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AMIGA

CD32

G A M E R

Theme Park

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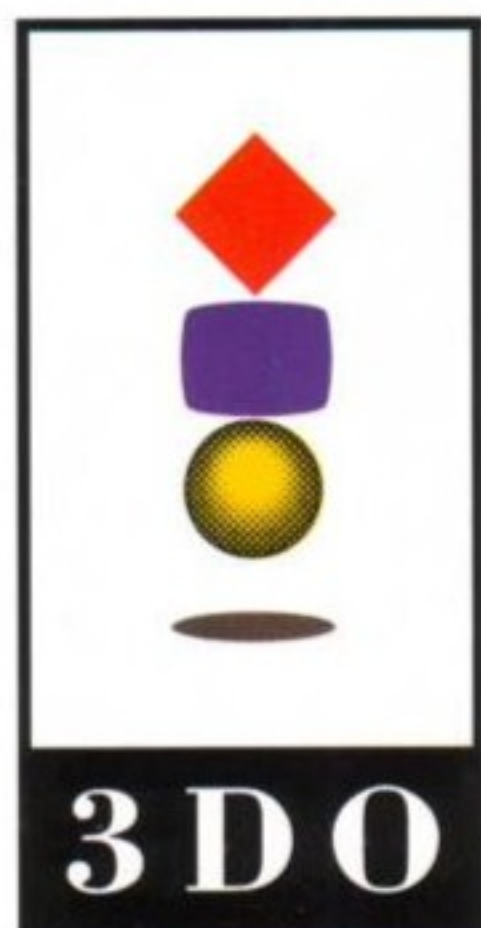
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01

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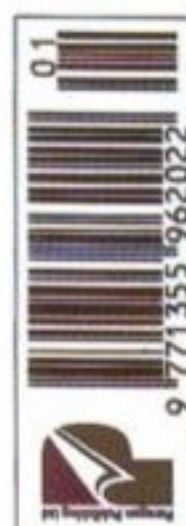


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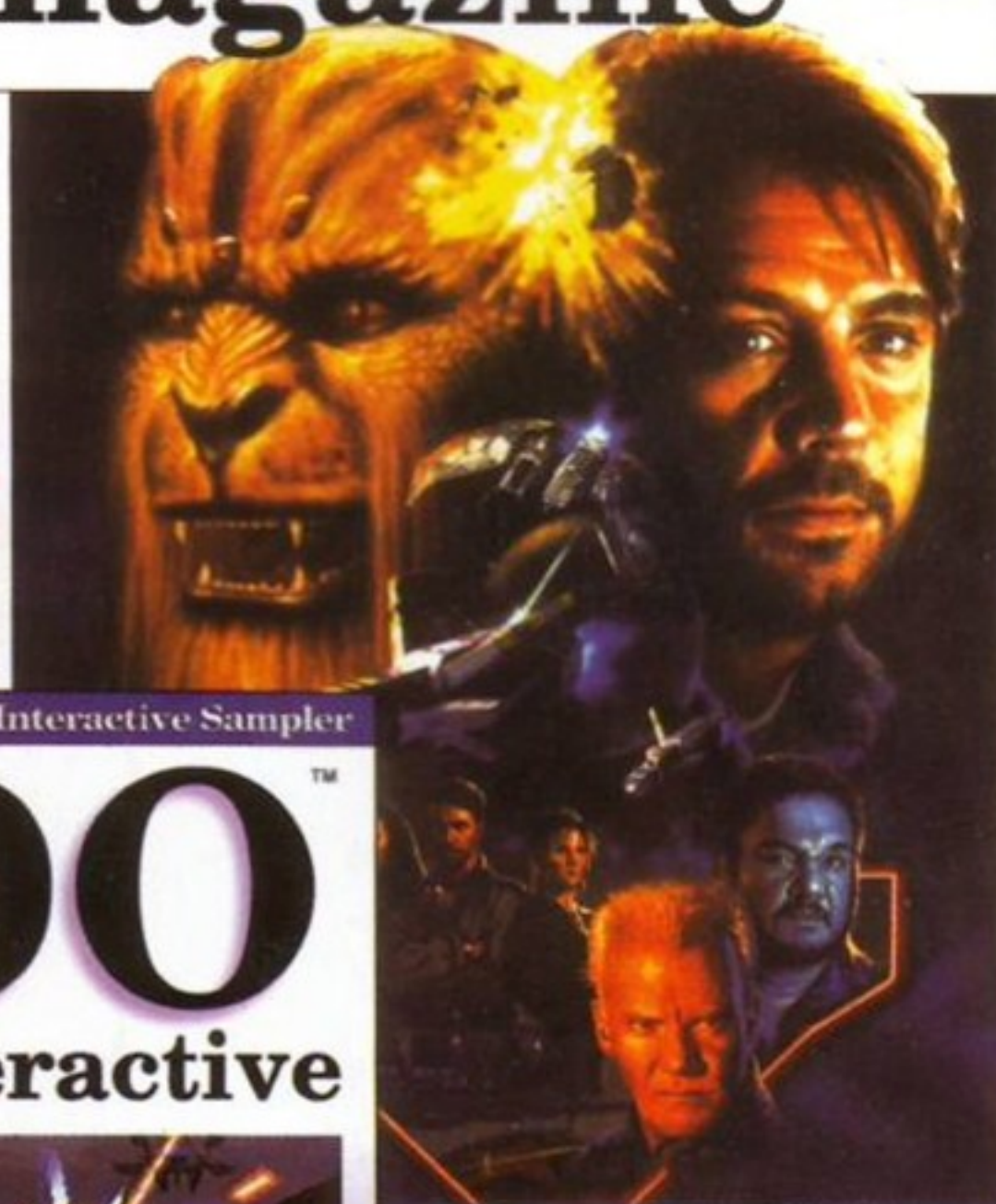
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EA's Wing Commander III

The \$6 Million Game Arrives

Reviewed Inside: SSFIIIX, Need For Speed, Slayer, Samurai Shodown, FIFA, Theme Park, Pinball, World Cup Golf & every other UK 3DO game.

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



3DO magazine presents The 3DO Interactive Sampler



3DOTM

interactive



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



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



Sawyer Shark
Chaotic action shooter with superb 3D and addictive gameplay.



Pebble Beach
Superbly realistic golf simulation - now playable hole in one!



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

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

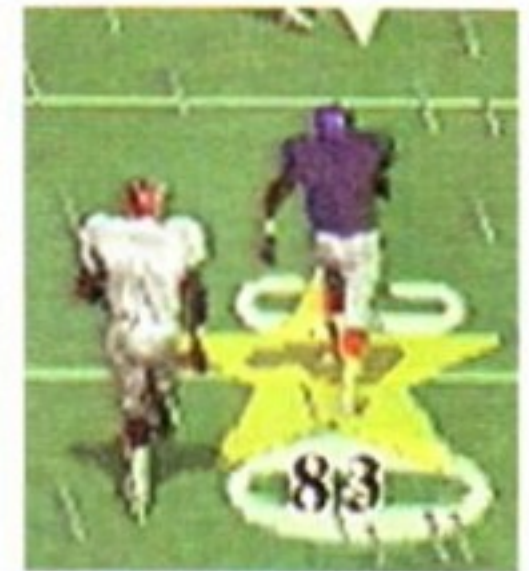
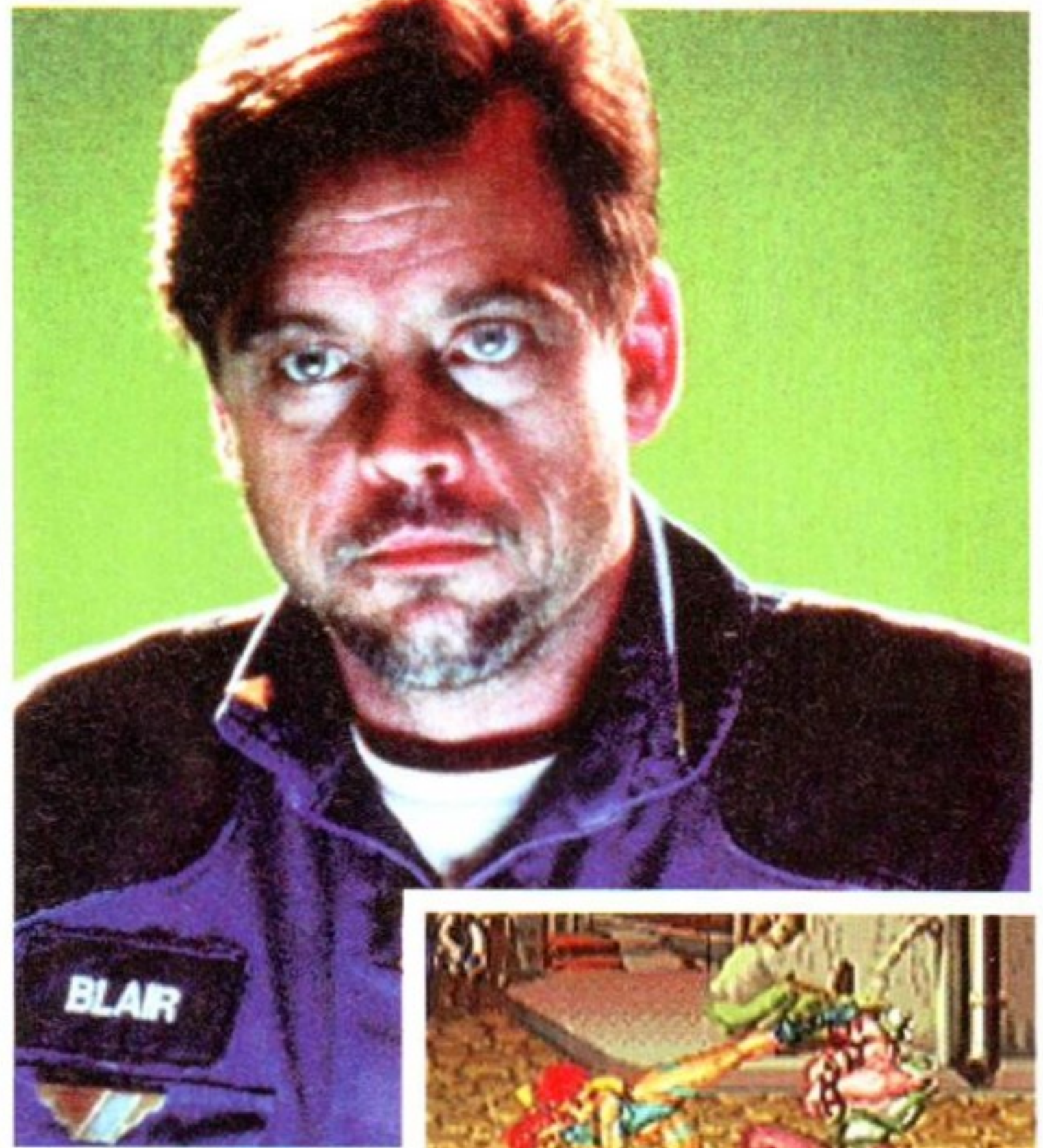


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SFZNO



And straight away an apology, I fear. Yes it's anonymous hack (me) on the firing line today, as after almost finishing the issue, your favourite gaming guru Mark Smith is in the midst of a nervous breakdown whilst moving house, at this very moment. That's not the apology though, rather, it's excuses galore as we say oops and slap our wrists, the *Quick Special Edition* promised last month is sadly absent from the shops. The reasons are long and complex (honest), but in a nutshell, delays and production difficulties have delayed this special cover-mount until next month. Sorry.

All is not lost, however, as we've managed to grab a copy of – wait for it – *Theme Park*! Even those in the know (of which there are few) were surprised when the news broke of Mindscape's conversion, although you'll be well pleased to learn that the game lives up to the versions that have preceded it. Well, it got our attention for a few days anyway! Equally exciting news is our scoop preview on the new *Elite* game, *First Encounters*, which promises to be absolutely stonking, and whilst the post Christmas vacuum means there's not that many games around for review at the moment, *Pinball Illusions* and *PGA Tour Golf* should both keep you all occupied until our next issue, which has already got some exciting, top secret software lined up.

Gaming wise then, despite this sad month of quietness, everything's looking hunky-dory for CD32 owners, and our shared faith in this much maligned machine seems well justified. Until next month then, I'll leave you in the (barely) capable editorial hands of Mr. Smith, as he strides boldly into issue eight, only the weight of an outrageous new mortgage to burden his wide, manly shoulders.

Mark Smith Stand-in ■

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ADVERTISING PRODUCTION: jane hawkins/christa fairchild
GROUP PUBLISHING DIRECTOR: pat kelly
PRODUCTION MANAGER: di taverer MANAGING DIRECTOR: richard monteiro ASSISTANT PUBLISHER: stuart wyne
RECEPTIONIST: paula wood SUBS/MAIL ORDER: karen sharrock & 0202 299900
COVER ARTWORK: © 1994 Bullfrog PRINTED IN THE UK BY: duncan webb offset ltd.
DISTRIBUTOR: seymour international press, windsor house, 1270 london road, norbury, london sw16 4dh. © 081 6791899

CD instructions.....06

Whoa — there's certainly a great wealth of PD games and things on this issue's cover-disk, not to mention demos of *top Gear 2*, *Clockwiser* and, oh, so much more! Enjoy it to it's fullest!

news.....10

More will-they, won't-they. It's like a soap-opera, this Commodore business, y'know. Everyone's arguing for months, and then suddenly they all jump in bed together. All we need now is a few Australians and we're sorted. Almost.

previews.....12

Yet again I'll say that previews are different to reviews because you take the 'P' out of the latter. Nobody laughed the first time around, but I'm sure you'll all get the sublime humour this time around...

competition.....16

Win a fabulous Sony colour television in our great competition in association with Gremlin. There's also a further ten runner-up prizes of a copy of *Top Gear 2*. How kind, how very kind.

Frontier II.....18

The man behind *Elite* returns to wow us some more with the third in the amazing *Elite* trilogy. Wave good-bye to spare evenings, weekends, and even life itself as well all get prepared for *Frontier II: First Encounters*.



reviews...26

Plenty more reviews, and what games we've got in this issue! Never before have so few merited so much. Something like that anyway. Incredibly, there's three Gamer Golds, going to *PGA Euro Tour*, *Theme Park* and *Pinball Illusions*. Not that we're going soft in our old age — these games are just so darn good!

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Because everyone knows that it's best to get Mr Postie delivering your favourite magazine to your door, especially in these cold winter months. Do yourself a favour, avoid that bitter weather.

playing tips.....47

We think it's quite incredible the amount of tips we've crammed into this issue, but then, we're not known for our modesty. There's a full solution to *Beneath a Steel Sky*, as well as tips for *Jungle Strike* and *Tower Assault*.

correspondence.....57

Ah, the tears will fall as readers all over the world divulge in the delights of Smith's soccer rantings yet again. It's a shame that he doesn't know what the hell he's talking about, but just humour him.

mail order.....60

More wonderful offers from the generous people at the Paragon Mail Order offices. Okay, it's not an office entirely, but there's definitely a load of files lying around somewhere. Plus, of course, too many games and things cluttering up the offices, so do us a favour and buy something.

A-Z62

And now, the end is nigh. The curtain is about to fall on this issue. Father Time is a-knocking on our door and telling us that it has come for us to pass. Can we go home now please?

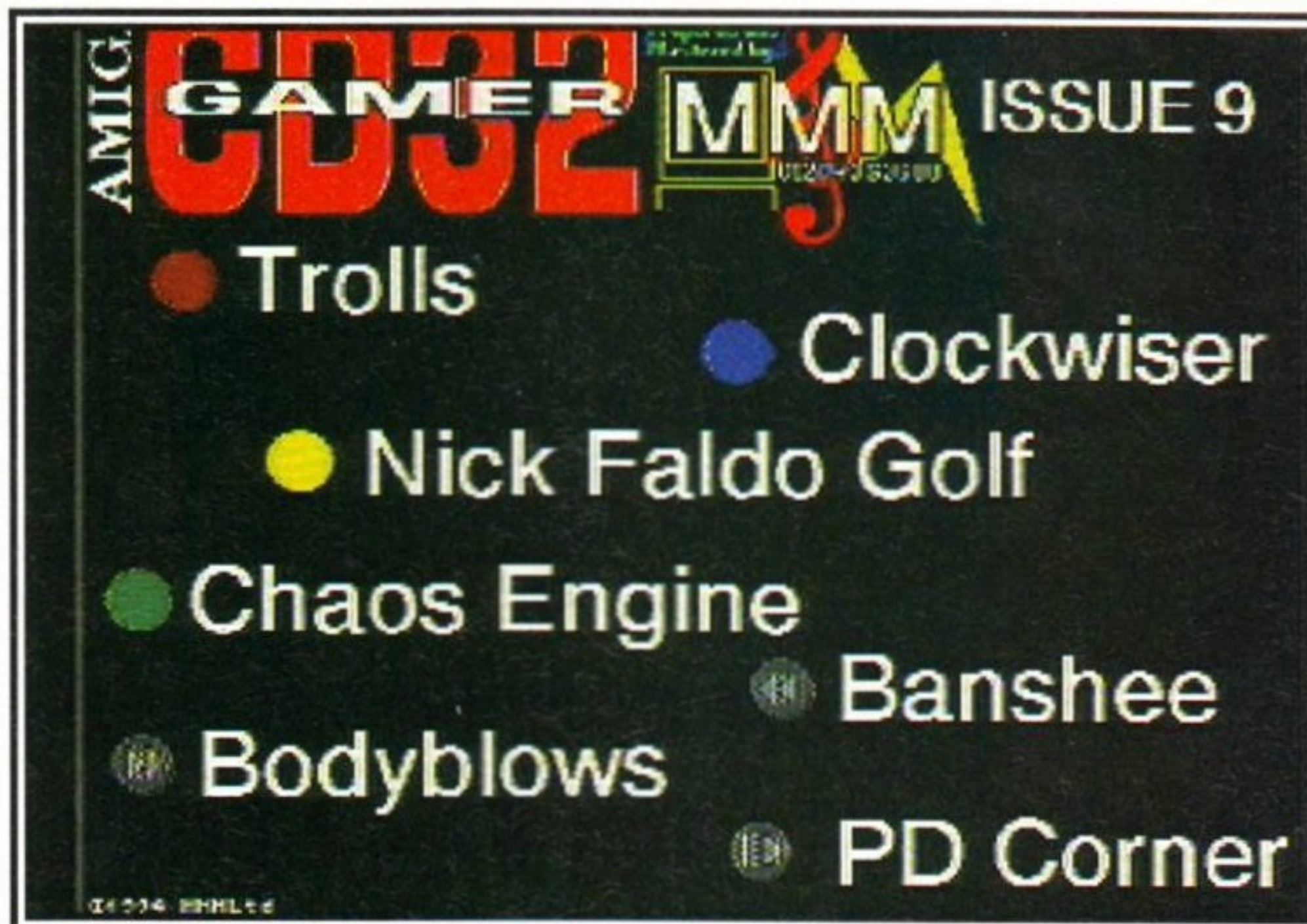
CD instructions

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.

Apologies for not printing the menu instructions last month, but they're here to accompany the new disc. If you just let the disc load up, the menu will tell you which coloured key to press to access your preferred game. However, if you want to bypass the menu system, just press the key (illustrated left) that you want as soon as you put your CD in.

It's as easy as that.

NB: For the Lamborghini Special disc, the buttons are Yellow (Super Stardust - Team 17), Green (Bump 'N' Burn - Grandslam), Blue (Beneath A Steel Sky - Virgin), D-Pad Left (Kid Chaos - Ocean), D-Pad Right (Pinball Illusions - 21st Century Entertainment). The PD section is, as normal, accessed by pressing Play on the joypad.



Banshee

This Gamer Gold from **Core** is was only recently acclaimed by us as one of the very best CD32 shoot-'em-ups available, and it's turned quite a few heads with it's gorgeous graphics and addictive action. This game is simply huge, and whilst the level featured in our demo is superb, later levels take off from every game style ever, with futuristic alien landscapes and tank filled streets providing some of the most action-packed visuals around.

Make no mistake, this is a genuine classic, and with a fantastic simultaneous two-player mode, it's an unmissable slice of gaming action. Hints? Shoot everything that moves. Twice.



ULTIMATE Body Blows

There's not been much in the way of competition for this smash hit beat-'em-up, from **Team 17** but that doesn't alter the fact that it's still the very best of it's genre on any Amiga format. Boasting loads of play options, brilliant sprites and unbelievably fast play, Ultimate Body Blows is still the only fighting game to be seen playing. The demo includes instructions, but there's not that much to worry about. Just hit everyone!



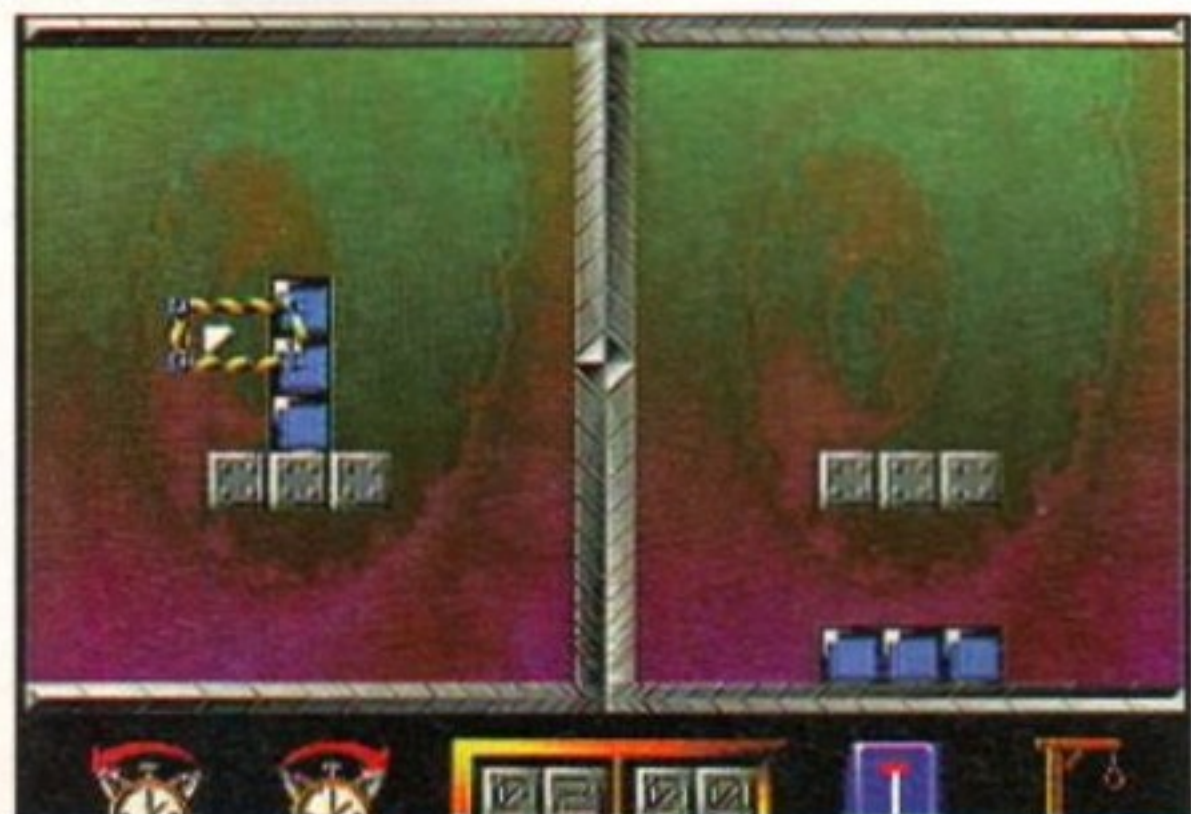
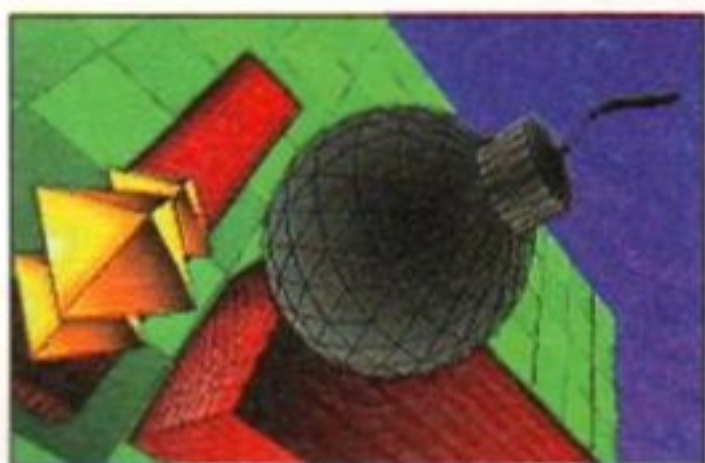
Trolls

This is an oldie but a goodie from **flair**, a simple, multi-coloured platformed reviewed way back in issue one, that showed, along with *Oscar*, just how many bloody colours a CD32 can squeeze on screen. For the purposes of the demo, there's just one room for your bequipped Troll to solve, an oversixed bedroom full of demonic toys, but there's plenty of bounding, skipping fun to be had. This a cute game with a capital K, and if you tale a fancy to this year old title, you're bound to be able to pick it up at a bargain price somewhere.



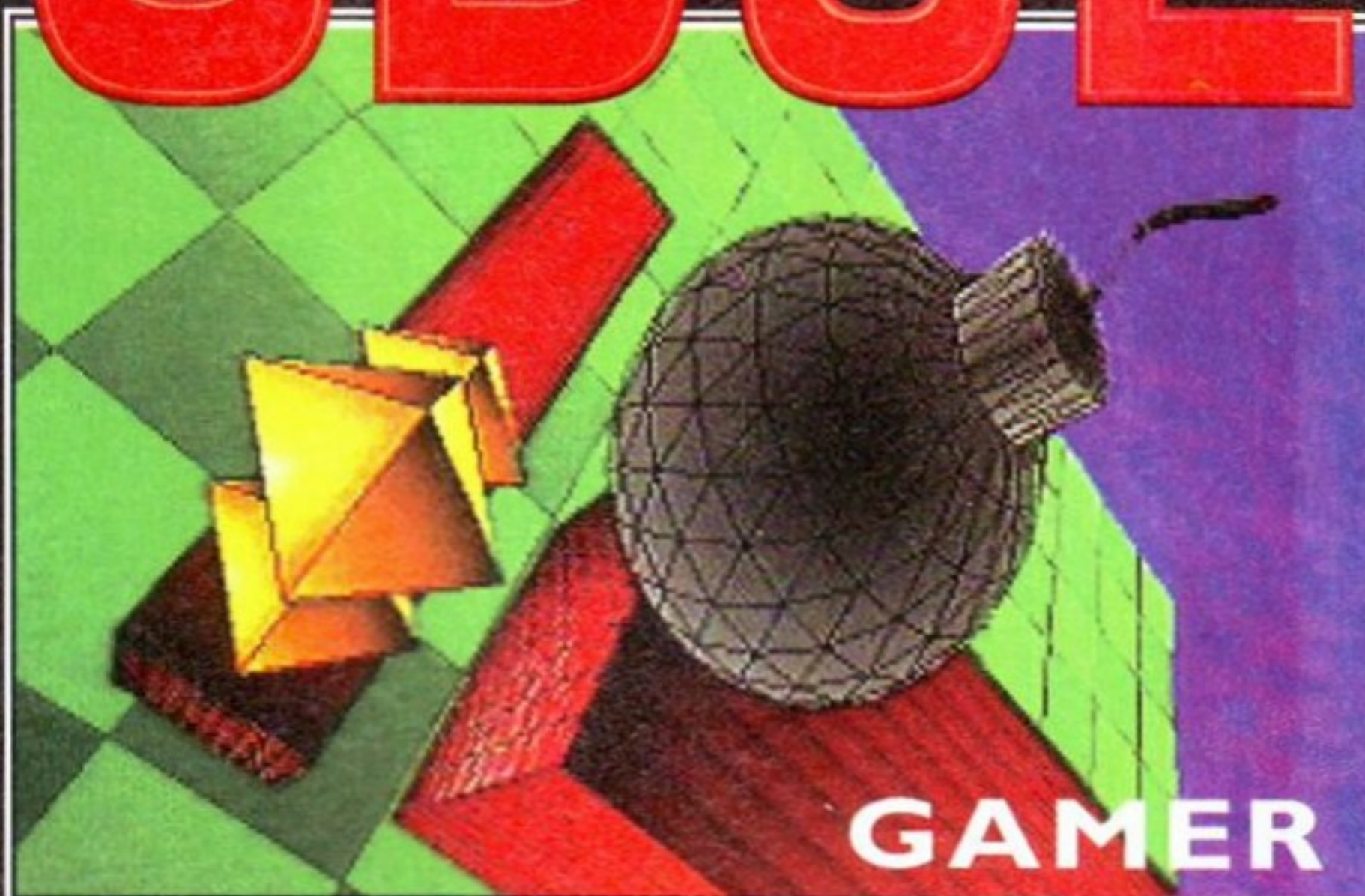
Clockwiser

After a lengthy cartoony intro, the game itself begins offering a tasty selection of demo levels. The basic principal of the game is very simple: to complete a level you have to make the left side of the screen identical to the right – within a tight time limit. To move blocks, you draw a square and then click on one of the two clocks at the bottom of the screen to move the blocks around the square in either a clockwise or anti-clockwise direction. Simple in theory, but practice soon proves rather more challenging. The full game has a 100 levels and is out now from **Rasputin**.



AMIGA

CD32



COVER DISC • 8

Chaos Engine

An enormously popular one and two-player game from **Renegade**, this *Gauntlet* ripp-off is good fun and provides compulsive action. There's one level of one world to explore on our demo, but the full game offers a whole planet to wander around, aimlessly blasting ugly aliens.



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Renegade
Trolls
Flair

Shareware, PD and Demo instructions on disc

Disc mastered by Multi Media Machine

faulty discs

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CD32 Gamer Discs, Paragon Publishing
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Bournemouth BH1 1NF

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 01204 363688 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.

Nick Faldo's Championship Golf

Still one of the very best golfing games available for CD32, this huge hit from **Grandslam** is well worth a second look if you missed it first time around. One hole, no time limit, can you make the putt under par? Probably not, but you'll have a damn good time trying. Where's the sequel *Grandslam*? Where's the new course discs?



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AMIGA STILL TOPS WITH THE SHOPS

The name of Commodore and, consequently, that of the Amiga have been dragged through the mud in recent months. Not only due to CBM's much publicised, er, cash flow problems. Console owners have been eager to put the machine down next to their custom chip hardware and generally more aesthetically pleasing games. Then there's the 'next generation'! A lot of snobbery has arisen surrounding 3DO, Play Station, CD-i, Saturn, Ultra 64 and various other systems which seem to have been promising the ultimate interactive experience for aeons yet are still to see the light of day in marketable quantities (or at marketable prices for that matter).

But, so they say, quality always shines through. A recent poll in the industry paper CTW (which we get to read cos we're 'in the biz' and you don't cos you're not) suggests rather emphatically that retailers are whole-heartedly in favour of a return to prominence of the ever-green all-rounder. 82% of those who took part said they would fully back the machine.

The format has built up such a reputation for itself over the years that a great demand still exists, even in these days of shortage. Despite having expanded into the apparently more forward motivated world of the PC, Gordon Harwood Computers, one of the biggest Amiga dealers in the country in the past, have pledged their full support once enough of the machines are available for shipment once more.

So why is this? The reasons are many and varied. For a kick-off, there are so many peripherals available to the Amiga owner. The more basic computers a retailer sells, the more demand he'll have for disks, games, printers, external drives etc. And, despite the apparent nose-dive in the Amiga's fortunes, the software line up for this Christmas included

arguably some of the biggest titles of the moment, and also some of the best to grace the Amiga in all its long history. *Theme Park*, *Rise of the Robots*, not to mention Amiga specific titles such as *Sensible World of Soccer* and *Pinball Illusions*.

With the decline of the ST to 'user group' status the Amiga is now the only low-price computer allowing users to program and/or run serious software. Low grade PCs are upwards of 500 quid and offer a far more daunting introduction to the world of serious computer use than the comparatively friendly Workbench environment of the Amiga. This allows new generations of programmers to learn the trade without having to spend thousands on expensive set-ups. The beauty is that an Amiga set-up can be built up slowly and modified as required so your system can be as simple or as complex as you want. Otherwise how come the Amiga PD scene is richer than any other! Dozens of low-priced, high-quality utilities are available from word-processors and spread-sheets to the highly acclaimed D-Paint series. The Amiga needn't be overshadowed by newer machines either. The 'next generation' Amigas are quite capable of wowing the crowds as Team 17 proved at the Future Entertainment Show last year. *Tower Assault's* startling presentation demos had punters flocking from all around to gaze in awe.

So what does all this mean for the CD32? With its brother doing so well, the CD console can only live and grow along side. Not only can it make use of all the standard Amiga software, but in the right hands it can compete favourably with most other available hardware. With the low cost of software it will surely be an attractive option for anyone looking to upgrade.

Long live the Amiga in all its guises!

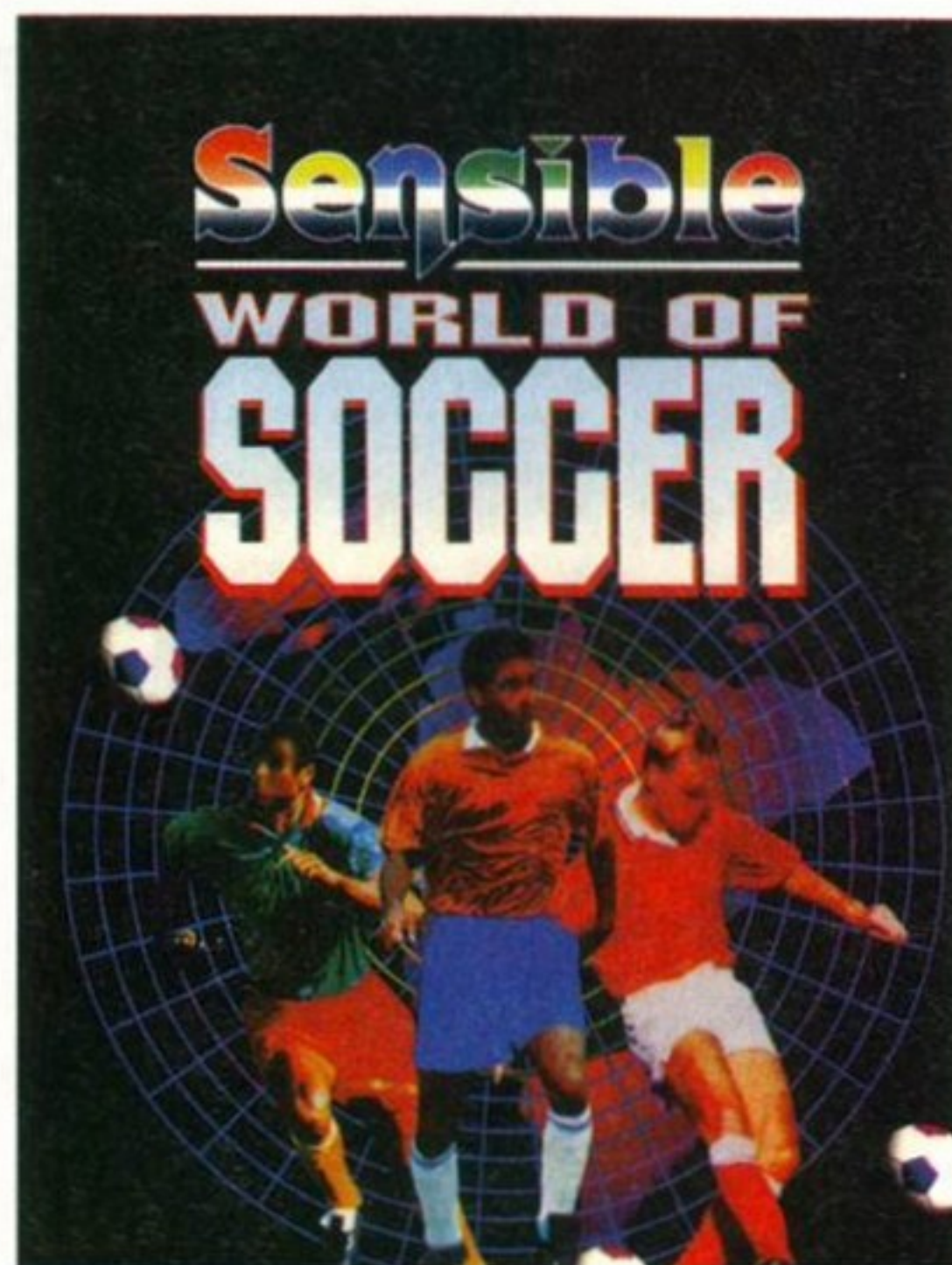
SENSIBLE WORLD OF WAITING

One of the most eagerly anticipated releases of recent times, *Sensible World Of Soccer*, follow up to the quite wonderful *Sensible Soccer*, is finally on the shelves, albeit in floppy disk form. The original has undergone a couple of overhauls with the European Champions and World Cup editions appearing with minor tweaks in the cosmetics and gameplay but SWOS is the first full-blown sequel. And what a game it is! Every professional league in the world is included complete with authentic teams and players. That's 131 national teams, around 1500 club sides and a staggering 26000 real life players. This is made even more remarkable by the fact that they all have realistic attributes such as dribbling, shooting and passing ability.

The game can be played as a management simulation with you in control of tactics, buying and selling of players etc over a 20 season career, or you can choose to be a player-manager and actually control you troops out on the pitch. There's also the option of playing friendlies or competing in any of the leagues or cups around the world in arcade mode without the need to faff about with transfers etc. Then of course, there's the ability to design and customise your own leagues and cups.

Now as you can imagine, to store all those stats requires rather a lot of memory — more than the CD32's 1k of RAM. For this reason Renegade are still undecided as to whether this magical footy sim will be converted to the CD32. Short of introducing a several thousand digit password system, the problem seems to be a major one. The reason is, quite simply, that the meat of the game lies in the full career management option — the match section, other than a few bits and bobs, is not that far removed from the original *Sensi Soccer* though computer teams are now significantly more satisfying to play against and can do things like headers which they couldn't before.

“It would be a huge shame if CD32 owners were to miss out on this one so why not all go out and buy an external disk drive then write to Renegade and tell them. You never know — you might just swing it!”



FISTICUFFS FROM GREMLIN



playability to match.

It outdoes most other fighting games for variety with a total of 16 hard-nuts to choose from plus the mysterious Shadow Fighter — the guardian who must be defeated once all the others have been walloped. A training mode is also incorporated for honing those oh-so-subtle techniques against the strange fighting puppet Puppaz.

All fighters have the now standard array of individual moves but, as we understand it, the game will only use one fire button and not make use of the CD32's additional knobs. Still, with at least 25 moves to choose from for each character there's no shortage of variety.

A *Mortal Kombat*-style gore option (called the Blood Mode) will be available and 150 frames of animation for each character will ensure silky-smooth look. 80 on-screen colours and an amazing hundred layers of parallax seem assured to make this one of the titles of next year. Look out next issue for a full preview when we'll hopefully have some screen-shots to show you as well.

In almost every game genre the Amiga has titles to compete with any other hardware format — platforms, drive-'em-ups, you name it. All except the beat-'em-up, at least until the recent emergence of *Rise Of The Robots*. *IK+* was revered for quite some time until the arrival of

Street Fighter 2 which threw its limitations and shallowness into sharp relief. The on-going *Body Blows* saga has made a valiant attempt to redress the balance but even that pales dramatically alongside Ryu and co. Unfortunately the Amiga incarnation of *SF2* was rather naff and shared little, apart from the logo, with its console counterparts. Now however, Amiga owners in general and CD32 owners in particular have a game in *ROTR* to stand up and be counted. Gremlin are ready and willing to keep the Amiga beat-'em-up renaissance going with *Shadow Fighter*.

Already out on the 16-bits, A1200 and CD32 enhanced versions of this hard-hitting, bare knuckle extravaganza are in development and promise to give *Rise* a good run for its money despite its two month head-start.

We're assured of graphics to put *Street Fighter 2* and *Mortal Kombat 2* in the shade and



CHARTS TOP 10 AMIGA CD32 TITLES

| | | |
|-------------------------|--------------|--------|
| 1. Simon The Sorcerer | Aventuresoft | £39.99 |
| 2. Frontier: Elite II | Gametek | £29.99 |
| 3. Nigel Mansell | Gremlin | £29.99 |
| 4. Zool 2 | Gremlin | £29.99 |
| 5. SuperFrog | Team 17 | £29.99 |
| 6. Humans I & II | Gametek | £29.99 |
| 7. Trivial Pursuit | Domark | £29.99 |
| 8. Banshee | Core Design | £29.99 |
| 9. Gunship 2000 | Microprose | £29.99 |
| 10. Sensible Soccer '94 | Renegade | £24.99 |



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CD32 SNIPPETS

DO-DOMARK

No, don't be misled by that heading. The software giants haven't suddenly disappeared off the face of the Earth but, sadly for us ACG types, they have disappeared off the face of the CD32. Domark are not going to be producing any more games on the format which comes as a big disappointment to us but we reckon it's their loss. They're ignoring a huge sector of the market which is still recognised by all the other software producers who have releases scheduled for well into the year. We can only hope they see sense over the next few months but don't hold your breath.

DESK TIDY

Here's some good news for the more serious CD32 owners amongst you. The Combi-Centre work-station from Premier Developments is designed to keep your CD32, SX-1, monitor, keyboard, disk drive and any other add-ons you may have acquired in a neat, compact and accessible fashion. A sliding shelf is incorporated to allow access to the top-loading CD32 as well as a CD drive connected to an A1200 which is also catered for. There'll also be a wider version of the work-station to cater for side-mounted hard-drives.

If this sounds like the solution to your problems of miscellaneous cables and hardware lying all over the place, the self-assembly kit can be yours for a very reasonable £49.99. Give Premier Developments a ring on 0487 823 684 for more details.

ROBOTS RISE AGAIN

After donkey's years (well, months anyway) of rumour and speculation concerning *Rise Of the Robots* the game finally appeared to much acclaim and some relief. Now, barely a couple of months later we're informed of a sequel currently in production. Little in the way of details are available at the time of going to press but it'll have to be something pretty special to out-do its older brother. The game's pencilled in for a September release on all meaningful(!?) formats.

