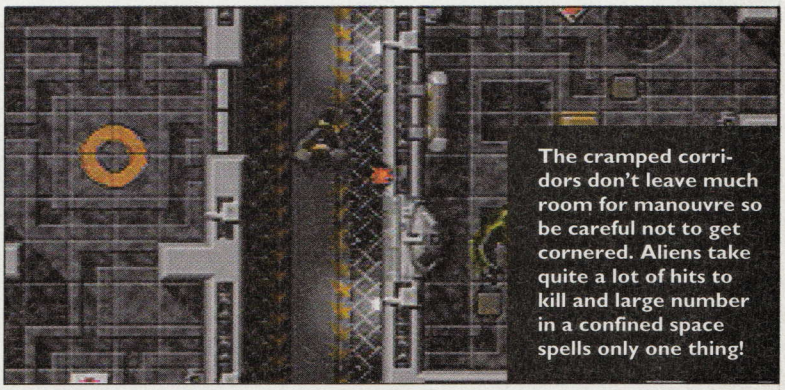


"This time the Aliens are faster and there's so many more of them it seems ludicrous at first. A bit of practice soon gets you settled in but even so it does seem a tad unfair."

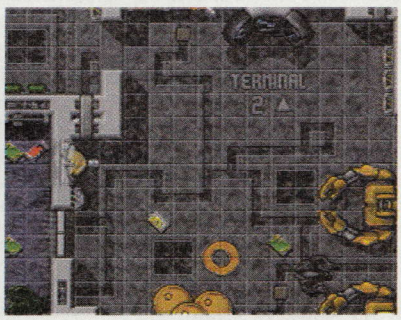
■ PUBLISHER: Team 17 ■ PRICE: Free with Tower Assault
■ DEVELOPER: In House ■ OUT: Now

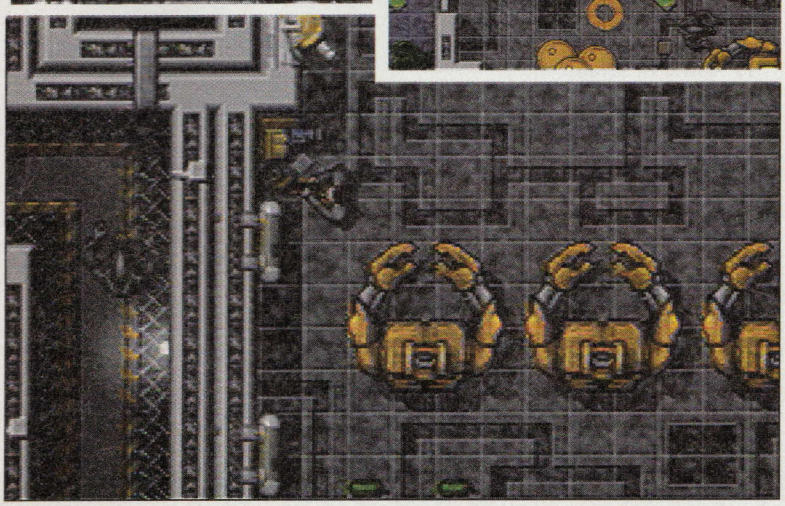
Yikes — run! Those green nasties are particularly dangerous as they spit lethal acid. Your only hope is to keep moving and spraying the lead around liberally.





The cramped corridors don't leave much room for manouvre so be careful not to get cornered. Aliens take quite a lot of hits to kill and large number in a confined space spells only one thing!





Profile

2 PLAYER
2 SKILL LEVEL
✓SAVE POSITIONS
Level codes
✗ CD32 ENHANCED
Not that we can see

PROS: PLenty of power-ups andmuch rip-roaring action. If you like it fast and furious, they don't come much more so than this. Just make sure you've got plenty of plasters (for the blisters on your trigger finger).

CONS: Overly tricky in places, and the overall effect pales somewhat alongside the follow up.

GRAPHICS
SOUND
GAMEPLAY

72%

Express PD Galore

Express PD £19.95

What would you say if someone came and offered you a bag load of games for next to nothing? Unless you happened to be be one of these suspicious types who always suspects the worst in people (in which case you'd assume they were stolen and report him), you'd probably take them, wouldn't you? We would, and we did! Read on...

Other than games, the home computer has always been a rich source of entertainment in other ways — something it's always had over the consoles. Many of the top Amiga programmers of today began programming on lesser machines as a hobby and got noticed through the Public Domain scene. Such big name producers as Team 17 actually began life as PD companies.

As such, there's no shortage of high quality software around for the nominal cost of a registration fee.

To give CD32 owners a taste of what's on offer, Express PD have put together a huge compilation of titles. The single CD also features demos, though many require an FMV card to run. Games wise, after loading up the main program you're presented with a menu of what's on offer, eg adventures, sports, driving etc. Clicking on a category brings up a further menu listing all the game of the selected type available. And boy, are there a lot!

Ten different categories are available, each containing around 15 titles to choose from. You don't have to be major mathematician to realise that's a heck of a lot of games.

Of course, as with all PD, it's a mixed bag and not all titles will appeal to everybody. However, there should be something here for everyone.

Highlights include an excellent version of the age old *Tanx* idea. For those of you unfamiliar with it, the original game involved two immobile tanks placed at either end of a landscape. The idea was to try and hit your opponent before he hit you by taking it in turn to raise and lowering the angle of the gun and adjusting the power until your shots landed on target.

Scorched Tanks uses this as a basis, but adds a whole host of bright new features. Before each round, you have a certain amount of money to spend on various special weapons, of which there are many. These add a whole new lease of life to the ultimately simplistic original idea. Then there's the multi-player option. Up to four tanks can take part simultaneously, any combination of which can be human or computer controlled. It's all wrapped up with some excellent presentation and probably rates as the best game in the pack.

If pounding the grey matter is more your style, there's a decent chess game included as well. It's nothing much to look at but it plays a decent game and runs reasonably quickly. *Lemmingoids* is also worth a look if you missed it on the cover CD a couple of issues back. It's basically *Asteroids* with new graphics and a few amusing samples.

For adventurers, there's the very impressive *Starbase*. It's an AMOSed point and click affair which actually looks and plays just as well as one or two full pricers I could mention. It's no *Monkey Island* but it's got some good ideas and the graphics throughout are quite outstanding.

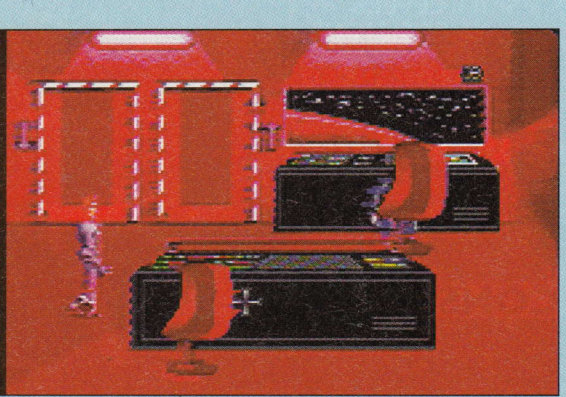
This is *Scorched Tanks*, a fine reworking of *Tanx* from years ago. Loads of special weapons are the key.

There's no way I could mention every game in the collection as there are so many, but be warned — they've not been altered from the original disk versions. This means that any requiring keyboard or mouse operation are unusable. It's a problem you'll encounter with a fair few of the programs. Still, other than that there's a lot of quite playable stuff. If you're feeling a wee bit starved of software, or just fancy a change, this is a fine way to get a big pile of new loot without having to fork out great wodges of cash. It's also an interesting and comprehensive introduction to the wide world of Public Domain. PD software is often the best way to see examples of just what your machine's capable of, and the CD32's capable of some very impressive tricks. Already there are some other disks on their way and the more interest they generate the more there are likely to be. Perhaps we'll see some stuff to really push the CD32 as most, like this compilation are simply older standard Amiga programs transferred onto CD.

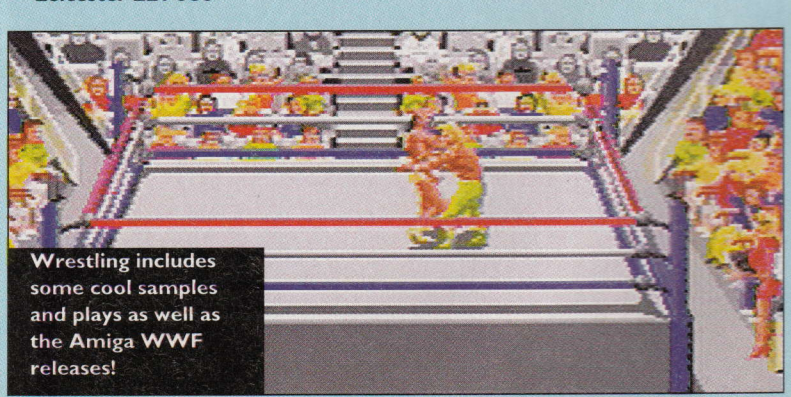
Despite a few hiccups and the incompatibility of some of the programs you really can't fault such a disk. As I said before, there should be a little morsel on here to keep almost anybody but the most uncomputery people happy. Check it out.

To obtain your copy, write to:

Express PD Galore Registration
Magazine House
Magazine Business Centre
11 Newarke Street
Leicester LE1 5SS



If you like point 'n click games then *Starbase 13* is most definitely for you. This exquisitely presented title could quite easily fool you into thinking it was a commercial release of a few years back. Very polished.



Wrestling includes some cool samples and plays as well as the Amiga WWF releases!

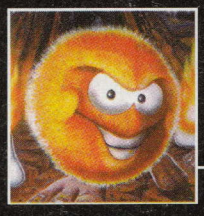
CD32 GAMER PLAYING TIPS

As one part solution bows out, we took it on ourselves to begin a whole new one! *Gunship 2000* will ensure that you're playing Microprose's stunning game well into next month, when, coincidently, we'll have the next thrilling instalment! We've also got a full solution of Core's *Universe* which should keep you hitch hiking types happy (Another poor Douglas Adams joke, eh? – Mark), while someone finally dug out the *Fury of the Furries* tips so we can continue the cheats started all those issues ago. Enjoy!

CD32 TIPS INDEX

48 **UNIVERSE** solution
The Hitchhikers guide to *Universe*.

52 **GUNSHIP 2000** PART I
Tactical tips and homing-in hints!



56 **BUSTERS**
Fury of the Furries calmed by the strong influences of the CD32G Busters!

Universe

Complete Solution

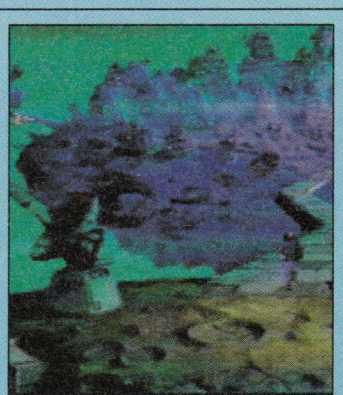
Not only is it one of the prettiest adventures ever devised thanks to its beautifully hand-painted back drops, it's alo one of the toughest due to the huge number of locations and dastardly array of fiendish puzzles. Help Boris return to Earth with this step by step solution. A big round of applause go out to Darren Price, Troy Horton, Jamie Marton and Dave Ward at Core Design for putting it together for us. Cheers people!

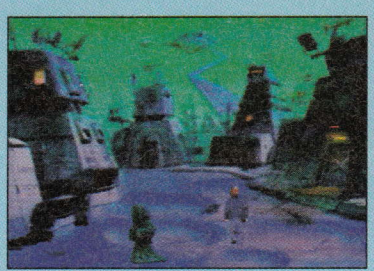
PUBLISHER: Core Design PRICE: £34.99
DEVELOPER: In-house OUT: Now

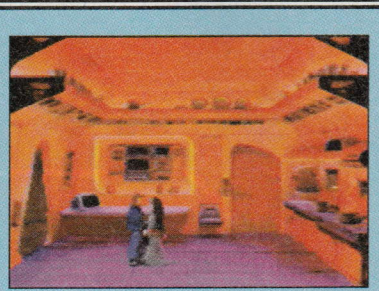
1 Jump off the disconnected service channel and onto the asteroid below.

2 Pick up the metal bar and the circuit board.

3 Jump onto the spinning rock and then onto the bridge which leads to the next scene.







4 Insert the metal bar into the panel of the satellite dish followed by the circuit board.

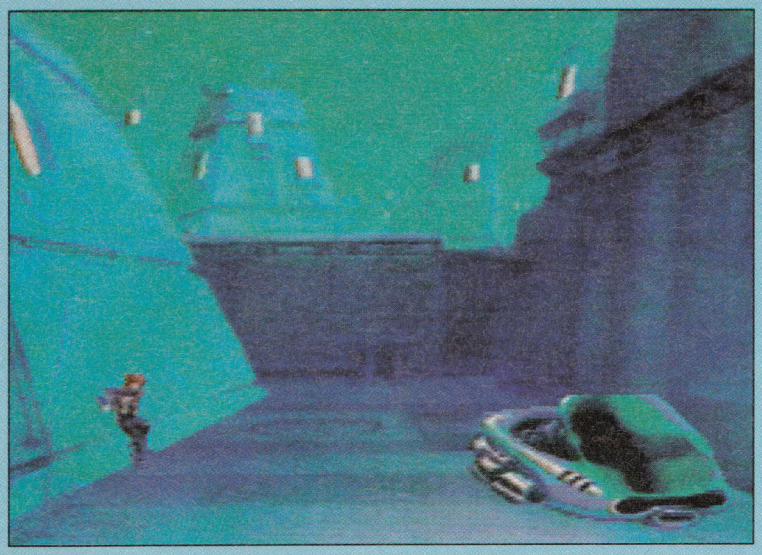
5 Use the panel and turn on the filtration system to Gavric Homeworld and link up the service duct to Gavric too.

6 Walk across the service duct.

7 Push /pull the air ducts and you'll be sucked down to the asteroid with the spinning rock.

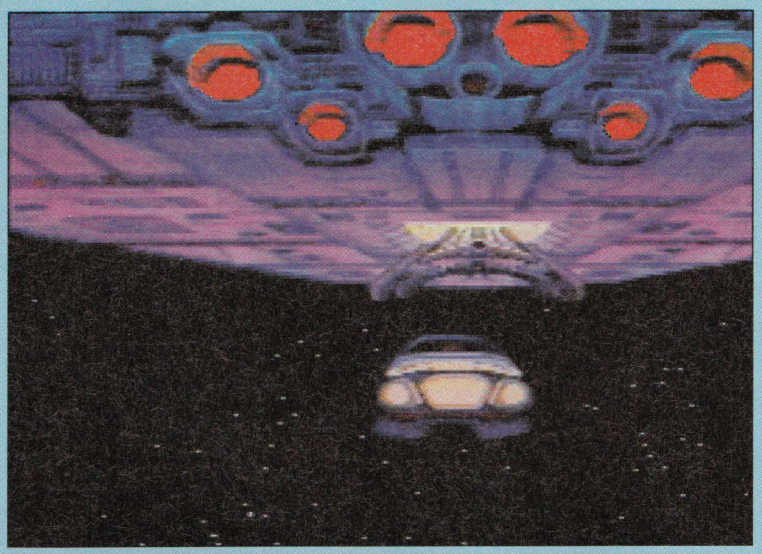
8 Pick up the mirror, jump onto the spinning rock and go back to the satellite dish. Go to the next screen, walk to the far end and turn left.

9 Wait for the robot to pass then throw the mirror at the lasers.



10 Go to Silphinaa's house and use the keypad by the door. Once inside attack the door keypad with the metal bar.

11 Open the wardrobe and wear the suit.

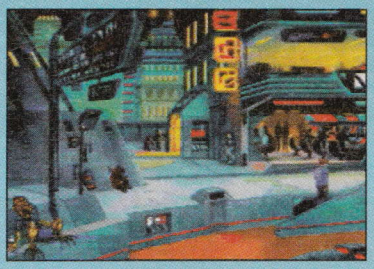


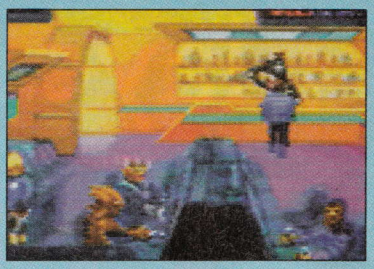
12 Use the arm computer on the console, then use the console to open the window shutter.

13 Jump through the window.

14 Use the computer with the car then enter the car.

15 Insert the keycard into the slot on the left of the control panel. Use the console on the right.





16 The code is 87764.

17 Navigate a course to Balkmos 7 (third to the left of where you are).

18 Descend to the planet and select the top right quadrant.

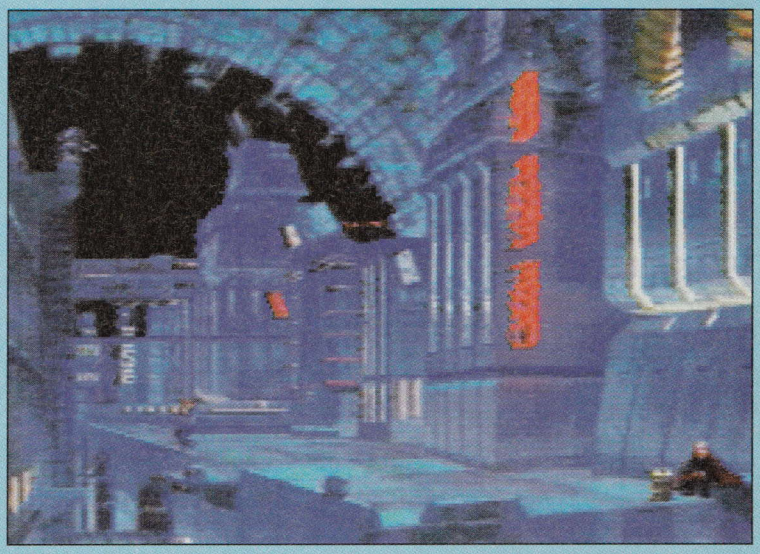
19 Pick up the droid and the spray can. Combine them then use on the aliens.

20 Jump in the car and ascend. Set a course for Jor-slev 4 (the next planet down on the map).

21 Descend and select the top left quadrant.

22 Pick up the rock and throw it at the alien. Use the droid on the blob.

23 Jump in the car and select the bottom right quadrant.



24 Talk to the old man in the hut then give him the blobs. He will give you some carvite.

25 Get in the car and ascend. Head back to the Pfallenop asteroids.

26 Offer Snorglat the medicinal herbs.

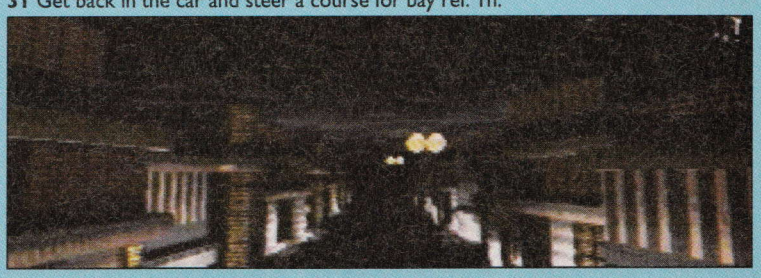
27 Dock with the ship — left mouse button to accelerate, right button to activate the clamp.

28 WHEELWORLD Landing Bay ref. 789c
After being shot by SNORGLAT jump in the car and the navigation screen will appear.

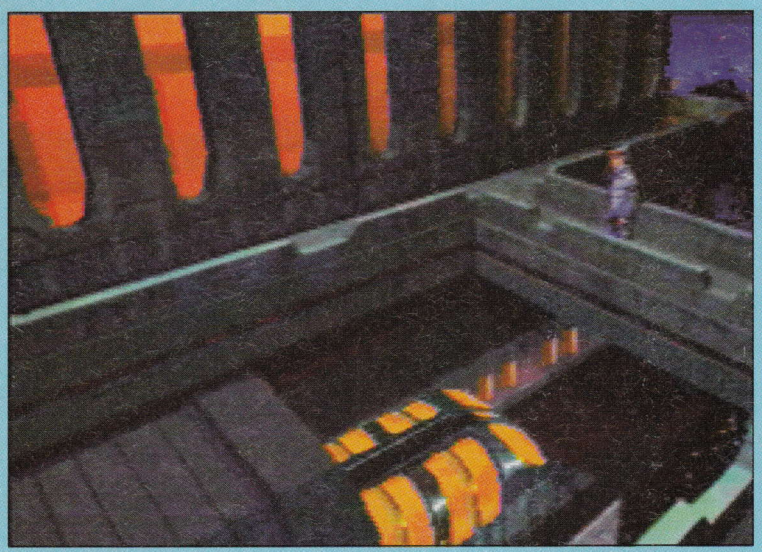
29 Select Landing Bay ref. 40e and set course.

30 You should now be on a landing bay with a mechanical droid. Push it into the hole and take the steel cable out of its box.

31 Get back in the car and steer a course for bay ref. 1h.

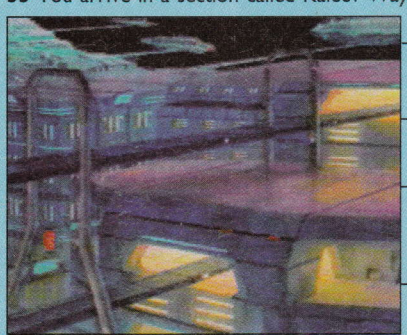


players guide



32 Walk out of the landing bay via the gate arch. Follow the car down to the bottom of the freeway.

33 You arrive in a section called Kaleev Way. Go up the escalator, right and up the next escalator.



34 Go to the dispenser machine with the card slot and insert your ID card.

35 Collect 'Happy Carv' and enter the arcades.

36 Once in the arcade talk to the alien on the right and buy him a brandy.

37 Combine the Happy Carv with the Brandy then talk to him again.

38 When the alien faints, Boris will take his badge. Now leave the arcades and return to the freeway.

39 You will now see a healer and some jet-packers. Boris will talk to the healer then start chasing the jet-packers.

40 After defeating the jet-packers, you will be on the landing bay ref. 1h with a jet-packer. Talk to the jet-packer and get the healers hand.

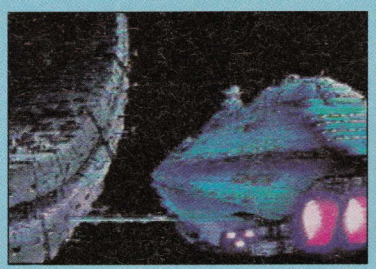
41 Go back to Kaleev Way and see the healer in the taxi bay.

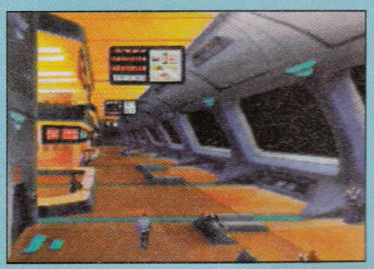
42 Talk to the healer and get a starchart from him. You will both walk off and you will see Baron Kaleev. Boris will run off into a passage.

43 Move Boris onto the lift and use the seel cable to get down. You can talk to the tramp but he is a red herring (stifled obvious gag — the VD32G team). *(Huh!?-Mark)*

44 Run between the neon sign and the big building.

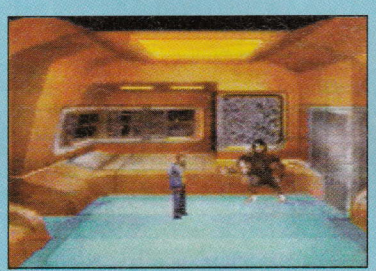
45 Walk onto the bridge and jump down onto the monorail then proceed to the next screen.

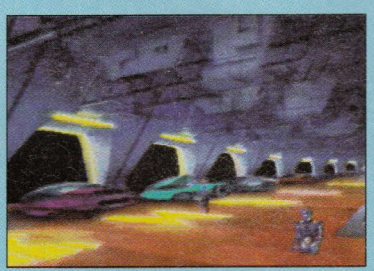




46 As soon as the train stops, jump onto the supporting beam on the right then jump down to the lower entrance.

47 Go through and walk right to the air-filtering duct.





48 Use the droid with the duct.

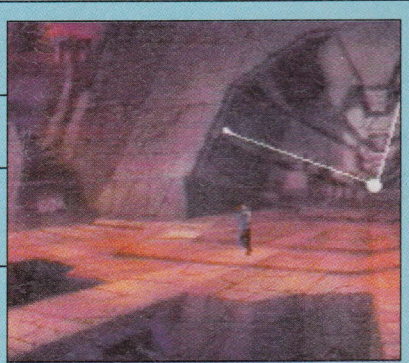
49 You should now be in the spaceport departure lounge

50 Search for a ticket terminal and insert your ID card. Get the ticket and leave by the left hand door.

51 You should be at the corridor leading to the liner shuttle. Use you ticket on the forcefield terminal.

52 Go through and use the keypad to enter the shuttle.

53 You can talk to various people in the recreation ground but none of them can give you any information.



54 Get in the lift and select level one.

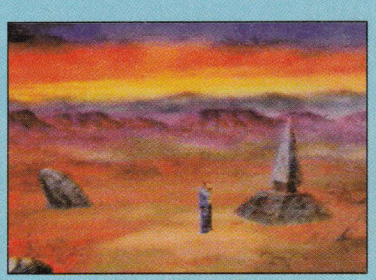
55 When in the corridor talk to the two men and try to give them the right answers.