Apparently the same team are also at work on yet another product along the same lines but targetting the 'higher level' machines. It remains to be seen whether or not this will include the CD32. At the moment getting any hard info is like trying to nail jelly to the ceiling — rather difficult.

| | |
|------------------------------|----|
| Base Jumpers | 12 |
| Nick Faldo Golf | 13 |
| Pussies Galore + Worms | 14 |

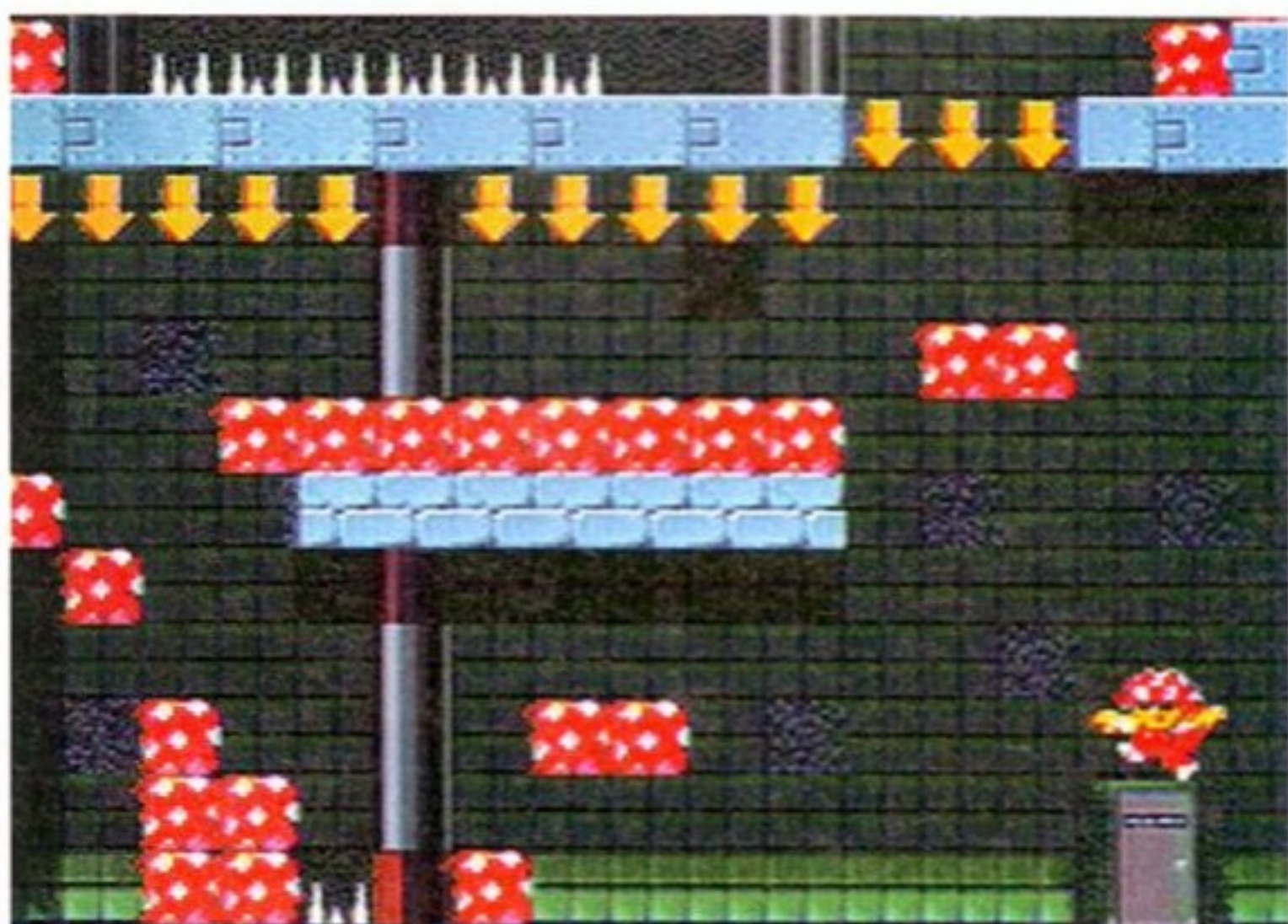
Previews

Base Jumpers



Base Jumpers looks to follow firmly in the footsteps of classic arcades like *Rainbow Islands*. In fact, it actually owes that game more than a nod in terms of style and objective. Well, the one level demo we've got does anyway! What Grandslam hope will set *Base Jumpers* aside from the overcrowded world of platform games is the idea of accessing many and varied sub-games during the course of the challenge. Aside from these bonus games, the idea's to get to the top of the upward scrolling play area as quickly as possible. The various levels contain platforms, bouncy blocks and ladders to help and aid in your mission. Of course there's a full compliment of nasties, traps, lasers and spikes which do just the opposite. There'll be twelve levels in all, getting progressively tougher but all following the same basic idea. It's in the sub-games where the game looks to achieve its variety and these are accessed by collecting letters of a clue. Once you've got them all the sub-game will appear at random. These can be anything from free-falling off skyscrapers to goodness knows what.

Base Jumpers looks like a being a throwback to the old days when men were men and interactive entertainment was something only adults were allowed to indulge in. Keep your eyes peeled for a review of *Base Jumpers* somewhere amid these hallowed pages in the far from distant future. ■ MG



Nick Faldo Golf

Preview

PUBLISHER: Grandslam ■ PRICE: TBA
DEVELOPER: In House ■ RELEASE DATE: February

Golfing addicts must be thinking 1995 is their year. Not only have we a review of the quite wonderful *PGA Euro Tour* this very issue, but also we've got news of a forthcoming CD version of Grandslam's acclaimed A500 game *Nick Faldo Golf*. With Nick himself getting back to somewhere near his winning form of old, perhaps Grandslam's impeccable timing might shift a few extra copies yet.

The original version proved to be one of Grandslam's all-time best-selling titles but, not content to sit on their laurels, we're promised an entirely overhauled game to take advantage of the many new possibilities offered by CD and 32-bit technology. Courses are now pictured in beautiful rendered graphics with light sourcing and shadows being employed on all objects for that extra dab of realism and to give a real feeling of solidity to the 3D world. Furthermore we're no longer confined to the barren, rather flat courses of old — this time there'll be hills, dips and gently undulating scenery to get to grips with. One of the most impressive new features is

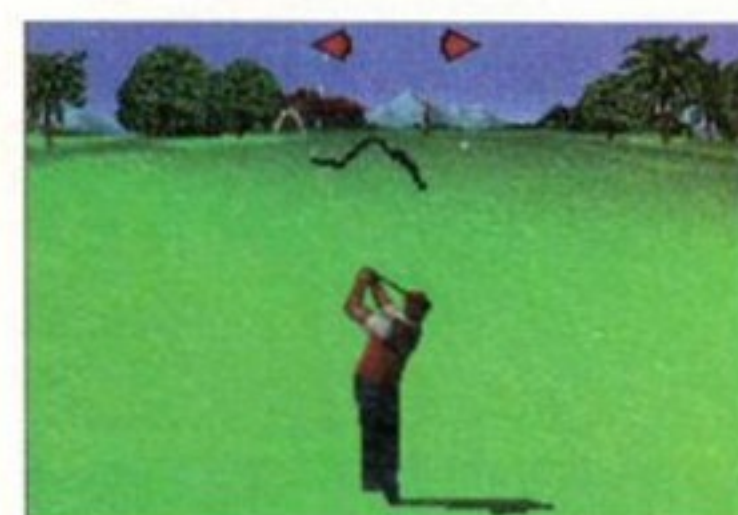
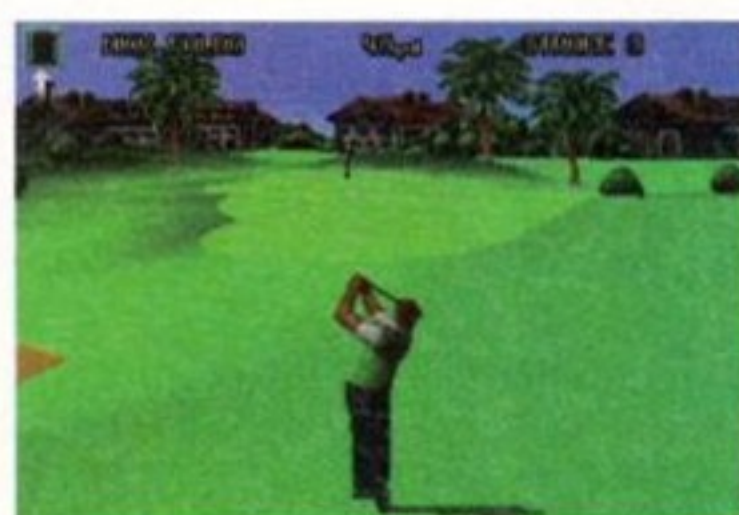
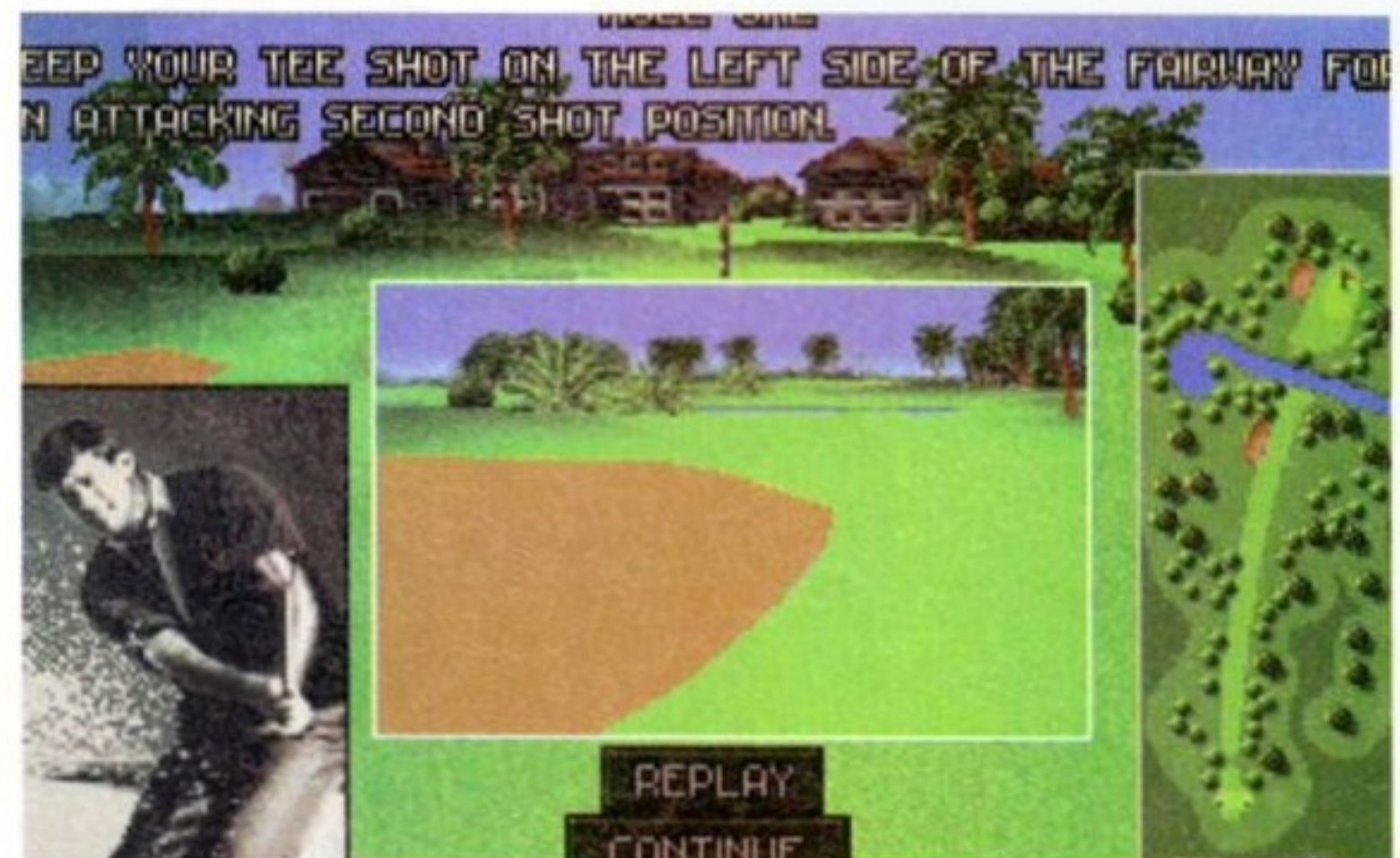
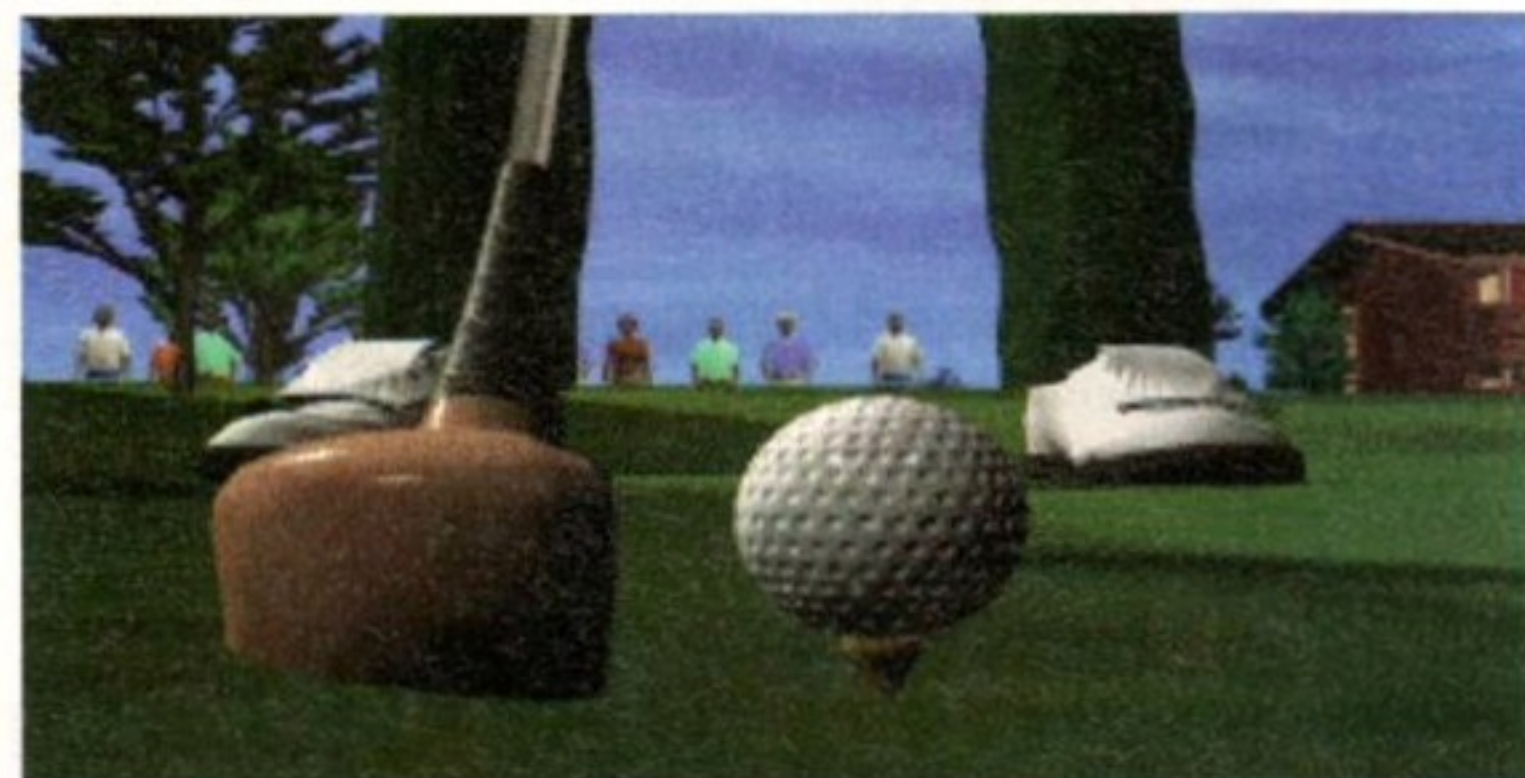
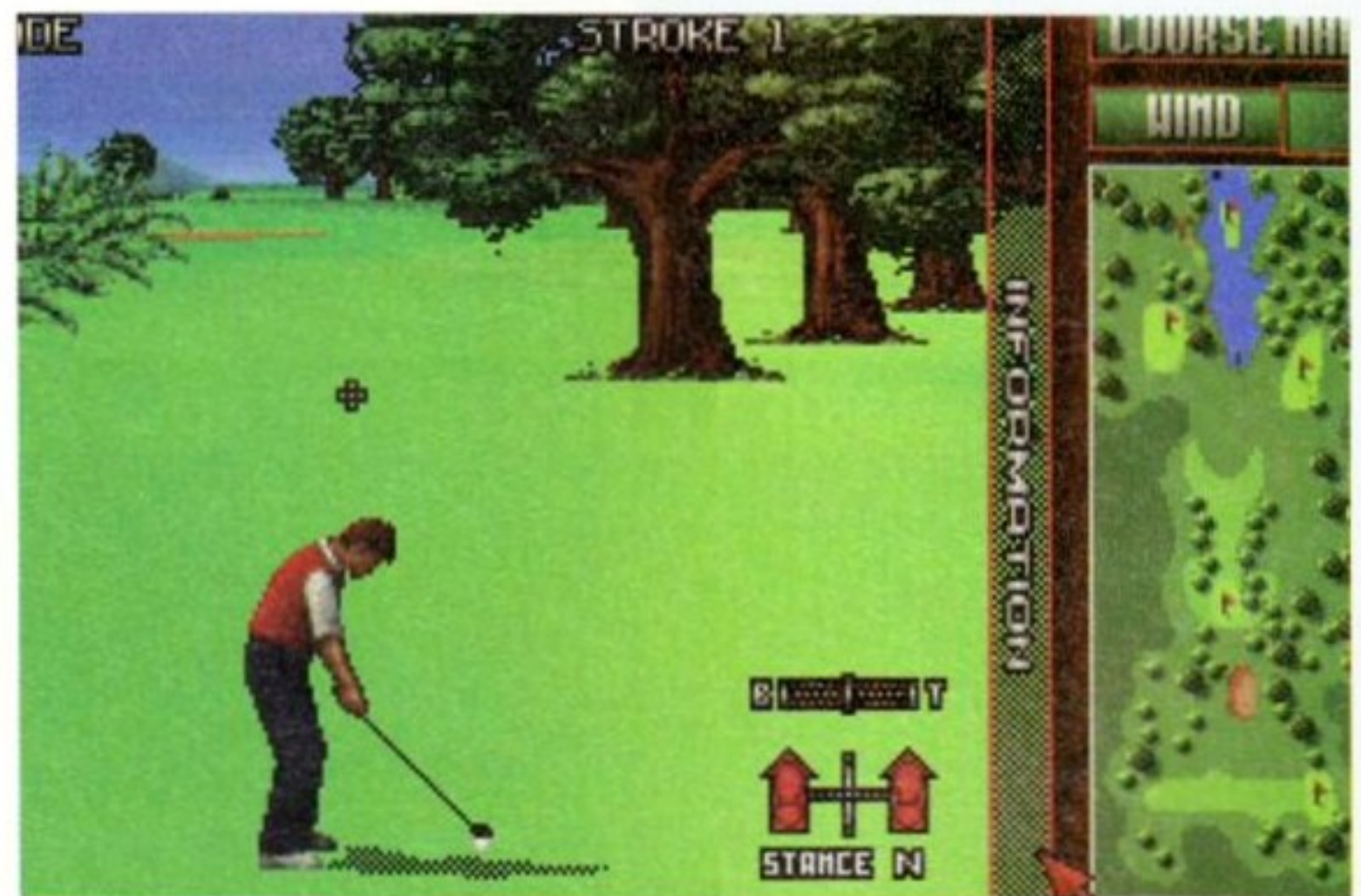


the 'fly by' of each hole. A kind of birds eye view from tee to green which not only gives you an idea of what hazards lie in store for the current hole, but it looks pretty snazzy too, or so Grandslam tell us!

An all new tutorial section will also be featured with a whole hour of speech to guide and instruct you, and even tell you where you're

going wrong! The programmers also claim to have improved the control method to make taking shots a little more intuitive than before.

All in all it looks like the golf clubs of the land are in for a dry season if this keeps up. We'll let you know whether or not Nick lives up to his early promise just as soon as we can. ■ MG



Pussies Galore

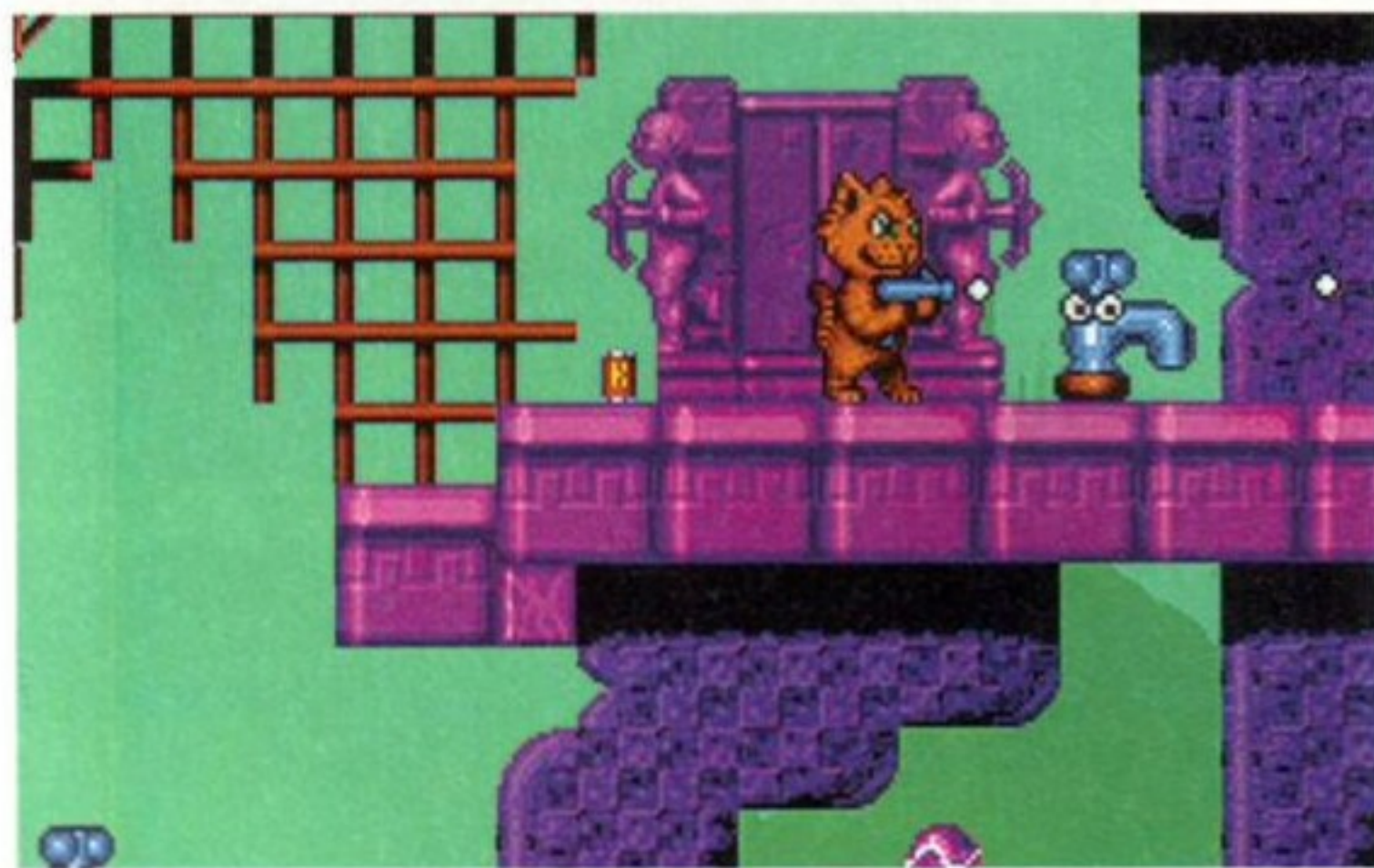
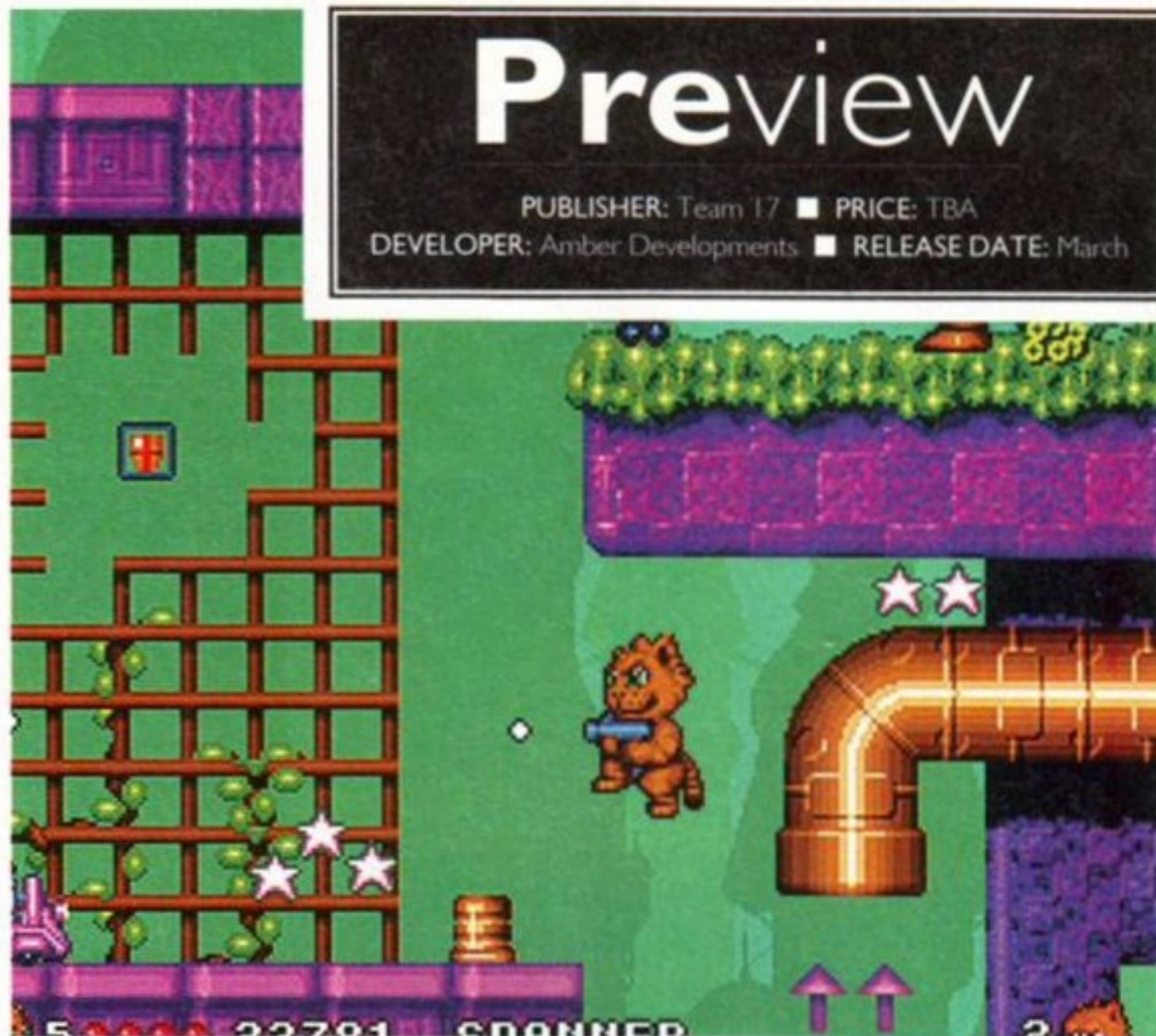
O-er missus! Sounds like good old Mrs Slocombe would be thoroughly in her element here. But seriously, you can't get away with that kind of thing, can you? Well, I s'pose James Bond did, oh well. Despite any possible double entendre you may have stumbled across, *Pussies Galore* is actually concerned with a whole load of mischievous cats — well, what else did you think? The full game won't be available until March and we've yet to see anything in the way of demos but Team 17 promise an innovative and 'immensely comical' game. And who are we to argue with that?

It's basically a platform game, but with a few twists. The idea is that all the world's kittens have been transported into an alternative dimension by Evil Eric — a mainy old moggy jealous of the cute little youngsters. You take control of another feline, Boris, in the rescue mission. There are four huge worlds to complete, each requiring a number of sub-missions to be carried out. These could be rescuing trapped kittens, locating certain special objects or simply finding the level exit. When saving kittens you'll have to find them first and then lead them safely to their exits (each has his own, personalized escape route, apparently). It'll also be possible to employ rescued kittens to perform certain tasks for which Boris is not suited, eg crawling through small gaps or even completing electrical circuits (toasted tiddles!). Of course, there will be the obligatory power-ups and secret rooms to discover, and all presented in stunning graphics with some of that nifty parallax scrolling to boot.

This will be Amber Development's first release since their formation around a year and a half ago. Andy Coates (coding) and Matt Bell (graphics) met while working for a commercial games developer but, when they got together, decided to strike out on their own and now look like continuing the high standards set for themselves by Team 17. Expect a full review as soon as... well, when we get a review copy really.

Preview

PUBLISHER: Team 17 ■ PRICE: TBA
DEVELOPER: Amber Developments ■ RELEASE DATE: March

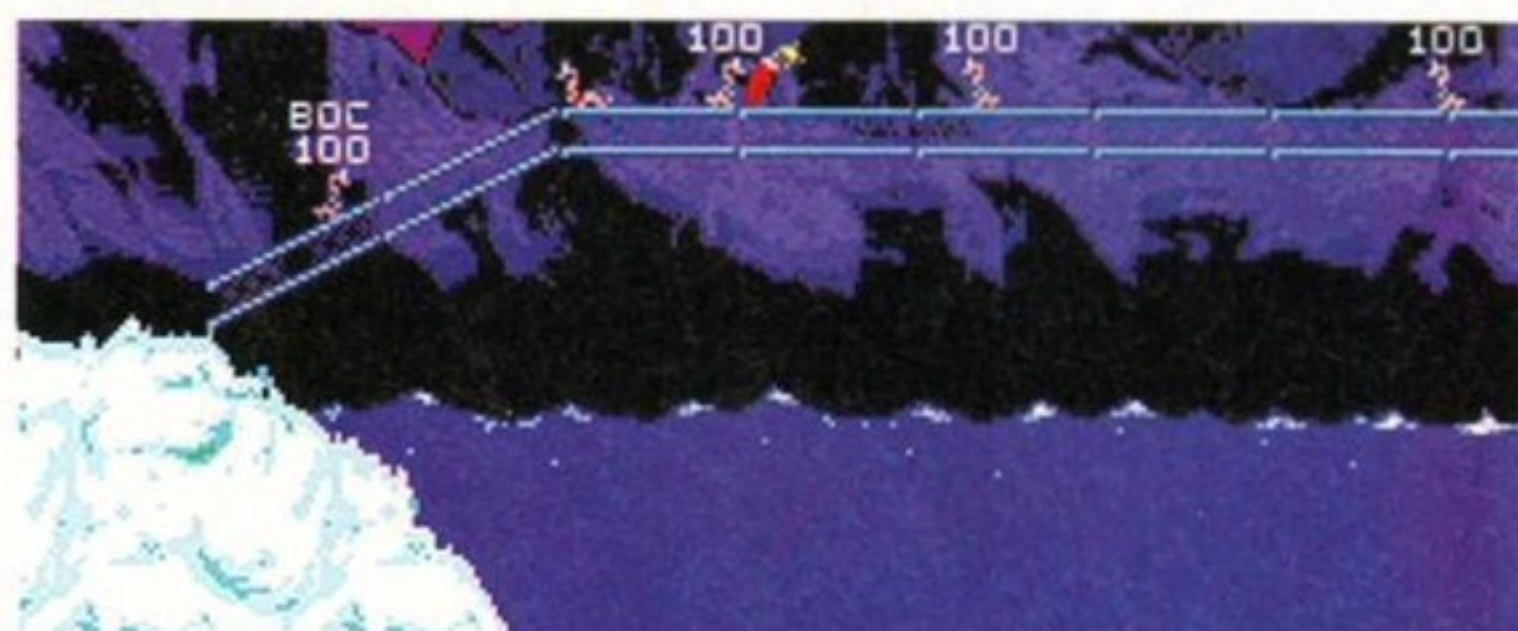


Worms

Preview

PUBLISHER: Team 17 ■ PRICE: £29.99
DEVELOPER: Andy Davidson ■ RELEASE DATE: April

Also on the way from Team 17, though still in heavy development, is *Worms*. Described as a hybrid of *Lemmings* and *Cannon Fodder*, the mind boggles as to what to expect. The game involves controlling various squads of worms, all sporting a variety of hand-held and mechanized military hardware and with one thought in their tiny, worm minds — destroy! Air-strikes, bazookas, sampled speech unique to each worm and a whole range of vastly differing scenarios in which the grub-like warring will take place. The game will be available across all Amiga formats but we're assured of a CD32 version full of enhancements. There's not really much more we can say at the moment but we'll try to get a more in-depth preview in time for next issue.



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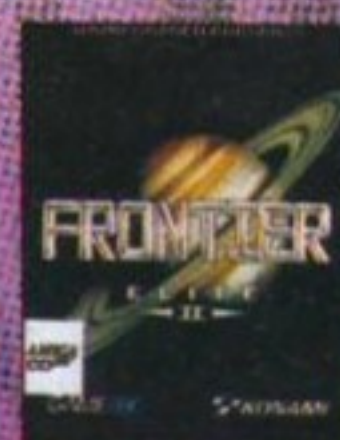
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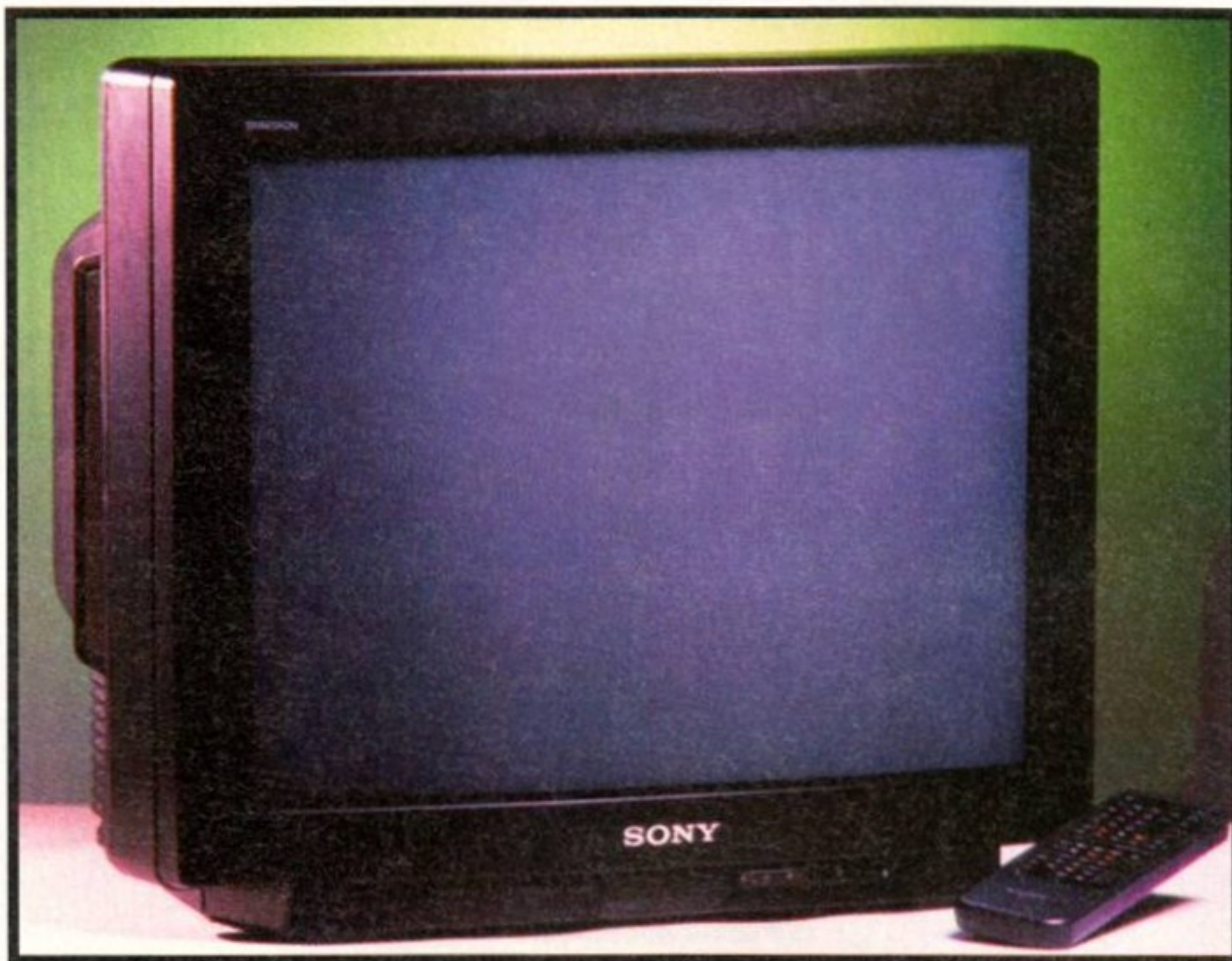
TOP GREMLIN GEAR UP FOR GRABS

It seems to have been quite some time since we last ran a really big competition and, what with lottery fever still gripping the nation, we decided it was time to give you the loyal readers the chance to grab some serious loot for the price of a postage stamp. So what could we come up with? Well, we put our heads together with those ever-soluvly people at Gremlin and we think we've come up with something quite special. Well, what do you expect when one of the country's top software publishers get's together with the country's best games mag?

We've decided to tie the compo in with the all racing, no breaking, 100% unleaded (NOT!) road action of *Top Gear 2*. The thing is, don't you ever get bored playing games on that little portable TV you've had since you were nine. Wouldn't you like to see all those beautiful CD colours come spilling out on a big, posh, state-of-the-art TV with thumping game soundtracks banging out in full stereo? You would? Well in that case go down to Rumbelows and get yourself a big, flash TV or, alternatively, keep reading and get one for free right here! You heard it right, people! ACG in association with Gremlin Interactive Ltd are giving you the chance to grab a huge Sony television set and a copy of Gremlin's *Top Gear 2* to play on it.

Of course, no-one goes away empty handed, well, actually most people DO go away empty handed, but even

so we're also offering five runners-up prizes of a copy of the game. Now here's how to enter. Just answer the following questions, complete the tie-breaker in no more than seven words and send your answers, on the back of a postcard or sealed down envelope to the address below...



Which famous racing driver shares his name with a geographical feature?...

- ☐ A. Hill
- ☐ B. Hillock
- ☐ C. Hummock

Last year Keanu Reeves starred in a film about a bus going very fast. What was the film called?...

- ☐ A. Keanu Reeves in a film about a bus going very fast
- ☐ B. Speed
- ☐ C. Jurassic Park

Which car-based TV series shares it's name with *Top Gear*?...

- ☐ A. Top Gear
- ☐ B. Z-Cars
- ☐ C. The Antiques Roadshow

Tie-breaker: Cars are...

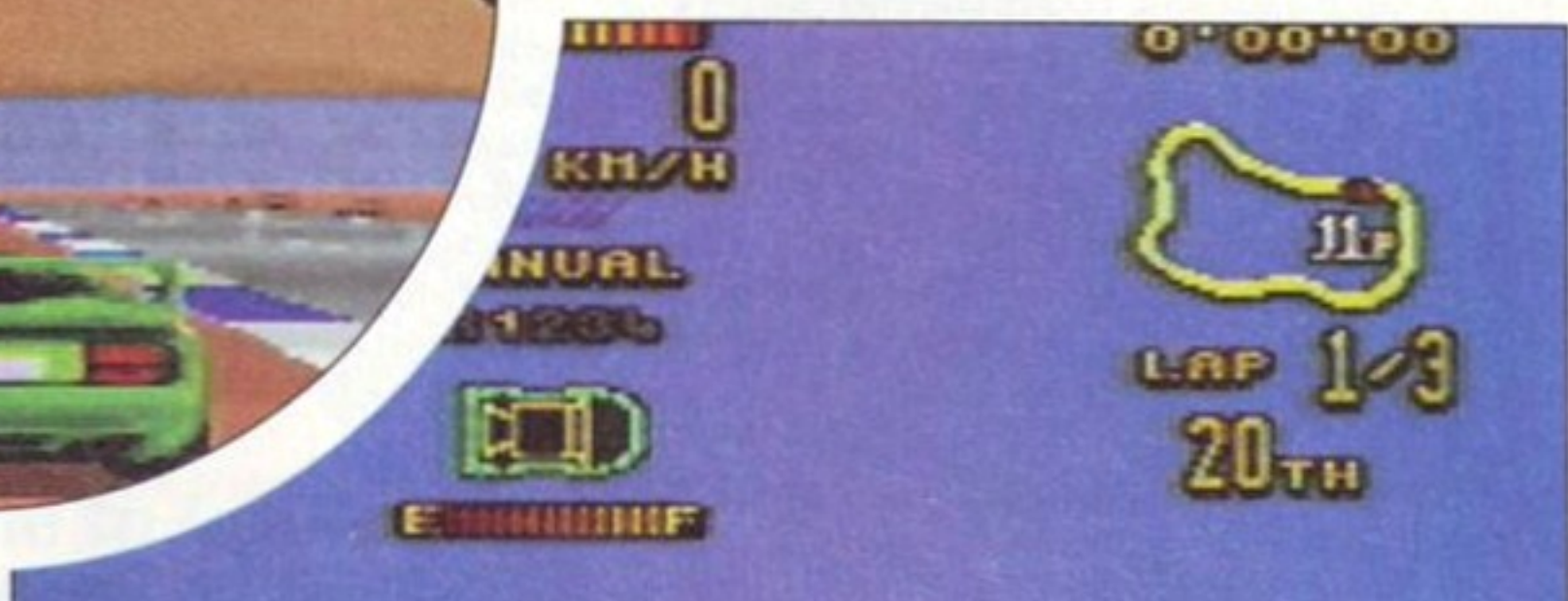
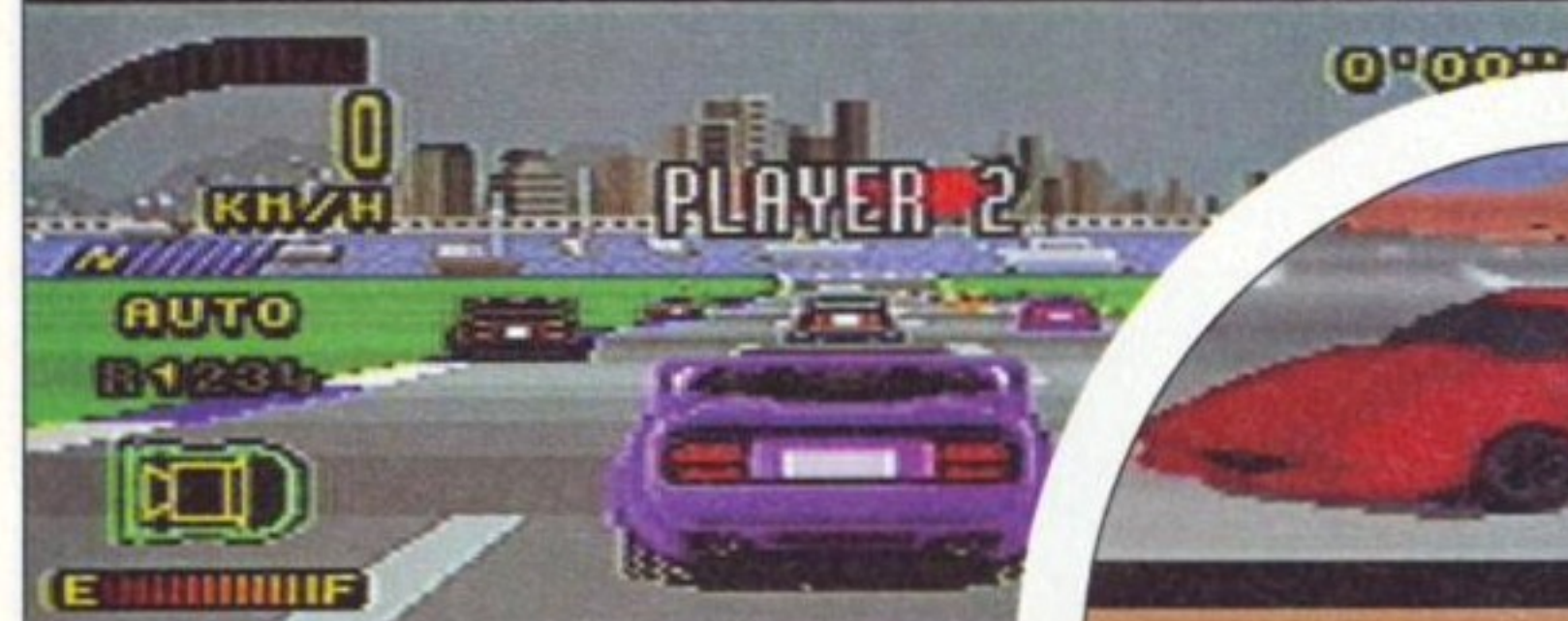
.....