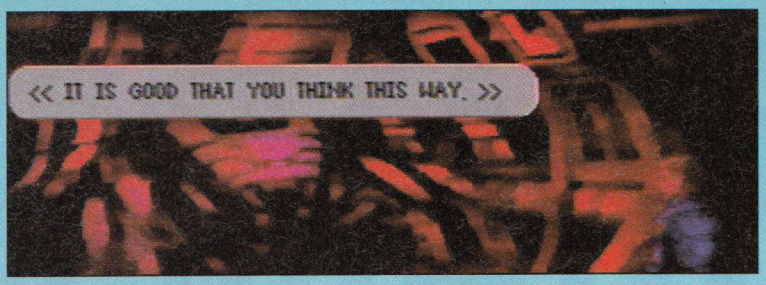
56 Walk to the left and enter the first door — this is your room. A hologram will appear and tell you what to do.

57 Use the communications console to select level three and Myrell. This is the room with the healer Myrell inside. Have a conversation with him and go to his room (room five, level three).

58 Talk to Myrell and collect a starchart

59 Combine the two charts and leave the room.





60 Talk to the assassin and when the liner blows, collect the assassin's PTV card.

61 Move down to the hanger via the lift and into the blue PTV vehicle.

62 Use the navigation screen to set a course for Ankarlon 5.

63 Walk to the left and take the long metal bar from the junk pile.

64 Combine the bar with the starcharts. Jump into the car and take off.

65 Set course for Daarlor-Korv.

66 Walk far right to the shrine and insert the starchart/metal bar into the shrine. You will now be sucked into the portal.

67 Walk across the bridge into the next screen. Look at the large rock structure on the left and see what it tells you.

68 Start from the bottom right path and go bottom right, top right, top middle, top left, bottom left and bottom middle.

69 When the laser beams have gone throw the rock at the power gem and collect it.

70 Jump in your car and go back to Ankarlon 5.

71 Open the panel on the front of the crawler and use the power gem to activate the teleport.

72 Enter the teleport And talk to the creature inside.

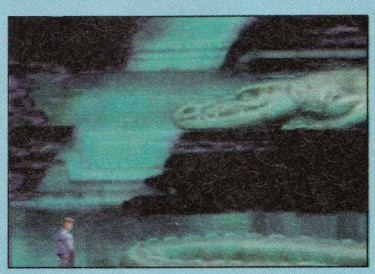
73 Now combine the cloaking device you receive with the power gem.

74 Exit and set a course for the Mekanthallor galaxy.

75 A large prison ship will capture you.

76 Talk to the man-brute and get some information from him. Wait for two ensigns to talk to the man-brute then use the teleport to leave the ship.

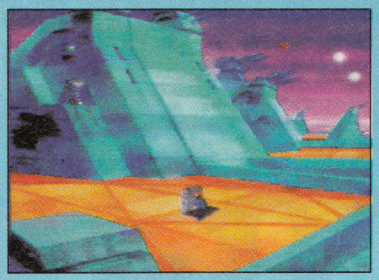
77 You will descend to Coros.

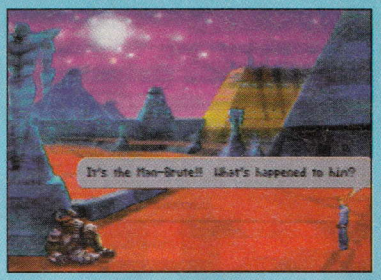


78 Do what Snorglat's brother tells you and walk down the pier into the city.

79 Talk to Dorshiv and follow him, then walk back to the city.

80 Talk to the sentinel robots (one screen down from the city screen) then walk back to the city to talk to the ornamental droid.





81 Tell the droid to go and see the sentinel droid. The ornamental droid will come back to you. Tell him the password.

82 Wait for the explosion then go to the sentinels. Pick up the batteries and combine with the power gem/cloak device.

83 Use the arm computer with the clock device etc. Walk past the sentinels and to the left.

84 The next screen is automatic — follow what is said and done.

85 Now cloak again and go back to the droids at the citadel wall.

86 Talk to the droid on the right and make him blast the wall. Go through the hole in the wall.

87 Run to the right. Keep running until you come to a descending section then go down and run right until you come to a dragon.

88 Throw the ID chip into the dragons mouth. Jump behind its tail and wait until the robot gets eaten.

89 Jump out and pick up the droid's batteries.

90 Jump onto the ledge below the dragon's head.

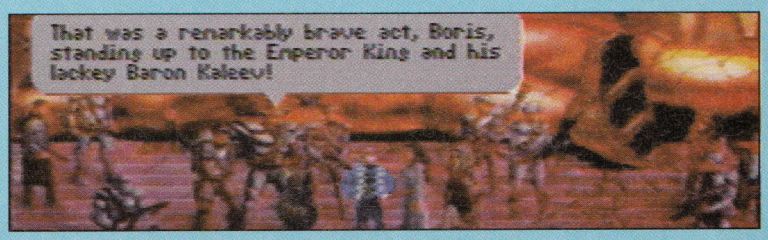
91 As soon as you get blasted, activate the cloaking device. Run out of the way and move to the left.

92 Stay cloaked and push/pull the droid on your near right. Watch him blast his fellow droids.

93 Now walk up and to the left. Talk to the man-brute and take the power arm from him.

94 Walk to the left and you'll find the Baron and the Emperor. Go through the conversation and, when asked, throw the power gem.

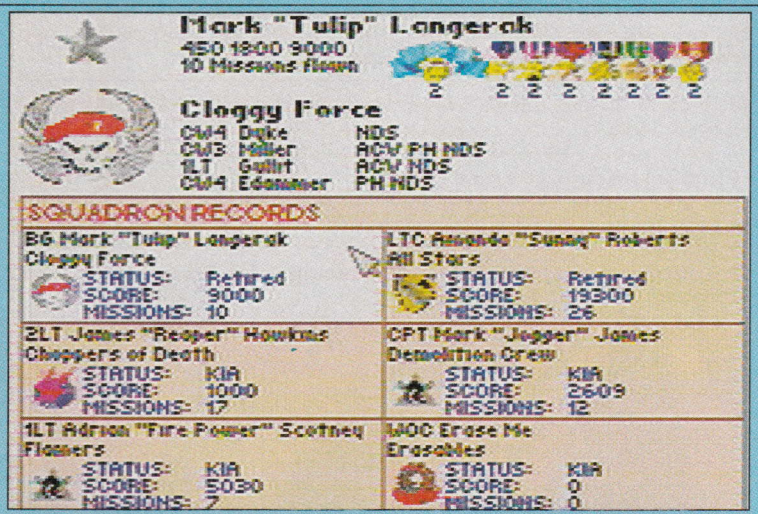
95 FINISHED !



GUNSHIP 2000

General Tips

Flying a modern combat helicopter is no easy matter, and wading through *Gunship 2000*'s manual is as much a challenge as it is to implement. Have a scan through our handy condensed guide to basic strategy and you'll soon be throwing that chopper about like it's what you were born to do.



When setting up a game, never select the 'easy flight' option. In this mode, the pitch etc of the helicopter does not have any effect on lift. Tilting the nose forward or backwards speeds you up and slows you down respectively. It's also possible to bank very steeply without losing altitude. The only way to regulate your height is by adjusting the collective level. This may sound rather handy but the cons far out-weigh the pros. On a personal level, the game is far less satisfying to play, but, more importantly, you lose a tremendous amount of manouvreability and flexibility in the air.

Also, turn the co-pilot/gunner option to no assistance. Computer controlled gunners tend to take pot shots at unimportant targets if they happen to come in range. This can be annoying if you're running low on a particular weapon, neccessary for the completion of that mission.

When flying through valleys and cuttings it's far easier to use the chase view as judging the distance between the walls and the rotor tips is very tricky.

Spend plenty of time on the gunnery range. Even the poorly equipped enemy armies have the hardware to give you a tough time if you're not completely at ease with the controls. At first, turn off crashes so you can get as long as possible at the controls.

Don't be too worried about maintaining recommended 100' to 150' altitude. Get used to banking sharply and quickly re-establishing operational altitude. Be sure to pull the nose up as soon as you enter a steep bank or you'll never make it.

GUNSHIPS

The first thing to do after reading the mission brief is to decide on the best machine for the job in hand. At the start of the game you're limited in that a number of the 'copters are rank restricted. That aside, here's a few points to bare in mind when making your decision.

ORDNANCE

It's no good choosing the right helicopter if you then kit it out with all the wrong gear. Within the limitations of the machine, you have total control over the arming of your chopper (and the others in you unit in the campaign game). Pay careful attention to the briefing and stock up accordingly. Use this as a checklist while cross referencing from the mission briefing.

Any seaborne engagements will almost certainly require you carry either Maverick or Penguin missiles.

Against armoured convoys or fortifications, take Hellfires (A or B), TOWs or, if you feeling brave, M247 rockets.

If you're warned of extensive air activity you might want to take out a little insurance. The odd enemy chopper can be picked off by cannon fire but you might not be able to get a lean shot in the heat of battle. Sidewinders or Stingers are your best bet. You can carry twice as many Stingers but they're limited by relatively short range (5000 metres). Sidewinders are very reliable and effective up to 18 000 metres.

Unguided rockets are very useful as they're so light but to use them effectively take practice. Only use them when you've mastered control of the helicopter. Rockets are best fired from a hover but this position leaves you wide open to attack.

STRATEGY

Be cunning when setting way points. It's very tempting to make waypoint one the primary target, waypoint two the secondary and waypoint three as home. Plot way points so that you hug hillsides and make use of any natural landmasses you can find. Try and set each waypoint in an area of cover. Each time you reach a way point, 'pop up' quickly and scan the area then duck back down, out of sight. Any targets you saw will no be plotted on the map. This allows you assess your situa-

■ PUBLISHER: Microprose ■ PRICE: £34.99
■ DEVELOPER: In-house ■ OUT: Now

At the controls of a Blackhawk! Let's hope that hanger's on our side or we're in trouble cos it looks like the copilot is taking us down whether we like it or not. Tch — some people.

Oh dear – looks the CO wasn't too impressed with the last mission. Personally I believe in staying out of trouble and getting back in one piece. If there's heavy enemy defences around the target then I'd rather go home and get a roasting of the Commander than a roasting off an AAA sight. Okay, okay. Maybe it was a bit weedy doing a runner on a training mission but you've gotta keep in practice.

tion and, if neccessary, adjust current way points to avoid hot spots.

Make use of the FARP units. They're always a lot closer to the targets than your helibase and it's usually worth making a pit stop before engaging your designated objectives, especially if you got drawn into action on the way.

DEFENSE

Four modes of defence are available to you — chaff, flares, jammers and your own flying ability.

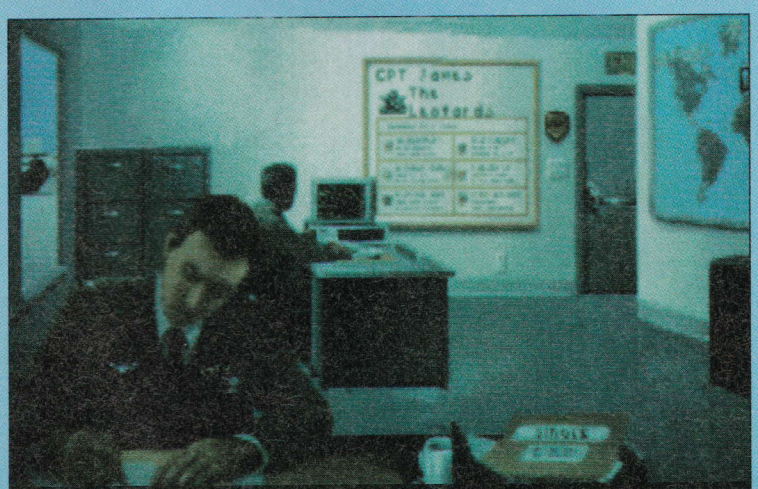
Always keep one eye on the threat display and warning lights. The radar light flashing means an enemy radar unit is making sweeps but has not yet zeroed you. In this case try and duck behind a hill. Using any counter measures will only draw attention. Should the light become permanently illuminated it means they've got you and a missile's flying. Watch the the display, jam, then turn away at the last possible moment. Always use the jammers where possible as the chaff is limited. The same goes for IR threats. Try and jam them first, using flares only if absolutely neccessary.

The best form of defence is stayin low and out of sight. If they can't see you, they can't hit you.

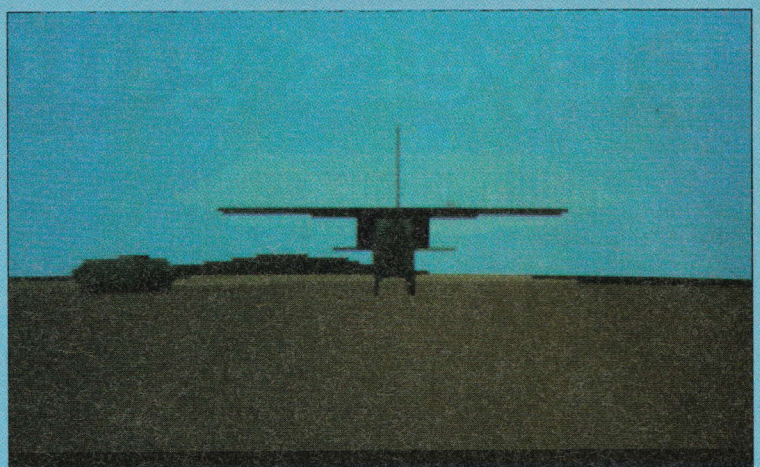
AIR TARGETS

Hinds are your biggest worry in the air. They like nothing better than to get on your tail and cut you to pieces. If you catch sight of one in the distance it's very tempting to take out any nearer targets first, but be careful. Always be aware which way he's going as he'll attempt to get behind you. Alternatively stay on him and dodge incoming threats from the ground.

Stingers or Sidewinders will bring down enemy aircraft at range but close up, your best bet's the chain gun. Rockets can be used but it's more hassle than it's worth.



Here we are at headquarters. This is where you select the unit for combat, choose your theatre of duty and select the type of missions you'll be flying from training, single and multiple. Did you know clicking on the computer screen in the background using a mouse has a number of weird effects?



The chase view. Most of the external views are pretty cosmetic as flying the helicopter is rendered virtually impossible, at least with any degree of subtlety. This particular view, however, is usefull for negotiating confined spaces such as cuttings and valleys (see main text). You can see exactly how much clearance you have between wall and rotor tips but you don't have the benefit of any instrumentation.

The graphics were greatly souped up to make use of the CD32's speed and processing power, now, let's get on with the job. Uh oh. Looks like we're too late. Somebody seems to have trashed that bridge already. Never mind. How about a bit of fancy flying? Let's see how fast you can negotiate that river valley without getting wet feet. Ha! Eat my shorts, so called Tom Cruise!

Flying in the snow might not make for very interesting views, but it does make those sneaky enemies very hard to spot. Not this time though, eh? There's nothing more satisfying than seeing a particularly irritating enemy emplacement go up in a cloud of smoke. Remember to select the correct weapon, though.

GROUND TARGETS

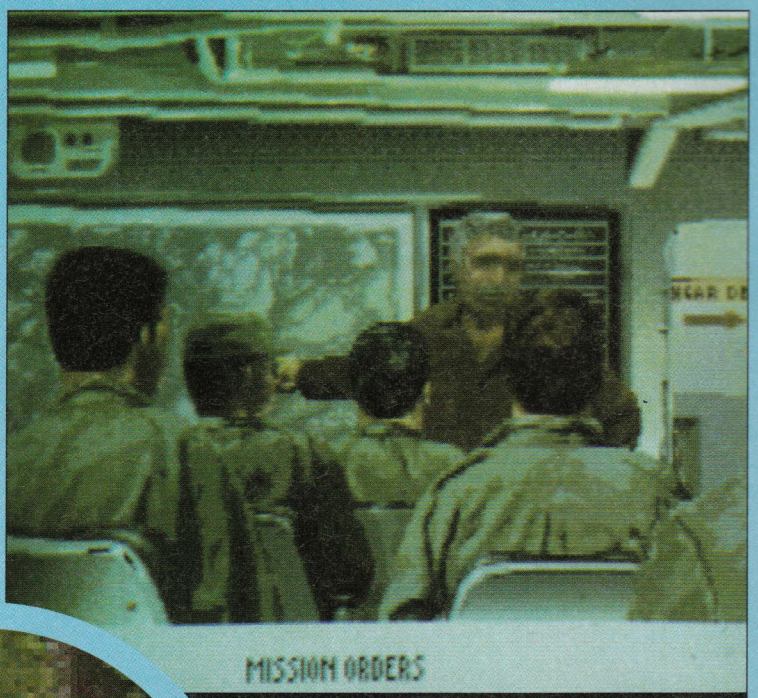
Tanks and troop carriers are, more often than not, protected by extensive radar and infra-red networks. These should be picked off first before the relatively easy job of taking out the armour. Hellfires at range will do the job in no time.

The 'pop up' technique is your greatest wapon, especially in the hilly surroundings of Europe. Hover behind a hill, pop up, scan, duck down. Check the map for target positions, select that which poses the greatest threat, pop up once more and give it your best shot. Provided you chose the right weapon, your job should be made considerably easier.

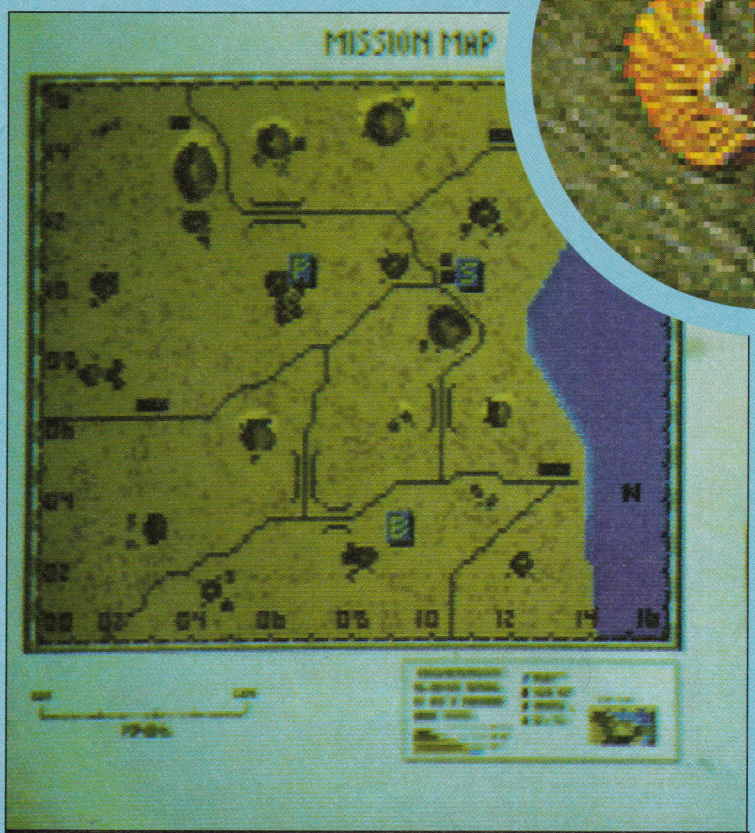
EMERGENCY

Just as important as any other aspect of flying is knowing what to do in an emergency situation. Keep a close eye on you systems status. If you start taking hits, it's vitally important to make a quick decision as to whether or not you should carry on. Should you lose an engine, your best bet is to head for home. This throws up another dilemma. You can fly back at low level, hoping to avoid any more enemy engagements. If you can plot a safe route then by all means do so. Unfortunately, should you be hit by a stray shot, losing the other engine will result in certain death. The alternative is to climb to altitude. This increases your chances of being hit but at least you'll have time to carry out an autorotation. This is technique for landing without power. As soon as you hear the second engine losing power, immediately disconnect the rotors and put the machine into a shallow powerdive. As the ground comes up, pull up the nose then raise the collective to maximum. This should cushion your landing.

If you find the helicopters badly damaged and hard to control, and you're over enemy territory, you're a sitting duck. Better off to ditch the chopper and take your chances on foot. If possible, land as close to a friendly unit as possible. This increases you chances of escape.



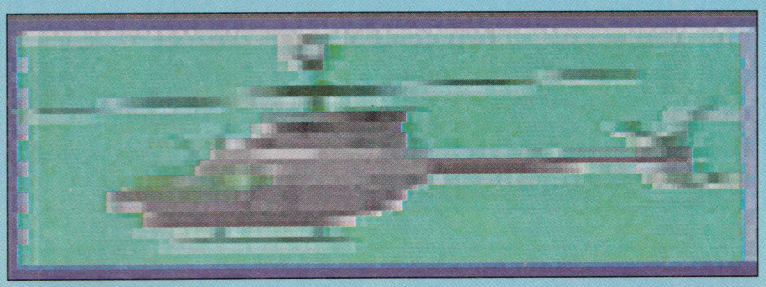
Always study mission orders carefully. Certain situations may make it inadvisable to accept a mission. For instance weather conditions severely limiting payload capacity where plenty of firepower is going to be essential. You'll get a reprimand on your record, but at least you're still alive, right?



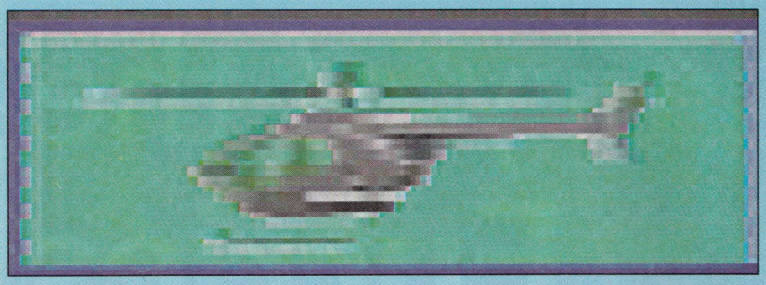
The large scale map shows the entire playing area. The 'P' is your primary target, the 'S' is the secondary and the 'B' is your heli-base. Major land features like hills, rivers and roads also appear on here and are useful for reference during flight to keep track of where you are in relation to the enemy.

When setting waypoints, it's always best to use the magnified version of the map. This way you can be far more accurate in plotting positions. You can also see the locations of any previously clocked locations. NB Symbols for moving targets like tanks represent their last known position.

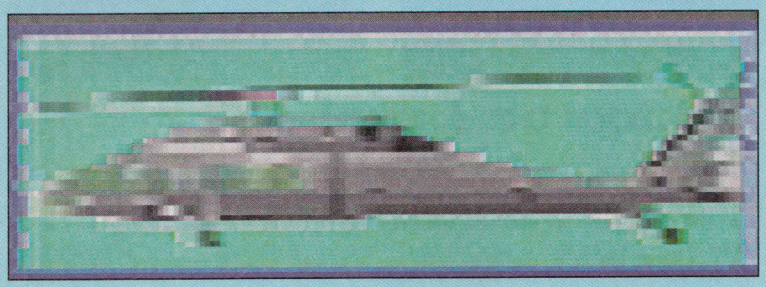
The Helicopters



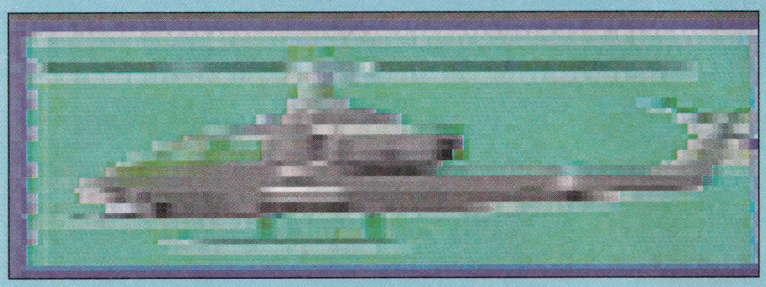
Kiowa
This is the military incarnation of the famous Jet Ranger. It's specifically a scout helicopter for use on reconaissance missions. You'll have little use for it once your rank entitles you to fly the Commanche Scot however.



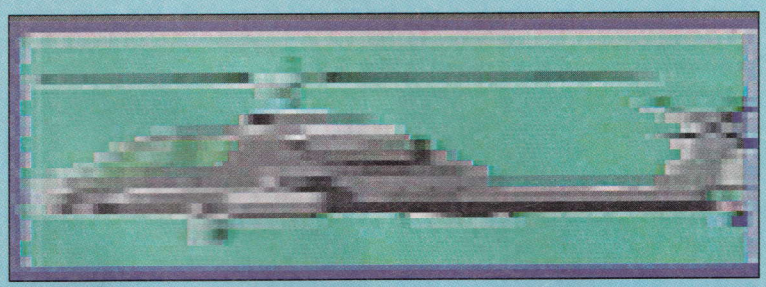
Defender
This light attack chopper is best suited for for quick in-out strike missions. If you expect heavy enemy involvement, though, you'd be better advised to go for one of the more powerful gunships.



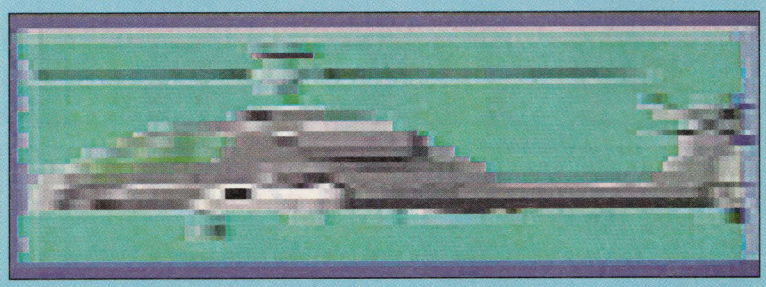
Blackhawk
This is primarily a transport helicopter. Don't forget to include one in any mission involving dropping off or picking up cargo. If you don't have one, you can't complete the mission – it's as simple as that.