Send your entries to...

Thanks very much for giving us a great big telly compo

Amiga CD32 Gamer

Computerfacts • 14A Union Street • Newton Abbot • Devon • TQ12 2JS



CD interview

David Braben is no ordinary programmer. He changed the life of millions of spotty intellectual BBC Micro owners in the early '80s with the outstanding *Elite*. All went quiet for a while before he returned to wow millions more with his sequel. Now the man's back with the third in the series, so get like a boy scout and be prepared – this one's gonna knock you out...

W

ERE YOU PLEASED WITH *FRONTIER* AND WAS IT A RUSHED AFFAIR AT THE END TO GET IT OUT? THERE WAS ALSO A LOT OF COMMENT ABOUT BUGS...

To be honest, this was overplayed a lot and the bugs we did find were quickly rectified. There comes a point in a programme where you say this is it, for you could continue on and on perfecting things. There are always things in a game to improve on, but if you work to that premise you would never see it released. You would not believe the amount of time we spent testing the game. Because the game is so big, the fact the game is running on many differing machines and techniques of players are different, you literally have millions of differing parameters and you can't test them all. There is always a pressure but it is silly to look back on things. It does interest me that people did pick up a few minor bugs but they do not instantly say, 'Wow there are thousands of lines of code in the game.' One bug, bloody hell, is that so bad compared to what you are getting? Can you believe I actually had complaints regarding things that were not in the game but readers had read about them in the mag as being there? I was very pleased with the end results – you only have to look at the sales to justify the game's success.

YOU HAVE JUST FORMED A DEVELOPMENT TEAM, WHY HAS IT TAKEN SO LONG TO GET SPECIALISED PEOPLE WORKING WITH YOU?

I have worked with people before but the future of gaming does revolve around an in-house development team. Already up against *Frontier*, *First Encounters* is a major leap forward. It is so much bigger and uses all of the latest state of the art techniques. To achieve a game like this within a relatively short period means you have to have people all working together in house. It took me 5 years to write *Frontier* but with over 8 people working on *Encounters* it has taken just over a year. I do not want to spend that amount of time on any game. I am even more excited about future projects now and we already have ideas regarding what we could be doing. The industry is moving on and to get the polish and impact you not only need a development team but a big company behind you, hence Gametek. It is now impossible for an individual to produce a game with stunning graphics, game play, etc. Just the text alone in the game is a job for one person and there is over 100,000 words in *Encounters* compared to 5000 in *Frontier*. The level of complexity is so much greater and it is so much richer, so you need a good team to gel everything together. When you view *Frontier* against *Encounters* you will see how simplistic the game looks – everything from the screen presentation to the missions has been enhanced.



Looks a bit foggy this morning. Not the kind of day to about and about, flying around the stratosphere. Better to be cuddled up in front of the hearth with a nice mug of cocoa.



I do not want people to feel they are getting *Frontier*-revisited; this is a complete rewrite in every way. We have written lots of tools to make the game and you will see right from the start that this is special.

GRAPHICALLY, IT IS NOW IMPORTANT TO HAVE A GAME LOOKING RIGHT AS WELL AS HAVING GREAT GAMEPLAY. DO YOU FEEL ENCOUNTERS WILL ACHIEVE BOTH THESE CRITERIA?

Yes, this has the polished look I want. You commented that it looks like an *Origin* game in terms of presentation – I would prefer you to say *Origin* looks like our style but I guess that is a complement. The real difference in games like *Privateer* are that the surfaces are flat but we have a real looking world with undulating surfaces, etc. Another feature we are proud of is the realism. If you are in the sky and look towards the horizon you will see a blurred image and this in effect mirrors a realistic effect because you can only see a limited distance in real life. We have mist, fog and all the real and authentic atmosphere that would be conveyed. Having used the Earth as one of the planets this enables us to be as accurate as possible.

I think making graphics look nice is important. I do feel what becomes increasingly detrimental to a game are pre-recorded sequences. CD can be a bit of an evil, various games have long sequences of rendered graphics or even video shots and it is quite hard to ensure they are a true part of the game and add to the overall gameplay. They are usually there to give the game a flash look. Once you have seen a particular sequence no matter how nice looking you don't really want to see it again. The only reason people like them is because they want to see more but once they have been played that's it! Okay, they are better than handdrawn graphics but you can see better sequences on TV. It's a really curious idea that video on CD is a beautiful novelty – it will certainly wear off!

Encounters will have some video sequences but they are part of the game and add ambience to it, not simply to look pretty!

YOU HAVE WORKED ON MANY MACHINES OVER THE YEARS. HOW DO YOU FIND THE PC PROGRAMMING COMPARED TO SAY THE ST?

Well, the ST has now been dropped obviously, one reason is that memory wise it is not up to it and the same applies for the 500 and 600 Amigas. We could re-design the graphics and the interface to fit them onto the machines but then you would not be getting *Encounters* and people will say, 'Hey we have *Frontier*!' It would seriously erode things. Because of the power of the machines, including the PC Pentium, we can do a lot more and there will be a special patch in the PC version that will use this chip. The new Amigas like the 1200 and CD32 are quite powerful but still we have to tread carefully for there are still problems we must overcome. We lead on the PC – try going into a shop this Christmas and getting an Amiga! The main problem with the Amiga is going to be speed. With the intensity of the graphics, we must either cut them down, which we are reluctant to do, or optimise the programme more, which we are working on. Basically the PC and Amiga versions will be the same. Commodore keep giving the techniques bus per pixel a different name and it is a question of updating the screen at a decent rate. There is a technique on the Amiga to do this but it is a question of perfecting things. To put it technically, on the Amiga every time you re-paint the screen you fit a new palette and this can be quite slow as opposed to the PC. The game does not revolve entirely around the graphics there are a plethora of enemies, etc. so the machine has to cope with a lot.

An Encounter with David Braben

DO YOU NOT FIND IT UNUSUAL THAT NO ONE HAS CLONED ELITE — CAN YOU GIVE A REASON WHY THIS HAS NOT HAPPENED?

There were a lot of games that took a lot of things from *Elite*, particularly Gremlin games. In fact, there were a few but they never really made it. Inspiration is a better word and *Privateer* drew a lot of it from *Elite*. There have never really been any real clones.

LOOKING AT OTHER SPACE EPICS, LIKE WING COMMANDER, STAR CONTROL OR EVEN STAR TREK, HAVE YOU SEEN THEM AND WHAT ARE YOUR THOUGHTS?

The only real things they have in common with the set of games I have written are basically that they are space games. They are very interesting and enjoyable but cannot be compared to *Elite*. Platform games are an interesting area. They are all exactly the same but with different graphics. Going back to cloning of games, when you look at *Doom* it has been cloned beyond belief but the reason behind that is that it is an easy type of game to copy. The beauty of the game is the balance of great graphics with good gameplay.

JUST A BRIEF LOOK BACK ON FRONTIER: 1 FIRSTLY DO YOU NOT FEEL IT WAS TOO HARD IN COMBAT MODE?

I have already mentioned why the combat was tough. You have two ships approaching each other at huge speed, the game was doing its best to bring them together, but you then have to place the equation of space into the game, its effect on a ship, etc. To have a realistic game, you have, to a certain degree, give the player an authentic feel and with my knowledge of physics I achieved it. I agree it is a problem but feel that this is the best approach.

2 THE GAME WAS TOO BIG, WITH A LOT OF AIMLESS FLYING AROUND?

Yes, I have heard this before! The sheer size of the games is a plus. If I had made it so you could fly around the same areas again and again and it was limited then people would complain and say, hey, seen it, been there. That's the real beauty of *Elite 2* — you can fly and fly and never come across the same areas more than once. I guess I can't win.

3 ONCE YOU OBTAINED THE BIGGEST SHIP YOU COULD NOT ACTUALLY GO ANYWHERE BECAUSE THE RANGE OF THE SHIP WAS LIMITED AND IF YOU WANTED TO FLY ANYWHERE YOU HAVE TO GO DOWNWARDS TO A FIGHTER CRAFT OR, IF YOU HAVE A SMALLER CRAFT, COULD ONLY CARRY LIMITED WEAPONS AND USUALLY GET BLOWN UP

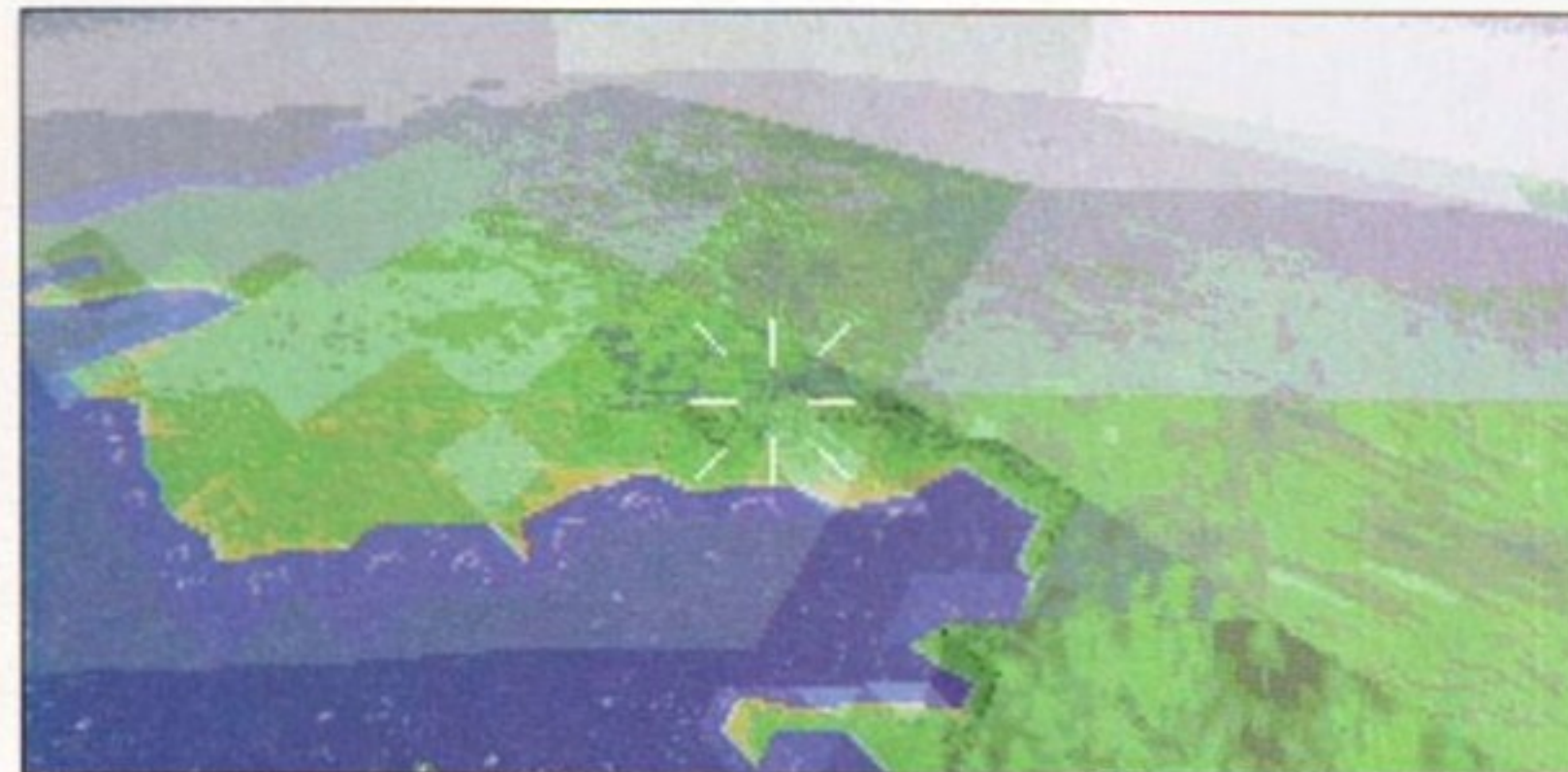
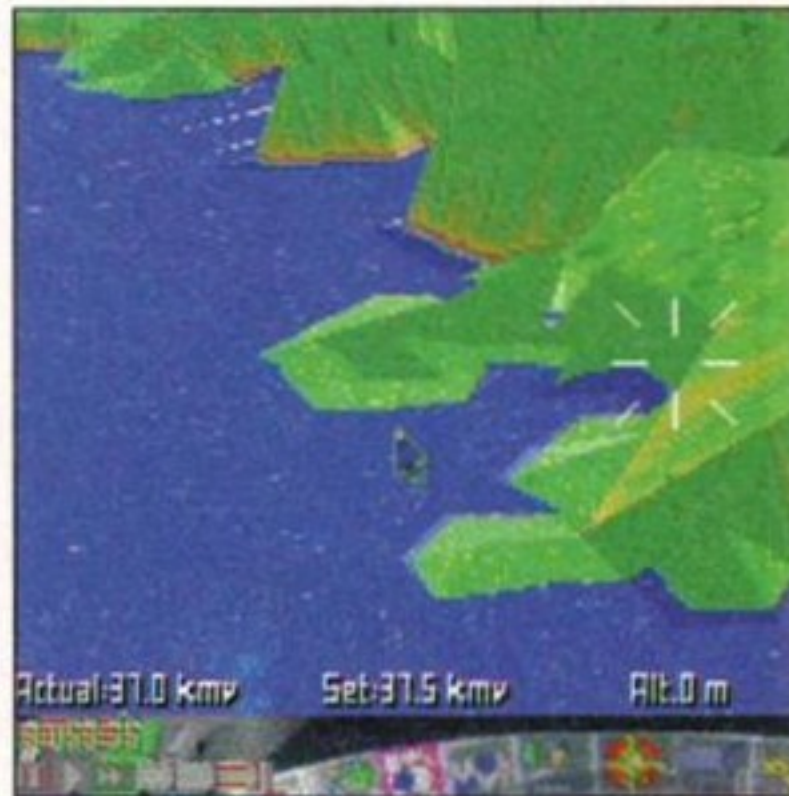
I agree with you to a point. You can actually fly a long distance by scooping from the sun. We wanted the players to have a good variety of ships... A long conversation then ensued... (Thanks for filling us in Del boy — Mark).

“I do not want people to feel they are getting *Frontier*-revisited; this is a complete rewrite in every way.”

mouse = 167, -53 CI=5(2 1)-0 GT=397000-0 dist=000000000000bea0



Another ACG scoop. We can offer the first conclusive proof that intelligent life does exist on peardrops. Just look at those curious constructions.



Without wanting to sound like I'm running out of ideas, this is about the fourth caption I've written for a picture of a cloud covered continent. I hope it's the last. Next screen shot please. Over the page we go...

4 ONCE YOU REACH ELITE STATUS THAT IS THE END OF THE GAME?

Hmm. Regarding Elite status. How long does it take for most players to achieve this? A good few weeks of continuous play. If you add the hours up, it is a lot. Now compare that with any other game you have bought and I bet you ended up playing *Frontier* longer than any other purchase... Am I right?

Yes I am sorry people have played and ended a game but isn't that the point of a game. There is no *Mirage* ship in the game, although it has been documented. I do not know where the rumour started. I have even seen documentation in a few *Elite 2* Books regarding this. The only thing I can think of is that somehow a hacked version is floating around!

CAN YOU GIVE US BRIEF RUNDOWN ON SOME OF THE INTERESTING SPECS IN ENCOUNTERS? WHY NOT A DATA DISK?

Elite 2 is NOT what I wanted *Encounters* to be. I also have been asked why, for instance, *Frontier* could not have been a Data disk. The game offers so much in terms of what to see, places to visit and things to do — this is a big programme. Before you even mention it, *Encounters* could also by the same token not be an add on disk for as this is a major rewrite. Although the premise of the game remains the same, graphically and mission-wise, this offers so much more. Each programme I have written has been an enhancement. It wouldn't have been possible to have had a data disk on the PC purely because of the machine. Each game has used the PC to great effect and you just cannot match the two codes up.

There is such a lot of things in the game that it will take the player a long long time to see. If ever.

Technically we have pulled out all the stops. The game has light sourcing, rendered crafts and cities. The variety is immense. We have spent a lot of time just on modelling the ships and getting them right within 3D studio. I am extremely pleased with the control panel and the on board holographic map both of which are still to be refined. We also have hand painted backdrops by Danny Flynn that will be scanned in giving the game a richer feel

The star systems and their mass, their temperatures, the way they react, are all incorporated faithfully into the game. The scaling system of the game has also been greatly worked on. I could go into a scientific brief on the game but I do not want to bore your readers. Needless to say, I have tried faithfully to re-create things. Hopefully what is there is statistically true. Obviously we have used some artistic license to do things.

I guess one of the hardest things is to present a new game with fresh ideas without going over old ground. *Elite* has been successful because of some of its basic ideas. I feel *Encounters* offers an essence of *Elite* but with more parameters and involvement giving an immersive feel. I have tried to make *Encounters* feel 'realer' than any of the previous games without losing the theme of *Elite*.

The game has moved 50 years on from *Elite* but as the user plays the game they will learn a lot about what has occurred in those years regarding the new federations and its powers plus more on the Thargoids. The difference between the games is you have lots of on line newspapers, a bit like Email and day to day newspapers that report action of what is going on in the game. If you do anything remarkable then you could be in these reports. These reports could differ depending on whose alliance it is. An example would be from one side a force could be perceived as freedom fighters and from the other they could be seen as the oppressors.



“There is no *Mirage* ship in the game, although it has been documented. I do not know where the rumour started.”



If everything in the game is actually recreated from real life then this valley actually exists somewhere! Hey — wouldn't it be really interesting to go and find it for real? Actually, come to think of it, it would be a bit sad wouldn't it. Oh well, just a thought.



The point of these journals is for the player to assimilate both sides and act accordingly. The thing you must consider is that every act by the player has a knock on effect and so things will constantly change pertaining to what you do. I really do not want to expound more for this will spoil the overall enjoyment. The mission will gradually build as you interact with the side you choose to go with. Clues are given so you not confused and it is a question of taking the bait! There are so many routes to take. Another example could be you may have discovered where aliens have been and with this information you could go and inform certain parties. This may be of use, it may not. There are usually various plot lines for most situations. Another point is at the end of each mission there are many differing endings. This is all done with the familiar *Elite* theme backdrop.

HAVE WE NOW REACHED THE END OF THE ELITE SAGA OR COULD IT CONTINUE ON AND ARE YOU NOT TIRED OF THE SAME THEME/SCENARIO?

It is always silly to say no. No I am not tired of this theme!

CAN WE SEE ANOTHER STYLE OF GAME, BE IT ADVENTURE, COMING FROM DAVID BRABEN?

Yes!



1'5, -42 CI=8[1 2]:0 GT=595000-0 dist=0000000000019960



ELITE III © Copyright D.J.Braben 1989-94

One of the many weird and wonderful spacecraft you'll encounter (no pun intended I don't think) during your voyages of discovery. I don't know if all that waffle up at the top is supposed to mean anything, but seasoned veterans will be able to make sense of it, I'm sure.

2'0, 512 CI=6[1 1]:0 GT=1408000-0 dist=0000000000019960



, 42 CI=9[1 3]:0 GT=739000-0 dist=000000000000F0a0



ELITE III © Copyright D.J.Braben 1989-94

Another one of the many weird and wonderful spacecraft you'll encounter (pun still not intended but still there) along the way. FE has come a long way from the days of Elite back on the BBC micro (among other things). I bet even Dave wouldn't have believed what he's doing now back then.

Trivia Questions

FAVOURITE MUSIC, AUTHOR, LAST BOOK READ?

I quite like Kostacovich and Pink Floyd, as a matter of fact I went to their recent London concert. Last Book Read was *Ships by Night* by O. Scopin.

WHAT DO YOU DO TO GET AWAY FROM COMPUTERS?

Playing silly games. Not computer ones. Last week I went and played Paint Ball, which was great fun. Listening to music, reading books and I love watching films. I like Hiking/Walking but not when it is cold.

LAST FILM OR VIDEO WATCHED?

Aladdin and I enjoyed it. Looking forward to seeing Lion King. These are great films for pure escapism.

ONE WISH?

Does this come with the Aladdin like rules. Hmm, how about to have 10 more wishes?!

WHAT CAR DO YOU DRIVE?

Audi Quattro and Renault.

WHERE WILL YOU GO ON HOLIDAY NEXT?

Somewhere in the UK where it is peaceful and quiet where I can go for long walks!

WHO WOULD YOU MOST LIKE TO MEET — PAST OR PRESENT?

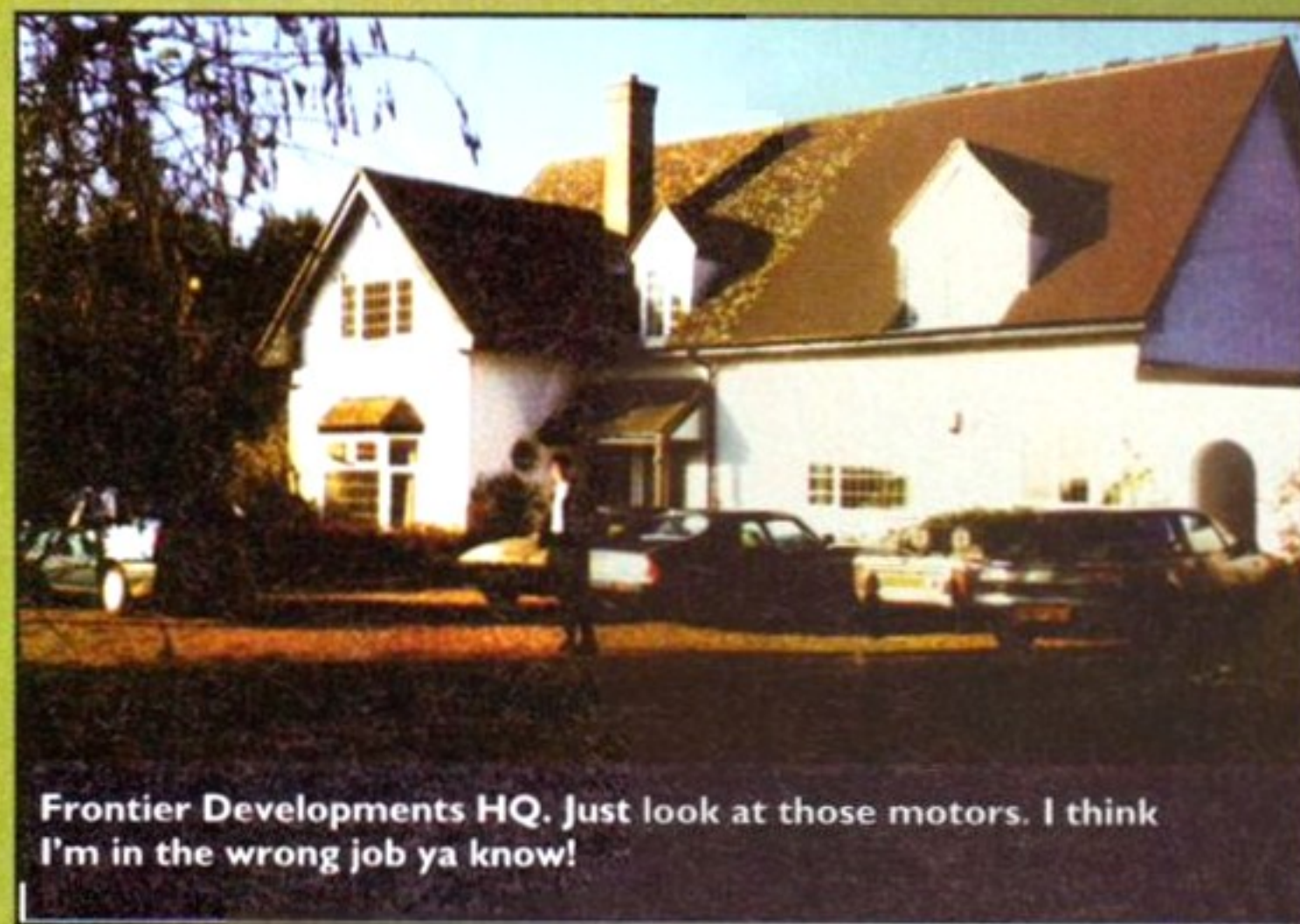
Hmmm. Can't think of anyone.

THE PERSON IN THE INDUSTRY YOU MOST RESPECT?

Jackie Lyons. She is the agent for all the top programmers and development teams. Also Archer Mcclean.

YOUR THOUGHTS ON CURRENT COMPUTER MAGAZINES AND EVEN THE WAY ELITE 2 WAS REVIEWED?

Generally okay. The reviews I received were very favourable and I could see that the reviewers had spent a lot of time looking at the games. There were only 2 low scores and these were by the same guy.



Frontier Developments HQ. Just look at those motors. I think I'm in the wrong job ya know!

CD work-in progress

No matter who you are or where you've been, you can't have failed to miss the fuss surrounding the sequel to *Elite*, *Frontier*, when it appeared all those months ago. The programmer, David Braben, has been hard at work since then and is now ready to launch his latest creation on the world. Prepare to be amazed, dear reader...

David Braben has been around since the early 8 bit days and having seen many changes he has followed the trends and doing things that were not thought possible. The sheer size of *Elite 2* is incredible. Being an avid star gazer, a lot of what you see is for real in the game. People said that there were a few bugs in *Elite 2* but David explained in some cases they were not bugs but using quantum physics within the game may have added to the difficulty factor. If you thought the saga was over, well you ain't seen nothing yet...

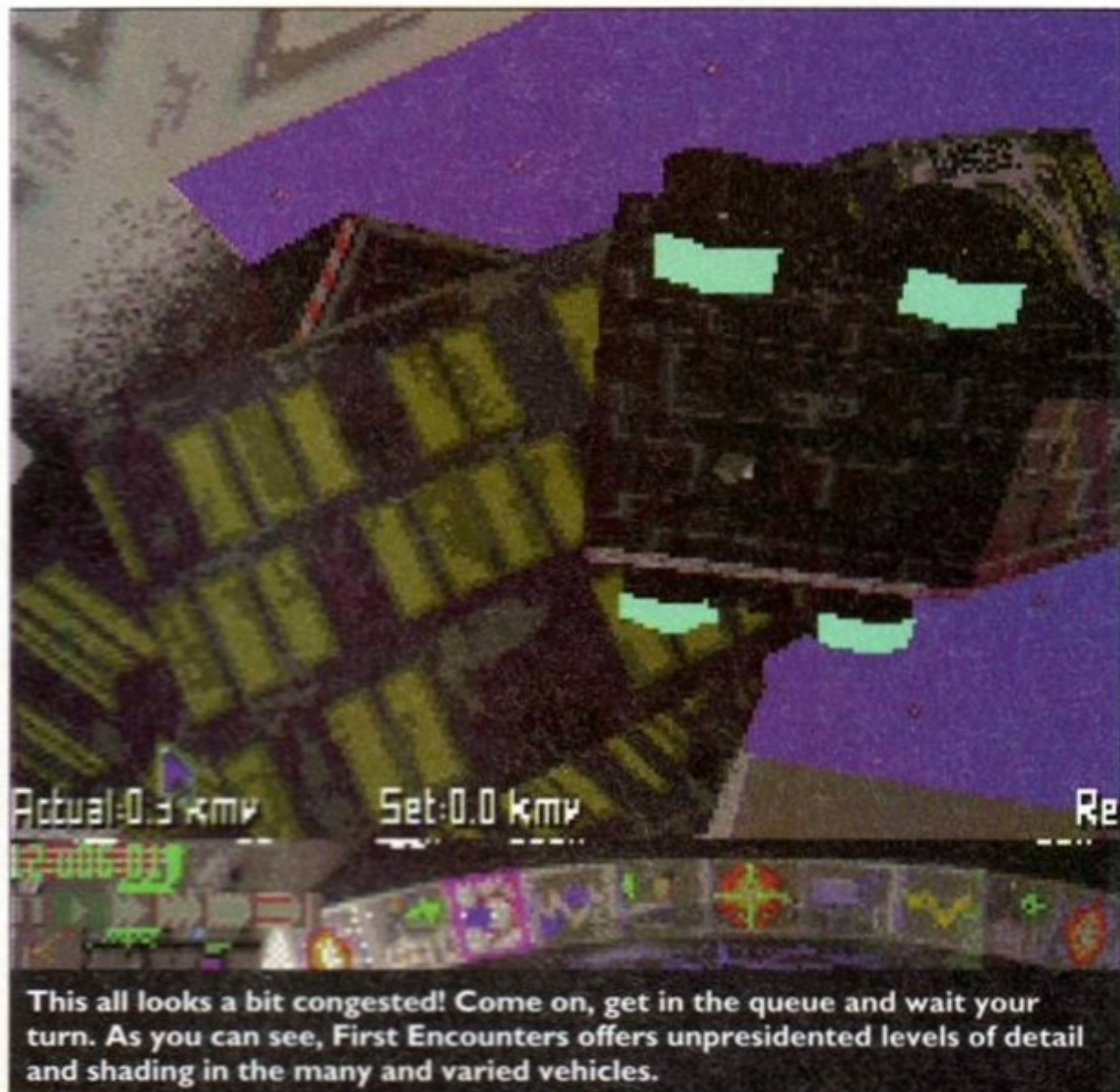
David Braben is well known within the computer games world as designer and creator of best selling 3-D games. *Elite* was the first, produced with Ian Bell while both were still students at Cambridge University. *Zarch* followed a year or two later and was converted to *Virus* which became 1988 Game of the Year.

In the five years leading up to 1993, he worked almost exclusively on *Frontier: Elite II*, the game designed to give *Elite* fans the increased scope and diversity they had been asking for and to introduce a whole new generation to the excitement of the 3D space adventure.

Frontier grew from the basic principles of *Elite* — the concepts of trading between planets to raise funds, the shipyards full of increasingly powerful ships, the prospect of a gradual rise in skill rating to the coveted 'Elite' ranking — and gave them new depth and scope. During the course of the game's development, David explored his interest in astronomy and hence the creation of planets within the new game incorporated leading edge astronomical theory to generate a universe containing around 10 11 solar systems and their attendant planets. In similar terms, the ships were made to adhere to the laws of physics — making combat rather more difficult than it had been in *Elite*.

Frontier was also designed to have a greater cultural depth. The ambitious player could not only aim for 'Elite' ranking, but could also earn medals and military promotion within a political structure within which Galactic superpowers vie for control. The range of possible careers was expanded and the moral implications of assassinations, transport of fugitives or donations to charity were made implicit within the rank structure.

Frontier was launched to almost universal acclaim in October 1993. Players who had loved the original 'Elite' bought it in droves and those who were too young to play on the BBC Micro or the Commodore 64 played the new game on their PCs, Amigas and Atari STs. The game went to number one in the Gallup charts, stayed in the top ten for six months, went back to number one in the summer of '94 and is still in the Gallup top twenty, fourteen months later.



This all looks a bit congested! Come on, get in the queue and wait your turn. As you can see, *First Encounters* offers unprecedented levels of detail and shading in the many and varied vehicles.



FRONTIER DEVELOPMENTS LIMITED

Frontier: Elite II took over five years of solid work to write and the games industry was evolving as it progressed so that, by the time of release, it was apparent that one-man games production was unlikely to be a viable option in the Nineties and beyond. The realities of the computer business require shorter lead times and a greater number of projects — by the winter of 1993, David knew that he needed a team to help him carry them out, especially as future plans are even more ambitious. Thus, on 1 February 1994, FRONTIER DEVELOPMENTS LIMITED was born. The aim: to bring together a team of bright, well motivated individuals, each with individual skills to take the ideas and make them happen. The intention was, quite specifically, to move as far as possible from the standard urban office environment, working on the belief that people work best in a relaxed, open atmosphere. The 'office' is therefore based in a farmhouse on the edge of rural Cambridgeshire with acres of parking and almost no traffic noise.

As well as using outside artists and musicians, in-house they have Andrew Dunn, Software Engineer (Astronomy) and a brief *History of Time* on CD ROM — Jonathan Roache, Programmer (Planets), plus development for the Acorn Operating System — Mike Edie, Sound and Video — One person who wished to remain anonymous — Aggy Finn (Shapes Designer) — Peter Elliott Green, an Aussie and proud of it, one of the programmers — Peter Irwin Programmer, partly responsible for *Exile* for Amiga, St and BBC — Manda Scott, Financial Director and Mission Monitor and David Braben, coder, inspiration, etc. In the ten months since its inception, the team has grown from the original three to eight members, all involved in the 1994 project: *FRONTIER: FIRST ENCOUNTERS* — the sequel to *Frontier: Elite II*.

THE FUTURE

With the completion of *First Encounters*, Frontier Developments Limited will continue to expand and develop new games. Plans are on the drawing board for a new genre of games that will do for the industry what *Elite* did back in the eighties. The aim, in all cases, is to produce groundbreaking work. To take leading edge machines and to push them to their limits in terms of performance and game design. Quality rather than quantity has always been David's hallmark and this will continue in the output of FDL.

FRONTIER: FIRST ENCOUNTERS

Frontier: First Encounters is the sequel to *Frontier: Elite II* — a further step up the ladder in terms of user interface, game play and design. *First Encounters* takes the player on a further 50 years in the time scale of the *Frontier* gameworld. New technical innovations exist, new ships have been built, the political map has evolved with the growth of *Frontier* settlements and new people are in power. Players of the old game will be able

Frontier: First Encounters



to convert their saved positions and use them in the new game, however, for the novice player, the premise is still the same, as it has been since the days of *Elite*. You are given a ship, some money and the whole of space is open ...

NEW ATTRACTIONS

New ships and shapes

A library of many new ships has been designed since the last game. In addition, all the old ships have been texture mapped to increase authenticity. Similarly, the cityscapes, space stations and docking bays have been completely re-rendered with an entire library of new shapes.

Planets

The planets in *Frontier: First Encounters* are as far removed from those in *Frontier: Elite II* as the *Elite II* ones were from *Elite*. Planets are real. They have texture mapped mountains, polar ice caps, deserts and moors. They have oceans and bays that would give the most ardent designer of fjords sleepless nights. They have cliffs that would make a climber ache to get out of the ship and set up a rope. Earth is based on maps of our own favourite planet. All the others are generated according to the astronomical data. All are different with different weather, and all will be the same each time they are visited. If a player wants to take up a career as a map-maker (to be honest, there are more exciting things to do) then the details will be there.

USER INTERFACE

Frontier: First Encounters has a completely redesigned user interface giving it an entirely new feel.

Dashboard (The one you see on display will be enhanced before release): The player is placed firmly inside the ship's cabin, seated at a desk with a console, rendered in 3D Studio. When docked and stable, the inside of the cabin

is visible, with variations from the basic, cramped interiors of the tiny single-seater Eagles to the vast, designer splendour of the top-of-the-range 'Gyr' class cruisers. Interiors are being painted by the artist Danny Flynn to avoid the consistent computer graphic-images prevalent in many current games. When in flight, the view screens are projected as a head-up display in front of the player, the various maps, bulletin boards and inventories can be called up to overlay it. Messages and video are projected up from the desk onto the basic display area. The icon layout has been completely re-designed to make it more intuitive, building on feedback from players of *Frontier: Elite II* and on the experiences of team members. Icons have been added to go with new features and the system has been



Preview

PUBLISHER: GameTek ■ PRICE: TBA
DEVELOPER: David Braben & team ■ RELEASE DATE: February



Oh what a feeling of power. This poor chap's completely at our mercy. It's lucky I'm such a compassionate chap, otherwise he'd have been blown out of the sky long before now



Altitude zero! Looks like the old instrument panel's playing up again. Still, it doesn't stop us admiring the splendour of a beautiful new world as we drop below cloud level. Is this Earth? Apparently all land masses have been accurately recreated so you can identify your location through geographical features. I wonder if Bridlington Safeways is still open — I'm dying for a bag of crisps.



redesigned to minimise the number of key presses required to arrive at a given function. New Views (Missile View, Left/Right), new player view options will include a return to the left/right views available in the original *Elite* as well as the front/rear and top turret/bottom turret in *Frontier*. In addition, missiles can be fitted with a front-mounted camera capable of sending video to the ship so that it will be possible to watch a missile's-eye view from the moment of launch up to the point of impact with the selected target.

Navigation Aids

A combat computer will be available as a piece of ship equipment. This will be of similar design to the basic on-board scanner but will have greater range and a number of functions to allow the player to identify the type, distance, direction and possibly the affiliation of ships in the wider vicinity.

Weapons

The range of lasers and missiles is far greater, including target specific specialist weapons.

Combat techniques

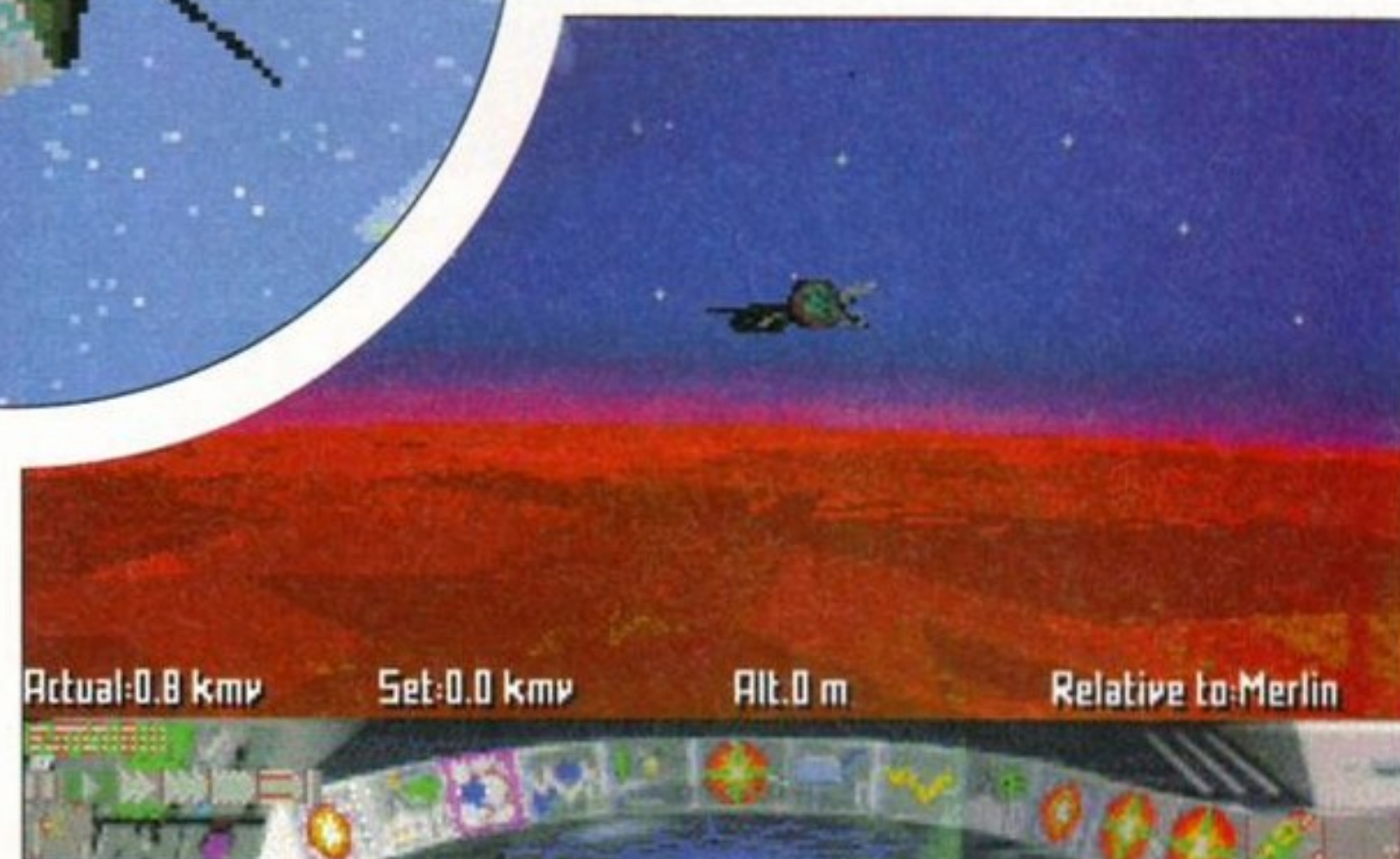
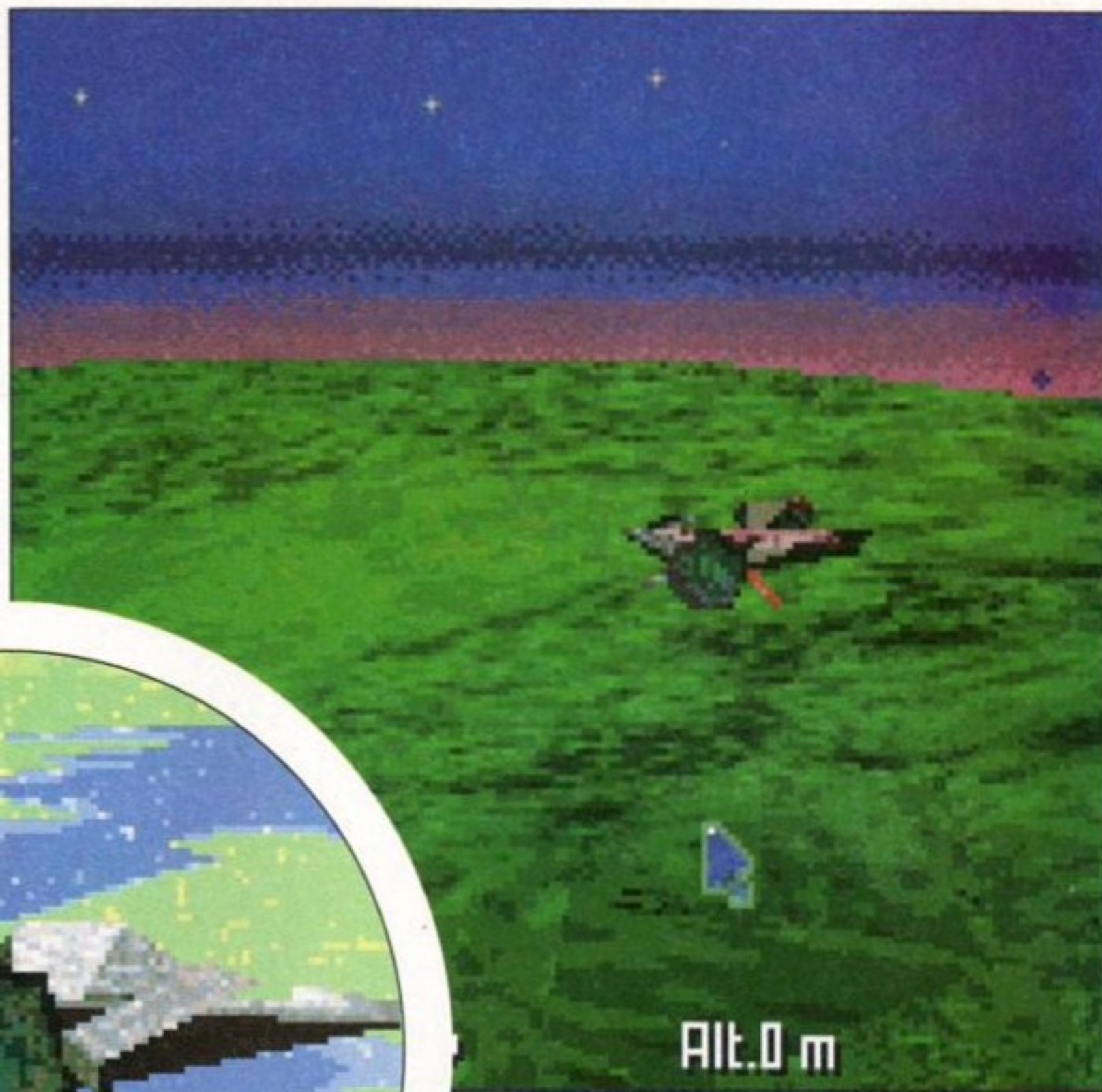
Following requests from players of *Frontier: Elite II*, ship manoeuvrability has been enhanced and the tactics of approaching ships has been altered to enhance ship to ship combat.

Journals

A major innovation is the presence of on-line journals in the *First Encounters* game world. These are somewhere between modern newspapers and e-mail bulletins. There are 5 separate journals, 3 affiliated to the major political powers (and reflecting their views on game events) and two which are nominally independent. The journals are updated at monthly intervals and will be available by subscription at appropriate systems. Actions by the player will be reflected in the text, and mission data will be made available as the player progresses. Altogether, there are over 100,000 words of journal text giving a wealth of reading material (In addition, there is a new compilation of short stories by a range of authors to compliment the game worlds)

Missions

Most of the original mission types will be maintained with a large number of additions reflecting the new political structure within the game world. In addition, events discussed in the journals will lead to possible missions so that the alert player will be able to pick up on important missions by reading between the lines.



The Thargoids Return ...

The Thargoids were everywhere in *Elite*. They appeared out of nowhere, wreaked havoc and left. By *Frontier: Elite II*, there were fewer, some would say, none (They do exist but few have seen one by all accounts). In *First Encounters*, the Thargoids form the basis of a core sequence of hand-coded missions running more than three game years from start to finish, at the end of which the player will have the opportunity to return the Thargoids to the Galaxy - or not. En route, the player will have acquired one of the highest spec ships in the game, plus a number of Thargoid-designed add-ons not available except through the mission.

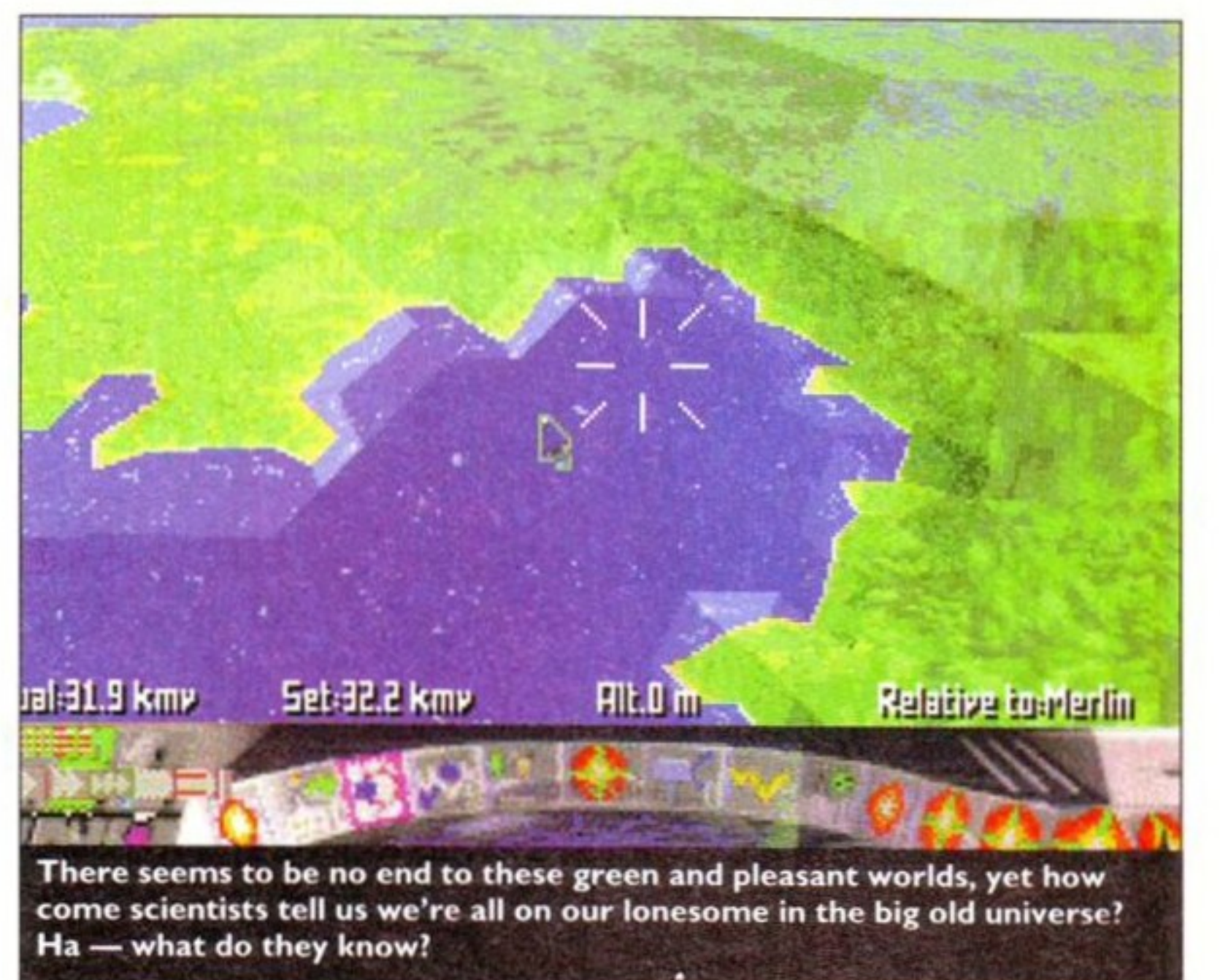
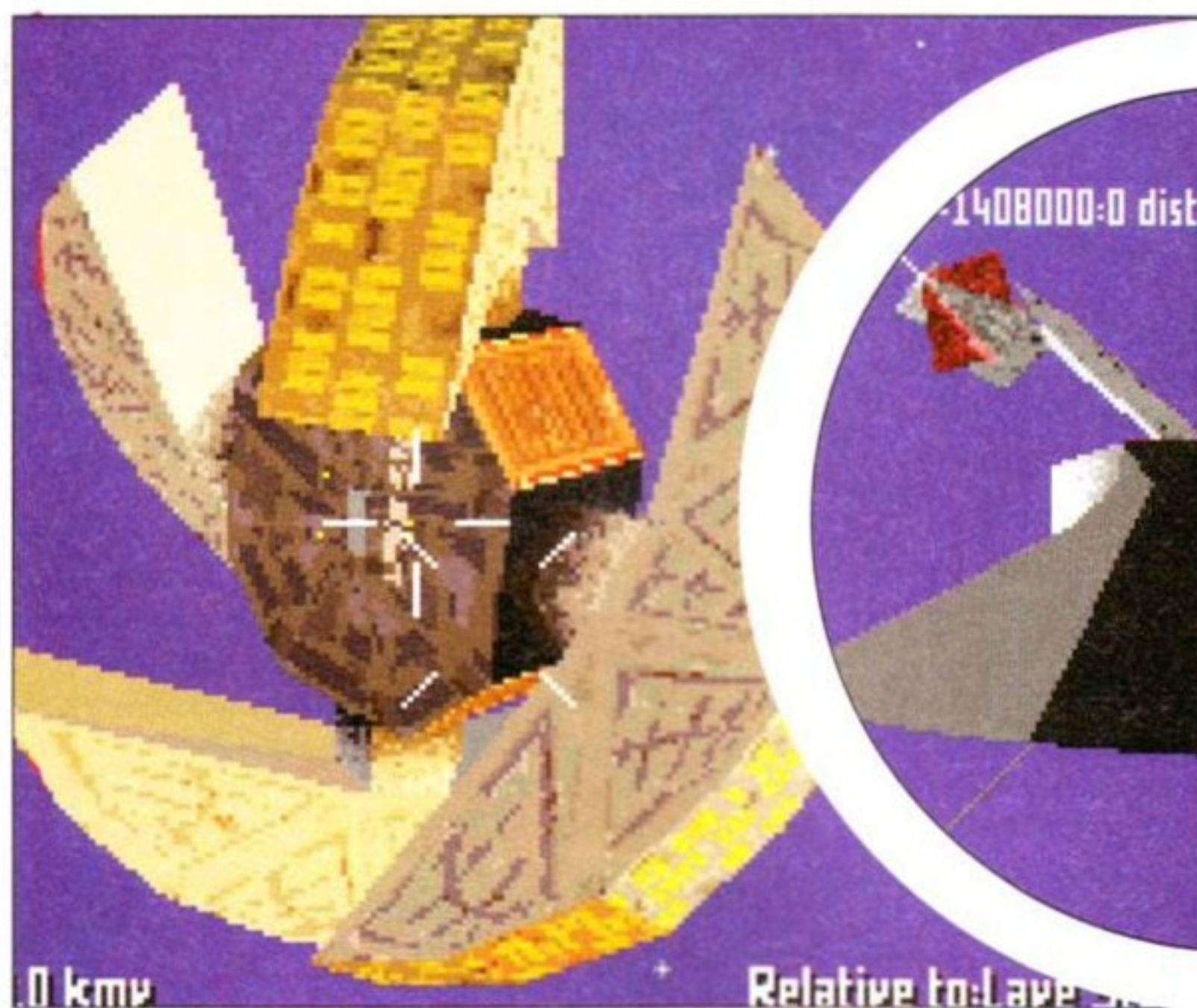
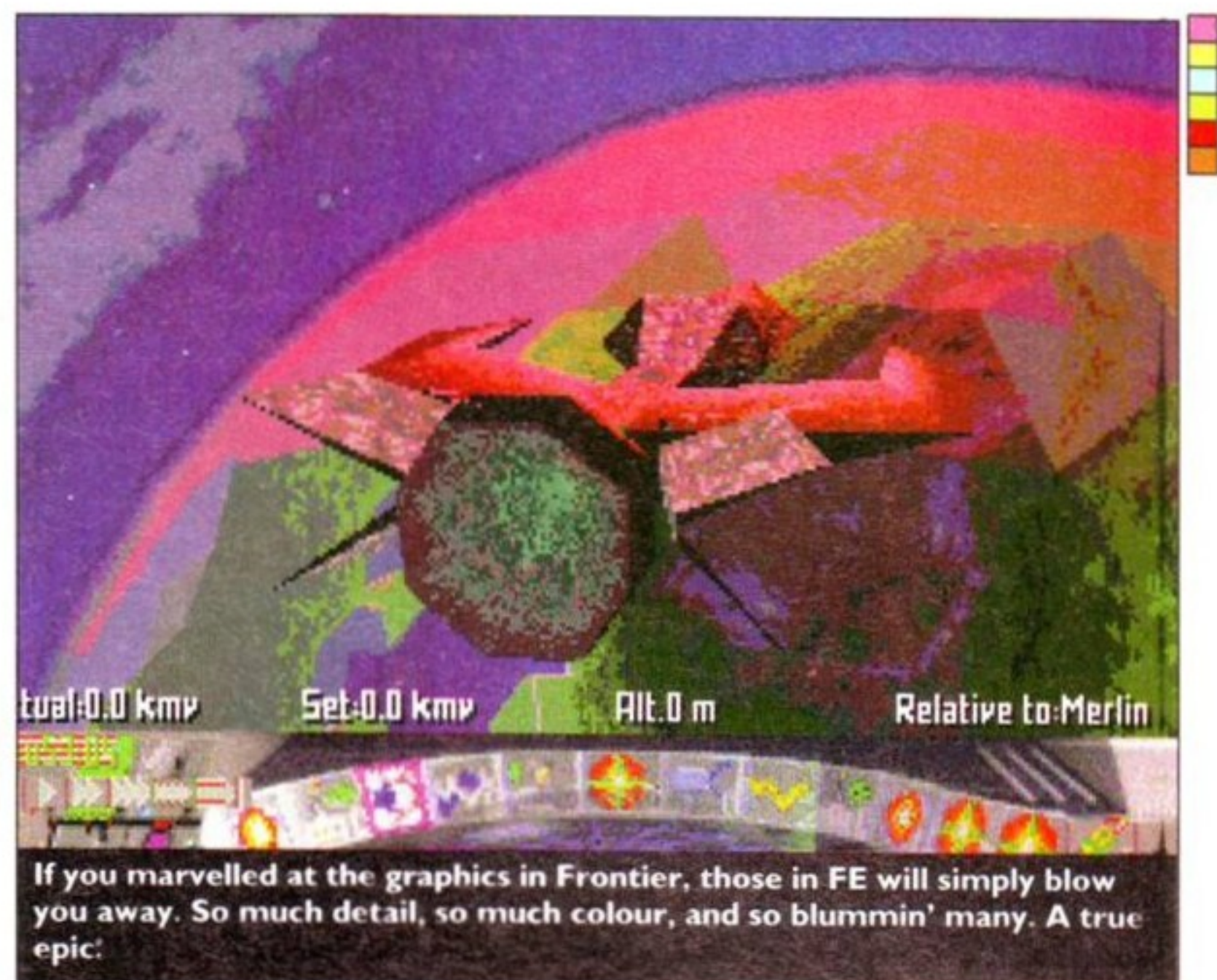
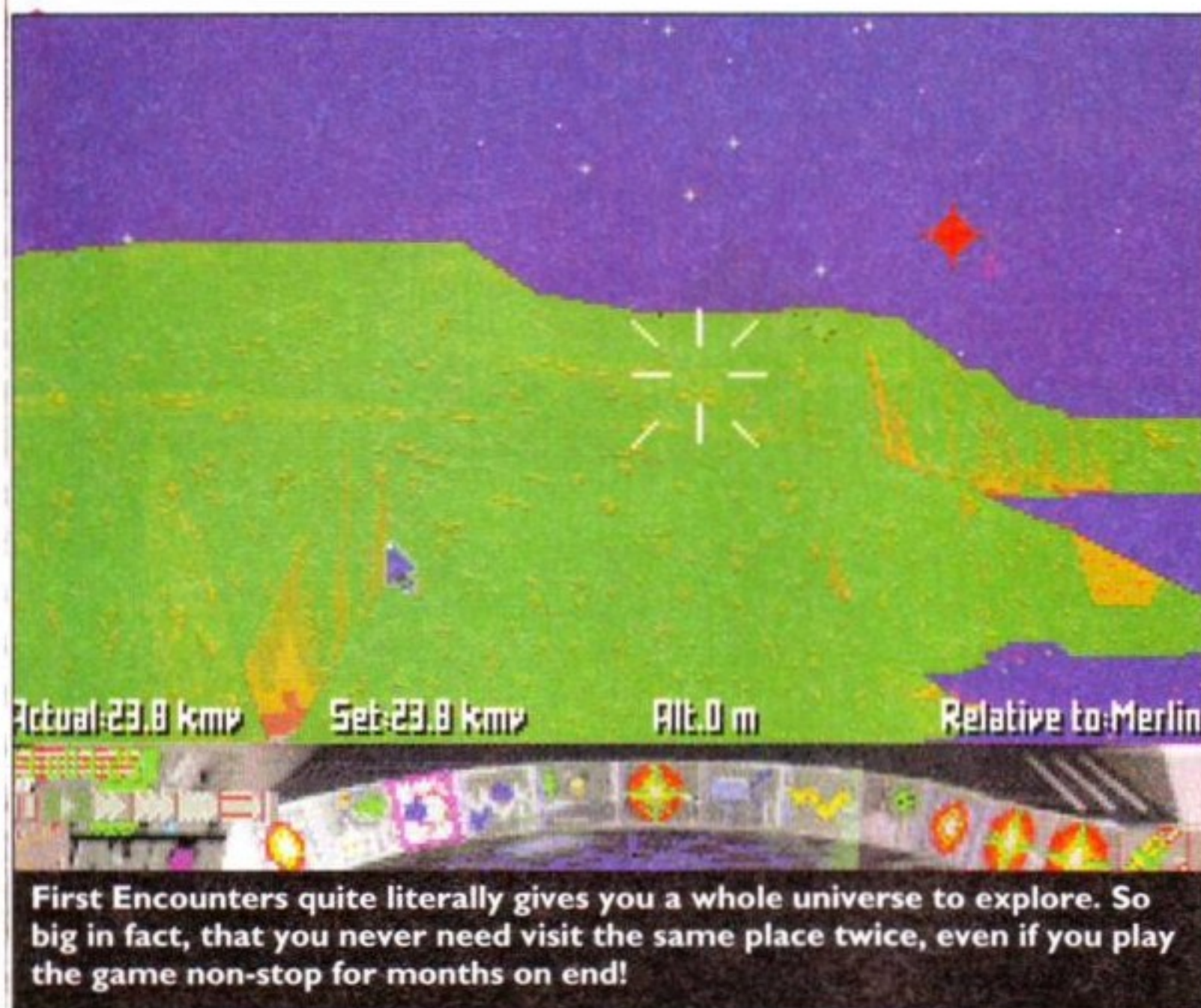
TECHNICAL DETAILS

Code

Frontier: First Encounters has been completely re-written. Not a single byte of code is the same. This has enabled us to make far better use of the PC environment, running as a true 32 bit application. Coded in C. It will be launched in FEB 1995 in both floppy disc and CD ROM formats for the PC and, later, for higher end Amigas including the CD-32. FEB/MARCH

Tools - Corel Paint/Draw and 3D Studio.

The Amiga version is right at the edge of what the Amiga 1200/CD32/4000 can do (They are not doing a 500/600 version at all). It currently will be entirely texture mapped too, running in 256 colour mode, but speed is a very big problem at the moment. They are going to spend some time optimising it, hence it will be released a little after the PC, and may also have to drop some of the texture mapping for speed reasons. A decision whether the texturing mapping will be included has still to be made.



Teachers teach kids about them, King Arthur had a round one, most people eat their meals off them and, if you dig deep enough, you'll find one made of water! What are they? Tables of course! However none of these have any place in 21 Century's newie. They're concerned with tables of the pinball variety only — which is a pretty good thing if you ask me!



Every once in a while a game comes along which 'remarks the pitch' as t'were for the future of the genre. A few years ago, *Pinball Dreams* did just that. Then along came its follow up, *Pinball Fantasies*, which proceeded to move the goalposts and attempt to bribe the linesmen. Now *Pinball Illusions* does all of the above, builds a 45 000 all seater stadium, improves the quality of the half-time hamburgers and buys off the ref with a serious kickback!

It's Pinball! And if you've never played Pinball you have no place in this or any other life so there — I'm not gonna talk about how it works! What? Oh, alright then. A ball-bearing is launched towards the top of a slanting table, at the bottom of which are two flippers with a gap in between. These flippers are controlled by buttons either side of the table. The idea's to keep the ball in play for as long as possible and, in the meantime, score millions of points by hitting various doobies on the table. Should the ball fall through the gap between the flippers it is deemed LOST and a new one is introduced, usually up to a maximum of three. There, satisfied?

Pinball Illusions brings three feature packed tables into the comfort of your own CD32, each with its own individual theme.



Ramps, ramps and more ramps. I'll tell you what — Evil Kenieval would be right at home with *Pinball Illusions*. Shame there's no double decker buses really.

'Law 'n' Justice' takes you into a violent US city of the not-too-distant future where arson, shootings and various other nasty 'situations downtown' are an all too regular occurrence. It's up to you to get out there and clean up the streets.

If that sounds a bit too much like a hassle, why not chill out on the beach with 'Babe Watch'? Cruise the seafront in your Chevy, grab items of 'cool gear' to impress the chicks and enter the casino for the chance to win loadsa lolly (girlie-magnet).

Finally, for all you MTV grunge-kids out there, check out 'Extreme Sports' with its rockin' noyz and variety of death defying fringe activities. Bungee jumping anyone?

Pinball Illusions utilises the AGA chipset with dazzling results. The tables are sharper and more involved than ever before and meaty new sound-tracks take full advantage of the CD format.

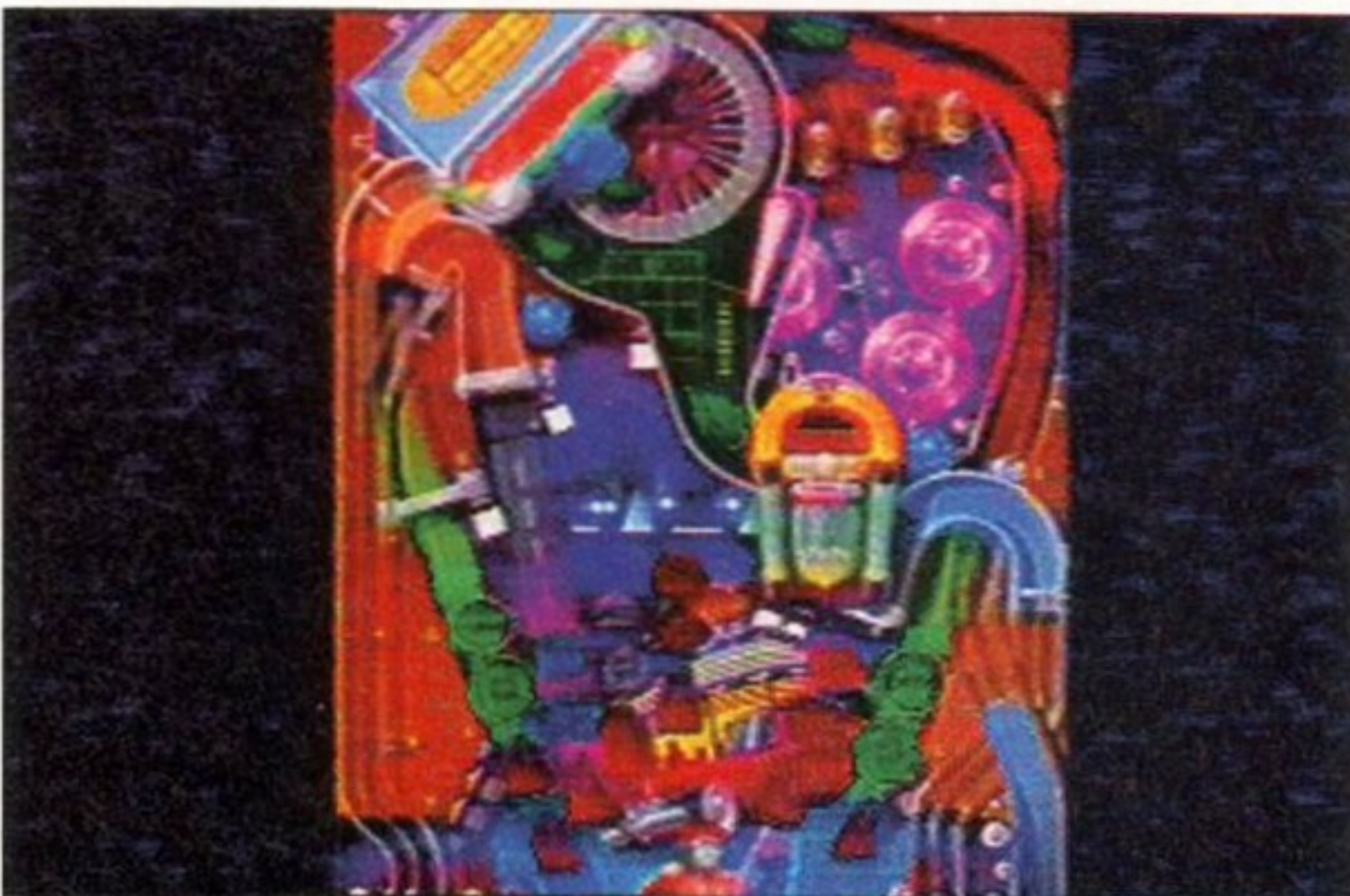
But, despite all the glitz and presentational excellence, it's the sublime quality of the game that really hooks you.

The tables are brilliantly arranged. There's so many ways to rack up the bonuses yet things never seem cluttered and the ramps are sufficiently difficult to hit so as to maintain a strong challenge for even the wizziest of pinball wizards.

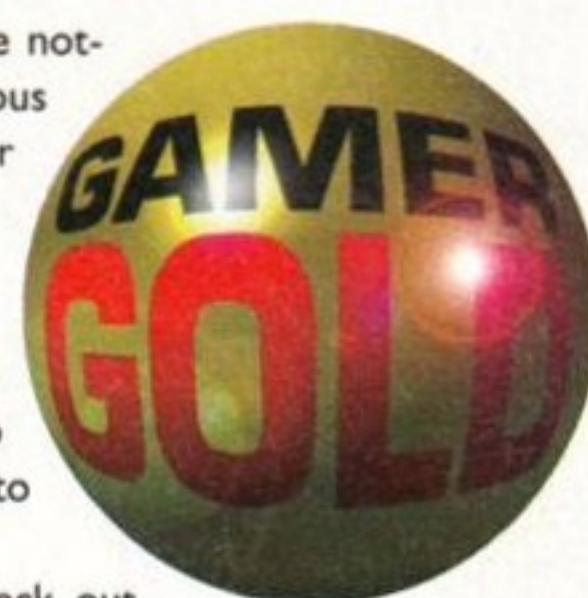
Heaps of neat touches keep up interest. For instance hitting the ball into the jukebox on the 'Babe Watch' table allows you to choose from a selection of surfing type sound-tracks. Then there's all the little animations on the score-board. If you can afford to look up from the table for a brief second you'll certainly be pleasantly amused. Some bonuses bring up sub-games actually played on the score-board itself, eg the target practice game in 'Law 'n' Justice' in which left and right are used to move a target box over pop up gunmen.

Cocky types who reckon they could keep the same ball going with their eyes shut might want to have a look at the new multiball feature. To make it easier to keep track of what's going on, the screen can be toggled to 'Hi-Res' mode which effectively shrinks the graphics so you can see more more of the table. This can be invaluable when balls are hurtling around ramps and flying off bumpers left right and centre. Nevertheless, keeping three of the beggars in play for more than a few seconds is trickier than changing a light-bulb while taking a shower!

But seriously, folks! It's only pinball innit? When the ball get's near a flipper you press the button and that's about all there is to it. Wrongo? Sure there's a sizable element of luck involved, but success requires more skill, accuracy and general arcade dexterity than you'll encounter in most games. With so much to aim for you're compelled to keep playing for that elusive 50 million bonus.



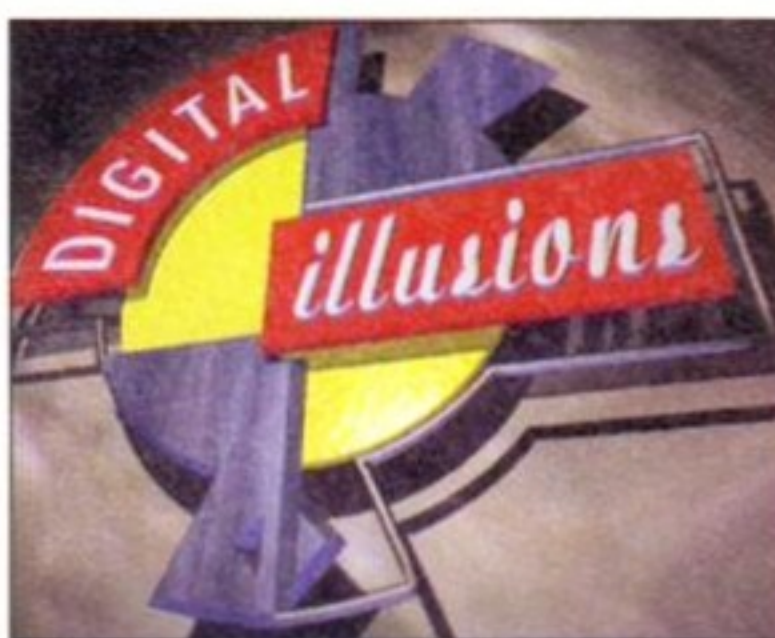
Here we have a rather fine example of the game in Hi-Res mode. This is best used when you've activated the multi-ball as it allows you to see a lot more of the table, giving you a bit more of a chance. You can toggle between the two screen modes via the pad but you need to be quick other wise it's bye bye balls!



Pinball Illusions



So what's the catch? Weeell — you might think three tables is a bit stingy, especially as the two previous games in the series had four apiece. But look at it another way. This is as close as you're likely to come to the true experience short of toddling down the local arcade with a pocketful of 20 pees. The alternative — buy yourself three real tables which'll set you back somewhere in the region of six grand. At a tenner a throw the ones in *Pinball Illusions* have got to be a better bet!



Personally, I wasn't a pinball person in the past. Never saw the point. Then I played *Fantasies* and my entire attitude changed. *Illusions* takes all the necessary steps forward from where *Fantasies* left off, and then several huge strides as well.

Put quite simply, *Pinball Illusions* is not only the best (by some considerable margin) pinball simulation available for any platform, it's also one of the best and most addictive games I've played in some years. Hours can pass and it seems like minutes. Get a few mates round with a couple of cans of Top Deck each and check out the multi-player mode where up to eight players can compete, giving even more appeal for party sessions.

It's at this point in the review that we usually start bleating on about 'if you like this kind of game...' etc. This time however, things are a bit different. Buy this game. If it doesn't sound like your cup of tea buy it anyway, because it is, believe me. It oozes slickness and quality from every pore and will keep coming out of the cupboard on a regular basis for months to come. A few more titles like this and the CD32 will be right up there with the more hyped consoles, and challenging for the major honours. We at CD32 Gamer are now officially happy! ■ MG

The office-favourite, because it mirrors our all-time number one leisure occupation, well, Miles' anyway — he's the only single in the posse (that's right girls, I'm available! Send photos etc to the usual address — Miles). Hit that jukebox for a range of '50s style rock n' roll tunes to choose from.



■ PUBLISHER: 21st Century ■ PRICE: £29.99
■ DEVELOPER: Digital Illusions ■ OUT: Any time now



Law n' Justice is the table for macho hard-nuts with a yen for doing bloody murder in the name of the law. In the future criminals only understand one language, and it's not Esperanto!



In 1969 The Who reached number four in the charts with *Pinball Wizard*. It just goes to show what an enduring concept it is. After all — it is the original arcade machine!



Whoops! This shot looks wee bit on the blurred side. But it's not our fault, honest. The problem is that the game scrolls at such a phenomenal rate that our screen grabber can't always keep up with it! There — that's one cock-up cunningly explained away!



I love lazy summer days spent lazing on the beach. A few tinnies and you can't find a better recipe for sheer, carefree bliss. It's a shame, but it's brass monkey weather down here in Devon just at the moment. Still, August is but a few months away (well, eight actually).



Tables of Illusion



Law'n Justice

Join the police-force in it's never ending hunt for justice in the streets of Future City. Place all the major perpetrators behind bars and keep the people happy.



"The tables are brilliantly arranged. There's so many ways to rack up the bonuses yet things never seem cluttered and the ramps are sufficiently difficult to hit so as to maintain a strong challenge for even the wizziest of pinball wizards."

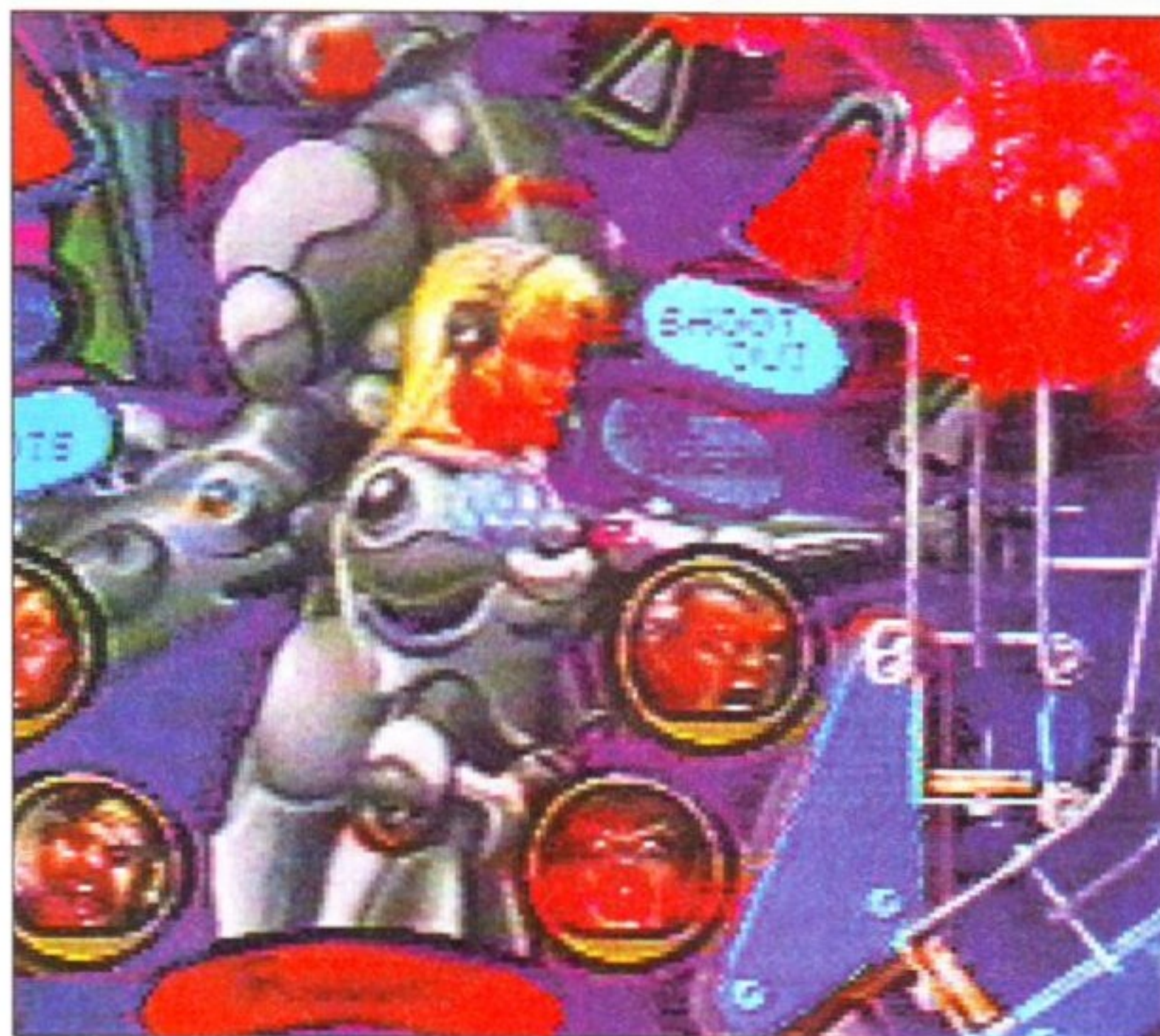
Law 'n Justice

BabeWatch

Info

Extreme Sports

Right chief, which is it to be? Actually, the real reason why we put this shot in is demonstrate one of the natty background effects. You see all those yellow things? They're all spinning around an' that, except that this only a screenshot so you can't tell. Bit pointless really!



BabeWatch

A place on the beach is all well and fine, but one wouldn't mind a few nice babes to hang around the place. Do your best in a variety of areas to show the real man within!



The real man within, eh! You know it's strange, but I've often thought I was a man trapped in a mans body. I've had counselling but nothing works. I've even started dressing up in trousers and T-shirts in the privacy of my own home. I'm so confused I don't know where to turn, sniffle...



This is where those guys from the Pepsi Max advert hang out, buying the T-shirt, doin' it tomorrow, wearing bandanas and doing the rest of the cool stuff they do. To me, playing the PF version of 'Extreme Sports' seems a whole lot safer, not to mention more comfy.

Profile

8 PLAYERS
1 SKILL LEVEL
X SAVE POSITIONS
No
✓ CD32 ENHANCED
Improved sound and features

GRAPHICS



SOUND



GAMEPLAY



PROS: The tables are absolutely jam-packed with gadgets so there's always something to go for, but the attention to detail gives it that je ne sais quoi which is the hallmark of a true classic.

CONS: Another table wouldn't have gone amiss but other than that its hard to find anything to fault.

96%

CD review

They're odd things, golf clubs. You can use them to hit balls around fields, then you can have a drink in them afterwards! And as for caddies, well, they don't do either yet they get to visit the course for free when everybody else has to pay. As long as I live I'll never know what I'm going on about.



It's a game innit, golf? It's great if you can afford it. Pay 10 grand a year to spend your Sunday afternoons wandering about the country side in a pair of startling trousers and snazzy shoes, occasionally hitting the odd rubber band-filled ball into a bush then sauntering back to the club house and getting sloshed on G&T. Unfortunately, for people without a big pot of money to fritter on personal fancies, being part of that elite group remains a distant dream. Never mind. Ocean have come up with the next best thing, it costs a fraction of the price and you don't even have to get out of your comfy chair. Electronic Arts' Mega Drive classic has been converted with spectacular success by Dome and sets new standards for computer golfing.

All the options and courses from MD PGA Euro are retained plus the shoot-out game featured in the original PGA Golf title but not in the Mega Drive follow up.

Players can be saved, along with their career earnings. This is meant as a reflection of their (or your) ability as all competitions yield prize money, and the more prestigious the tournament the more cash there is up for grabs.

The shoot-out involves four players playing holes in random order. The player with the most shots at the end of each hole is eliminated. In the event of a tie, those players each have one shot each from an identical position and the closest to the hole wins. The last player in takes the loot.

Another variation is the Skins tournament in which up to four players play a round of 18 holes with the winner of each hole pocketing a certain amount of cash (known as a skin). If two or more players tie for a hole, the current skin is carried over to the next, a bit like the National Lottery.



Which course is it to be. More money can be obtained for winning on certain ones, but you'll have to be prepared for some extra nasty hazards if you really want to line your pockets.

Matchplay involves a tournament in which players are paired off to play a round with one another (oo-er). The one who wins the most holes (fnar) goes through to the next round and so on.

The big one however, is the full tournament option. Compete against all the in-built pros (there's over 50 in all) over a full round of eighteen holes. At the end of the round you need to finish high enough up the field to make the 'cut' for the next round in which a further 18 holes are played. The winner is the player who takes the least strokes after four complete rounds.