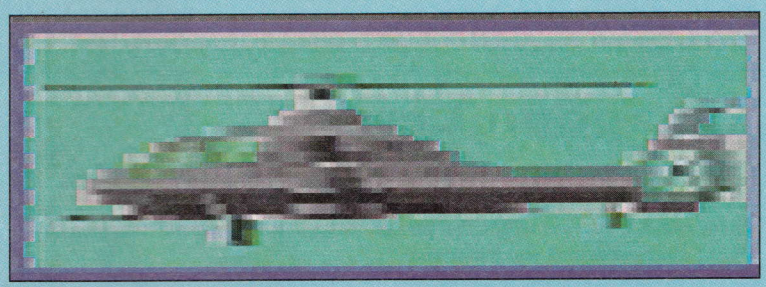
SuperCobra
The forerunner of the Apache. A gunship in the same vein with strike missions behind enemy lines in mind. Really it's down to personal taste which you should choose to go with. Personally, I'd take the Apache every time.



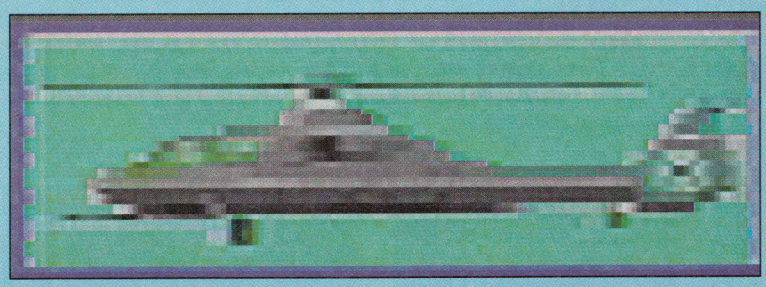
Apache
This is the one to start with. Before your rank rises to the point where you can selectbetter planes, this is the baby to fly. It's fast, robust and has ruled the helicopter roost for several years. Despite the emergence of new technology, there's plenty of life in the old dog yet.



Longbow Apache
The big brother of the Apache, but it's rank-restricted. It's faster, can carry a superior weapon payload, and has the useful addition of an optical mast above the rotors. This allows you to see over hills without actually exposing yourself. It's a bit like periscope really.



Commanche
The ultimate helicopter gunship. It's the obvious next step from the Apache, utilising state of the art stealth technology to make it a fearsome and elusive predator. However, to make full use of its improved capabilities some new techniques must be master.



Commanche Scout
Basically an unarmed Commanche. There's no better machine for gathering intelligence on enemy troop movements and positions. The Commanche Scout will get you in and out and the enemy won't even know you 've been. Well, after a bit of practice anyway.

Fury of the Furries Part 2

If the frustrations of Fury of the Furries are still driving you to self mutilation, by way of gouging your armpits with a paper clip, then we're here to rescue your underarm areas. Following on neatly from last month's guide to the secret rooms of the Desert level, this month we take a look at the Lagoon — Ingenious!

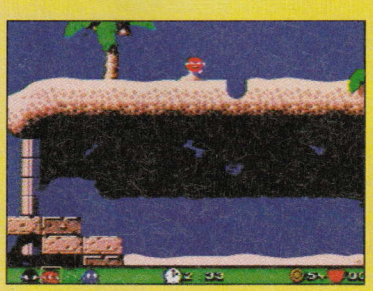
PUBLISHER: Gremlin Graphics ■ PRICE: £29.99
DEVELOPER: In-house ■ OUT: Now

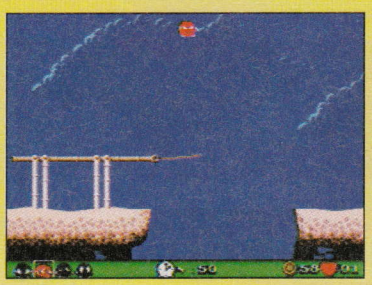
Lagoon Level 2

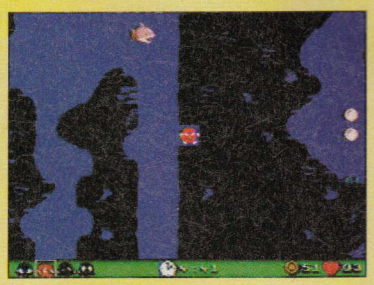
To the left of the parasol, buried in the sand, you'll see a plant. Stand on the left hand side of the plant, and jump up with the Red character. Get him to bite in mid-air. A hidden block will appear, and you can use it to gain access to the higher area to your left. When you find the sand castle, keep jumping up and down on it, until a hole appears.

Lagoon Level 3

Right at the end of the level, you'll see a tree behind the Exit sign. Using the Yellow character, stand in the shallow water and shoot at the tree until the middle section disappears. This is the entrance to the secret room, but you'll have to carefully leap over the Exit sign to reach it.





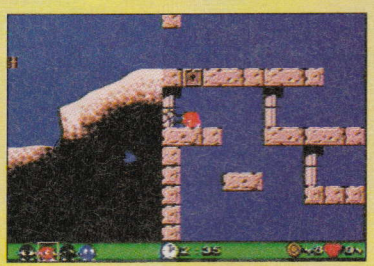


Lagoon Level 4

Despite only having a Red Character on this watery level, you can still succeed. Usually only the Blue character can swim underwater, but if you get him bouncing nice and high on the springboard, and then leap into the water below, he'll sink like a stone. You cannot stop his descent to the bottom of the Lagoon, but if you press up on the control pad you can slow him up. Stay close to the rock face on your right, and keep trying to eat a section of the rock face. Eventually you'll come across an area that comes away — the entrance to the secret room.

Lagoon Level 5

Once you've made the water level rise, and are able to reach the Exit, swim across toward the Exit sign, but just before you get out of the water use the Red character to eat away at the rock to expose yet another entrance.



Lagoon Level 6

This is really easy as all you have to do is make your way up the first waterfall you come to, then walk past the tree on the left to gain access to the secret room.

Lagoon Level 7

You have to ensure that you move the slabs of rock into position so that you can reach the moving platform that takes you to the last key and the entrance to the secret room. Once you've got the key, go to the left, and dig out the wall, before digging downwards until you gain access.

Lagoon Level 8

Once you've used the Green character to swing across the pools of acid, use the Red character to eat away at the wall on the far side of the pool.

mail section

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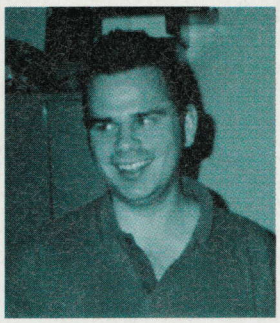

Who says the fun's gone out of Christmas? Only when you're older can you throw on a Santa Claus outfit and scream 'Ho ho ho' into the ears of little kiddies, making them cry and turn into psychopathic politicians later in life. Sheer joy and bliss, eh?

But what will the season of good will and harmony to all men (and women, of course) bring depressed Amiga and CD32 owners? Well, as I write this, CEI are pushing things forward in terms of a buy-out, although Commodore UK are wading in with their own offer too. While Christmas stocks are out of the question, it does look like something will be sorted in time for the New Year celebrations.

And then? Who knows. Hopefully, we'll have a new look Commodore with the strength and the foresight to deliver a strong marketing push, effective price points and decent hardware. If that's the case then it'll be a Happy New Year for all involved!

Can you please answer the following questions:
1 I have heard the Amiga are making a CD64. If so are they going to make an upgrade for the CD32 to to make it into a CD64?
2 I would like to know if *Rebel Assault*, *X-Wing* and *Tie Fighter* or any of the other *Star Wars* games are coming out on the CD32?
3 Are any more flight sims coming to the CD32?
4 What other beat-'em-ups are coming to the CD32?
5 At Live '93, my father asked the Amiga rep whether there would be a facility to enable the CD32 to use A1200 software. He was informed that Amiga had a warehouse full of equipment which would be released in June 1994 when the CD32 had been given sufficient time to settle in. Can you please confirm with Amiga the correctness of this statement or was he referring to the SX-1.

Thank you in anticipation.
ADAM FARNSWORTH, Rickmansworth

1 Er, um, I guess when we know what's actually happening to Commodore, we'll know what their future plans are.
2 No plans at present by the looks of things but we'll keep you posted.
3 Expect so. Look out for more Microprose goodies.
4 Hmm. Beat-'em-ups have gone off the boil of late — looks like we're back to more innovative software at the moment if this issue's anything to go by (albeit Amiga conversions at most). Have you checked out *Rise of the Robots* yet?
5 Dunno. Sounds like he WAS talking about the SX-1, but he was an Amiga salesman, not renowned for their accurate information, so who knows what the hell he was on about?

Congratulations on producing an excellent magazine for the CD32. Could you please answer some questions which I have for you?
1 When the CD64 is released, will Commodore bring out an add-on for the CD32 which will enable it to run CD64 software? If so how much will it cost?
2 Will Commodore's version of the SX-1 be any different to the Paravision SX-1, will you get a disk drive and keyboard with it and how much will it cost.
3 In Amiga P***r it says *Mortal Kombat II* is coming out on the Amiga. Does this mean there will be a special enhanced version for the CD32 and if so when will it be released?
4 In the first issue of *Amiga CD32 Gamer* you said that Namco would be converting lots of their arcade games to the CD32 but so far none of them have been released. Does this mean that none of them will be coming out on the CD32?

If they are still being converted, what games will they be and when will they be coming out?
ALAN MORRIS, Alness

1 See above letter. Until we know what Commodore is up to, details about a CD64 or upgrade package ar simply speculation.
2 Argh! At the moment, we just DON'T KNOW!
3 Nope, pretty unlikely.
4 Well, we didn't put it quite like THAT! In fact, Commodore were in on the act, and the game in question was *Starblade*. Of course, with Commodore going into the hands of receivers, the whole thing was put on ice.

Thanks for a dedicated CD32 magazine. At last, no more splashing out on Amiga mags, throwing away the disks and reading about two pages of news and review on CDs.

Whatever happened to the animated intro on *Cannon Fodder*, as shown in issue 2? I think you might have reviewed the PC version.

Another niggle I have is over game endings. Do you not think that, when you've spent hours playing a game, you deserve an ending to sit back and enjoy? Main offenders being *Cannon Fodder* — a still picture of the Sensible crew with a message saying The End, especially when there's over 60 minutes of empty disk space. Also *Heimdall 2*. Although there may not have been an interesting intro they could have had a cinematic ending.

Any release dates for *Cannon Fodder 2*, *TFX* or *Fields of Glory*?

Best of luck.
ANDY FORD, Canterbury

Last things first — *Fields of Glory* is out now (and reviewed in this very issue), *Cannon Fodder 2* and *TFX* are pencilled in for the first quarter of next year (although don't be surprised if they slip even more). The animated intro on *Cannon Fodder* was in existence on the review version (or so the Wynne bros tell me) but Virgin did away with it for final release — 'and why, I shall never know'.

Sorry about my latest letter I sent to you. Remember I got some complaints about the slight delay of issue five? Well, when I mailed this letter to you, two days later (November 21 that is) I got the letter. Apologies for this! I noticed issue 5 is just great! Actually you can call it a whole new approach. For example the easy-to-use new menu system is much better than the old one! So keep up the good work.

Okay — I got some question for you to answer:

1 Are we actually going to play *Rise Of The Robots* and *Mega Race* in issue 6? If we do please make them playable! I played *Rise Of The Robots* on the coverdisk of PC Power and it's just fabulous.

2 Every month I look at the release dates of upcoming CD software and in this month's issue I noticed that *Cyberwar* is delayed to 1995 and even worse — I could not find *Nova Storm* on the list. I hope this does not mean that it's not going to be produced for the CD32 because that would be a real shame!

3 I've got some problems with the cover CD of this month. The demo of *Super Stardust* would not play the tunnel sections on my CD32. It loads the first two time and then my CD32 resets itself! Is there anything I could do about this to run it properly?

And no, I'm not going to send my disk back to P.C. Wise because I couldn't miss it for a minute.

4 Is there in the near future a player's guide coming for the game *Universe*?

Please print this letter in the mail section because I would really like to know the answers to my questions.

Keep up the hard work.

BUYS JO, Belgium

Well, thanks for the compliment though I'm not entirely sure what you're on about. Still, we always like to hear from our readers over the pond now and again — it makes us feel like we're doing our bit for world unity. Anyway, on with the answers...

1 You've played *ROTR* now on our demo last ish — *Mega Race* may come up in the forthcoming months.

2 *Cyberwar* has been delayed, while *Nova Storm* looks to have been shelved for now.

3 Ah. Hmm. Something we in the industry call a technical hitch. Just take our word for it — it's good.

4 We're nothing if not prompt. Just flip across to the tips section and you'll find a complete solution to Core's epic intergalactic quest.

Recently I was planning to sell my A600 and games for £250 and buy a CD32 for £240. However, I bought one second hand with Pirates Gold, Chaos Engine, Zool, Frontier, Robocod and all of your coverdisks for only £150! There are three things which are annoying me about the CD32's publicity.

1 Recently I was reading in a magazine how the CD32 is 'Dying'. There are loads of decent games for it — *Cannon Fodder*, *Liberation*, *Kid Chaos* etc. There are hardly any CDi games so that could just as easily be 'dying'.

2 I read somewhere else that more than 50% of CD games are bought for the CD32 so why do I walk into Smiths and see MegaCD games, CDi games but no CD32 games? I've found that mail order is the best source, but it isn't as satisfying as walking into a shop and buying it, is it?