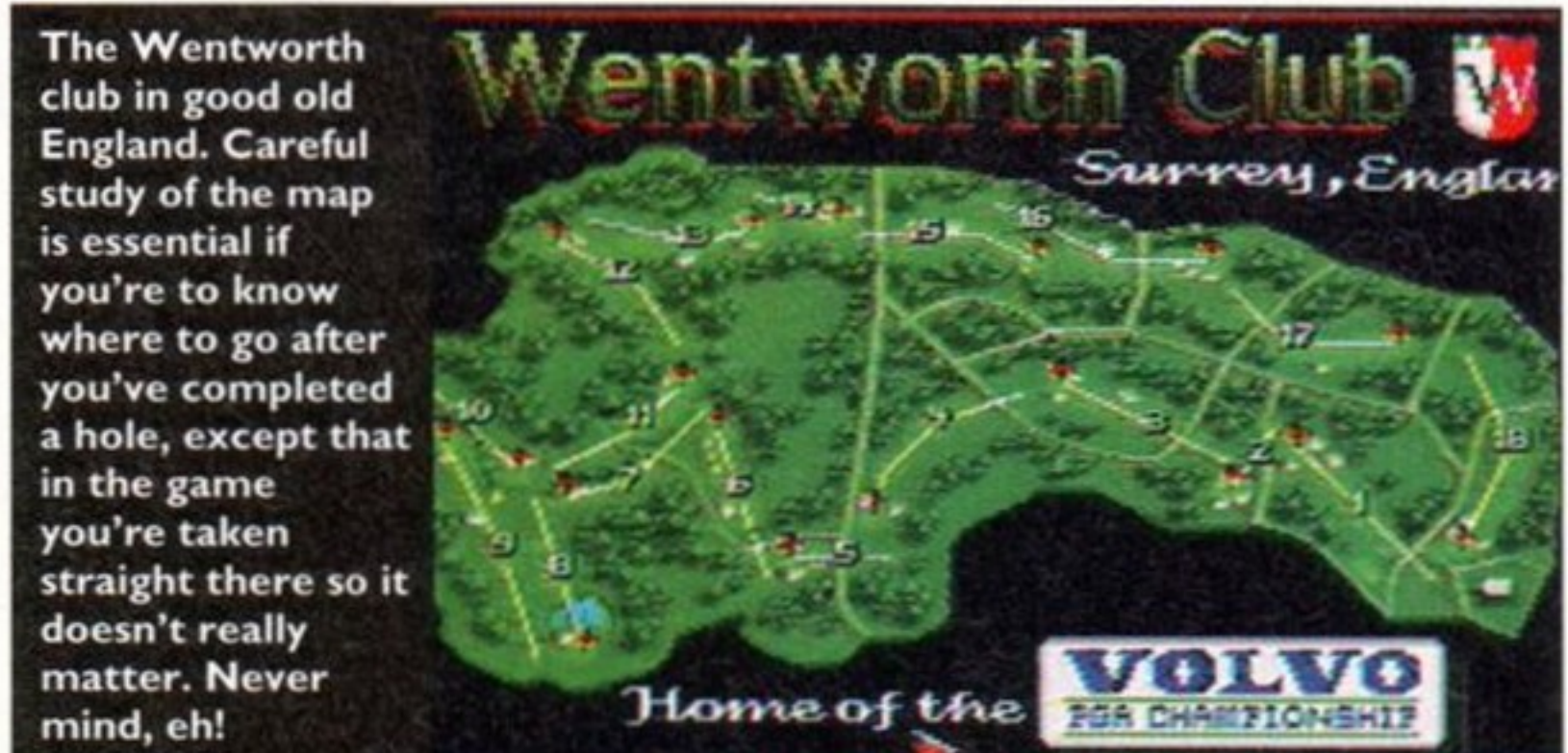
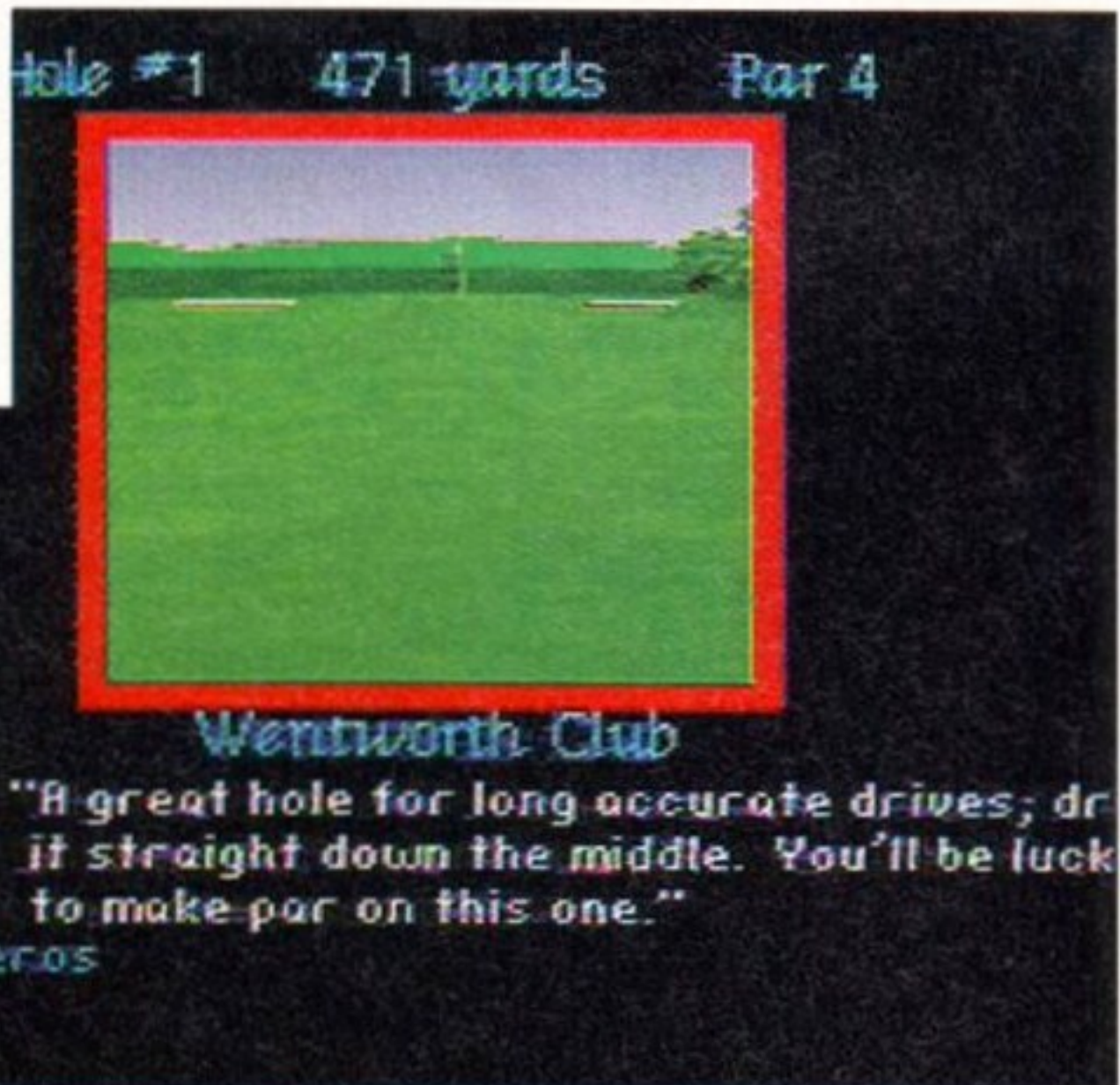
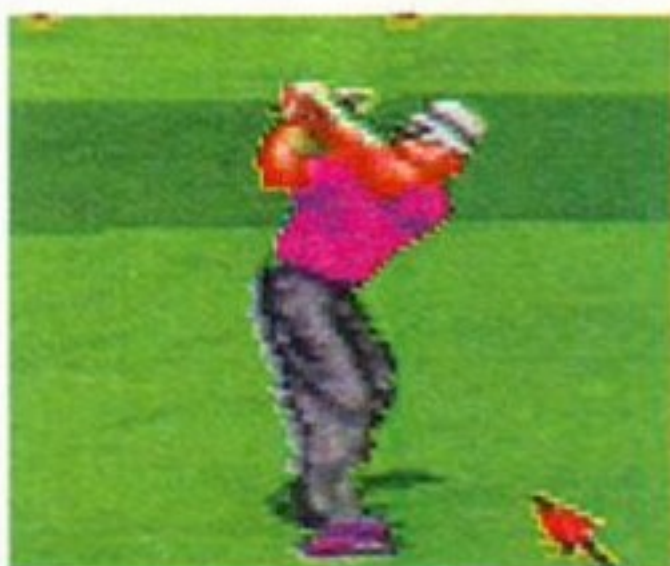
Once you've decided on the type of competition you want, you get to choose which of the five famous courses included to play. Will it be the grand old Wentworth Club, or maybe you'll brave the extensive water hazards of Le Golf National in France.

Each hole begins with a neat fly-by giving you a close up look at the various hazards that await, and also a brief description and smattering of advice from one of the top PGA stars.

The competitions can be made up of any combination of up to four human players with computer players making up the numbers if required.

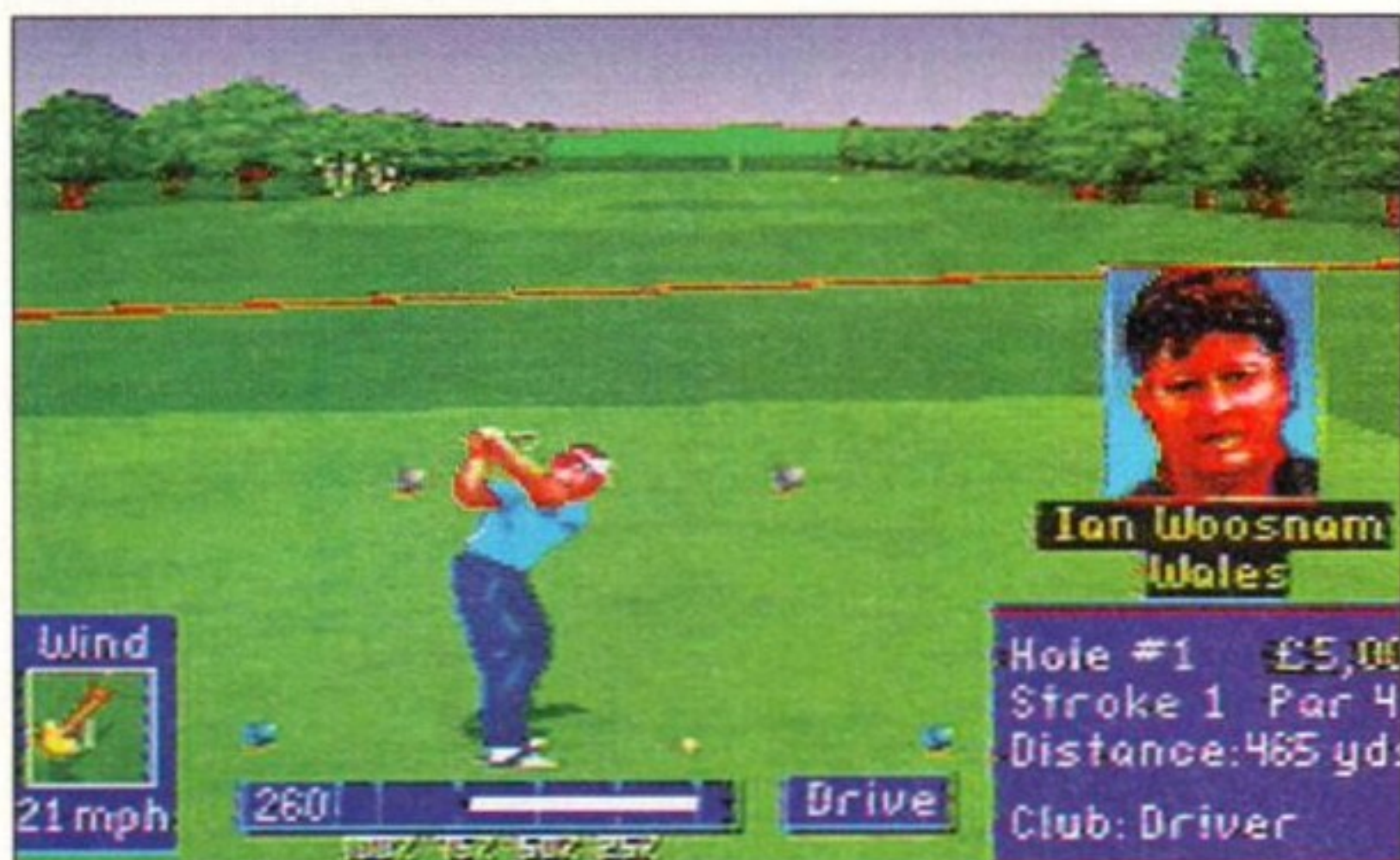
Anyone familiar with the Mega Drive version will be immediately at home here. Presentation screens and menus are virtually the same. Even the sampled crowd noise when you sink a putt sounds similar. More important than the look however, is the feel. Thankfully the game plays every bit as well as the MD version, almost to the point of being a perfect clone with every ounce of playability retained. What have been improved are the course graphics. No longer are there flat wastelands rolling away as far as the eye can see, and no longer are the fairways perfectly even green carpets. All the ground, grass and trees now have far more texture and the colours are much richer giving an altogether warmer, cosier feeling to the whole affair.

The important thing with the PGA games though, has always been the controls. It has this wonderfully accessible system where anybody can pick up a controller and be playing competently in



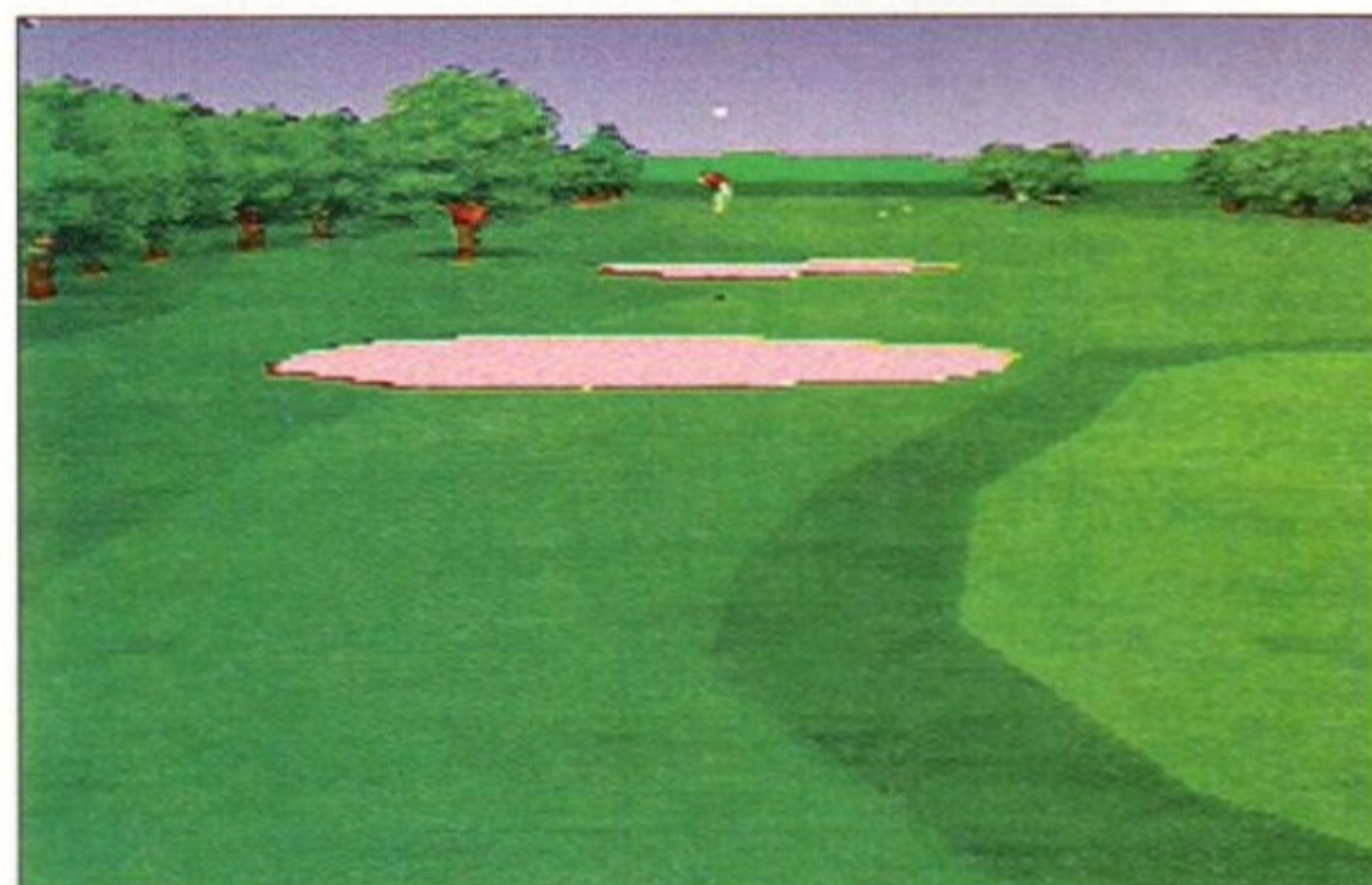
PGA

European Tour

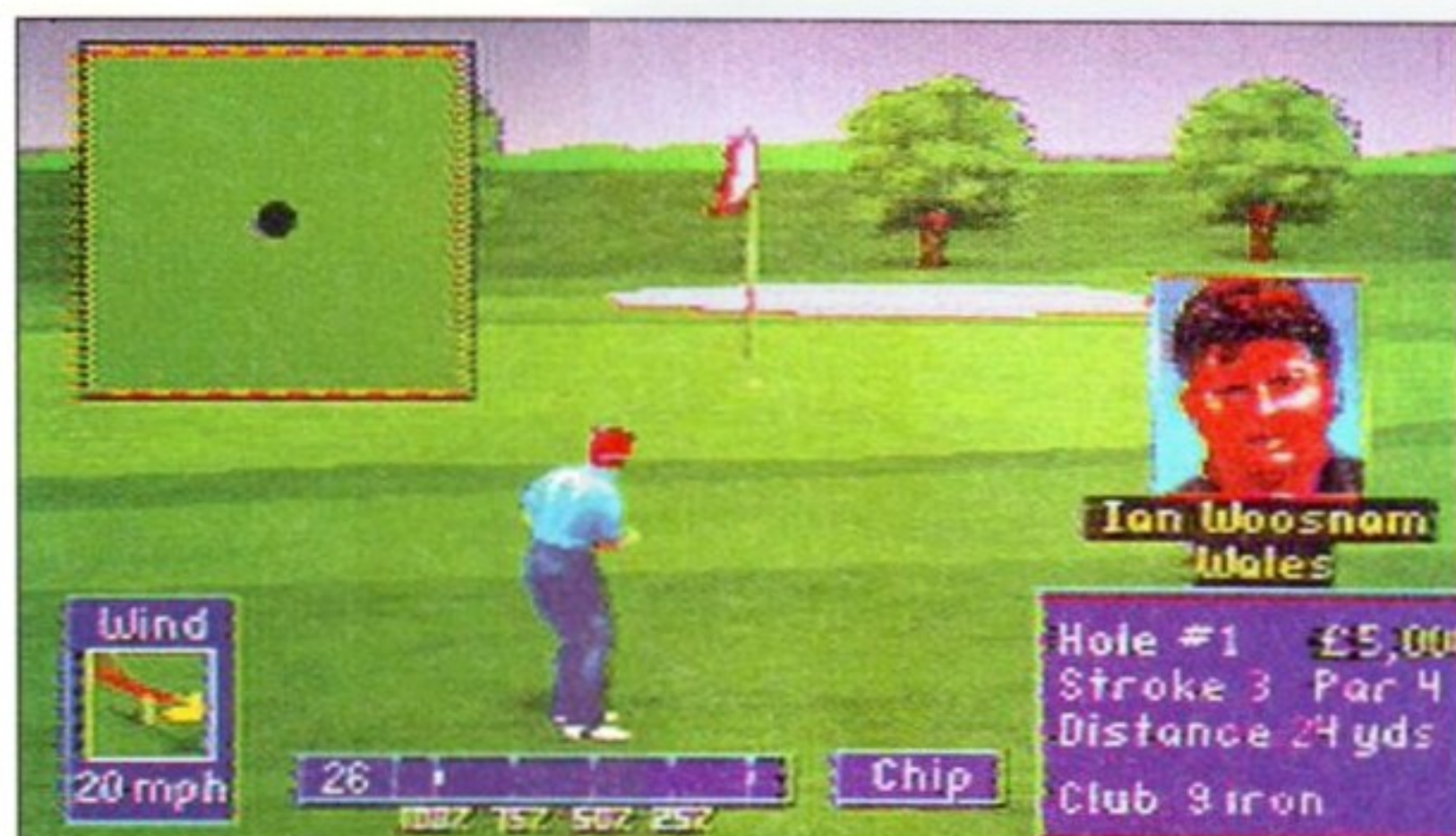


moments, yet it takes quite some time to fully explore and master all the elements of the game. You can play basic shots to notch up reasonable scores but you'll never compete with the best that way. Once you get more confident, you'll be able to tackle some of the more subtle strategies. For instance, using fade and draw applies varying degrees of spin to the ball, useful for guiding it around dog-legs. For a right handed player, fade swings the ball to the right, draw to the left. If you're really good, however, you can try an even cleverer trick. If the wind's blowing from left to right across the fairway you can hit the ball slightly into the wind with fade so it swerves and rides the air currents. This allows you to hit a whole lot further than would normally be possible. Particularly monstrous shots (over 300 yards), long putts or holes in one are rewarded with action replays, as are farcical mess-ups like slicing the ball into a tree four feet away to the right.

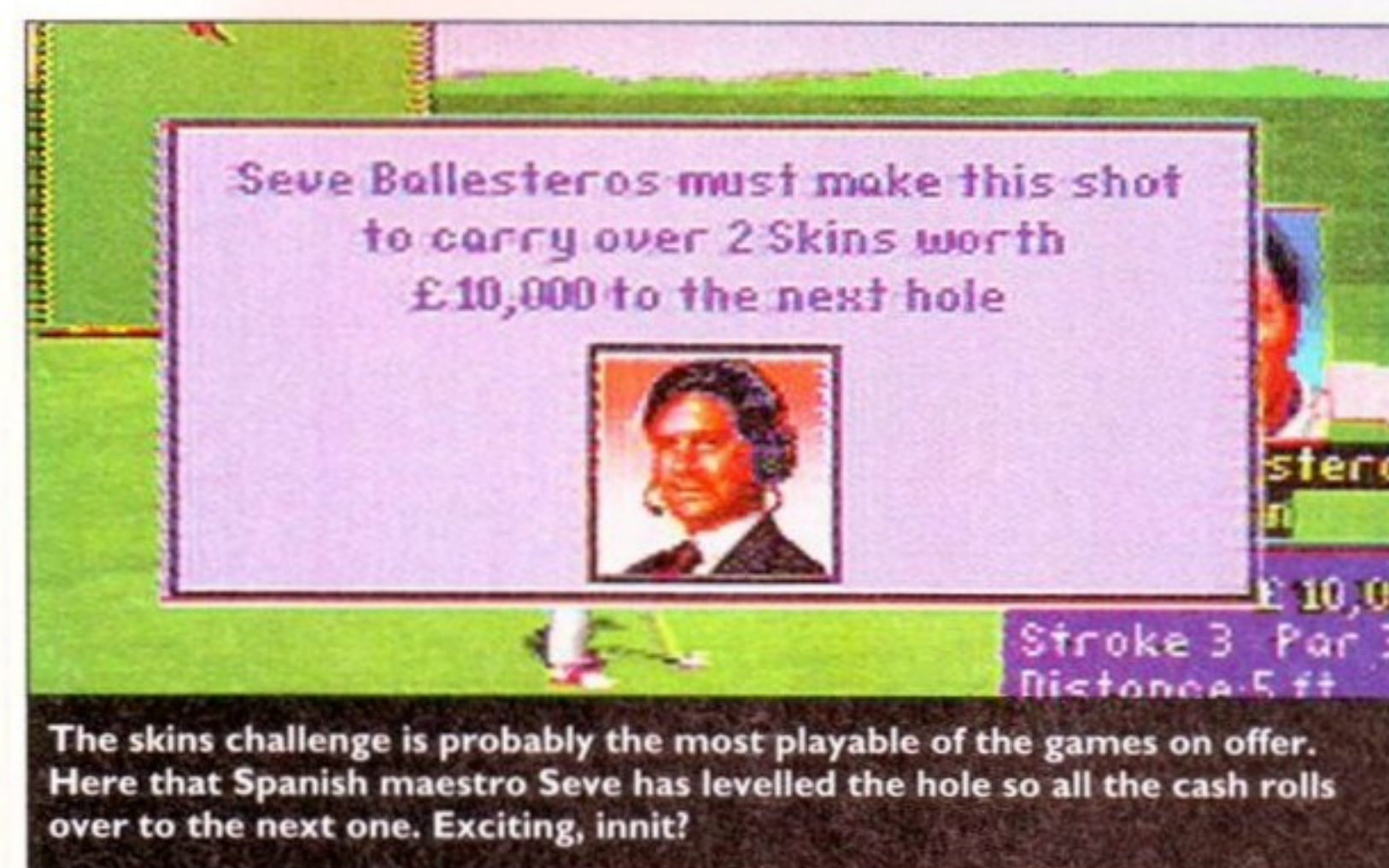
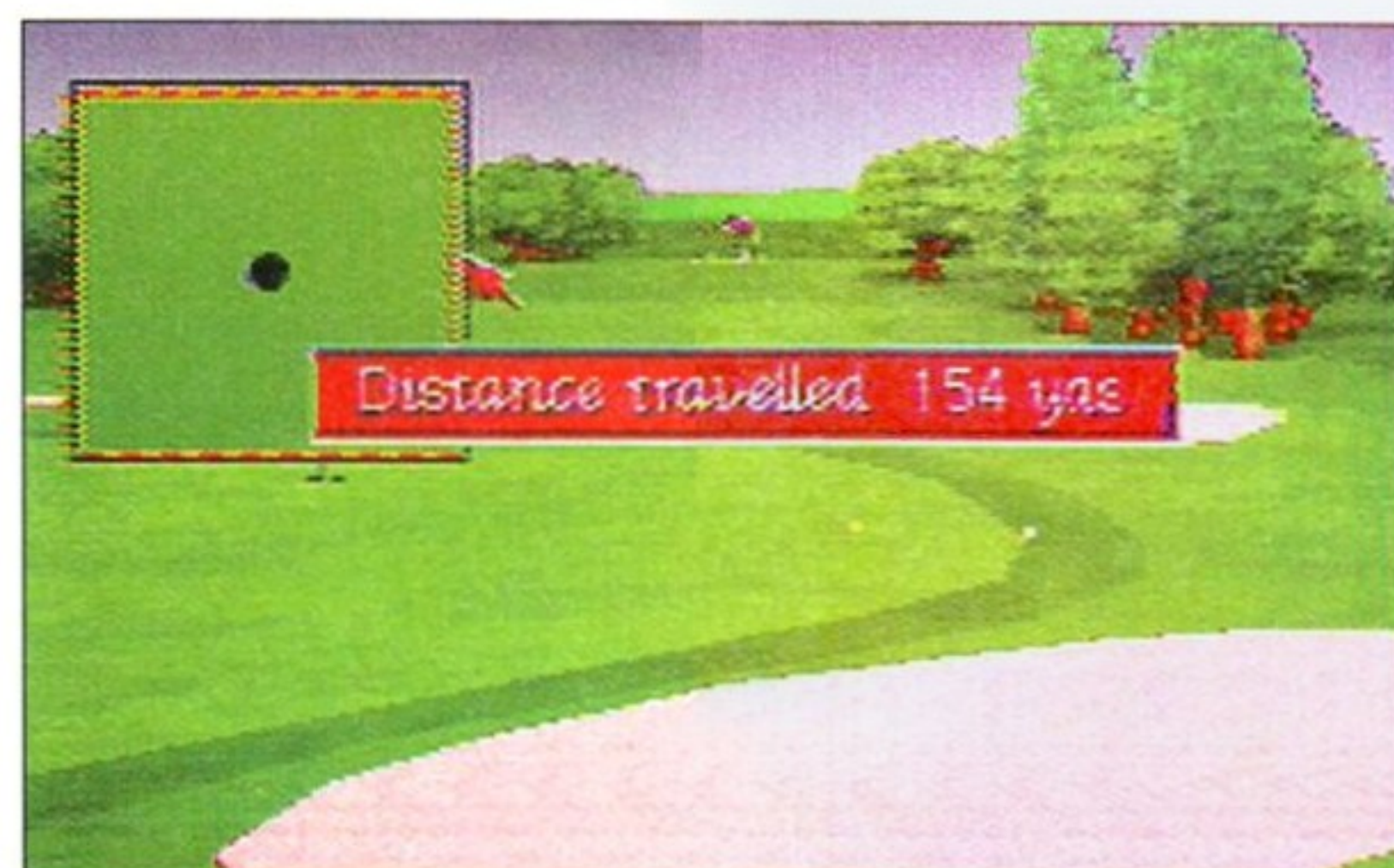
A full range of chips, blasts, putts and drives are available and shots and clubs are easily selected via a series of pull down menus. However, things are made extra-painless by the fact that the computer automatically chooses what it believes to be the best club for the job and 90% of the time it's right. This allows the game to flow quickly and smoothly. The only niggle on this front is that when playing skins, matchplay and the shoot-out you're forced to watch the computer players taking their shots. It's all very well for creating that 'competitive atmosphere' but there should have been an option to turn it off. Nevertheless this is small fries. Though Segas and Nintendos are awash with dull and derivative dross that would never impress the more discerning gamer, they do also have some of the finest sports games around, due in no small part the quality of the licenses. Now, how about NHL Hockey and John Madden '95 on CD32? ■ MG



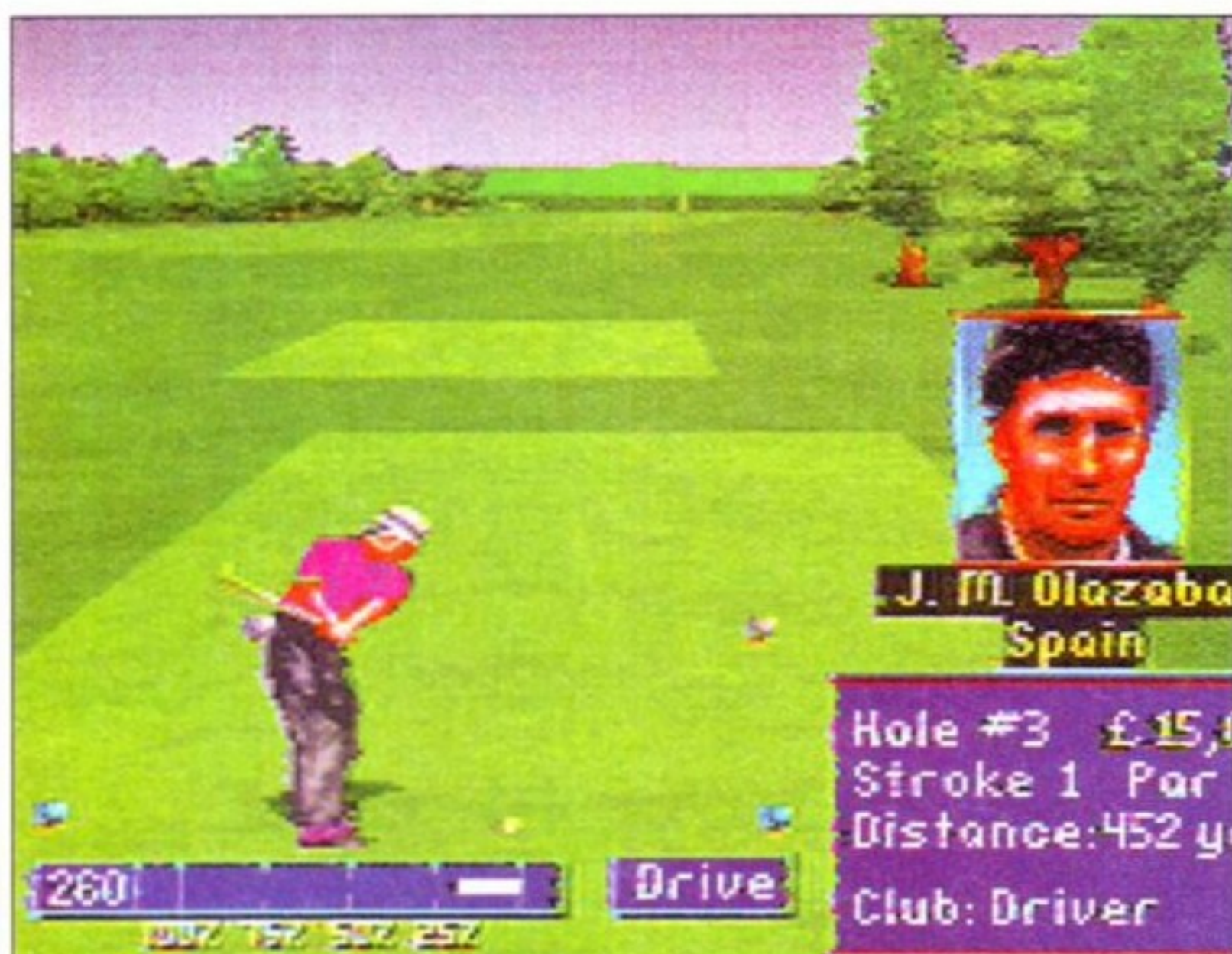
■ PUBLISHER: Ocean ■ PRICE: £TBA
■ DEVELOPER: Dome ■ OUT: Now



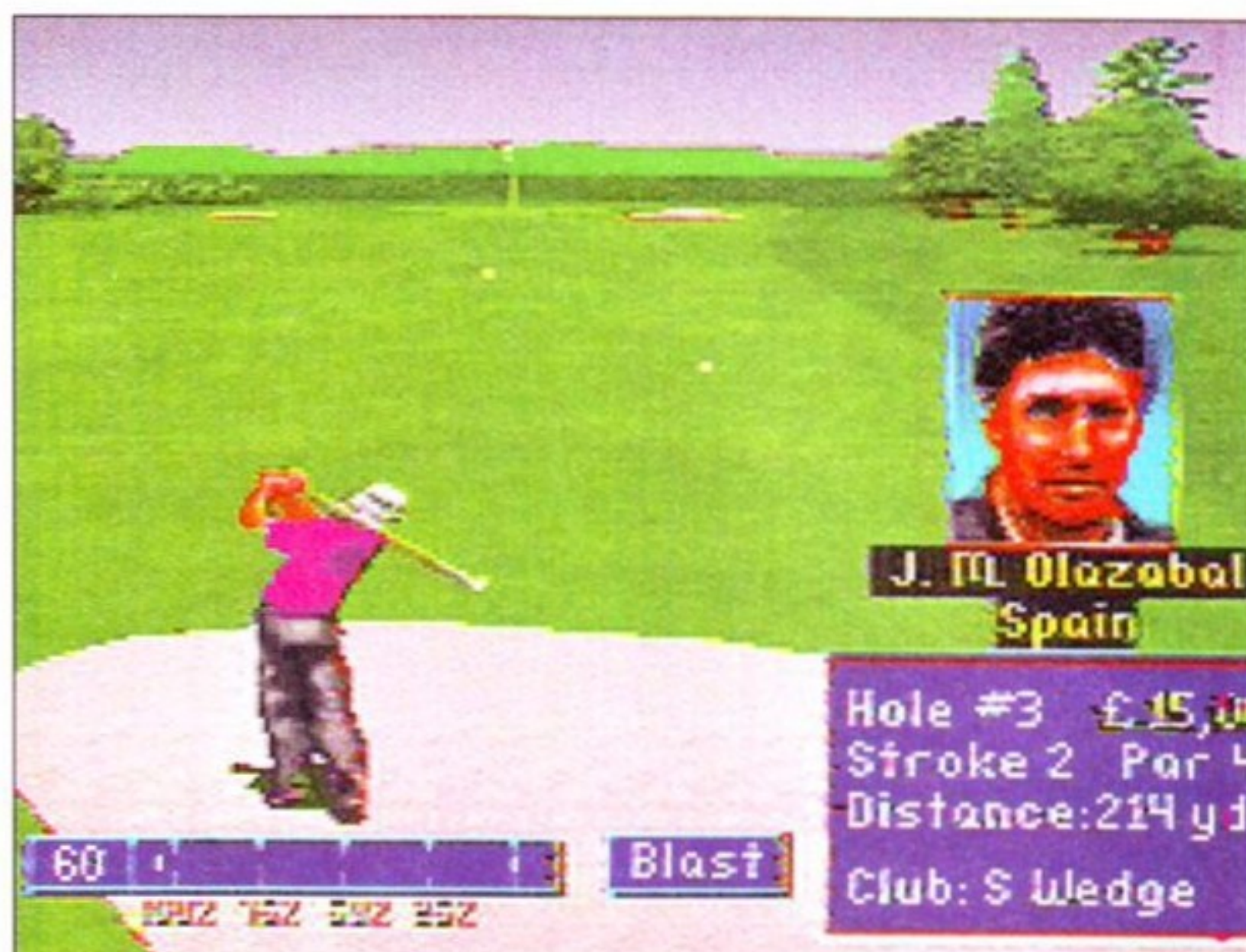
Should you manage (by some freak of nature) to actually hit the ball onto the green, a close up of the hole appears so can watch your ball roll agonisingly by. At this point a series of groans may be emitted from your throat.



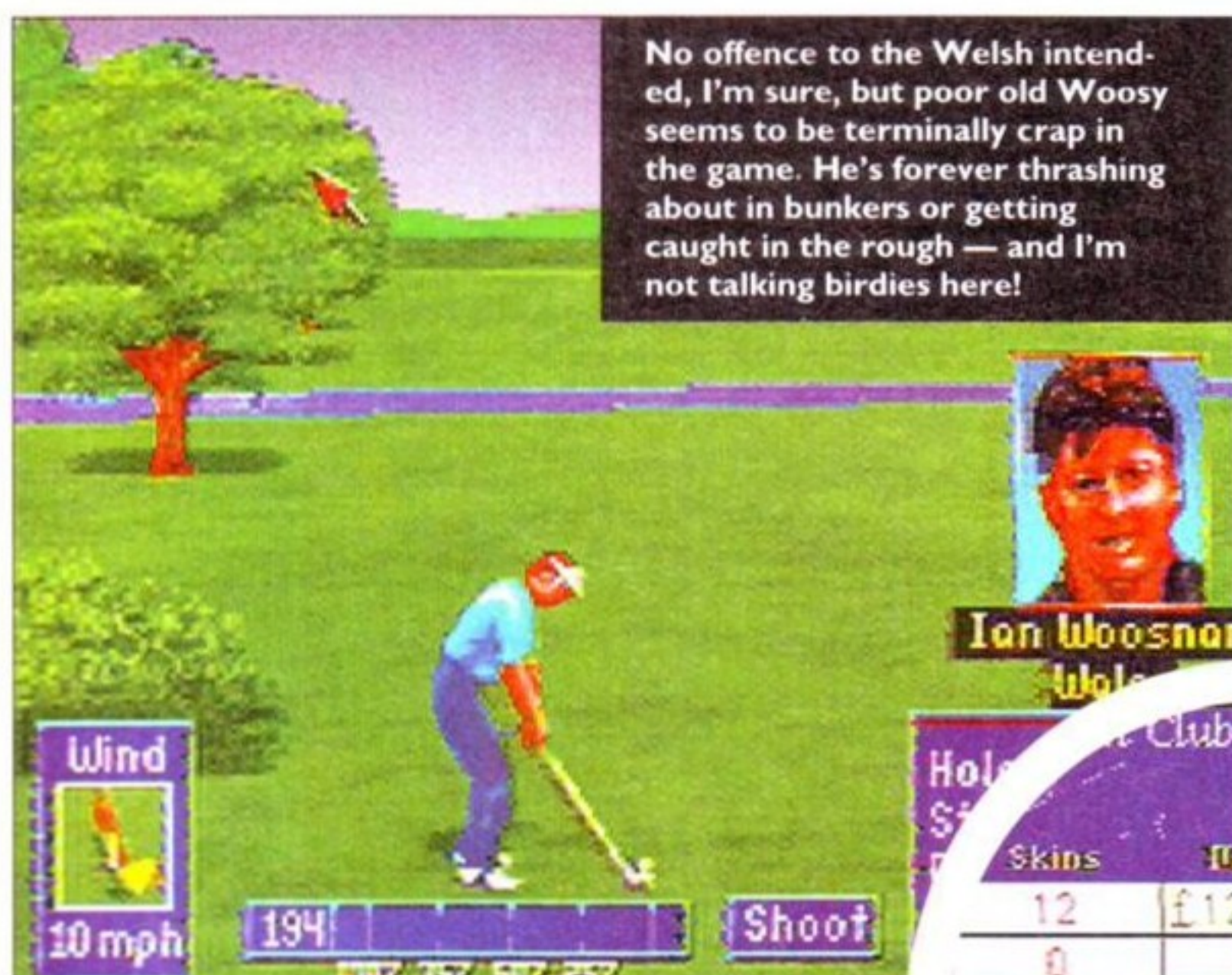
The skins challenge is probably the most playable of the games on offer. Here that Spanish maestro Seve has levelled the hole so all the cash rolls over to the next one. Exciting, innit?



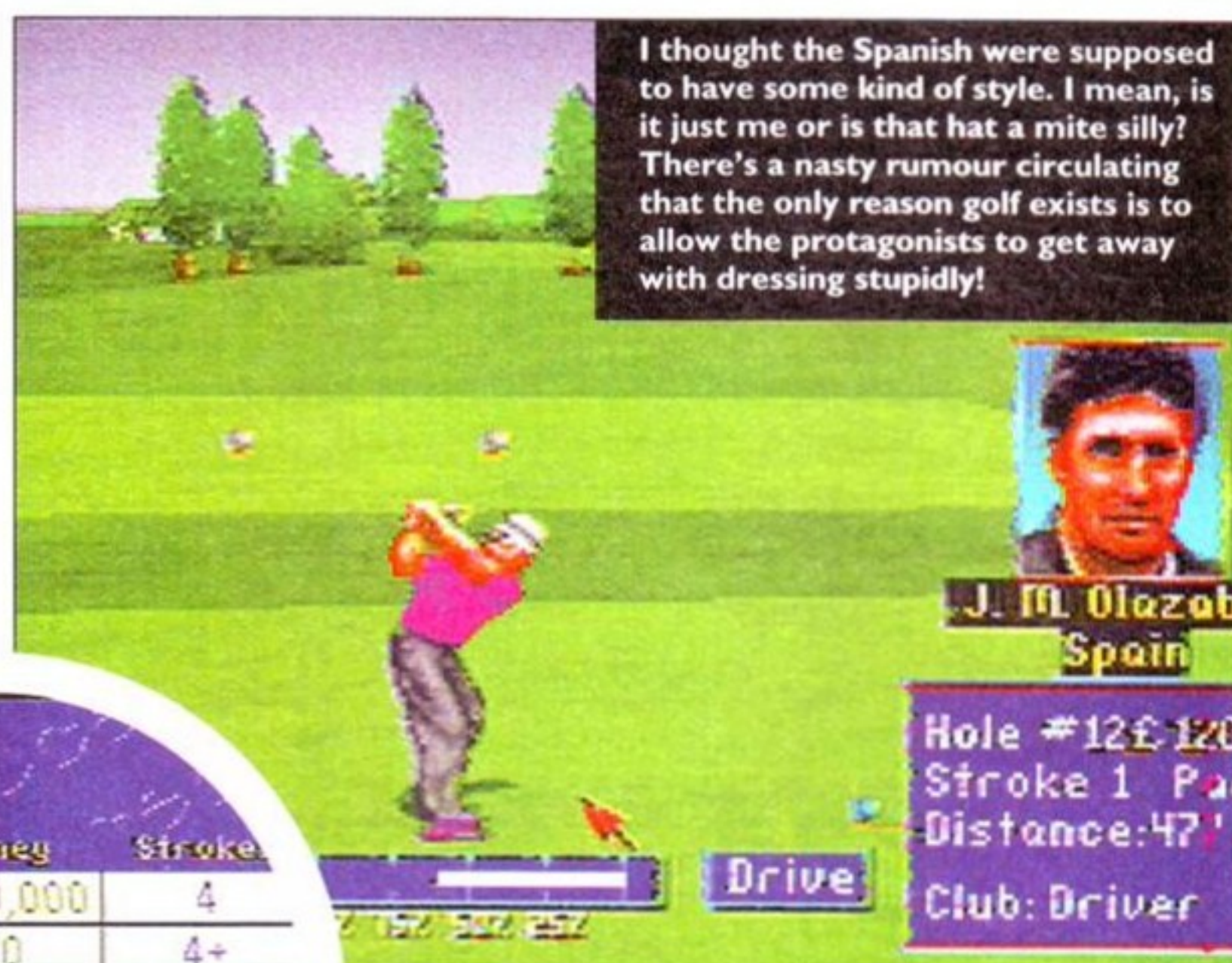
It looks like a pretty clear shot but I can't see the flag. That suggests a nasty dog-leg. Better be extra careful with this tee-shot or else there's a good chance of landing amongst some horrible concealed bunkers. They're everywhere you know!



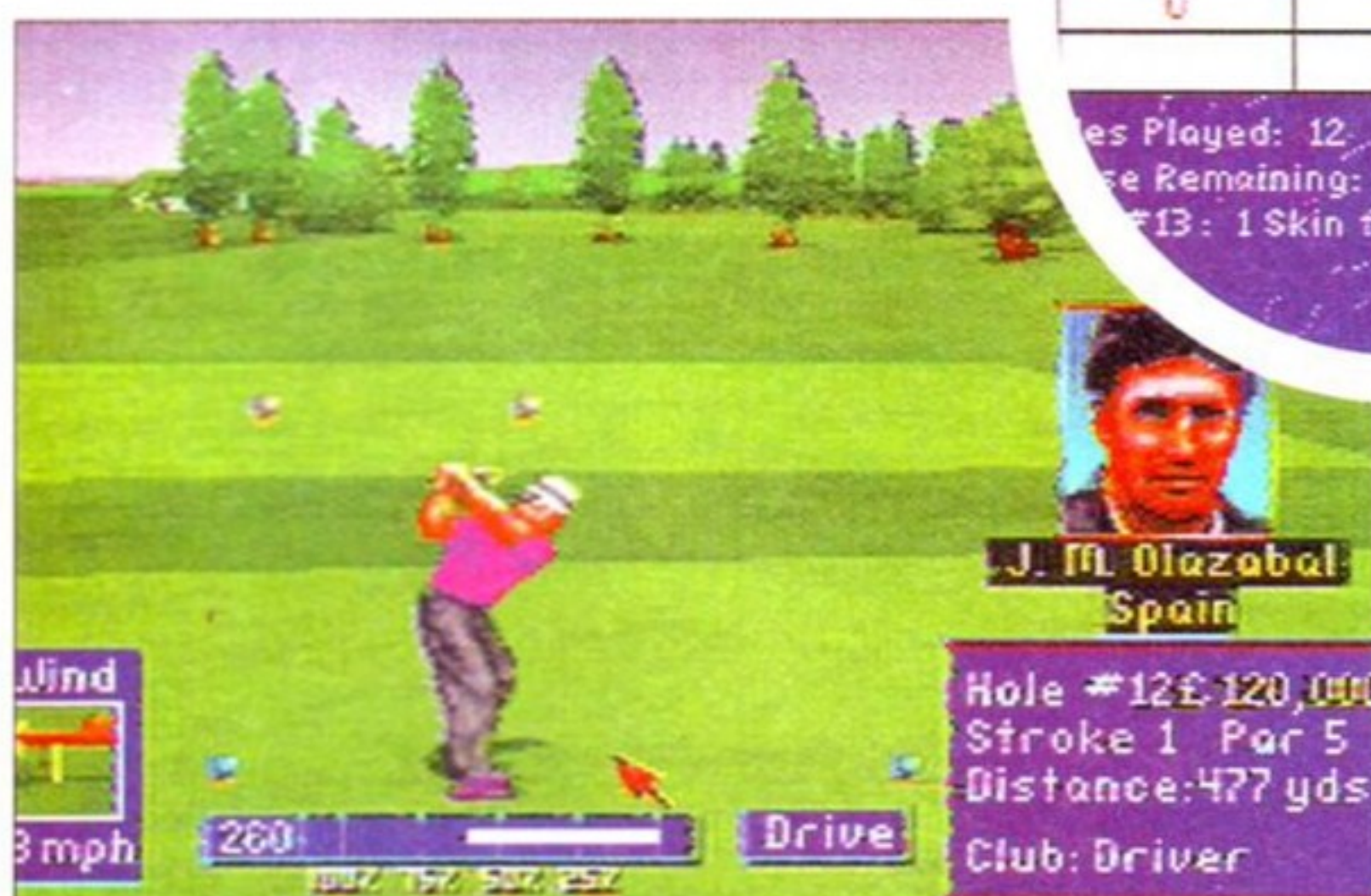
Ah ha, I was right! A good recovery shot called for now. Jose needs to hit the green with this one cos there's 15 grand up for grabs and golfers are among the greediest people in the world. That's why they're all so rich, even the amateurs.



No offence to the Welsh intended, I'm sure, but poor old Woosy seems to be terminally crap in the game. He's forever thrashing about in bunkers or getting caught in the rough — and I'm not talking birdies here!



I thought the Spanish were supposed to have some kind of style. I mean, is it just me or is that hat a mite silly? There's a nasty rumour circulating that the only reason golf exists is to allow the protagonists to get away with dressing stupidly!



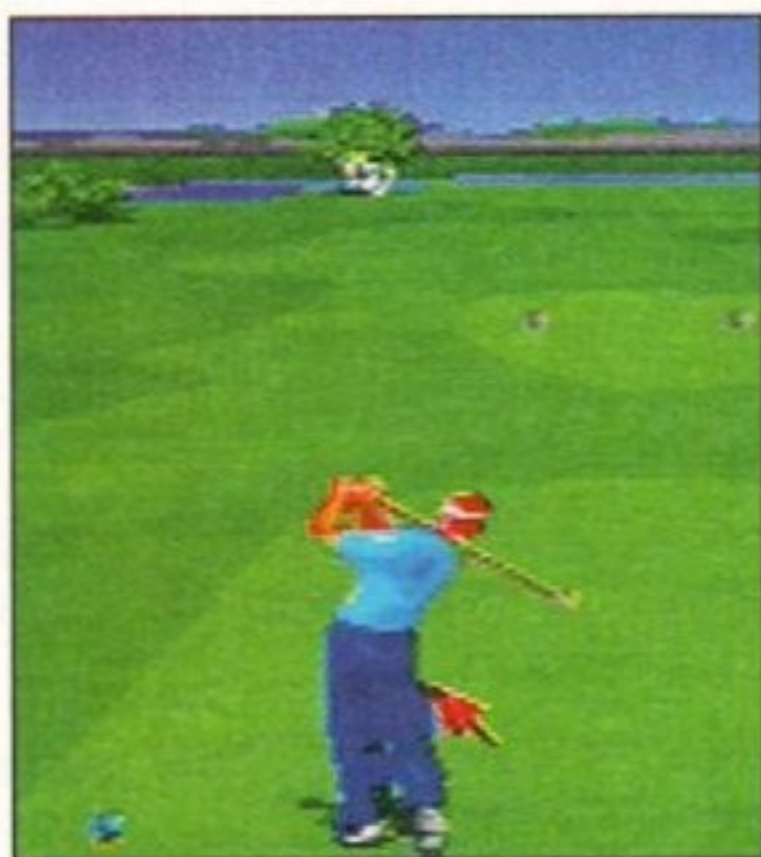
Some serious accuracy is called for here. Pull the shot left or right and there's a good chance you'll knock some poor pigeon out of his roost, leaving yourself with a rather tricky second shot in the process. But don't take my word for it — I can't even play golf!

| Skins | Money | Stroke |
|-------|----------|--------|
| 12 | £120,000 | 4 |
| 0 | £0 | 4+ |
| 0 | £0 | 4+ |

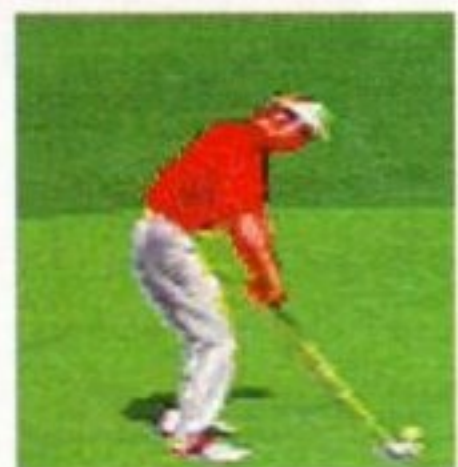
Holes Played: 12
 Money Remaining: £150,000
 Hole #13: 1 Skin for £25,000

| LEADERBOARD | | | |
|-------------|------------------|-------|-----|
| Rank | Player | Score | Par |
| 1 | Chris Moody | -5 | 11 |
| 2 | James | -4 | 10 |
| 3 | Richard Boxall | -3 | 8 |
| 4 | Barry Lane | -3 | 12 |
| 5 | Ian Palmer | -3 | 13 |
| 6 | Paul Wray | -3 | 17 |
| 7 | B. Langer | -2 | 7 |
| 8 | J. Haeggman | -2 | 8 |
| 9 | Chris Moody | -2 | |
| 10 | Jamie Spence | -2 | |
| 11 | Sandy Lyle | -2 | |
| 12 | Miles Guttery | -1 | |
| 13 | David J. Russell | -1 | |
| 14 | A. Forsbrand | -1 | |
| 15 | C. Montgomerie | -1 | |
| 16 | J. M. Olazabal | -1 | |

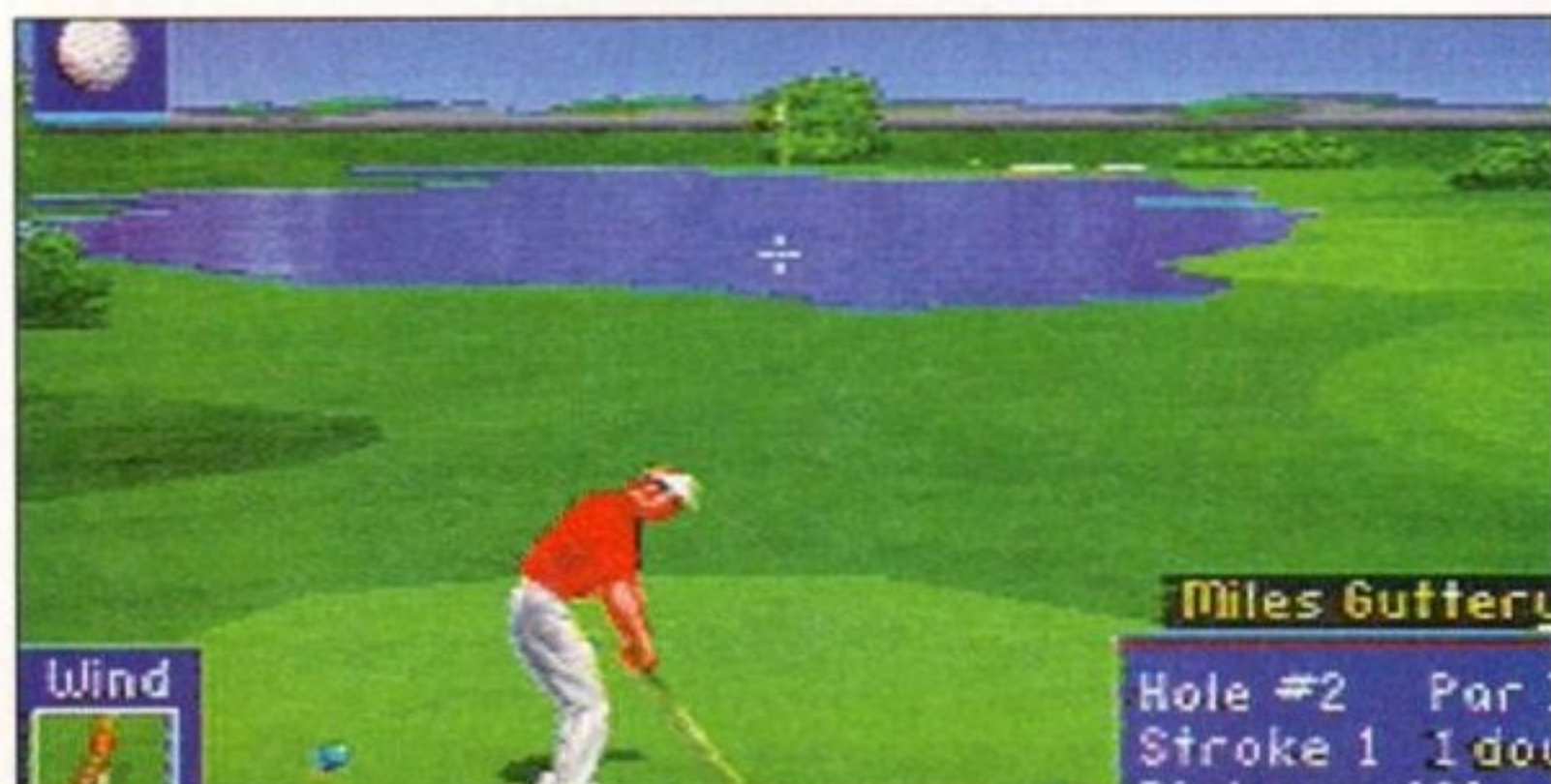
The tournament leaderboard. That's right people — after two holes I'm right up there in 12th place and challenging the biggest names in the sport. I reckon I'm in the wrong job ya know. That's it — I'm trading my joystick in for a set of clubs!



| |
|----------------|
| S. Ballesteros |
| C. M'gomerie |
| 2 up, 15 to go |
| J. M. Olazabal |
| Sandy Lyle |
| 1 up, 16 to go |
| Miles Guttery |
| even, 18 to go |
| R. Rafferty |
| T. Johnstone |
| C. Rocca |
| 1 up, 17 to go |

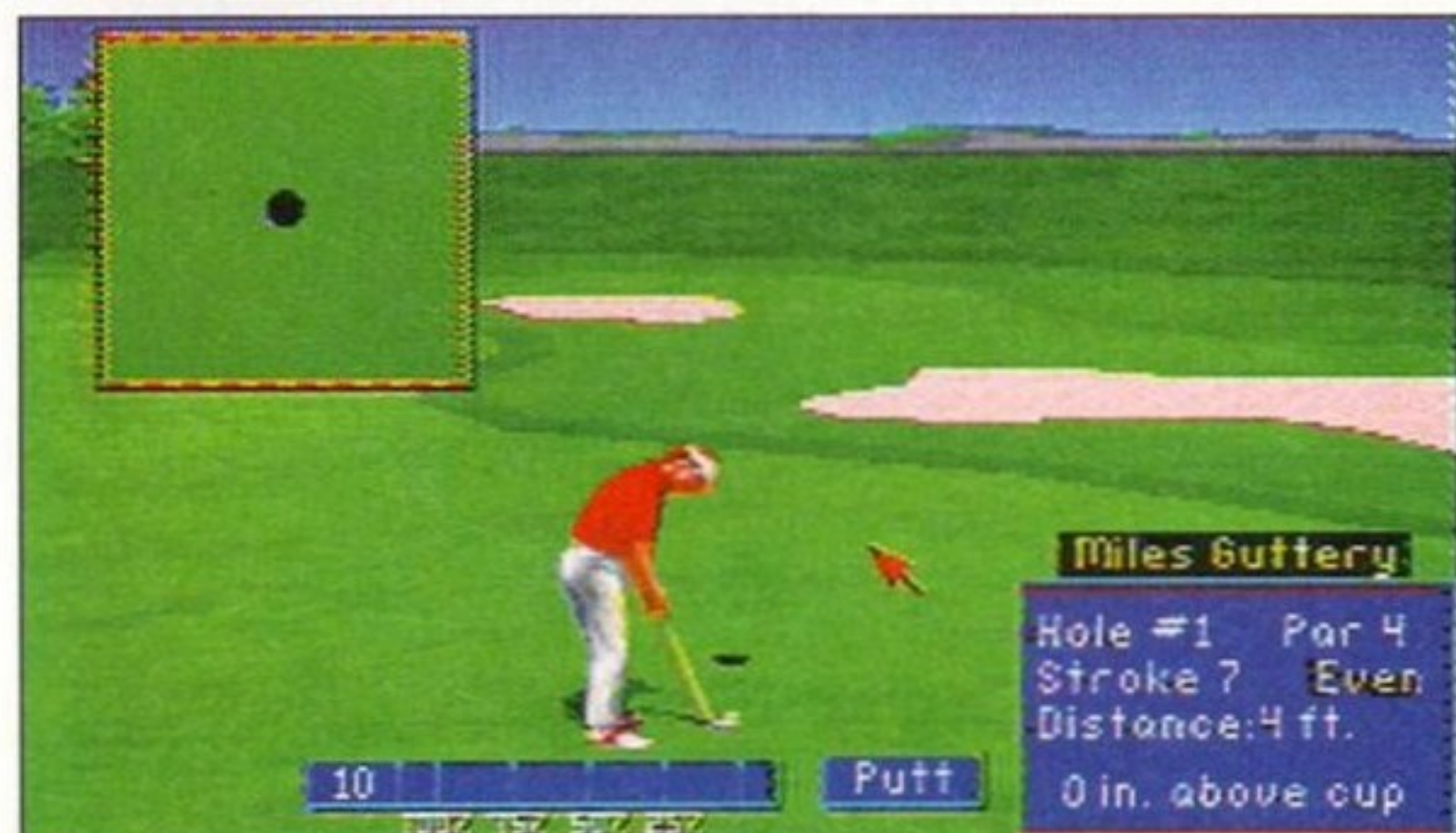


"It has this wonderfully accessible system where anybody can pick up a controller and be playing competently in moments, yet it takes quite some time to fully explore and master all the elements of the game."

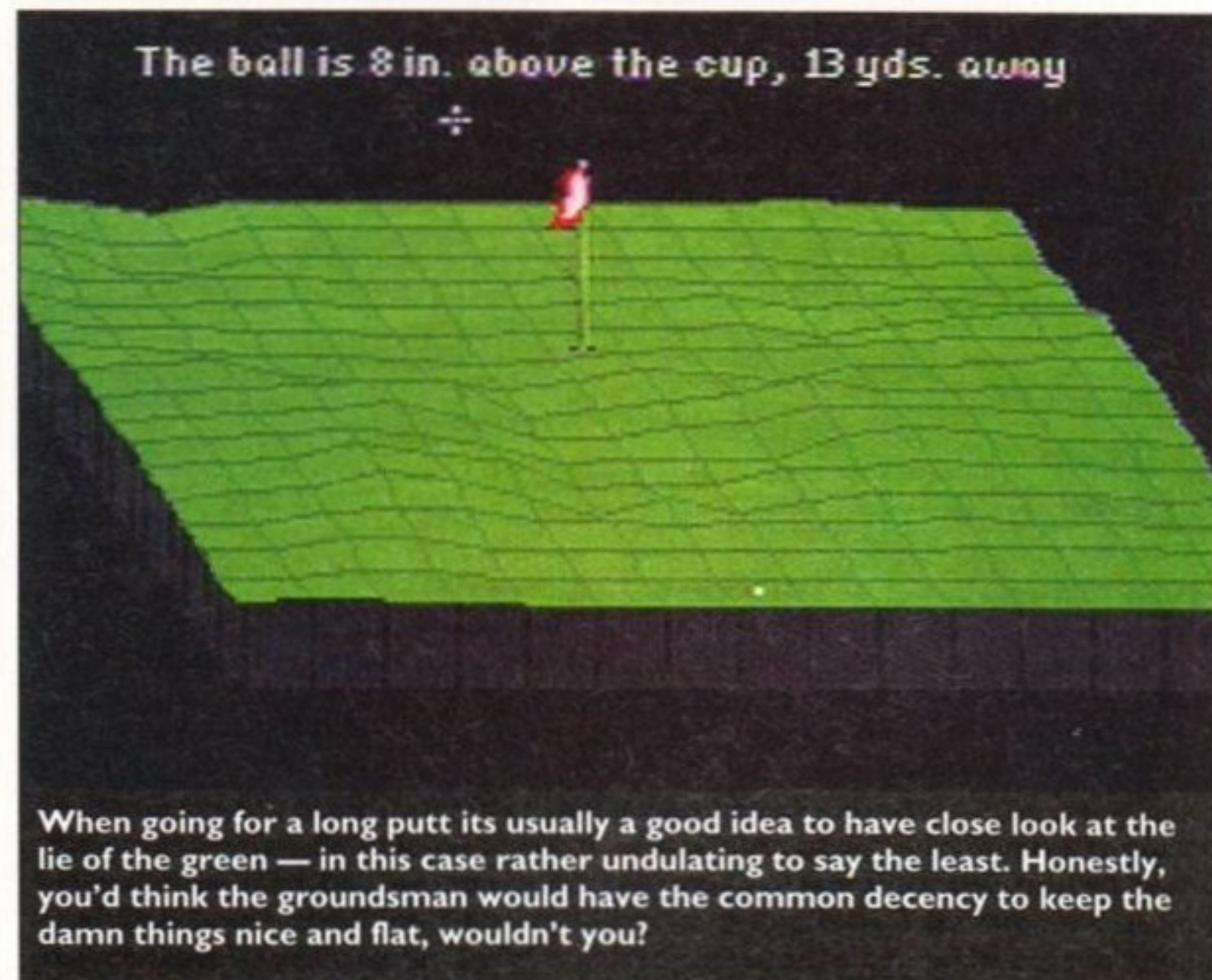


Here I am, lining up me tee shot, and no prizes for guessing where this one's going. It's sinister, but all my balls seemed to be mysteriously attracted to the deep blue lake, as if there were a huge magnet at the bottom and iron filing in my golf balls (ouch).

At any point you can access this top down view of the fairway leading up to the current hole. It's useful as many hazards aren't visible in the normal game mode, especially when they're a long way off in the distance. Consulting the map will considerably ease your frustrations and help you decide on the best shot to play.



Oh no, I hate Le Golf National. There's water everywhere and this is a screen you'll see all too often. It means, for the 300th time today I've whacked le ballon into le lac. You could make a fortune dregging golf course lakes and flogging the recoverd balls second hand!



When going for a long putt its usually a good idea to have close look at the lie of the green — in this case rather undulating to say the least. Honestly, you'd think the groundsman would have the common decency to keep the damn things nice and flat, wouldn't you?

Profile

- 4 PLAYERS
- 1 SKILL LEVEL
- ✓ SAVE POSITIONS
- ✓ CD32 ENHANCED

GRAPHICS



SOUND



GAMEPLAY



PROS: The best golf game around and a great fun sports title in its own right. Only if you physically wrutch at the though of computer golf should you miss this.

CONS: Action junkies won't find much to exercise their trigger fingers but hey, it's the their loss. Also, we can't find Nick Faldo anywhere!

93%

CD review

While mining the asteroids has long been fodder for SF, undersea mining is a much more realistic source of gold – and territorial wars. *SubWar* is an ambitious and novel simulation of wars yet to be fought...



SubWar comes accompanied by the kind of packaging only MicroProse can do. Besides an in-depth, 30 page instruction manual there's *Under Currents*, a maritime defence journal which not only outlines the game's various submersibles, but boasts features on submarines in the past, tactical advice and even small ads for Sub Pilots. The scenario is that as governments become more peaceful, corporations become more aggressive. By 2050, undersea mining has become a critical profit source and the corporations are waging increasingly less secretive wars over it. Advanced technology inevitably produces a new class of highly manoeuvrable, heavily armed fighter subs with which to wage this war.

It's an engaging scenario, nicely evoked by both the journal and the game itself. The game's basic structure is, surprisingly for MicroProse, relatively simplistic with your advanced sub handling very much like an aircraft. The twisting turns of dogfighting jet-fighters are recreated, rather more murkily, rather less realistically, in this undersea epic. However, it's fun so why not, and of course MicroProse surround the basic idea with an incredible amount of convincing detail. Active and passive sonar strategies are outlined in detail, as are quirky details like 'knuckles' – pockets of turbulence caused by a sudden



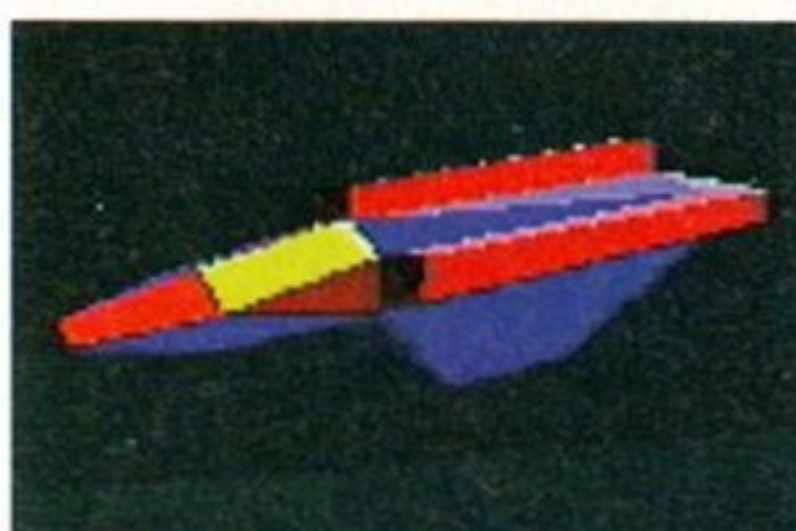
turn which can confuse the sonar of pursuing torpedoes. My favourite element is the head-up-displays which overlay the watery gloom with virtual detail. Thermals, the sonar-confusing transitional barriers between layers of water, are shown as wireframe grids, while active sonar brings up cursors to identify various contacts. In a future where sensors are far more perceptive than the eye, the HUD display is realistic, useful and aesthetically pleasing.

Also tracked by the HUD are all the various active weapons. Besides the old 'tinfoil', there are anti-torpedo torpedoes, unguided rockets, cruise missiles and surface-to-air missiles to take out anti-sub helicopters. There are also no less than 25 types of submarine, ranging from reconnaissance subs to troop carrier subs to numerous fighter subs – and huge carrier subs to hold them. As always with MicroProse sims, a strong hook is progressing to where you can get to grips with all the exciting stuff held in reserve for later missions.

The game actually begins in the command centre of your own carrier sub. The various consoles offer different options, such as simulated combat, sub configuration and mission briefing. There are five campaigns on offer: the North Pacific is for training missions, while the Sea of Japan is the fiercest challenge. Once a campaign is begun you're given your orders for the first mission, invariably set out with the maximum of atmospheric detail appropriate to the scenario. Next you can examine a map of the mission area, then arm up your submarine(s).

Once launched your submarine turns out to have a flight sim-type cockpit. The control system is broadly similar, albeit with ballast tanks and sonar instead of radar. As with a flight sim you can plan your mission using navigation waypoints, and there's even some exterior views. Add in the ability to give your wingmen orders, and there's a fair few controls to learn with the CD32 pad's top buttons being used to shift functions on the normal buttons. Initially it's all very baffling and you'll need a very good pad, and memory, to comfortably access all the various controls – accelerate time being especially useful on some long haul missions. Once you do get the hang of things, it becomes evident *SubWar* is ultimately something of a mood piece. In a game like *Gunship 2000* you can simply zip about, machinegunning all and sundry for fun. *SubWar* offers no such simplistic payoff – the murky blue seascape simply doesn't offer it. To get the most out of the game you have to rely on the HUD overlays, the atmosphere, the imaginative missions.

The main graphics certainly don't provide much sparkle. The scene-setting FMV sequences are short, but excellent and atmospheric. The HUD is clear and pretty. But real graphics themselves are only average. Even on maximum detail the various subs, whales and undersea mines are relatively simplistic. The way things move is often confusing – if you go to the surface the sub goes haywire in the way it flips about. Combat scenes are often chaotic and confusing, it takes time to accustom yourself to what the



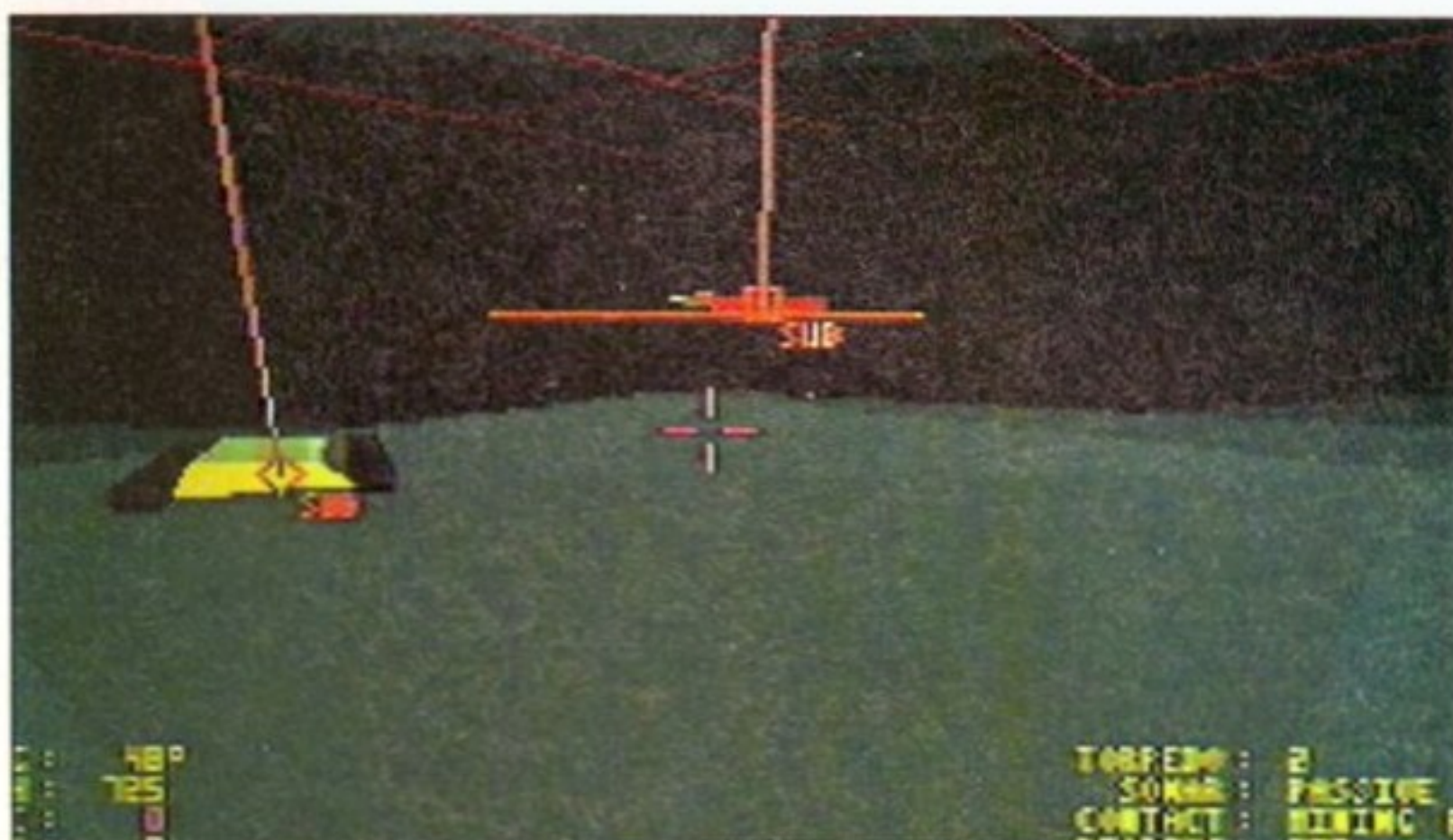
Above, explosions are shown by soft blue spheres which glow briefly then fade away. On the far left is the command centre where you can examine your roster of eight pilots, reconfigure your sub and plan missions. The game saves automatically but dead or captured pilots are brought back as you wish.

SubWar 2050



A pirate ship passes overhead, on its way to torpedoing a convoy of friendly ships. Unlike some missions, this one operates with a very tight limit if you want to prevent disaster. Now the targets are identified, you'll have to bank around and rapidfire some torps – being careful not to hit friendlies!

■ PUBLISHER: MicroProse ■ PRICE: £29.99
■ DEVELOPER: Particle ■ OUT: Now



The softly shaded seabed is one of the most impressive visuals in the game. Here, you can also see a wireframe grid for an overhead thermal, two subs being tracked by the HUD with the horizontal redline indicating maximum depth – any lower and you'll hit bottom, damaging your sub.

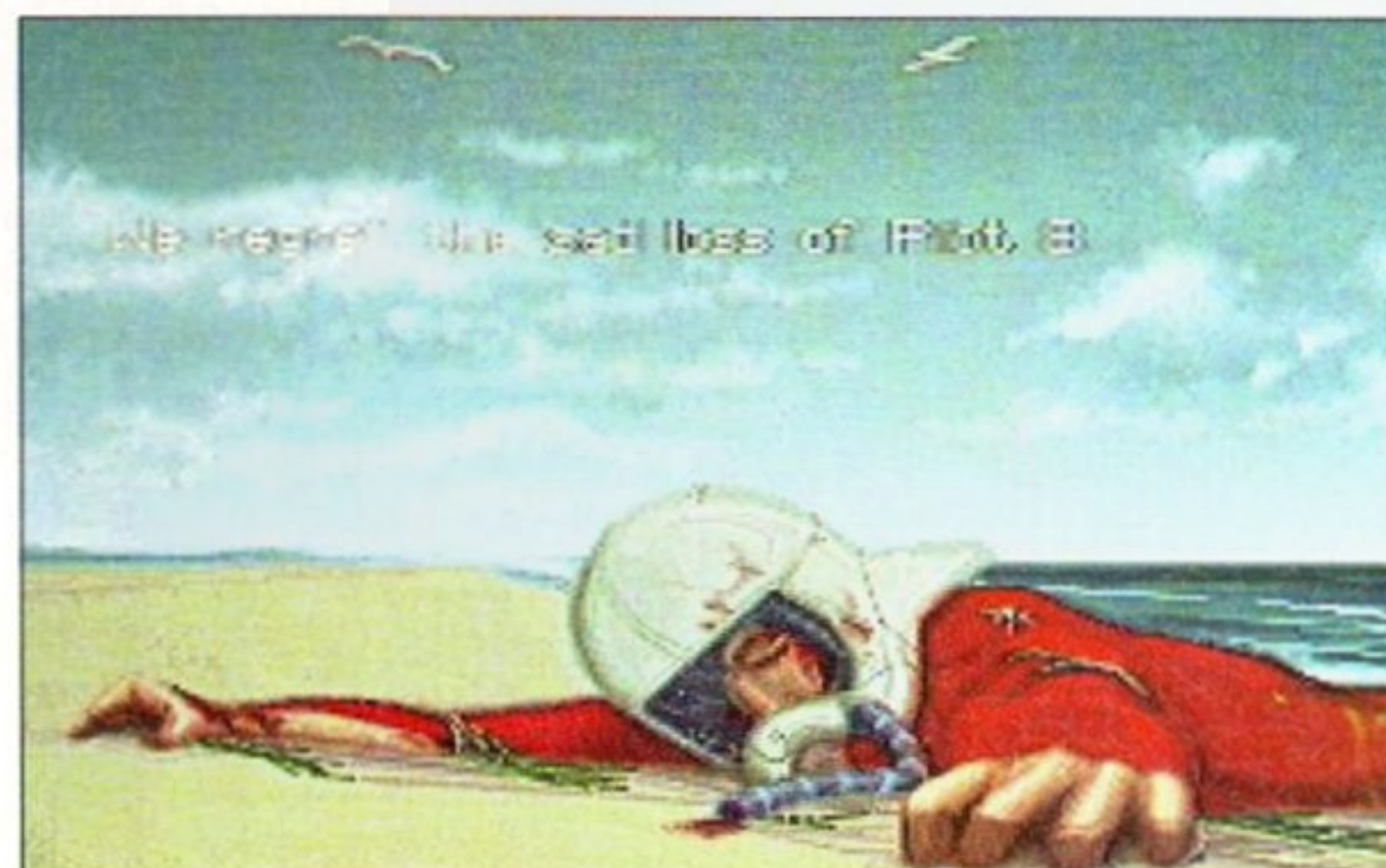
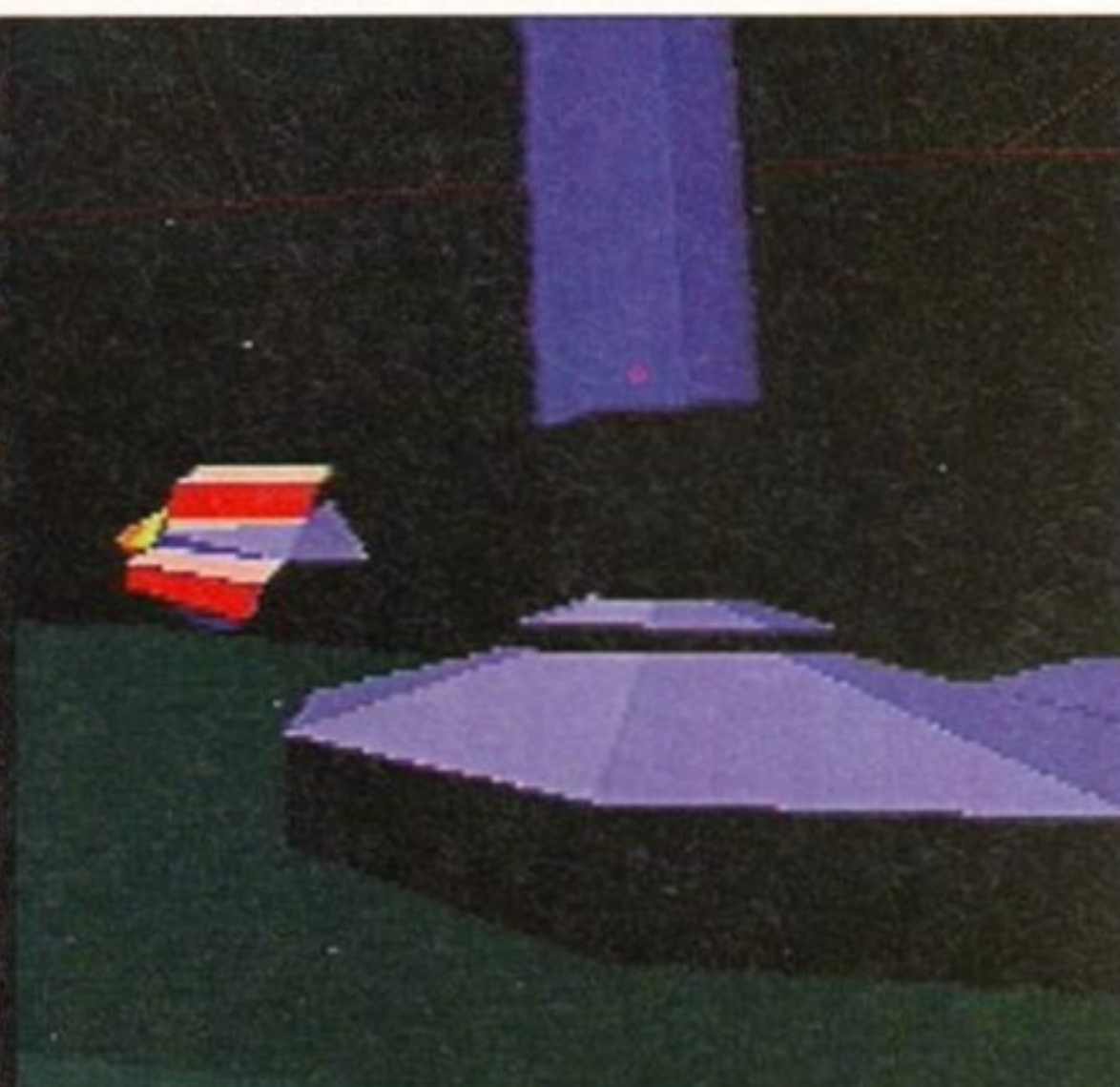
game's trying to do.