3 As far as I know you are the only CD32 magazine whereas there are loads of PC CD-ROM magazines with loads of cover CDs.

The CD32 is a decent piece of kit but someone needs to get their finger out and advertise it before it becomes a suburb with the Saturn etc.

If you want to send me a free game, feel free to send me *Cannon Fodder*.

Keep up the excellent mag, the only mag (I think).

PHILIP WILLIAMS, Cullompton, Devon

I've been to Cullompton. In fact, I've been there lots, since I live there. Not that I was influenced, but I thought the public should know.

1 Good point. If the enthusiasm of CD32 Gamer readers is anything to go by, the machine doesn't even have one joypad in the grave.

2 Nope. Search around specialists like Game, since they carry a good supply of games.

3 Ah, back to the sorry state of Commodore. Let's face it, little's going to happen before all that's sorted out.

Since it's Christmas, we'll send you a free ex-Editor. Mark W's been packaged up and will be there in time for the big day. Water regularly, feed only at lunchtime and keep him in cigarettes. This is the only way to ensure that he stays miserable in a contented kind of way.

I bring a tale of woe and joy. Joy of joys *CD32 Gamer* issue 4 arrived in my local newsagent. I paid my pennies and rushed home to behold the delights of the cover CD. On closer inspection of the CD, a rather large sticker covered the disk claiming that *Litil Divil* may crash on some machines. With fingers crossed I booted *Litil Divil*. All was well until I entered the tunnel section, the game stopped dead. Despair and sobbing could be heard. The disk was banished to a soggy drawer.

Now for the good news.

Hours later I decided to try the game again. This time trying a different approach. Using the Amiga early startup control, I changed the display options to NTSC. Low and behold *Litil Divil* ran perfectly. Happy happy joy joy (as Ren and Stimpy would say) *Litil Divil* is dead no more.

For those with the same dead *Litil Divil* here is what you need to do:

You need to run your CD32 through a SCART TV or monitor. If you use a normal TV the picture may roll. You also need a mouse connected to joyport 2.

1 Press reset and hold down both mouse buttons and the early startup screen will appear.

2 Select the display options with the mouse, then select NTSC from Display Type and select USE.

3 Place *Litil Divil* demo in CD32.

4 Select boot with the mouse and hold down the yellow button on the pad. If the screen is now rolling you can't can't run *Litil Divil* on your TV. If the 'Now loading *Litil Divil*' message appears you can now play the demo fully with no horrid crashes. Have fun with this fab demo.

ALAN NIEL, Scarborough.

Thanks. Hopefully that will put a few other CD32 gamesters out of their misery.

I'm 14 years old and have never owned a computer. Sad isn't it? My mum says I can have one for Christmas but I don't know which one to get. There's so many around I'm baffled! My mate told me to get a Megadrive but that's just so he can nick my games because he's got one too. I know the Super Nintendo has better graphics. I've heard good things about the CD32 but everyone I know says there's no games for it. I bought your magazine and it had some good reviews so I know this isn't true. I know you'll say the CD32 is best but I'm getting really desperate.

What should I do?

CHRIS COOKE, Co. Durham

Such panic! Such consternation! The answer's easy, lad. Get a CD32, save your pennies and then, one day, you'll be able to convert it to a regular Amiga too, giving you the best of both worlds. A Mega Drive can't run CD games without an expensive MegaCD add on, and we all know just how poor the games are on that.

I want to buy a CD32 but I've got a couple of questions to ask if you could spare a little space in your fine magazine.

1 I have an Amiga A500 and was wondering if it could be connected to the CD32. I know there's not much space for saving game data on the CD32 and would like to be able to save to disk through my Amiga. If it's not possible, is there a disk drive available that

can be connected directly to the CD32?
2 Is it possible to buy a keyboard for the CD32 to turn it into normal computer?
3 Can a normal Amiga mouse be used with the CD32 to control games like *Cannon Fodder* and *Legacy Of Sorasil* as I know these would be tricky using a joypad?
4 Is *Theme Park* going to be on CD32?
Please help
JOHNATHAN IMPEY, Derby

I knew a John Impey once — he was manager of Torquay United. How the mighty have fallen, eh John?
1/2 Yes, may be, dependent on Commodore.
3 Some games do allow you to use a mouse, such as *Beneath A Steal Sky* from Virgin. Check out future reviews for such information.
4 No plans at present.

I think that issue five's section on the 1200 CD was a very good idea as this unit boosts (or at least will boost) software companies confidence in further CD32 developments. I think that, within a year or so, there will be a much bigger market for Amiga products once the Sega and Nintendo hype dies out because there are lots of people out there who want a proper computer and will eventually buy an Amiga as opposed to a PC mainly because of the very reasonable price bracket the Amiga is in. In order to keep the Amiga in a healthy market place these are some of the steps Amiga International should make...
1 Make CD64 backwards compatible with AGA chipset.
2 Urge companies to write more software specifically for expanded Amigas (i.e. a CD32 with an extra 2Mb SIMM fitted via SX-1 or forthcoming module from AVL). This will give 1200 and CD32 owners a reason to expand their machines and, let's face it, faster Amigas will give PCs a run for their money.
3 AVL should also concentrate on spending huge amounts of money on advertising. It worked for Sega, right?

Anyway, this is my theory on what should happen in 1995. Zappo CD units will be snapped up even more rapidly as CD32 games improve. Therefore the floppy market will begin to disappear more rapidly. The disk drive will then become more of a save utility rather than a necessity for loading software. Those with A1200s will perhaps see the light when floppy stuff starts getting less popular and either buy a Zappo/1200 CD or sell the 1200 and buy a CD32 (and whoever buys a second hand 1200 will inevitably buy a CD drive). Also some PC owners (not many, sadly) will be won over by the Amiga's higher resolution graphics or, if rumours of an Amiga card are true, will make the Amiga an almost indestructible market. If enough cards are bought by existing PC owners then, accordingly, software companies will develop more for the Amiga than any other machine (maybe).

I'll stop now, but thanks for a great magazine.
MILES JACKSON, Rayleigh

Nothing like good old-fashion optimism! A few good points, Miles, although I'm not sure about spending huge amounts of money on advertising. It's not a sure fire guarantee of success – even though Sega are market leaders, they've hardly made bundles of money. Being market leaders counts for little if you can't make the books balance, as Commodore themselves will no doubt tell you! Furthermore, having already seen the American company suffer such dramatic financial difficulties, Amiga International (or CEI as it now looks like) will no doubt have to concentrate on a fine balancing act before being able to throw millions at TV advertising and stunning marketing ploys. Still, I'll raise a glass to your sentiments and hope that the New Year sees a strong company behind the Amiga and a bright 'n rosy future for the CD32.

About your reply to David O'Reilly's letter about the number of save units his games used, your answer only concerned future games — but what about the games we have just now?

Surely Commodore or someone else could come up with a memory upgrade so that we can play at least more than one game, save it and then go on to play another eg *UFO* and *Liberation* which I have got both of.

I think this is a better way than a £200 SX-1 and disk drive and then depend on software publishers to accommodate it.
ALAN STEVENSON, Lanark

Well, that's Mr Wynne for you – blinded by the light, head in the clouds, thoughts in the future. Had a point, though. As for Commodore coming up with a memory upgrade, I'd be surprised — probably too small a market and a lack of genuine interest to make it really worth their while.

Thanks for the the second best CD32 mag... Oh! Sorry! Wrong mag! Well, like I wasn't saying, thanks for the very best CD32 mag. Could you answer these questions?
1 Is there the slightest chance that *Road Rash* will be coming out on CD32?
2 Will *Ground Zero Texas* come out?
3 When is *Rebel Assault* coming out.
4 I heard that *Primal Rage* is coming out, is this true?
5 Is *Lawnmower Man* or something similar coming out?
6 Will great games like *Ridge Racer* and *Daytona* come out?
7 Is it possible to use FMV without an adaptor on CD32 and, if so, will any games use it?
8 When will some ground breaking graphics come to CD32 because the only which has a great intro and game graphics is *Microcosm*. All my mates take the mick because one of them has a 3DO and all my games have great intros then 16-bit in-game graphics. I'm fed up!
ANONYMOUS

Hmm. With a joke like that, I'd stay anonymous too!
1/2/3/4/5/6 Doesn't look like it. Sorry to be brief, but, to be honest, most of those games are console games, and, since we're seeing mostly Amiga conversions and the odd original game, it's unlikely that we'll see direct conversions of such titles to the CD32 unless they get to the Amiga first. And I don't think the likes of *Ground Zero Texas* will fit on a few floppies, do you? *Road Rash* may make it one day I guess, although, in all cases, there's little news to point to an imminent release.
7 NO! Not true FMV anyway, although *RoadKill* certainly contains a very impressive intro.
8 Hmm. You're not going to get 3DO quality games on the CD32, simple as that. However, there's still plenty to shout about, and playability's where it's at anyway. We've certainly got our fair share of that on the CD32!

Firstly, this magazine is brilliant, it gets better every month! The demos you put on the mag are brilliant apart from the occasional duff ones. I have a few questions to ask you.
1 Will a 64-bit adaptor be available or will we have to buy the new computer Amiga are bringing out?
2 Are the Jaguar and 3DO better than the CD32 as I've heard that Sega are going to release their games on the Jaguar?
3 Will any of these games be coming out on the CD32 – *Theme Park*, *Donkey Kong Country*, *Syndicate* 2, *Alien vs Predator*, *Cannon Fodder* 2, *Wing Commander* (3DO version).
4 Can we have demo of *Mega Race* (playable)?
Well, that raps it up.
S Makepeace, Durham
PS Thanks for a great mag.
PPS Is it true that when you throw a Megadrive it flies like a frisby cos of the plastic?

1 Who knows? S'all down to the lads and lasses at the new Amiga company, whoever that may be, and they'll be initially concerned with the overall scheme of things. Time will tell...
2 Depends what you mean by 'better'. If you're talking spec then I'm afraid that they are; if you're talking software and quality of games, the Jag's yet to get started and only now is there anything worth shouting about on the 3DO, while we have plenty on the CD32. Sega may license games for use on the Jaguar, but it's pretty unlikely they'll release them themselves or offer the code for use because that's not the done thing. It'll probably be a Nintendo-Philips situation — licensing characters but little else, resulting in pretty substandard games. Could be wrong of course...
3 No, no, no, unlikely, possibly, no.
4 See what we can do...
PS Thanks
PPS Just tried it. No.

Merry Christmas all!

Super Savers

DARK OFFER

Please note that new supplies of the DarkSeed package will not be available until October the 20th. Pre-orders will be accepted until that date however.

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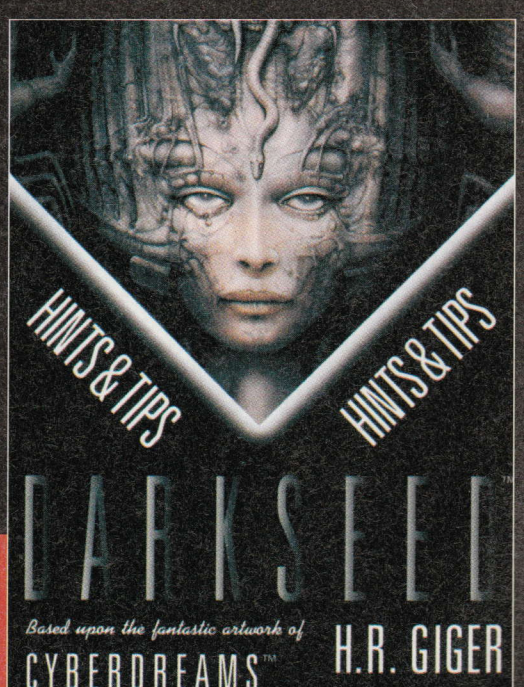
"When so many games are banal clones, this bizarre, ambitious adventure is something of a classic and a welcome indication of how mature videogames can be."
A.C.G. •4
91%

GAMER GOLD



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

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

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

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

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

H.R. GIGER
From DARKSEED HINTS & TIPS INTRODUCTION

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

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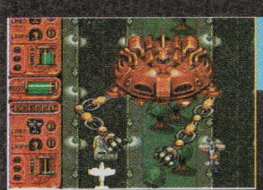

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A.C.G. •4
88%

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Profiled in issue 2, this fantastic doobrie is 100 times better than the standard CD32 joypad, supporting all six fire buttons each with an individual auofire setting and there's even a pause-based slow motion facility! A great value joypad.

90%

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❖ The Definitive Guide To All CD32 Software ❖

BACK ISSUES

A B

ALFRED CHICKEN
Mindscape
Unoriginal and unspectacular, but it doesn't matter because playability is top notch with big, varied levels testing platforming skills to the limit.
ACG Rated 78% (Issue 1)

ALIEN BREED
Team 17
An overhead-view blast-'em-up in the *Gauntlet* vein with masses of mazes and power-ups. Gameplay is simplistic, but action is fast and atmospheric with a simultaneous two-player mode. (Available in Doublepack with *Qwak*.)
ACG Rated 77% (Issue 1)

ARABIAN KNIGHTS
Buzz
The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles to keep you guessing for quite a while. Fun.
ACG Rated 74% (Issue 1)

ARCADE POOL
Team 17
Sophisticated it's not, but for quick action entertainment this is hard to beat, with some 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).