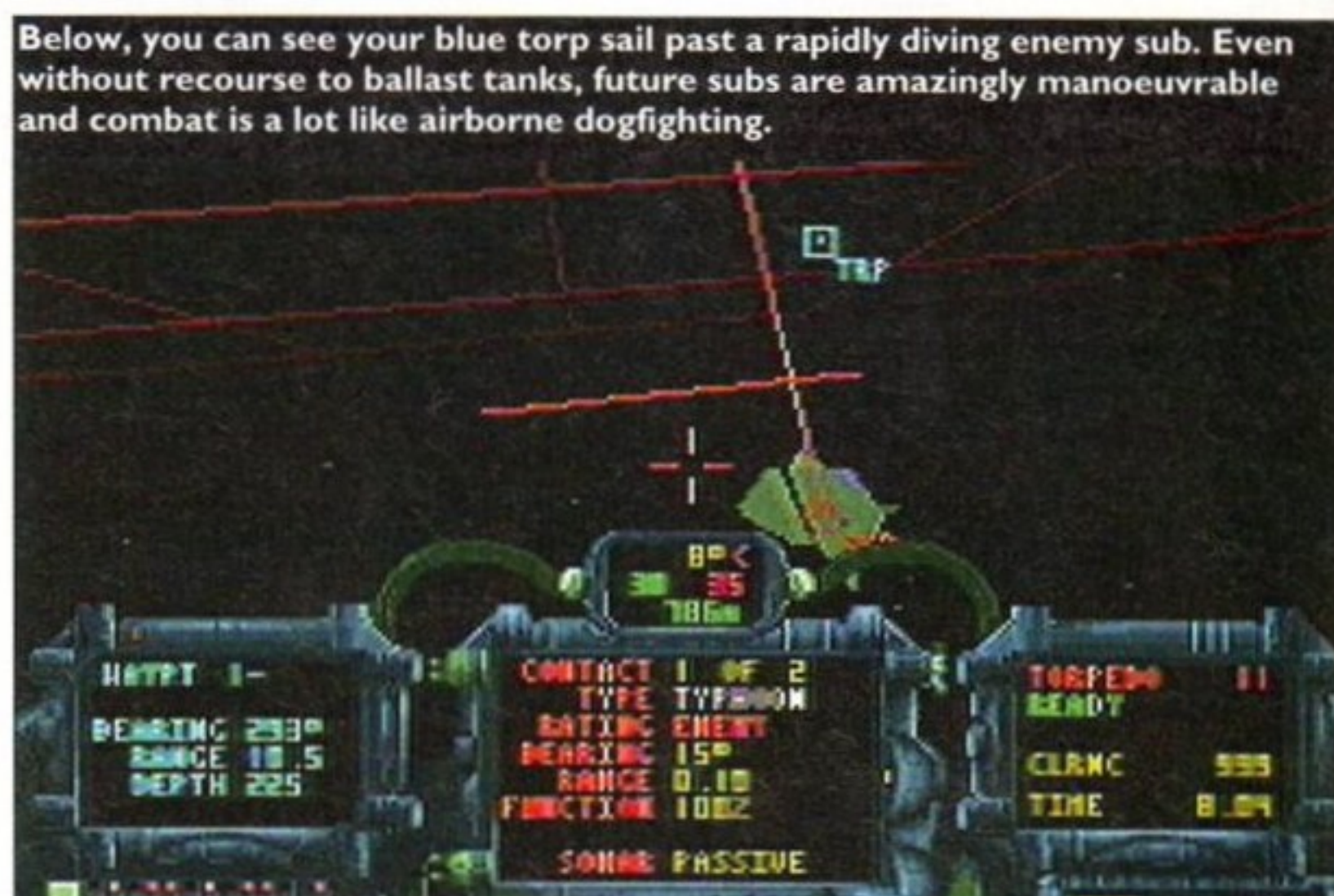
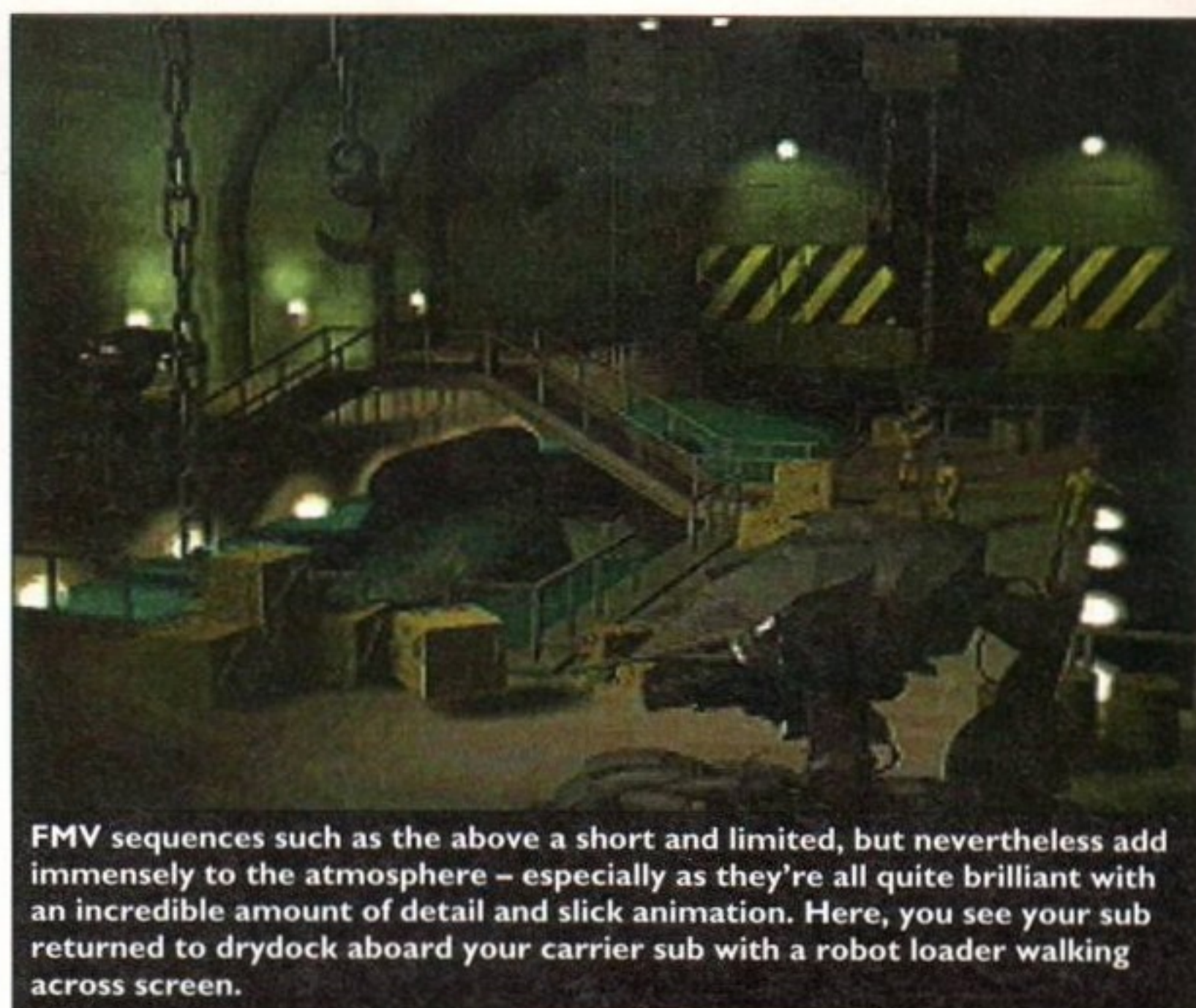
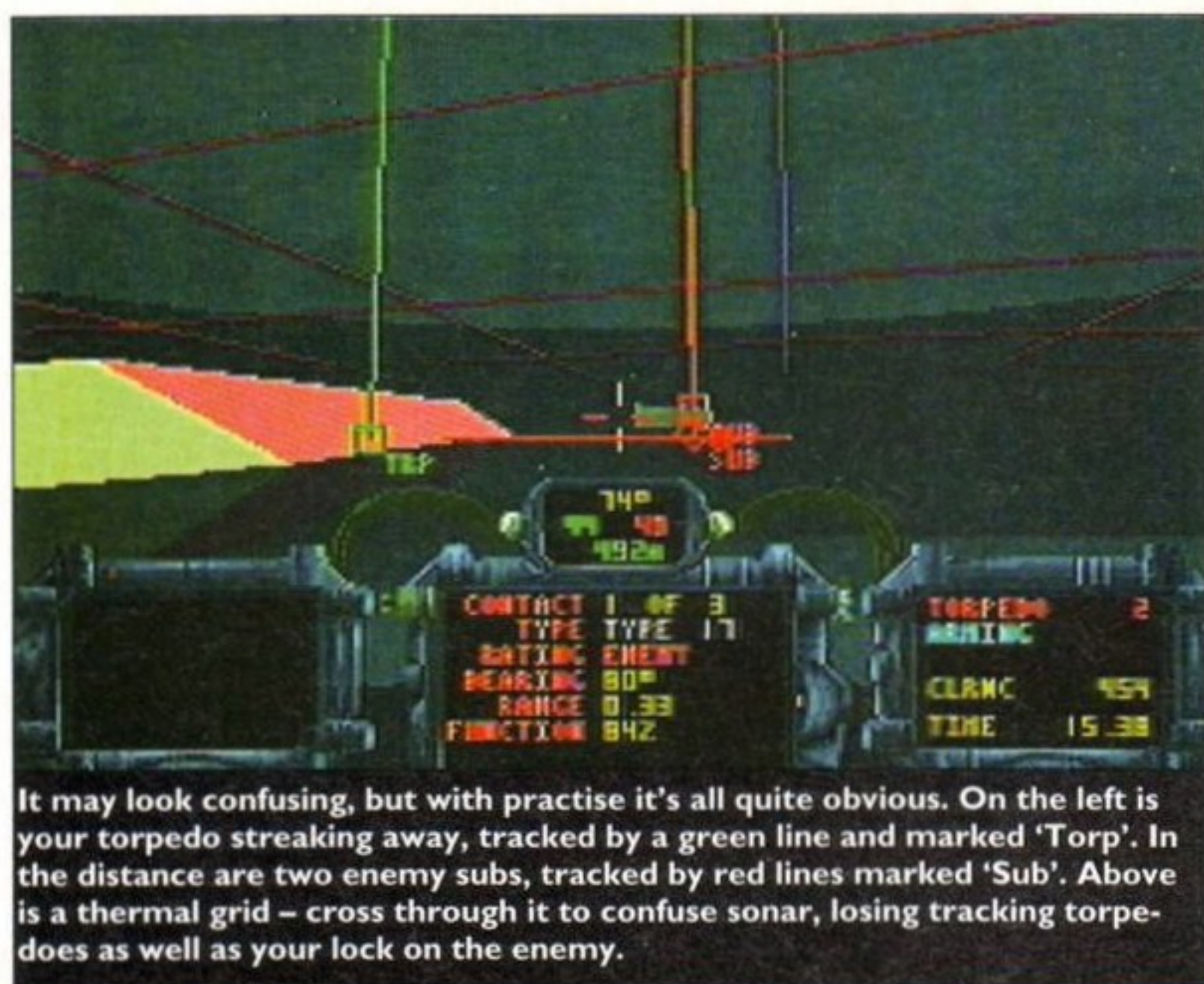
Blast-'em-up fans probably shouldn't apply, but however cryptic the graphics are at times, in what other game could you find yourself trading torps with futuristic pirate ships while vulnerable surface ships pass over head. Or what about infiltrating a rival corporation's whale farm to plant a dye which will make the produce unsaleable to the picky Japanese market? Often you're acting with other allied submarines, escort missions being particularly demanding.

Overall, this is a very novel, ambitious game with a scenario and mood which is hard to resist. The aural soundscape is first class, with excellent (optional) ingame music and brilliant sound effects. As a game it's often quirky and confusing, but as an experience, a simulation of future life, it's intriguing and compulsive with its various imaginative missions. If, despite the rambling plot, you loved James Cameron's *Abyss* then *SubWar 2050* is an essential purchase. ■ SSW



On the right, an exterior view of your ship beside an oil rig. Above, right you can see a cockpit view of the rig with a Friendly troop carrier going in to place explosives. You must make sure no enemy sub removes them, then make a rapid escape just before they explode. On the right, the consequences of failure with your body washed ashore a desert island.





Worse Things Happen At Sea

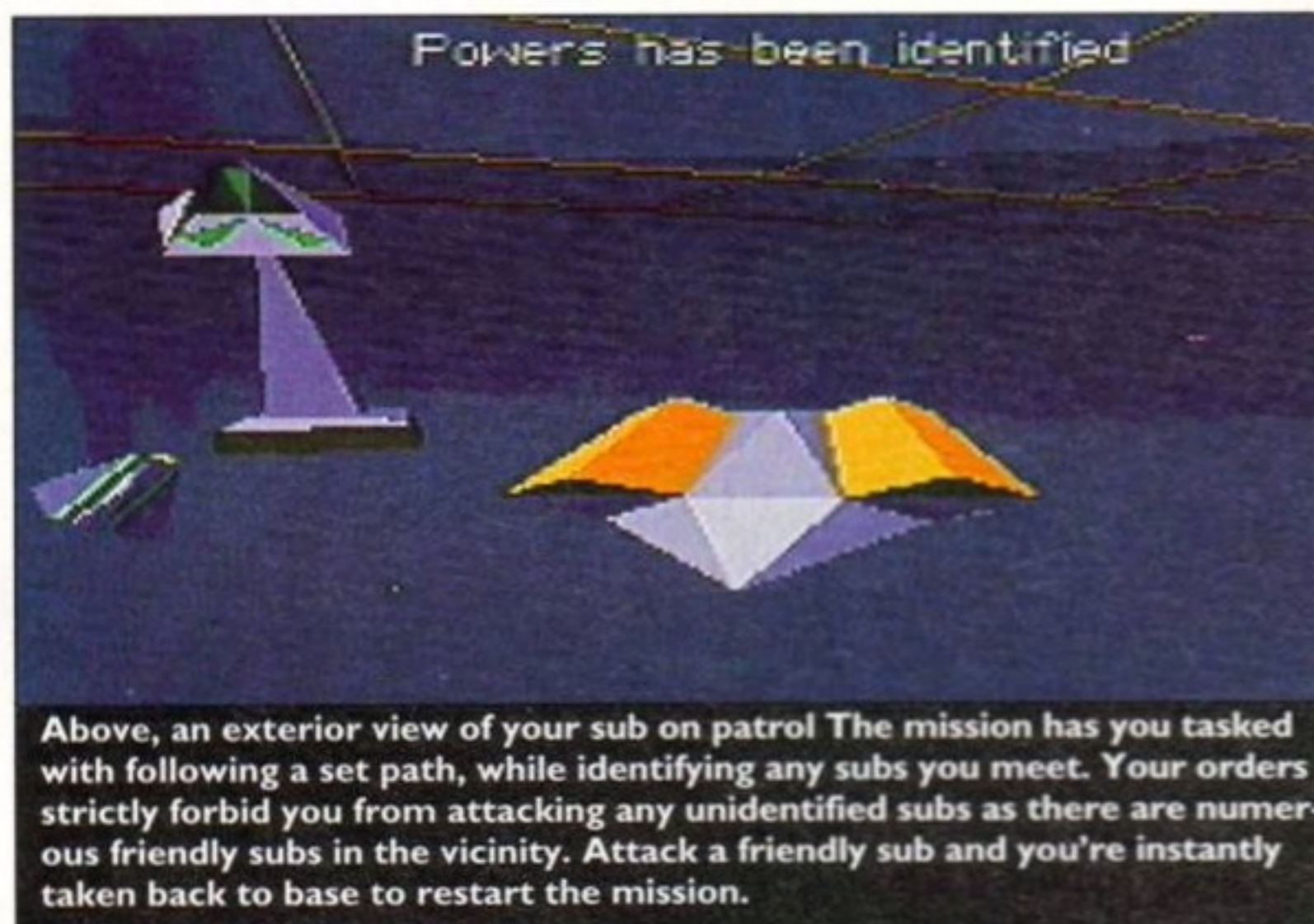


Below, the weapon loading screen where you tool up your sub for the mission ahead. Being a MicroProse sim, there's plenty of hi-tech weaponry to master including unguided rockets and cruise missiles. On the left, is the screen – called up at anytime – where you can see where your wingmen are and change their orders, as well as their position relative to your own sub.





"Once you get the hang of things, it becomes evident that *SubWar* is ultimately something of a mood piece... it relies on the HUD overlays, the atmosphere and the imaginative missions."



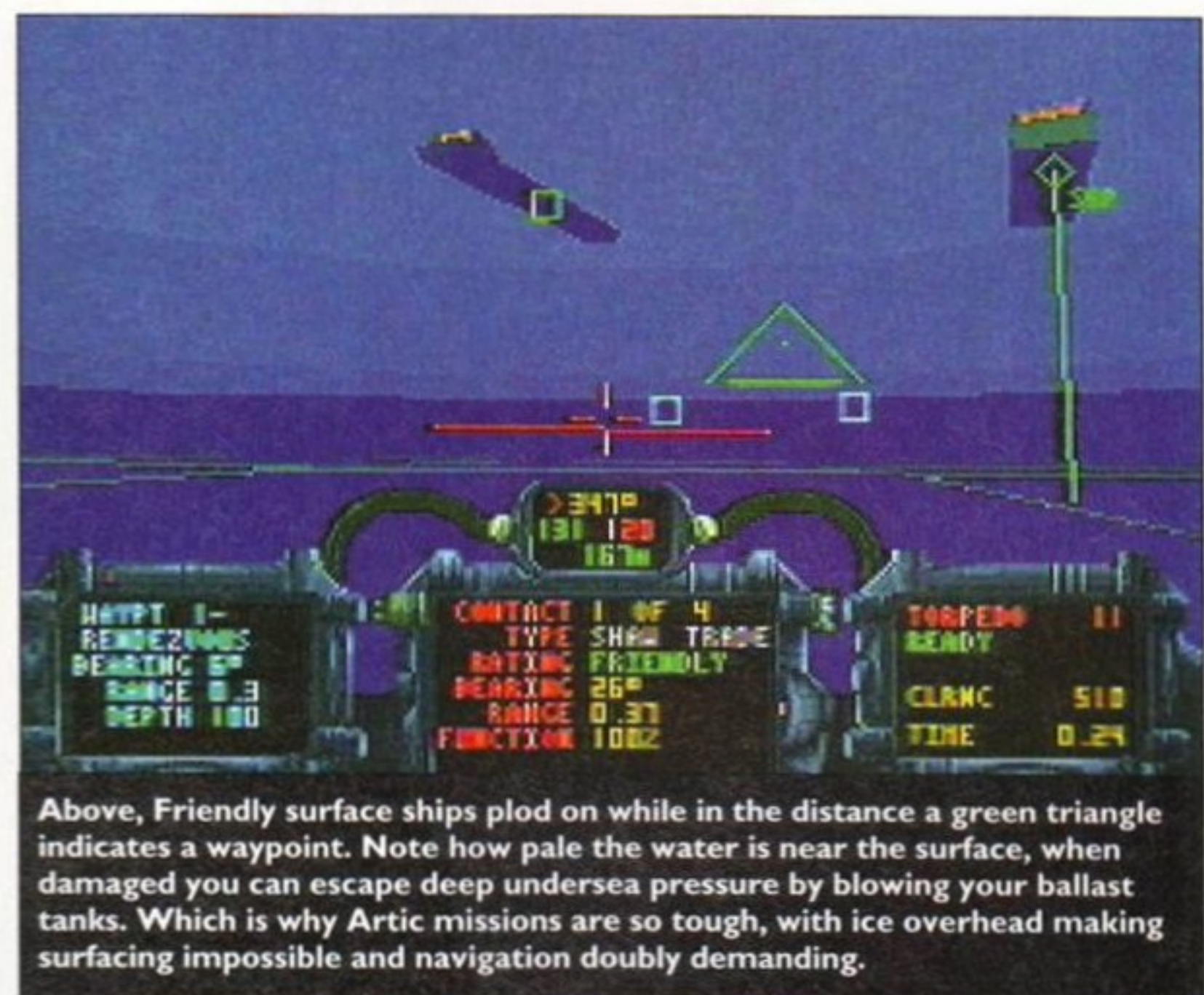
Above, an exterior view of your sub on patrol. The mission has you tasked with following a set path, while identifying any subs you meet. Your orders strictly forbid you from attacking any unidentified subs as there are numerous friendly subs in the vicinity. Attack a friendly sub and you're instantly taken back to base to restart the mission.



South China Seas, above, is one of five campaigns include a training one set in the North Pacific. Each campaign has its own, brilliantly atmospheric scenario. The South China Seas have been disputed for ages by countries such as China, Vietnam and the Philippines, but in the future corporations are the real power with Norinco, Grandy-PTV and Marshall Electric paying the soldiers' wages. The campaign begins with Marshall taking on some mercenaries, including you, to support its own security forces against eco-terrorists who claim Marshall are polluting the area. Easy money, or so it at first seems...



A pirate sub disintegrates after a torpedo hit. Undersea combat certainly has its novel touches, the emergency warnings being particularly ominous. Sustain damage and you're warned 'maximum depth' is exceeded - your sub's structure so weakened it could implode at any time. Fortunately, onboard repair systems will patch most things up if given enough time.



Above, Friendly surface ships plod on while in the distance a green triangle indicates a waypoint. Note how pale the water is near the surface, when damaged you can escape deep undersea pressure by blowing your ballast tanks. Which is why Arctic missions are so tough, with ice overhead making surfacing impossible and navigation doubly demanding.

Profile

1 PLAYER

3 SKILL LEVELS

✓ SAVE POSITIONS

Automatic save feature

✓ CD32 ENHANCED

Short but effective FMV sequences.

GRAPHICS

SOUND

GAMEPLAY

PROS: An imaginative, original scenario and enough detail to sink a ship make this a game to lose yourself in. The compulsive storyline and varied missions make for an enthralling experience.

CONS: Gameplay and graphics can be confusing, it takes plenty of time to work it all out.

82%

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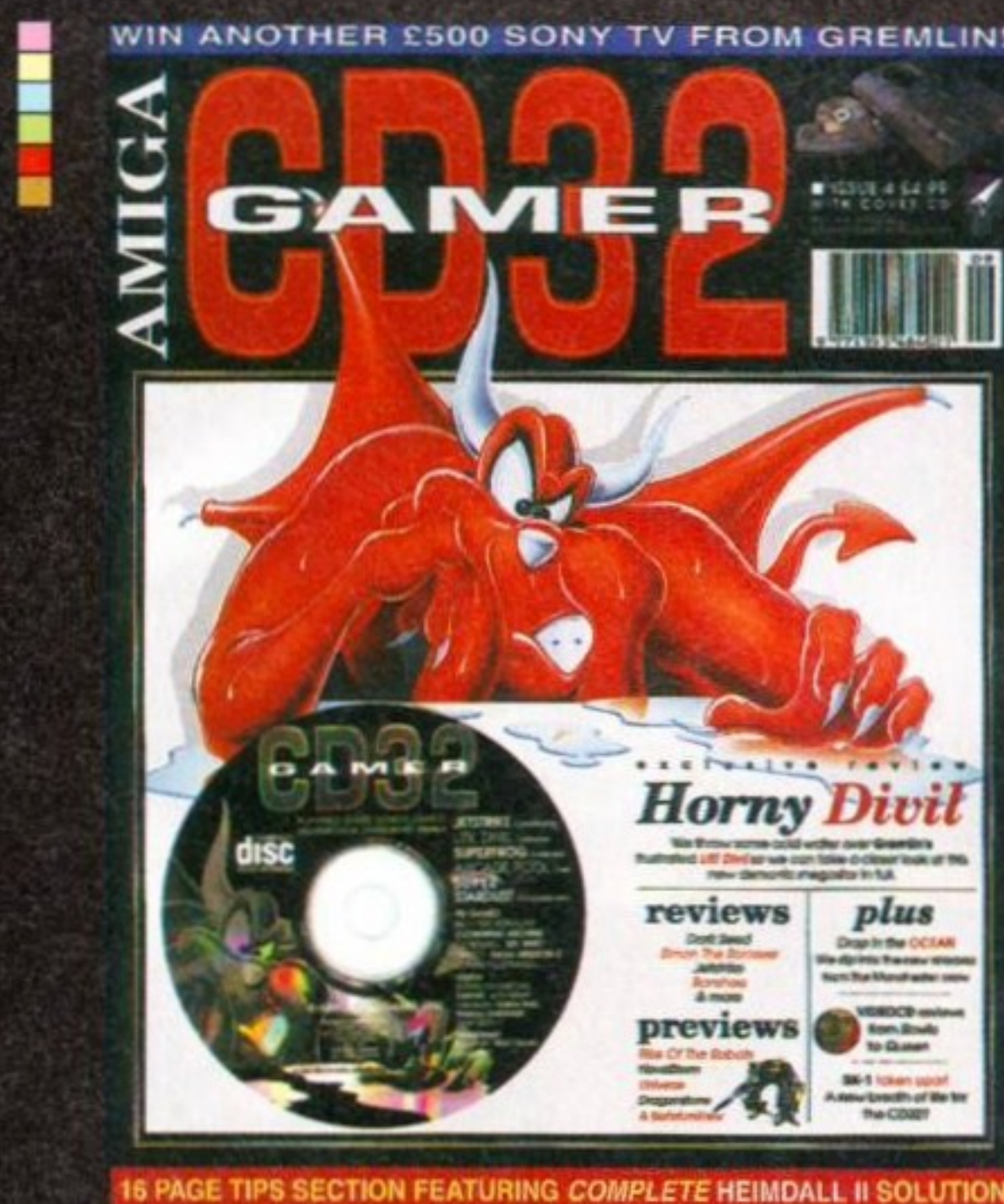
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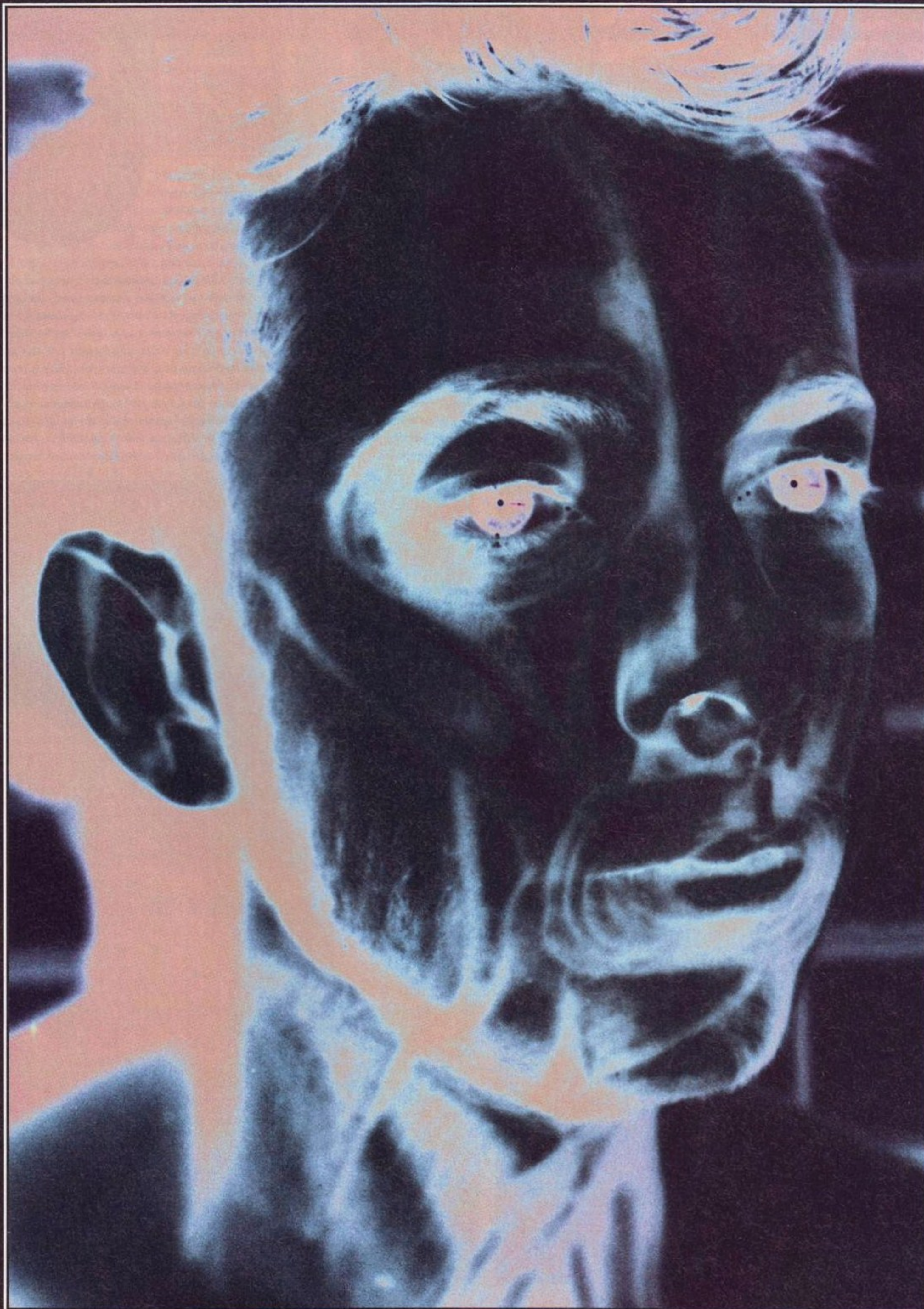
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S

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CD review

Have you ever spent three hours queueing up at Alton Towers and spent the whole time thinking 'I could organise things better than this'? If the answer's yes then good news is in store cos now you've got the chance to prove it. How? Here's how...

You must all have read about Bullfrog's epic *Theme Park* by now and thanks to the guys at Mindscape a CD32 version is finally here. After the PC version came the CD-ROM version, then the Amiga 1200 followed by the A500. To be honest the A1200 version is graphically the same as the CD32 with a limited palette compared to the PC but, with the great intro sequence (identical to the PC's), this looks about as good as we could have hoped for. Both technically and gamewise this pushes the machine to its limits.

It's easy enough to drum up hype and hysteria surrounding a new game but when it actually arrives you just know it's going to be a big let down, well, that's what I thought anyway.

Like everyone else, I was transfixed when I first played the game. Full of neat ideas, but does it have the necessary depth? The great thing is its instant playability plus long term complexity which seems quite strange as you can never have game offering both... well, not until now!

The loading sequence is very impressive. Lots of easy-to-understand set up screens. I put my name in, choose from 3 levels of difficulty, male or female, park name, how many computer opponents to play against. Choosing none allows you to concentrate on building and running your own park without having to worry about anything else. Or you can have up to ten rival parks competing for your business. Sorry, I forgot to say the game is all about creating the most exciting, fun-filled park in the whole world. You can even choose which country to build in. Now you may think that's very cosmetic but you have to bear in mind each country's climate. A thunderstorm can seriously affect bank holiday weekend trade.

To begin with, you have large piece of barren land and a selection of rides, shops and staff to place upon it. Initially you don't have much money so a couple of cheapy rides and the odd shop are all you can afford. You've still got to keep it looking pretty though, so plant a few trees, a nice pond and assign a handyman to collect litter. You'll even find gangs of bikers disturbing the peace so keep some cash ready to hire some heavies!

A clever ploy is to always place a drinks stand next to a burger shop as eating makes people thirsty so you're sure to generate loads more money. The complexity of the game is quite remarkable and every venture and eventuality has been explored and can be set up by the player. Certain rides for instance are more popular than others but by the same token they are often unreliable and so if you spend a lot of money on a big, complicated ride be prepared for it to break down every now and then. Having lots of clowns moving around the park is a good idea as most families have children with them

and if they get bored they'll want to leave. Every feature within the game comes with a menu so you can always see how the park is faring and how happy the people are. The menus consist not only of pictures of the rides, shops and staff, but a monetary breakdown and loads of stats.

If everyone's miserable you'll need to add more life to the park, whether it be to inject more excitement via new rides or merely lowering the admission prices.

Balancing the financial side is not merely a case of adding more to the overall park as if it becomes too congested this could make people uncomfortable.

Money is the essence to building so venturing into the stock market could prove quite fruitful. Hiring staff, paying them enough to keep them content and making a profit at the same time is harder than you might imagine (Hmm. Tell me about it! - Mark). Don't worry if you think the game is starting to become a mite heavy. It can be played at any level and the more engrossed you become the more you'll want to investigate the strategic side. Graphs help you evaluate every aspect of the park from the income from the ice cream stalls to the popularity of the merry-go-rounds. You can quickly get a break down on how many people have been on a ride or bought souvenirs and adjust the price if items aren't moving so well. An advisor option is also on hand which displays lots of helpful information. This is a great tutorial and will instantly get you into the game. Modernising rides and purchasing bigger and better experiences for your cus-



Time to hire a few staff to keep the park running smoothly. Security guards to keep out the riff-raff, handymen to keep the place tidy and actors to dress up as chickens and hand out balloons. Hollywood is a long way off!

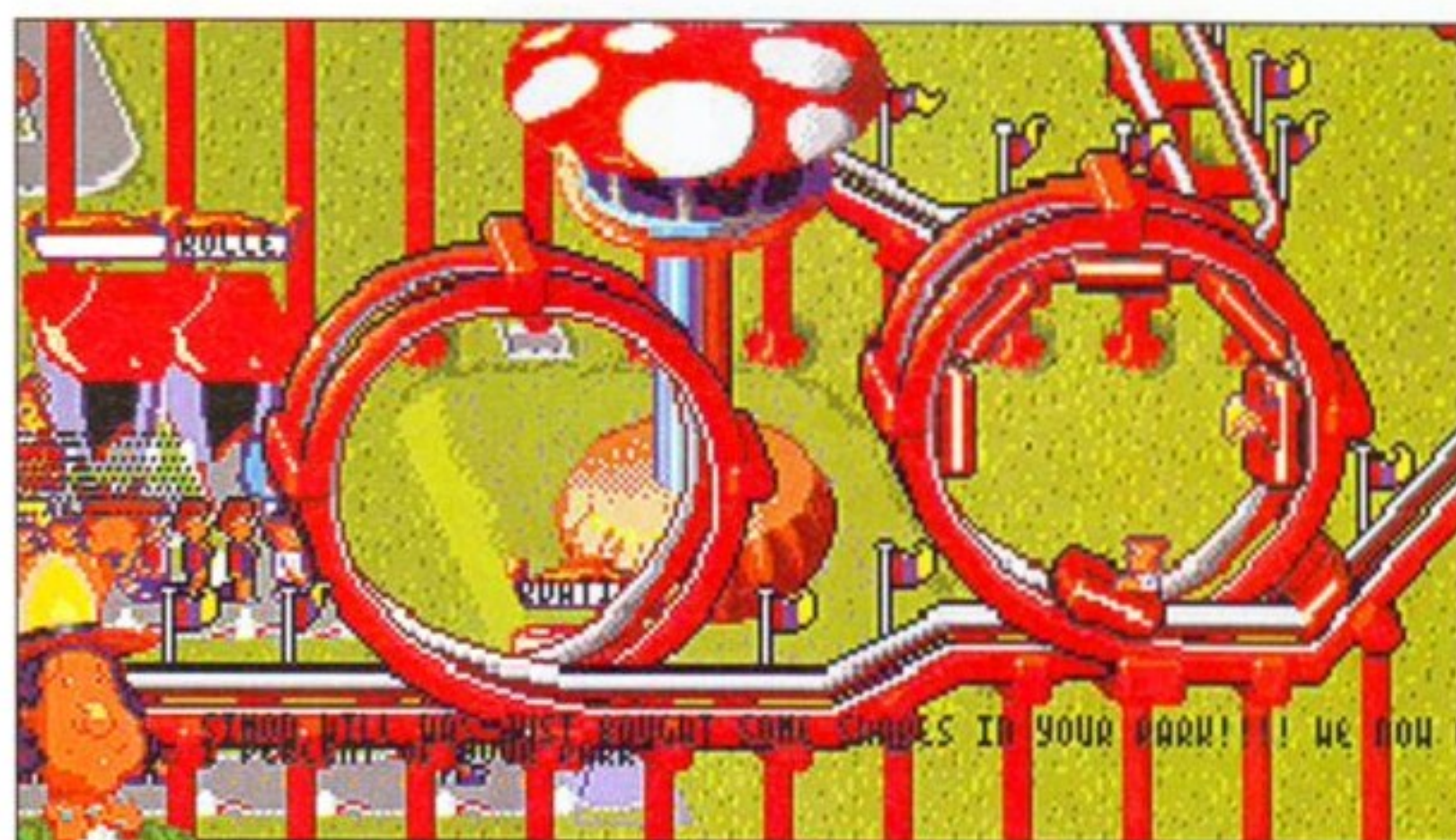
Theme Park

tomers is important as your park grows. Things start off small but do well and the sky really is the limit — huge rollercoasters, vast steak-houses, you name it and it'll be on offer eventually. Researching new rides and gathering feedback from park users will insure you keep abreast of things. Remember — big business requires lots of thought and a sound knowledge of what the customer wants.

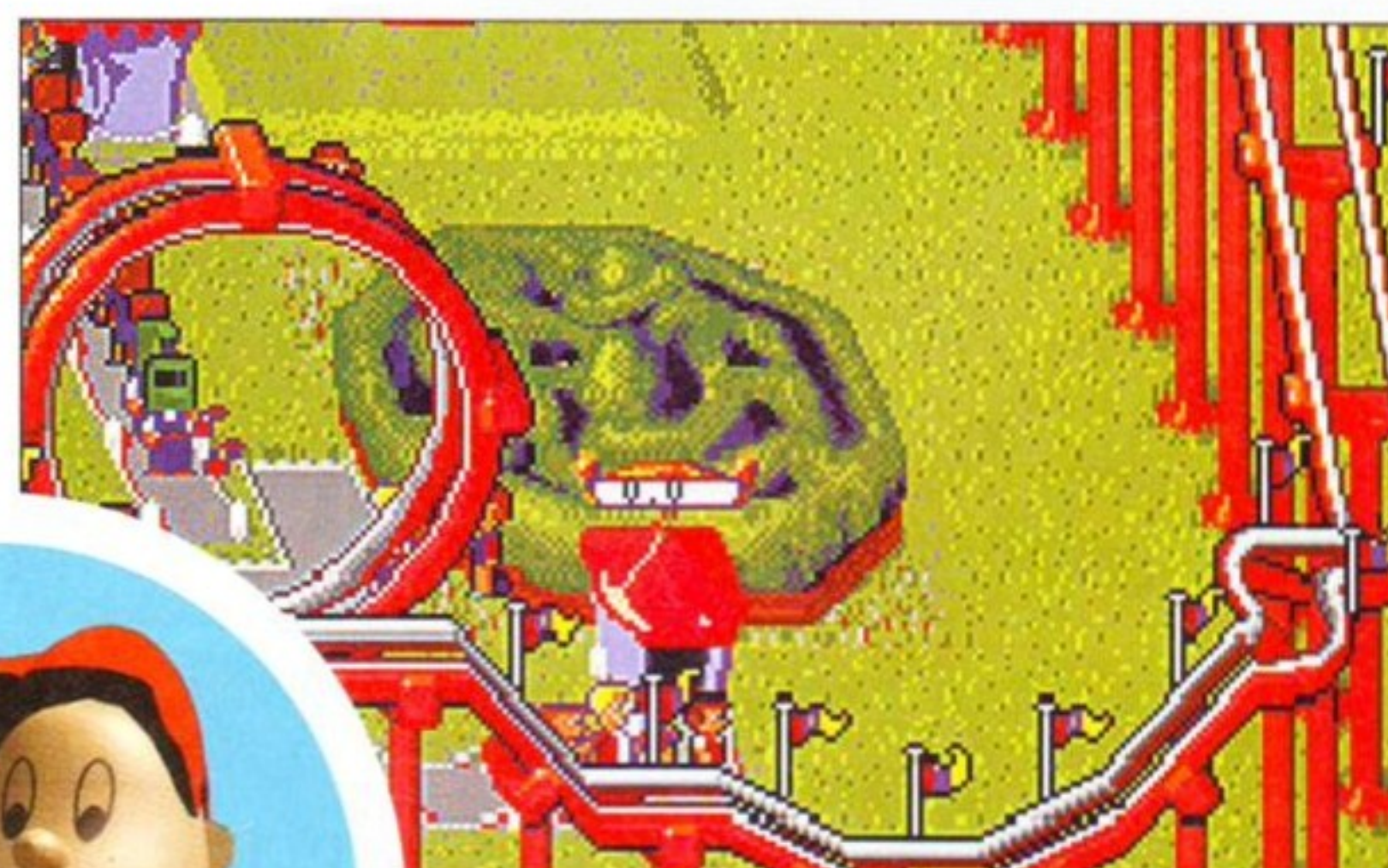
If I have one criticism with the game, it's in the control method. On the other machines the game was very fiddly but Clive Fort, Mindscape's Projects Manager, has worked on this and made things slightly easier. Everything is menu driven and a mouse can be used if you have one. Otherwise use the standard joystick to click on the endless lists of icons and menus. It would have been nice to have a requester option to turn off and on to ask if you're sure, but it appears to be the only minor flaw not to be ironed out. Saying that, you do get it when you're taking out a building but not, as far as I can see, when placing one in.

This must go down as one of the most fascinating and compulsive games to appear in a long while. It will appeal to both young and old alike. It's a joy to sit and just watch and is one of those few programmes that will actually mirror the expertise of the user. Have a great day out and build the ultimate Theme Park. You have the facilities, but do you have the know how? Not to be missed! ■ DDF

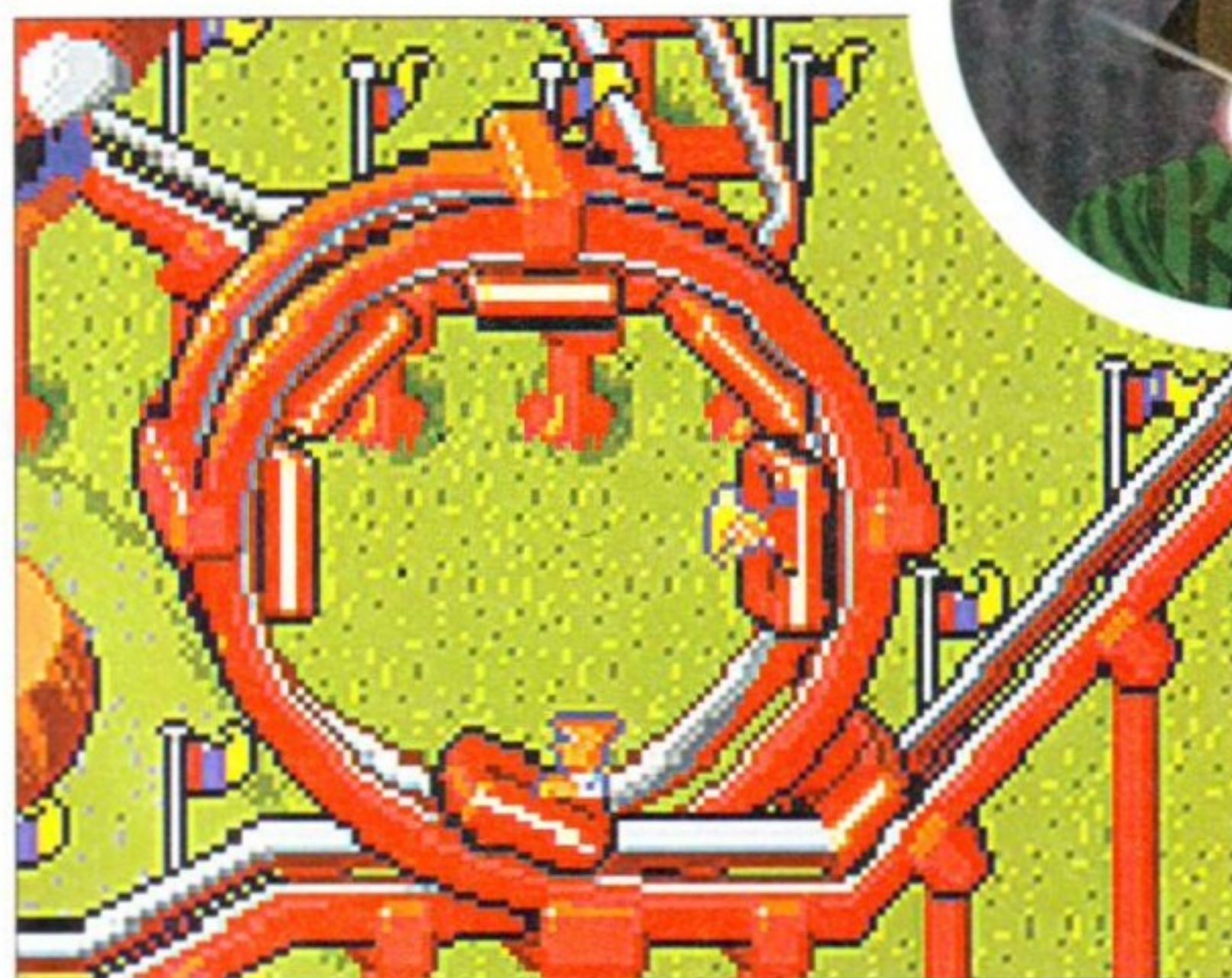
■ PUBLISHER: Mindscape ■ PRICE: £34.99
■ DEVELOPER: In House ■ OUT: Now



Now this is what I call a rollercoaster! None of your namby-pamby big dips — all these loop-the-loops are where it's at. It'll make the kids sick so they'll go and fill themselves up again with burgers. Haha!



That advisor chap can become a bit monotonous, although thankfully you can turn off his little witterings. All his suggestions about ridiculously low prices. What does he know? Let the people play I say!