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 brilliantly varied and imaginative gamestyles packed into the original NES game, the CD32 conversion fails due to an awful control system. It's also worth pointing out Mindscape have neglected to improve the graphics and sonics over the NES version, making this a waste of time.
ACG Rated 22% (Issue 3)

BEAVERS
Unique
A simplistic and rather limited platformer, but cute graphics and some amusing touches make for reasonable addictiveness.
ACG Rated 75% (Issue 2)

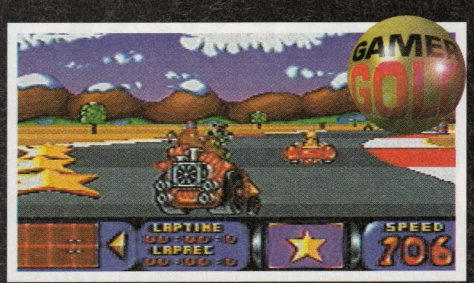
BRIAN THE LION
Psygnosis
An imaginatively varied platformer thoughtfully upgraded for CD32. Playability isn't all it could be though.
ACG Rated 65% (Isuue 5)

BRUTAL SPORTS FOOTBALL
Millennium
A side-scrolling SF sports game which crosses American football with all-out war. Fun for while, but ultimately unsatisfying due to confusing control system.
ACG Rated 55% (Issue 2)

BUBBA 'N' STIX
Core Design
Large, colourful sprites star in a genuinely cartoonesque platformer. Stix himself is a great little weapon with a host of different functions, while gameplay as a whole is original and entertaining.
ACG Rated 89% (Issue 1)

BUBBLE AND SQUEAK
Audiogenic
Reasonable if dated platformer. Good variety in graphics between levels gives you more of an urge to see more but it's all a little too simplistic for comfort. Platform addicts only need apply.
ACG Rating 74% (Issue 6)

BUMP 'N' BURN
Grandslam
A relatively 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

CANNON FODDER
Virgin
A shoot-'em-up with a difference, ie bucketloads of originality, playability and blood-splattered black humour. A big game with masses of lastability.
ACG Rated 90% (Issue 2)

CASTLES II
Interplay
Medieval war is reproduced with stunning attention to detail in this huge strategy game. Fanatics will love the depth, but the incredibly sluggish speed will put off everyone else.
ACG Rated 39% (Issue 1)

CHAMBERS OF SHAOLIN
Unique
Arguably the worst beat-'em-up in the history of mankind. This should not be bought under any circumstances, except as a cruel gift to an unwanted friend.
ACG Rated 6% (Issue 1)

CHAOS ENGINE
Renegade
Gauntlet for the 1890s is the theme of this steampunk-styled overhead view blast-'em-up with masses of mazes and monsters. It's obviously rather unoriginal, but action is fast and furious and should keep you occupied for ages.
ACG Rated 72% (Issue 2)

CHUCK ROCK
Core Design
Big sprites, but the limited colour palette and simplistic gameplay make this somewhat dated. Not bad for budget, but a pointless purchase when you could buy...
ACG Rated 57% (Issue 1)

CHUCK ROCK II: SON OF CHUCK
Core Design
A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The son of Chuck is a great new platform character and there's loads to see.
ACG Rated 86% (Issue 2)

CLOCKWISER
Rasputin
Fun puzzle game as you attempt to match patterns on one side of the screen to the other. Level editor gives huge scope for longevity but it won't be everyone's cup of tea.
ACG Rating 81% (Issue 6)

DANGEROUS STREETS
Flair Software
Static this looks like a big and brash *SFII* clone. But once things get moving animation proves to be dreadful and gameplay uninvolving.
ACG Rated 22% (Issue 1)

DEEP CORE
Ice
Nice intro soundtrack and reasonable in-game graphics can't disguise tedious and uninspired arcade-adventure gameplay.
ACG Rated 42% (Issue 1)

D/GENERATION
Mindscape
Crude graphics and minimal sound fail to disguise one of the most atmospheric and all-round fun games that you can get for CD32. This is a brilliant mix of arcade action and brain-twisting puzzles that's very addictive and good value.
ACG Rated 90% (Issue 1)

D-HERO
Gremlin Graphics
An unoriginal, but still very slick and playable R-Type clone. Five big levels packed with furious blasting action.
ACG Rated 85% (Issue 2)

DARK SEED
Cyberdreams
A slow-paced, but intriguing adventure is made brilliant by some stunning graphics. HR Giger's otherworldly artwork provides the perfect atmosphere for a truly haunting experience.
ACG Rated 90% (Issue 4)

DENNIS
Ocean
Slick, 256-colour graphics but gameplay is as tired as the uninspired platforming format.
ACG Rated 37% (Issue 1)

DIGGERS
Millennium
A more sophisticated and tougher variation on the *Lemmings* arcade format. Sadly, while the CD soundtrack is brilliant gameplay is frustrating due to an overly complex control system.
ACG Rated 56% (Issue 1)

DONK
Supervision
Yet another cute platformer which sadly doesn't play as good as it looks. However the simultaneous two-player mode is reasonable.
ACG Rated 58% (Issue 2)

F

F17
Team 17
A nice-looking and very playable racer with plenty of speed and fun. No two-player mode though, and lacks something in depth compared to *Mansell*.
ACG Rated 73% (Issue 1)

FIRE & ICE
Renegade
Although it can be a little unfair at times, magnificent music, innovative gameplay and some impressive AGA graphics make this one of the most attractive platformers on CD32.
ACG Rated 87% (Issue 2)

FIRE FORCE
Ice
A side-scrolling *Commando*-style game ruined by poor controls and sluggish responsiveness.
ACG Rated 34% (Issue 1)

FLY HARDER
Buzz
A fiddly and overly difficult CD32 version of *Thrust*. As ever, the control system is fun to mess around with, but there's far too few levels.
ACG Rated 52% (Issue 1)

FRONTIER: ELITE II
Gametek
A truly monumental game unrivalled in its galaxy-spanning scope. The controls take a while to master, but overall this is an epic which can't be missed. Truly impressive.
ACG Rated 95% (Issue 2)

FURY OF THE FURRIES
Mindscape
An interesting mix of platforming and *Lemmings*-type puzzles with masses of challenge, but much in the way of graphics or sonics.
ACG Rated 75% (Issue 2)

GUARDIAN
CDS Software
A truely innovative blaster for the CD32, with a dash of Defender and StarWing complimenting a visually stunning game. Play is unrelenting and montonous – in short a perfect shoot-'em-up that does justice to the machine at last.
ACG Rated 92% (Isuue 5)

GLOBAL EFFECT
Millennium
A slow, uninvolving ecco sim, that follows the lifespan of a planet. Challenging and seriously dull.
ACG Rated 55% (N/A)

GUNSHIP 2000
MicroProse
A huge combat simulation which recreates the experience of not just flying one helicopter, but seven. You can also lead into battle a squadron of copters. Lots of depth, action and fast, impressive 3D make this worth a look from anyone.
ACG Rated 92% (Issue 2)

H

HEIMDALL II
Core Design
A truly splendid graphic adventure with masses of neat puzzles, brilliant graphics and varied worlds to explore. Gameplay is completely absorbing and just about makes up for fact save points are few and far between. This stands as the best game of its genre available and one of the most polished CD32 products around.
ACG Rated 90% (Issue 3)

IMPOSSIBLE MISSION 2049
MicroProse
The classic 8bit original is included free and plays rather better than the new, updated version.
ACG Rated 40% (Issue 4)

INTERNATIONAL KARATE PLUS
System 3
A less than brilliant conversion of an 8bit classic is a bit too sluggish and limited to shine on CD32.
ACG Rating 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)

JKJ

JAMES POND III: OPERATION STARFI5H
Millennium
Despite the well-worn puns, this is a slick addition to the Pond legacy, with bigger sprites, much more challenging puzzles and heaps of places to explore with your neat new character sprite (who behaves rather similarly to Sonic). Fast and fun, this is one of the better CD32 platformers.
ACG Rating 78% (Issue 3)

JETSTRIKE
Rasputin
A real gamesplayer's delight, packed to bursting with playability, challenge and fantastic attention to detail. Quite simply a brilliant crossbreed of flight sim depth and side-scrolling shoot-'em-up action. 200 missions, 60 aircraft and 3 save positions. Don't miss it.
ACG Rated 94% (Issue 4)

JOHN BARNES EUROPEAN FOOTBALL
Buzz
A dire side-scrolling football game which promises much but fails to deliver on the pitch with jerky scrolling, lousy controls and poor collision detection. There's much better footie sims around, but even if there weren't, I wouldn't buy this.
ACG Rating 32% (Issue 1)

KID CHAOS
Ocean
A blatant Sonic clone which copies just about everything except the playability.
ACG Rated 68% (Issue 5)

LABYRINTH OF TIME
Electronic Arts
A surreal adventure with stunning, hi-res still graphics to convey a brilliant sense of atmosphere. Very weird and the slow pace will put off many but it's certainly different.
ACG Rating 70% (Issue 1)

LAST NINJA 3
System 3
Unchanged from its A500 origins, this is showing its age with a remarkably awkward control system and dated, if still stylish graphics. Varied puzzles and a budget price make it worth a look though, as there's a lot of game to be played.
ACG Rating 68% (Issue 3)

LEGACY OF SORASIL
Gremlin
An atmospheric conversion of the *HeroQuest* role-playing game. Graphics and brilliant sonics make this immediately impressive, while the easy control system and fast pace will get almost anyone addicted. Real RPG fans will find it rather lacking in depth though.
ACG Rating 84% (Issue 3)

LEMMINGS
Psygnosis
A truly excellent game, but this CDTV conversion lacks the original's two-player mode, adds no new levels by way of compensation. This is a shame, as is the fact that that it really needs a mouse to play seriously. An updated version would be much more welcome.
ACG Rated 79% (Issue 2)

LIBERATION
Mindscape
A huge, sprawling sci-fi adventure which would take several lifetimes to explore fully. An intriguing story, involving gameplay and good texture-mapped graphics make this a classic release
ACG Rating 92% (Issue 1)

LITIL DIVIL
Gremlin
Four years in the making, this CD-only title is no longer state-of-the-art, but fifty-plus puzzle rooms add up to a big challenge with plenty of Warner Bros-style humour.
ACG Rated 90% (Issue 4)

LOTUS TRILOGY
Gremlin Graphics
A bumper compilation of three now rather dated racing games. Rough.
ACG Rated 60% (Issue 2)

LUNAR-C
Mindscape
A side-scrolling shoot-'em-up which rips off Gradius' power-up system, but none of its variety or playability. [Available in Doublepack with *Overkill*.]
ACG Rating 37% (Issue 1)

M И

MEAN ARENAS
Ice
Pac-Man may seem less than state-of-the-art, but this update is very playable with enough updates to provide reasonable fun.
ACG Rating 61% (Issue 1)

MICROCOSM
Psygnosis
A graphical showcase with a fantastic FMV-style intro. Unfortunately, gameplay is weak, repetitive and frustrating.
ACG Rating 60% (Issue 1)

MORPH
Millennium
An intriguing arcade puzzler where you morph between four different types of blob.
ACG Rating 84% (Issue 1)

MYTH
System 3
Another ancient System 3 classic, this still impresses with the imagination behind both graphics and gameplay. Control system is a little cumbersome, but budget price partially compensates for age. Worth checking out as a genuinely innovative title in software history.
ACG Rating 71% (Issue 3)

NAUGHTY ONES
Interactivision
A truly annoying platformer, with a lame two-player option thrown in to disguise the bland graphics and banal puzzles. Control is awkward and progress across the five levels slow.
ACG Rating 65% (Issue 3)

NICK FALDO'S CHAMPIONSHIP GOLF
Grandslam
Best golf available on CD32. Bar none. Good graphics, masses of playability and although a touch slow, still huge fun.
ACG Rating 90% (Issue 1)

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Gremlin
A very playable racer with plenty of depth. No two-player mode though.
ACG Rating 74% (Issue 1)

O P

OSCAR
Flair Software
Spectacularly colourful and detailed graphics. Lots of neat touches, but the overall effect is confusing with very limited gameplay.
ACG Rating 59% (Issue 1)

OUT TO LUNCH
Mindscape
Inspired by ancient arcade classic *Burgertime*, this fun platformer has lots of old-style gameplay with fast action, plenty of power-ups and masses of levels. Slick and entertaining.
ACG Rated 78% (Issue 4)

OVERKILL
Mindscape
A very competent update of the classic *Defender* coin-op: fast, slick and playable. (Available in Doublepack with *Lunar-C*)
ACG Rating 67% (Issue 1)

PINBALL FANTASIES
21st Century Entertainment
Four playable and colourful tables provide masses of fun with great CD soundtracks. 1-8 player option is especially good fun.
ACG Rating 87% (Issue 1)

PINKY
Millenium
Cute platform antics as you try to save the mysterious, cosmic dinosaurs from extinction. All the important elements of a traditional platformer but, disappointingly, it makes no real use of the CD32's hardware.
ACG Rating 84% (Issue 6)

PIRATES
MicroProse
Despite a slick new intro and some excellent presentation screens, this looks distinctly 8bit with mainly disappointing combat graphics. Underlying gameplay is quite sophisticated though, with a brilliant sense of openness which perfectly suits the pirate theme. Worth investigation.
ACG Rating 79% (Issue 1)

PREMIERE
Core Design
A varied and imaginative platformer flawed by an awkward control system. Some of the puzzles are imaginative and it's well worth a look if you can't get enough of them.
ACG Rated 65% (Issue 2)

PROJECT X
Team 17
A classic side-scrolling shoot-'em-up which has masses of power-ups, fast-moving enemies and slick backdrops. Totally unoriginal, but as playable as it gets. (Available in Doublepack with *F17*.)
ACG Rating 89% (Issue 1)

Q Я

QWAK
Team 17
A hugely playable game inspired by Taito's classic *Bubble Bobble* coin-op. Action is simplistic, each level is just a single screen, but it's so much fun who could complain? Great simultaneous two-player mode makes this excellent value. (Doublepack with *Alien Breed*.)
ACG Rating 84% (Issue 1)

RISE OF THE ROBOTS
Mirage
Graphically incredible mechanized beat-'em-up with playability to match. This is the game to show off your CD32. A legend in it's own infancy and a milestone in terms of technical excellence.
ACG Rating 90% (Issue 6)

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 Rating 80% (Issue 1)

RYDER CUP GOLF
Ocean
Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is entirely unconvincing. If golf is your thing though, it's worth vhecking this recent release out along with *Nick Faldo's Championship Golf* though, as golfders are funny sorts.
ACG Rated 68% (Issue 2)

S T

SABRE TEAM
Krisalis
The isometric graphics are realistically detailed helping create a great sense of atmosphere. Tactically-minded fans of the SAS will love the game's depth but others will despair at the slow pace.
ACG Rated 78% (Issue 3)

SECOND SAMURAI
Psygnosis
No different to its A1200 predecessor, this boasts good graphics, imaginatively varied puzzles and a neat two-player mode that extends its playability extensively. Worth a look.
ACG Rated 85% (Issue 3)

SEEK AND DESTROY
Mindscape
A simplistic and less than spectacular overhead shoot-'em-up. Quite playable.
ACG Rated 62% (Issue 1)

SENSIBLE SOCCER
Renegade

Tiny sprites and a control system better suited for joystick than joypad are off-putting, but this is a sophisticated and playable soccer sim.
ACG Rated 91% (Issue 1)

SIMON THE SORCEROR
Adventure Soft

The funniest videogame yet features a brilliant voice performance by Red Dwarf's Chris Barrie. Besides the fantastic CD soundtrack, this is a big, challenging adventure with great graphics and enough puzzles and action wrapped in the package to make this a treasured buy. A great piece of software.
ACG Rated 90% (Issue 4)

SLEEPWALKER
Ocean
A novel arcade puzzler where you must use a dog to guide the eponymous hero through ever more hazardous levels. Fun, but very tough and not helped by an awkward control system. Strictly love it or hate it software, this is one to try before you buy.
ACG Rated 80% (Issue 1)

SOCCER KID
Krisalis
An average looking platformer is made exceptional by an imaginative control system – the eponymous kid is capable of some great stunts with his football.
ACG Rated 88% (Issue 5)

STRIKER
Elite
A straight port of a shallow, dated A500 footie sim which is sadly outclassed by the deluge of more modern games. As well as terrible graphics and next to no sound, the ball control is poor and the game plays so quickly it's quite impossible to build any kind of tactical play, as the players run around like they're on speed. As bad a ffotball game as you could wish to find, which is sad considering the pedigree of the SNES parent.
ACG Rated 43% (Issue 2)

SUMMER OLYMPIX
Flair
Lots of fun sounding games such as kayaking, boxing and archery sadly ruined by lacklustre programming as successful as the spelling of the game. Although some of the graphics are initially quite appealling, the animation of them is incredibly poor, and the annoying random progression of events caps off a game too bad to think about.
ACG Rated 37% (Issue 2)

SUPERFROG
Team 17
While hardly pushing the CD32, this budget priced platformer plays well with lots of variety and challenge and a lot of platforms to leap. Cute hero.
ACG Rated 85% (Issue 2)

SUPER METHANE BROTHERS
Apache Software
Great two-player action in this slick, noisy *Bubble Bobble* variant, but lack of variety and passwords means this can pall in one-player mode, but top-notch presentation. Check out Team 17's *Qwack*, first.
ACG Rated 83% (Issue 3)

SUPER PUTTY
System 3
An entertaining and original platformer and one of the better early CD32 releases.
ACG Rated 70% (N/A)

SUPER STARDUST
Team 17

Okay, it's basically Asteroids but the gameplay is tight, powered-up and highly addictive with superlative graphics, especially in the amazing tunnel sections.
ACG Rated 90% (Issue 5)

THE LOST VIKINGS
Interplay

One of the best games around, this features three Vikings taking on 37 levels with their various skills. A great mix of arcade action and tantalising puzzles. Great fun, even though unenhanced for CD32, and bound to keep you entertained for ages.
ACG Rated 90% (Issue 1)

THE SEVEN GATES OF JAMBALA
A dreadful platformer which looks like an 8bit game and plays considerably worse. In a sane country, this would be banned, but with any luck, there won't be too many shops stocking it in the future. Worth buying our back issue one just to laugh.
ACG Rated 8% (Issue 1)

TOP GEAR 2
Gremlin
The *Lotus* game engine is reused one more time. It's faster and slicker than before, but the tracks are monotonous, the cars' handling uninvolving and the music awful. Although the CD32 isn't exactly blessed with good driving games, this still isn't a viable option for racing fans.
ACG Rated 75% (Issue 4)

TOTAL CARNAGE
ICE
A classic coin-op is almost totally ruined by sluggish movement, poor collision detection and a lousy control system. Oh, and the graphics are appaling, the sound's dire and there aren't even any nice FMV interludes. A truly awful conversion of a brill game that is almost baffling in its poorness. NEXT!
ACG Rated 45% (Issue 2)

TROLLS
Flair Software
A cutesy platformer with fourteen different levels. Very similar to, but less colourful than *Oscar*, which makes it significantly less painful on the eyes. Reasonable fun, but not up there with the best CD32 platformers, and strictly for young 'uns only, despite some quite innovative graphical touches that certainly catch the eye (the media level is spectacular). Buy the toys, watch the cartoon!
ACG Rated 67% (Issue 1)

U W

UFO — ENEMY UNKNOWN
Microprose
A rather fine conversion of the PC classic, sadly let down by unbelievably slow responses and and irksome controls. If you can ignore these factors, therein lurks a hugely challenging and enjoyable treat for gamers who like a bit of action with their strategy.
ACG Rating 80% (Issue 6)

ULTIMATE BODY BLOWS
Team 17

A truly humongous beat-'em-up with no less than 23 characters, numerous combat moves and incredible addictiveness. As well as the normal one or two-player modes, there's a superb knockout bout that makes the whole thing tremendous fun, but most impressive has to be the phenomenal speed the thing plays at (there's three turbo settings). AGA graphics and 16 CD soundtracks add the finishing touches to this brill product.
ACG Rated 93% (Issue 2)

UNIVERSE
Core Design
A prosaic adventure lifted by an epic storyline, stylish graphics and classy music.
ACG Rated 88% (Issue 5)

VITAL LIGHT
Millenium
Strange hybrid of *Space Invaders* and *Tetris*. This is a reaction test of the highest order but gameplay gets repetitive and variety comes at a premium. 30 knicker is a bit on the pricey side for what's on offer.
ACG Rating 81% (Issue 6)

WEMBLEY INTERNATIONAL SOCCER
Audiogenic
Despite a wealth of play options and a novel choice of two view options (isometric and *Sensi* style) this falls down on poor joypad responses and unintelligent computer selection of your players. Ambitious, but fatally flawed.
ACG Rated 76% (Issue 3)

WHALE'S VOYAGE
Flair Software
A great techno intro track, a great option to tailor your crew members and plenty of depth make this an intriguing RPG. Sadly, most of the action features weak graphics, which seriously diminishes the impression this potentially big game makes.
ACG Rated 80% (Issue 1)

WILD CUP SOCCER
Millennium
Sure, it looks gorgeous but this ultraviolent sports sim has minimal gameplay.
ACG Rated 65% (Issue 5)

WING COMMANDER
Electronic Arts
The classic space opera is slickly presented with an involving storyline, even if gameplay isn't as sophisticated as you first think. Getting on a bit though.
ACG Rated 86% (Issue 1)

Z

ZOOL
Gremlin
Masses of hype, masses of onscreen colour, a great FMV-style intro and impressive CD soundtracks. It's a tremendous shame then, that gameplay's so limited. Zool himself is not really exciting enough to become an icon, he's too humourless to be cute and too drab to be dangerous.
ACG Rated 60% (Issue 1)

ZOOL 2
Gremlin Graphics
Slick Silicon Graphics presentation sequences, good CD tracks and impressive AGA graphics throughout, but gameplay lacks zest and the first, CD32 specific level is utterly banal. This ant-like hero needs a serious overhaul if he is going to wander towards the CD32 for a third time...
ACG Rated 70% (Issue 2) ■

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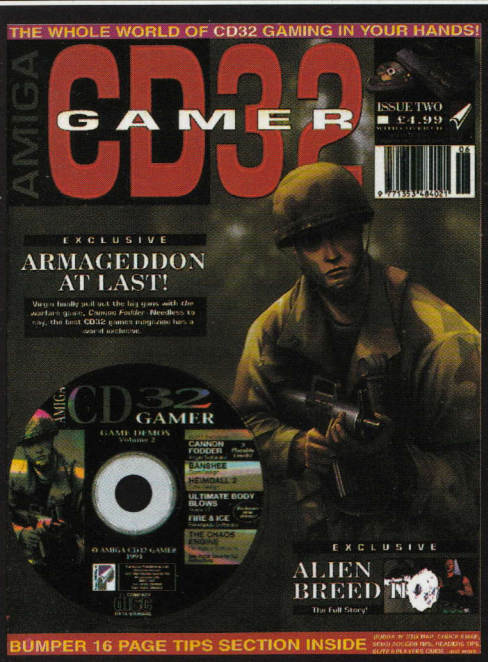

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Back issues

Demand for back issues and cover discs has been enormous and, sadly, the magazines from issue one to three are completely sold out (even I haven't got a copy of issue three!). However, some spare coverdiscs from these issues are still available to order (apart from issue one's disc which is sadly sold out), but stocks are limited so order soon to avoid disappointment. Once issues four and five go out of stock, that's it, so get those orders in now.

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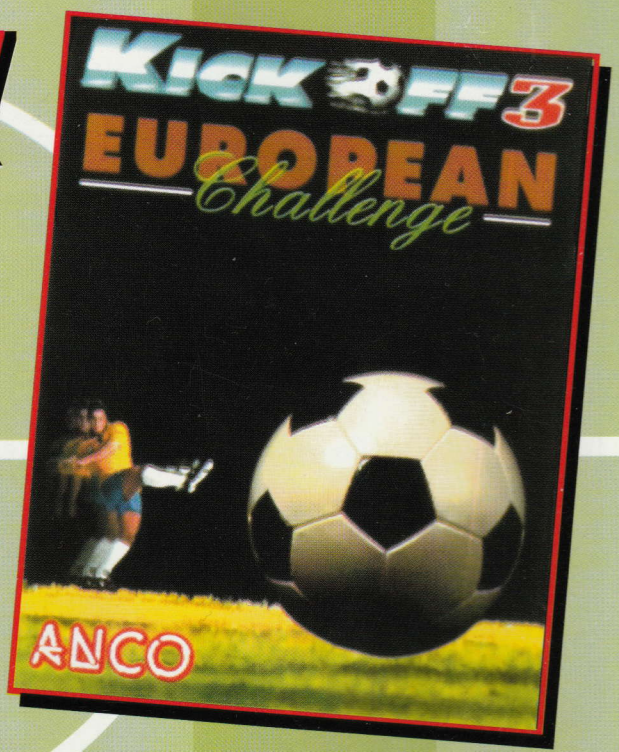

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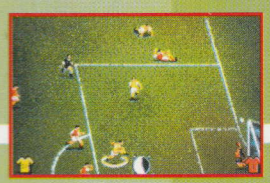

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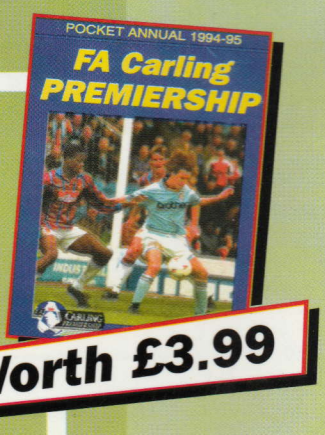

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