Each ride must be easily accessible otherwise you'll only start to annoy people (not least yourself). You need a little ticket office as well as a queue that's well defined.



Not only do you get to build lots of lovely rides and sack all your staff, you can even build little novelty shops, like this Teddy Bear one. What the punter doesn't know is that these are all dodgy Taiwanese ones that'll fall apart when they get home. Then they'll want another and another...



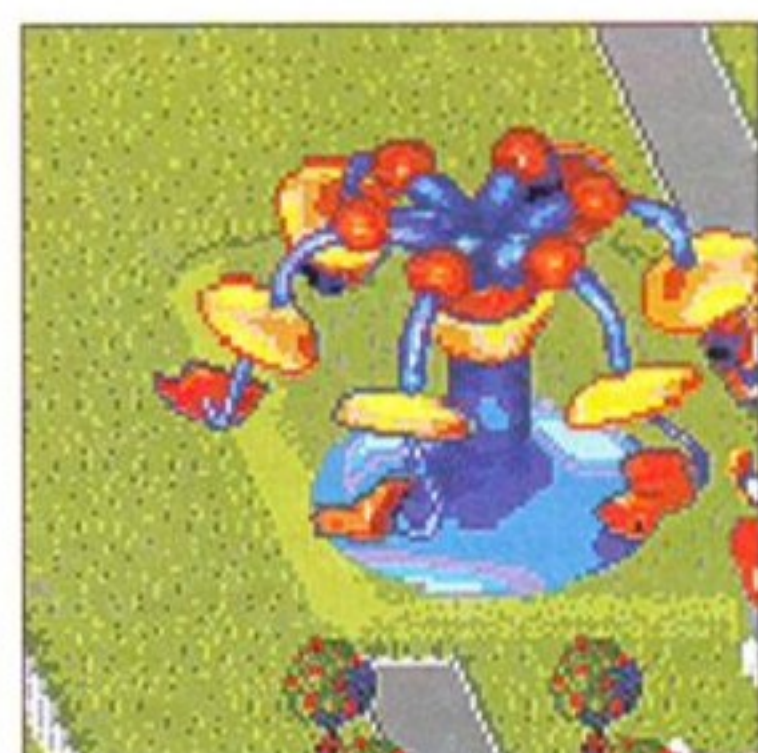
This is more like my kind of ride. Who needs stomach churning, 100mph death tracks and 360° loops when you can have a nice, peaceful spin on the roundabout? Call me an old stick-in-the-mud but I don't care!



"This must go down as one of the most fascinating and compulsive games to appear in a long while."



The twists and turns of our park's main attraction will leave visitors aghast. Would you have the guts to try out rollercoaster on a full stomach? The presence of the large mushroom in the centre is entirely circumstantial!



Profile

- 1 PLAYER
- 2 SKILL LEVELS
- ✓ 1 SAVE POSITIONS
- Only saves your money though.
- ✓ CD32 ENHANCED
- Brill intro sequence.

PROS: One of the most original game designs to be seen in a long time, and a hugley fun piece of software.

CONS: Although there is a save game function, all that is saved is your money and stats, not the park you have built.

GRAPHICS



SOUND



GAMEPLAY



94%

Video CD Update

Video-CD titles are flooding out for Christmas, and whilst Philips are continuing their launches of well established hits, CD Vision are trawling the lakes of obscurity and cultdom to bring forth a wide range of diverse titles, just a few of which are reviewed below. Whilst most of their titles are more of novelty value at the moment (although the Chris Tarrent home movie compilation falls some way short of that low status) some genuinely exciting stuff is on the way to build on the cult success of *Turkish Dreams*, reviewed below. For cinephiles the imminent *Redemption* films are particularly welcome.

On the downside CD Vision's encoding isn't entirely compatible with CD32-style MPEG. The company claim they meet the MPEG standard, but are mainly focused on CDi and PC CD-ROM so their discs aren't checked out for Commodore's system. Glitches surface on several VideoCD titles with the sound going out of synch. Multi Media Machine pointed the problem out to us, and it's probably worth checking when ordering other titles by mail order if titles are entirely CD32 compatible.

Police Stop Or We'll Shoot!

CD Vision, £12.99, 45 mins, 1 CD U

"When the Texas Rangers say stop, they mean stop or we'll blow your ***** head off!" Great cover line, and although it's a measly 45 minutes long, you might be tempted to fork out thirteen notes to see loads of bad American drivers blown away. Sadly, on the evidence of this selection of police recordings (every potential incident is taped from the hood of the police cars), the Texan Rangers are a bunch of pansies. One of the more



exciting chase sequences is of a pair of young gentlemen relentlessly chased at 100mph until their engine packs up... all for throwing a Coke can out of the window. Texas is hard on litter louts.

The picture quality is fairly poor, since 100% of the footage comes from police issue bonnet cams (why doesn't a deputy pop up with a handheld to capture that pistol whipping at close quar-

ters?), and as well as being fairly monotonous, deep feelings of nausea are soon induced by the crazy driving skills of the fat, drawling Rangers. I can understand the popularity of the British Stop videos, as it's much more interesting to watch idiots you might know getting chased on the M1. But since America is TV and movie land, and we're accustomed to edited, tailored road carnage of the highest calibre (Smokey and The Bandit - a classic example), this tedious slice of reality fails to excite, and reinforces that old Mark Wynne adage, that truth is rarely stranger than fiction, and always needs to be edited down to five seconds snatches.

★★ stars

Return Of The Dragon -

Bruce Lee Fights Back From The Grave

CD Vision, £12.99, 90 mins, 2 CDs 18

Whilst the cover illustration might deceive you into believing this to be a newly discovered flick starring the high kicking icon himself, a careful squint at the credits reveals the star to be a certain Bruce K. Lea, whose only relation with the big man himself is that they were both called Bruce by their



mothers. Fair enough then, this is a silly exploitation flick, with the Bruce bonus playing a student of the boss himself on a mission to find out just why his teacher popped his clogs. But sadly, it's all rather poor, with woeful acting, little narrative and nowhere near enough scrapping to entice beat-'em-up fans. This does have some merit as a comedy though, with THE WORST dubbing ever (even the phone rings before it should - "Hello? This is Bruce."...RING RING). By the end of the movie, it seems the soundtrack is a whole minute behind the action. Pretty avoidable stuff then, particularly as Bruce K. can't whup ass anyway near as enjoyably as the big Lee himself.

★★ stars (one star for the phone)

The Blue Note - Too Hot For MTV

CD Vision, £12.99, 60 mins, 1 CD, 18

Promising or what? Eleven uncut videos, originally banned from MTV (supposedly) but joyfully collected onto this sizzling CD for your entertainment. Of course, you'd expect the chart topping bands responsible for these salacious promos to be plastered across the front of the box... or maybe the back... fine print on the inlay perhaps? Well they're not, and a person with above average intelligence may interpret this lack of promotional



hype as a clue to terminal sadness, a hideous conspiracy to dupe horny young lads with eleven stupid videos by bands you've never heard of. And you'd be right. All the songs are bland, AOR pap, sung by 55 plus old goats in cowboy boots who don't look sure what's going on. Thematically, these three-minute sparkles of pop are identical, in that they all feature an attractive babe gradually losing her

clothes. There's seldom a reason given for this carefree abandon, but they do look rather tasty, especially with the sound turned down.

If I was a miserable old cynic, I'd say that all of these videos were knocked up simultaneously, by one production team, with sad, nowhere to go, can't say no bands with no MTV airplay planned, but just enough soft sex to release a themed package. Main clue? There's one railway line that appears on nine of the videos. Suspicious, eh?

The picture quality is fine, but, disastrously, there's no track selection available, it's just one sixty minute chunk, so if you do find a horny video to analyse in detail (or, heaven forbid, a good tune), you'll need one hand free to press fast forward for a while. Desperate stuff.

★ star



Chris Tarrant's Crazy World Of Home Videos

CD Vision, £12.99, 52 minutes, 1 CD, U

The home videos in question appear to have been filmed by some of the most bored people in the world, capturing an enormous range of homely events gone awry, but sadly very few that could be deemed funny. Classic snatches of wacky humour include a man being filmed whilst seated on his toilet (he's annoyed when he sees the camera-man), the usual collection of idiots falling off their bikes, the essential tot on the potty (oops, he's fallen in), not to mention the required bride falls over at the wedding taking everyone with her, ad infinitum (well, just 52 minutes). Whilst I've no objection to the Beadle style collection of family misfortunes in principle (they can be very funny, particularly when someone's really hurt), this Tarrant presented fiasco features the kind of rubbishy clips even Beadle would be hard pressed to broadcast. Crap quality, endless slow-mo repeats to pad out the running time and a completely witless dubbed commentary by the twit himself, this is a most unpleasant package. This is the complete Christmas parcel for the person you hate most in the world.

No stars.



Turkish Delight

CD Vision, £12.99, 101 mins, 2 CDs, 18

Whilst it's understandable that the majority of Video-CD titles should be re-releases of established movies or cheap compilations of esoteric subject matter, it's much more fun when companies dig up rare, cult films that have so far slipped the net for commercial release. This adaptation of the best selling Dutch novel is an outrageous rites of passage



saga, an alternately bland and bitter analysis of a young man's innumerable infidelities on the road to self-discovery. Rutger Hauer plays the satyr sculptor, who wanders around with his fly permanently unzipped, raging against the banality of society with the chosen weapon of his manhood. But whilst this cult shocker is entertaining for the wildly over the top performance of Hauer, it will

be most appreciated by fans of Dutch director Paul Verhoeven, who takes the philosophically charged novel and lays on a tonne of religious symbolism and sexual violence that were to dominate his two following landmark films, *Flesh & Blood* and *RoboCop*. Those not inclined towards bohemian rhapsody may find this disjointed movie an occasionally shocking blast of eurotrash, but cinephiles will relish the opportunity to savour this brave stab against mainstream movie making. The encoding adequately copes with the poor quality original film stock, but as with most Video CD titles, the inability to skip sections, as is possible on more sophisticated CD machines, is frustrating. Phobics of male genitalia mutilation beware the infamous trapped member and pliers scene. It hurts.

★★★★ stars



Ghost

Philips, £19.99, 121 mins, 2 CDs, 15

The sleeper hit of 1990, this has a harder edge to it than the hype surrounding its phenomenal success would have you believe. A more commercial variant on the spiritual conundrum that obsesses screenplay writer Bruce Joel Rubin, this is less unsettling than his masterpiece of the same year, *Jacob's Ladder*, but the Oscar *Ghost* won him was well deserved, the script skilfully tackling big issues with succinct dialogue and action and



immensely likeable performances from the previously lightweight Moore and Swayze. *Dirty Dancer* Swayze, in particular, has never been more impressive, injecting the rather morbid role of a dead, impotent lover with a degree of seriousness and angst previously unhinted at in his superficial oeuvre. The story is tightly outlined by Jerry Zucker, and the fetish settings Rubin relishes, such as the

dark, deserted subways underneath America and the misfits of society that populate it are beautifully directed. Similarly, the many special effects are excellently integrated so that they don't distract from the story, yet still convince. Only at the end does it falter, lapsing into 'Heaven is a bright light' cliché, but until then, *Ghost* is a beautifully constructed movie that has not been bettered since as a genuinely interesting and emotionally engaging mainstream movie.

The coding is excellent throughout, and the widescreen ratio adds a touch of class, but this really needs a big screen to appreciate Zucker's skilful compositions and



Swayze's engaging breakthrough lead role (although a small TV does have the advantage of constraining the wildly exuberant Miz Goldberg, who really seems to be in a different movie to her co-stars). There'll always be one sad sack who'll pummel its unashamed sentimentality (such as my publisher (it's appalling! - Asst. Pub.)) but take my word for it that few will be unconvinced by this lush, mega picture.

★★★★ stars

Black Rain

Philips, £19.99, 120 mins, 2 CDs, 18

Whilst the cinematic release of this Ridley Scott thriller was overshadowed by the debatable racism plaguing the script, viewed again, it's a surprisingly entertaining and brilliantly photographed noir. Michael Douglas reworks his old *Streets Of San Francisco* act with a rougher, hard-smoking 18-rated edge, while his soon-to-be-sacrificed partner is a ridiculous, but entertaining caricature of all that the East are supposed to envy of the West. The chief weakness of the movie is the non-development of the Kate Capshaw character; as an essential femme fatale she's poorly sketched and irrelevant to the plot. This weakness is partially redeemed by Ken Takakura, who plays the Japanese



cop drawn to Douglas's blithe disregard for bureaucracy. He plays the role better than I suspect it was written, and adds a degree of integrity that lifts this rather lightweight, though extremely violent diversion. It's a curiously pointless movie in the ever more unfocused career of Ridley Scott (1492 anyone, for a feel good blast at the movies?) but still enter-

taining enough. Another Philips release and again, superb encoding make this a welcome treat for genre fans, and showing the Garcia death sequence to someone who hasn't seen it before will always cast a silence over the room.

★★★★ stars

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CD32 GAMER PLAYING TIPS

Well, with the dawn of a new era in CD32 Gamer next issue, it seems quite apt that we sign off with some of the finest tips yet. There's a mighty solution to *Beneath a Steel Sky*, basically giving you everything you ever needed to know about solving Virgin's problem (heh-heh). Then there's some fine tips on Team 17's *Tower Assault*, which has been giving our games panel a good number of late nights recently. Finally, there's some introductory tips on the first two missions of Ocean's Mega Drive conversion, *Jungle Strike*. All this within but a few pages of your favourite CD32 read.

CD32 TIPS INDEX



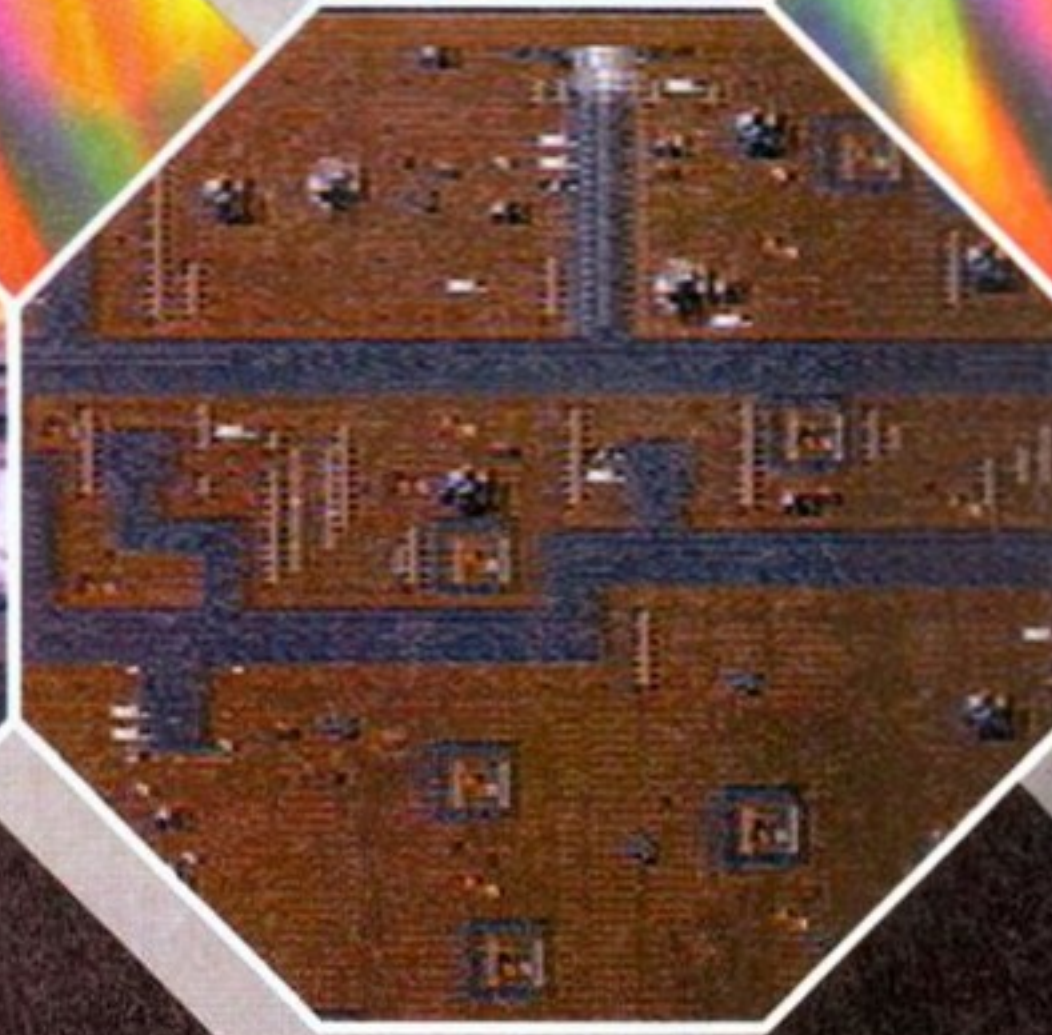
48 Beneath a Steel Sky
The best solution to the greatest CD32 adventure!



52 Tower Assault
Wage war on the alien fiends with our handy hints...



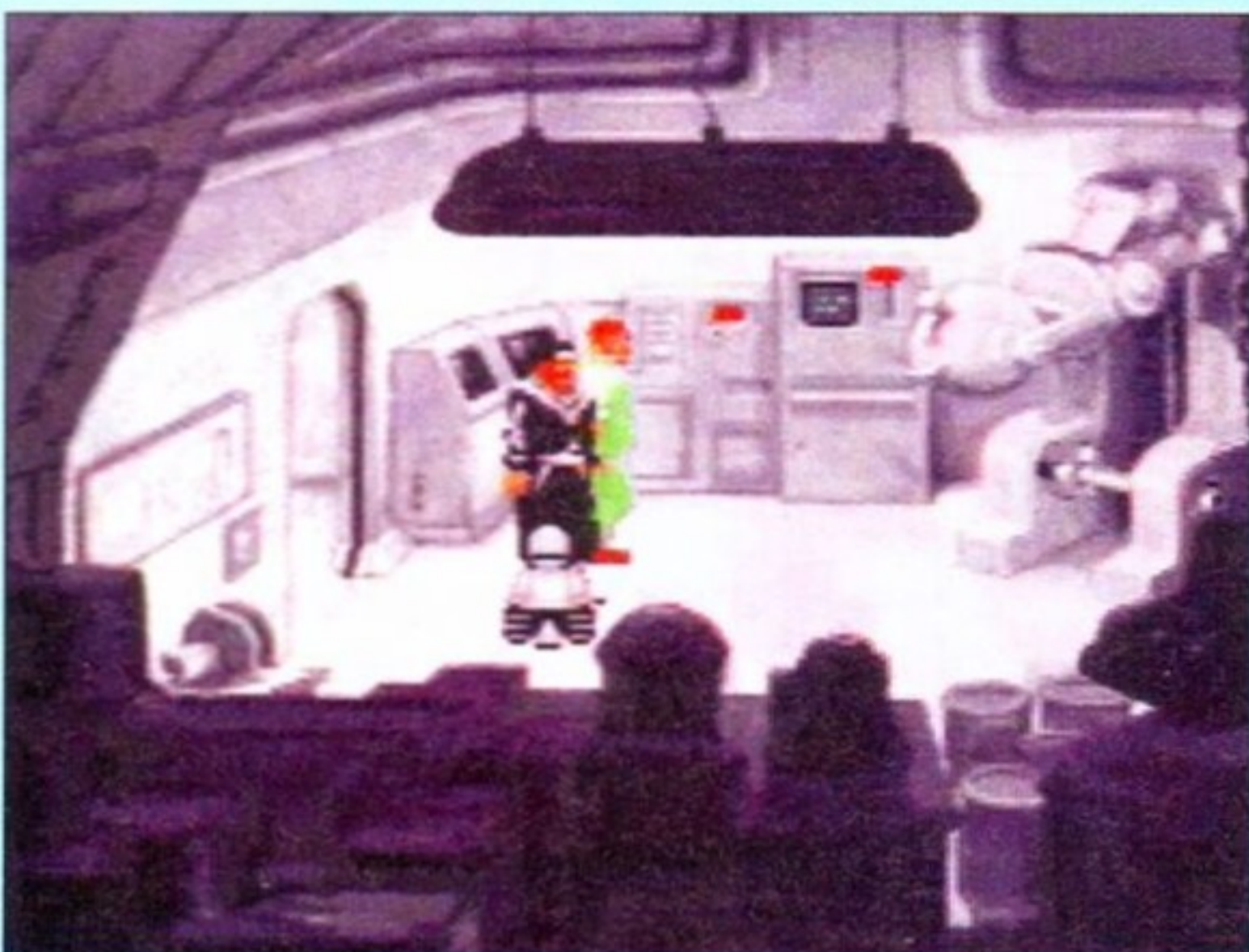
54 Jungle Strike
Go get those terrorist boys using our handy mission guide!



Last month we gave you a full solution to the superb Universe. This issue we're proud to present an equally complete guide to the only arcade adventure that's even better! *Beneath a Steel Sky* earned a well deserved Gamer Gold last month and this month get's the ACG hacker treatment. Is no game safe from our posse of crackers? Enjoy...

Beneath A Steel Sky

COMPLETE SOLUTION



■ PUBLISHER: Virgin ■ PRICE: £29.99
■ DEVELOPER: Revolution ■ OUT: Now

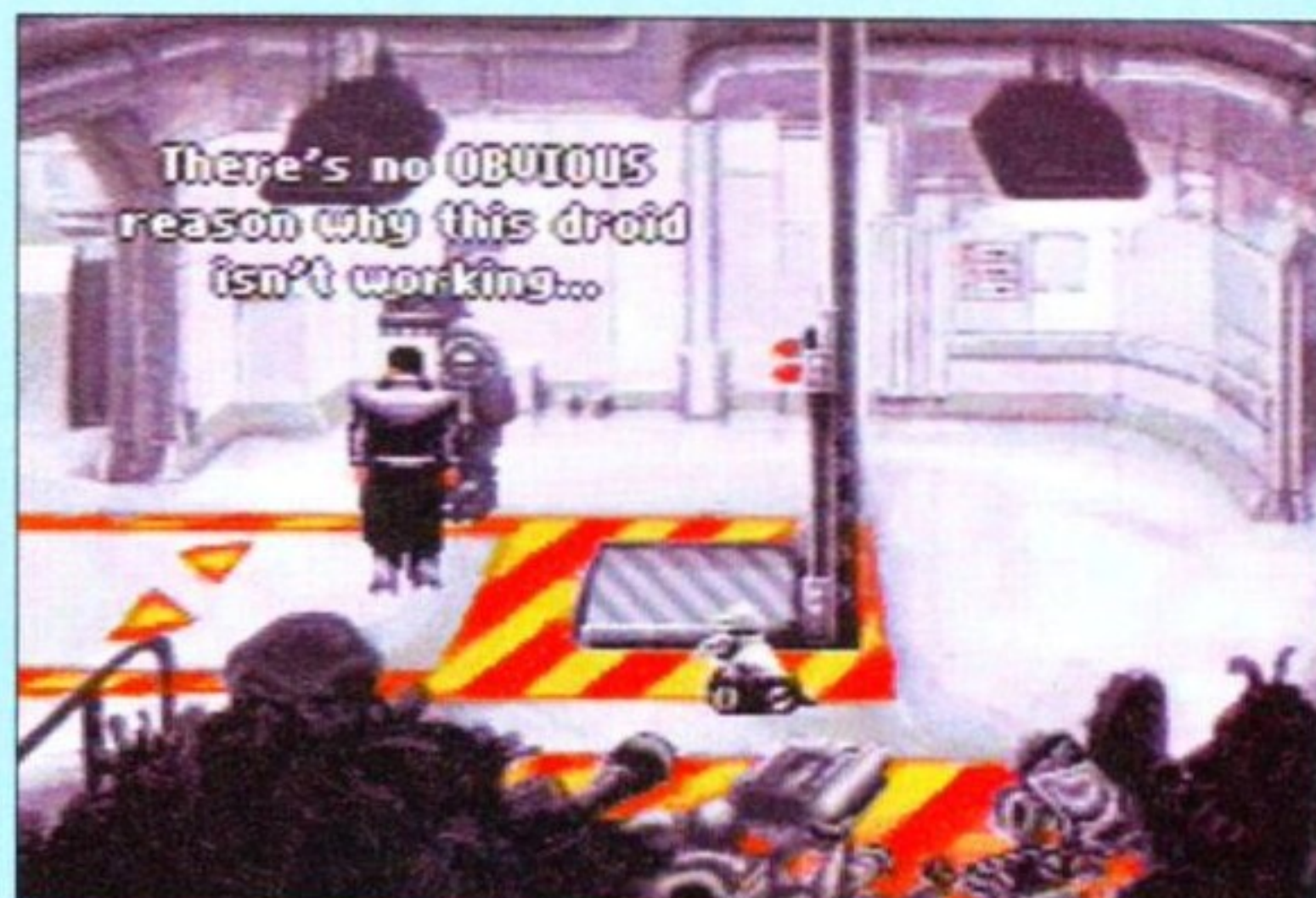
Go to the left and take the loose rung from the top of the stairs, then go to the right and use it to prize open the door. Go outside and hide behind the door until the guard walks off, then go back inside and down the stairs. Go through the door on the right. Examine the junk — there's three separate bits. Insert Joey's circuit board in the middle one then stand on the lift to make Hobbins appear. When he comes, quickly duck through the door, open the cupboard and take the spanner from inside. If Hobbins returns before you've got it, he'll stop you. You'll just have to go back out and repeat the process.

Next examine the transporter then keep talking to Hobbins until you find out what's wrong with it. Then ask Joey to fix it. It will go off and come back with a box. When it puts the box on the elevator it will descend, leaving the shaft open. Now's your chance to climb down.

In the furnace room, examine the slot then ask Joey to open it. Reich will walk in and get killed. Examine the body and take his ID card then you can leave the room.

The next place to visit is Lamb's factory. Talk to Anita and then have a word with Lamb. Then go and stick the spanner in the exposed cogs near where Potts is working. Once Potts has examined the damage and gone back to work you can recover the spanner. Go and examine the now idle droid to the left then loosen its shell using the spanner. Talk to Joey and offer him the new shell. Send Joey into the store-room and have him destroy the fuse box allowing you to enter unimpeded. Lift up the gangway and take the putty from the floor. You can ignore the WD40 and key.

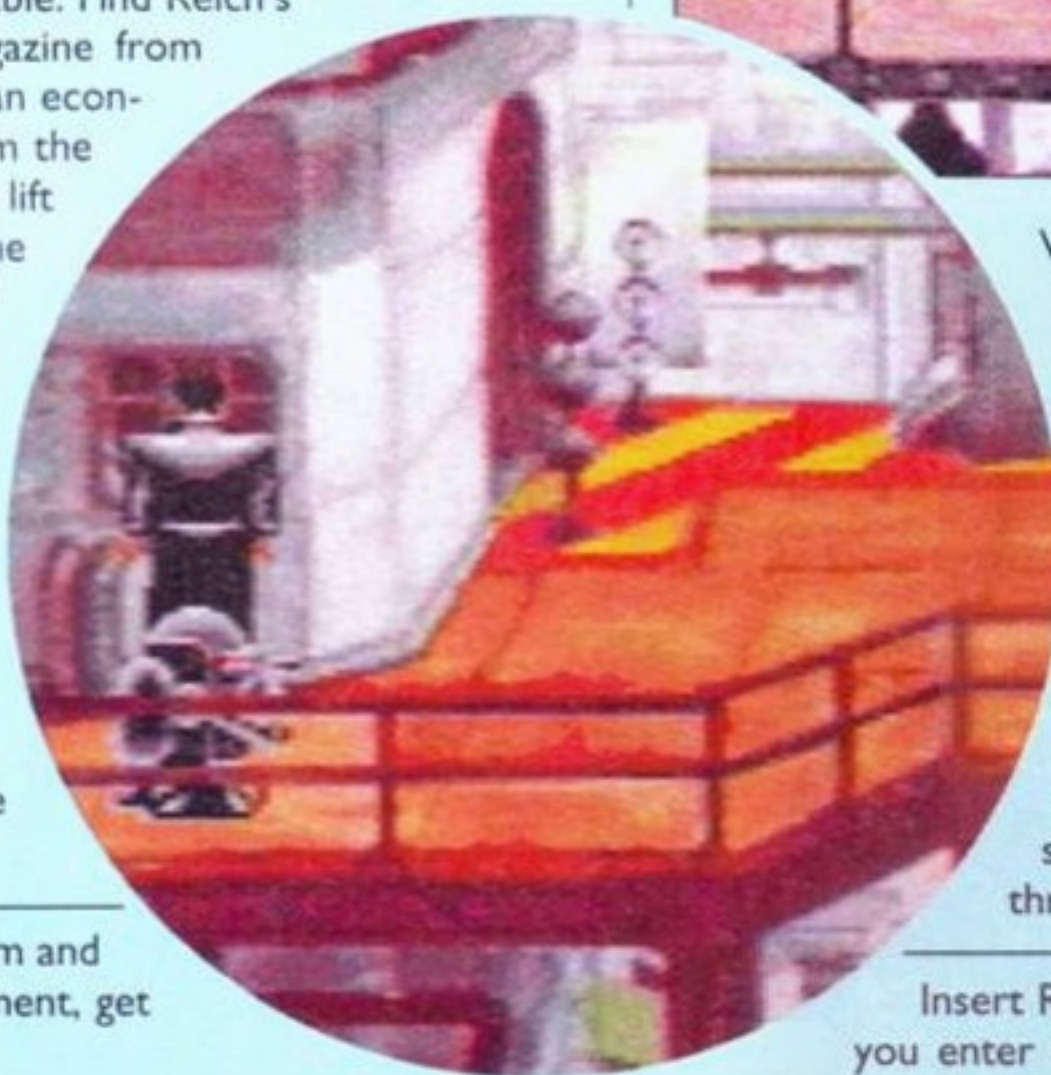
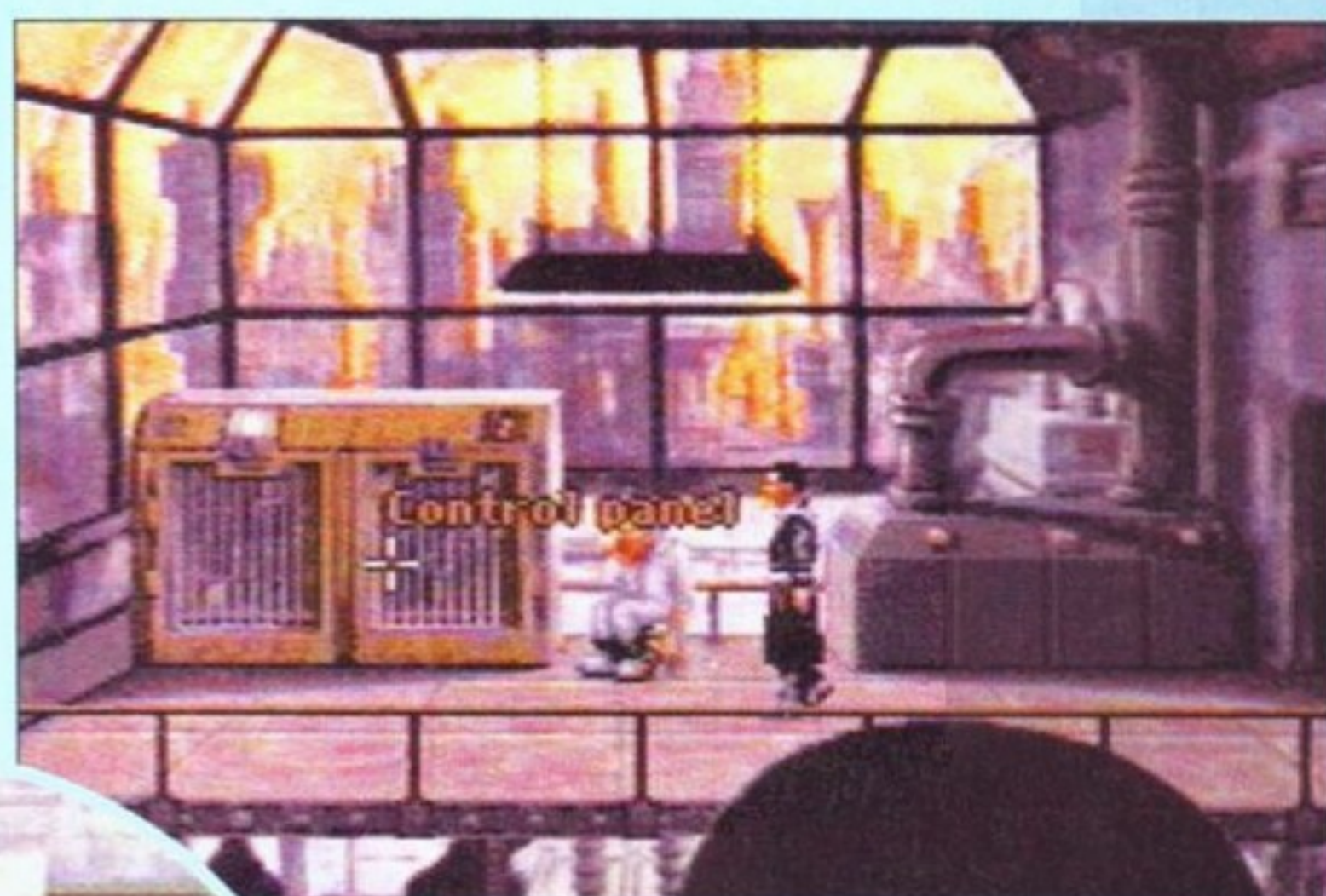
Go across to the far left where the old man is sleeping and loosen the buttons on the steam machine using the spanner. When Joey arrives, tell him to press the right button and you press the left one at the same time. The steam machine will blow up and the old man will run off. Now go and flick the switch on the yellow console,





remove the light bulb and replace it with the putty. Go back and flick the switch once more to blow the door off then pull the right hand lever to restore power to the lift. Go to the lift screen and examine the red cable, then get Joey to work on it. He'll burn through it with his welder and it'll drop to the floor below. Use Reich's card to enter the lift then go down and collect the cable. Find Reich's apartment and enter using his card. Take the magazine from under the pillow then visit the travel agent. Ask for an economy tour and when he refuses you a ticket hand him the mag. Go back to level one and hang around by the lift until Lamb arrives. Talk to him until he tells you he needs a holiday then give him your ticket and in return he'll give you a tour of his factory. Go to the factory, find Lamb and remind him about the tour then go right, past Potts and talk to Anita. Give her the ID card and she'll install the jammer while telling you about the Schreiber Port. Leave the factory and wait by the terminal until Lamb appears then use Reich's ID card on the terminal to enter the code from the yellow security manual (that's the one which came with the game). Authorise aD-Linc on Lamb and then leave the terminal.

After Lamb finds he's unable to use the lift, talk to him and offer to feed his cat. When you get inside his apartment, get the video cassette from on top of the bookshelf.

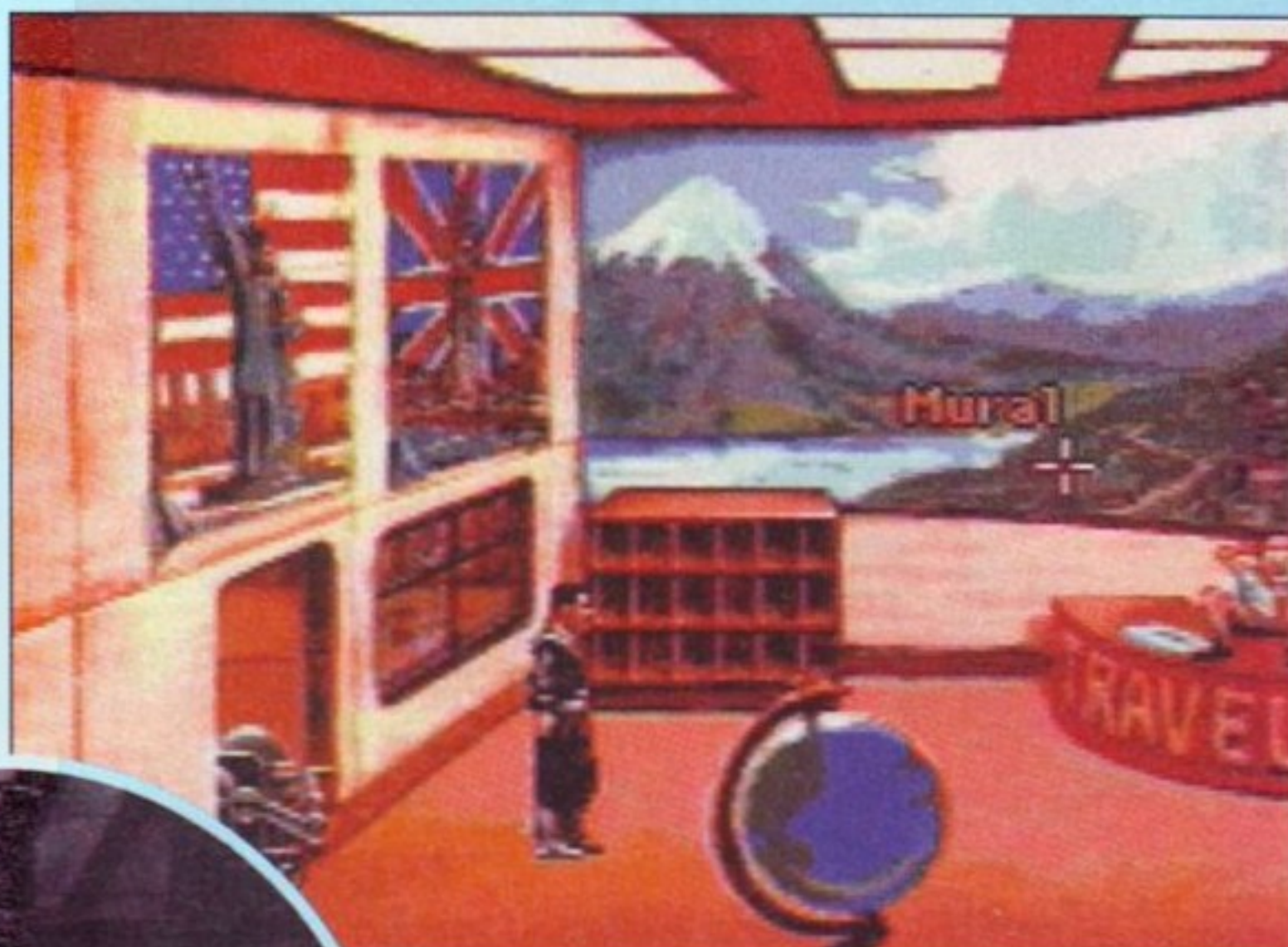
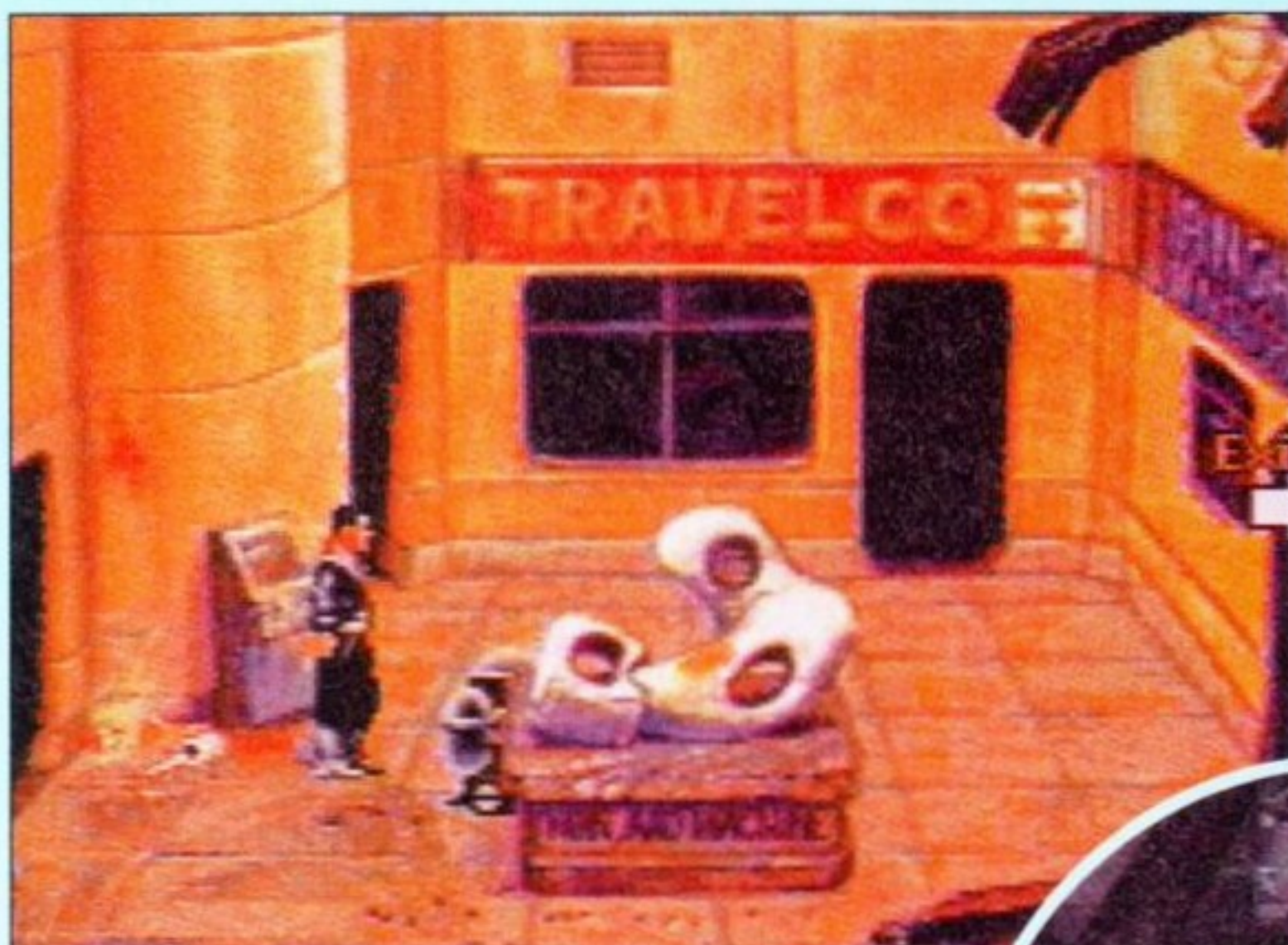


Visit Burke's BioSurgery, activate the projector and talk to the hologram. Wait until you've asked her for the Schreiber Port then get Joey to talk to her and go into the surgery. Ask the doctor for a port. First offer him a lung, followed by a kidney, and finally your testicles. Keep talking to him after the port until he tells you about Anchor Insurance. Visit Anchor and ask for a policy, tell them Burke sent you. Willy Anchor will go off to make a phone call. Immediately get Joey to remove the anchor from the statue, then collect it. Combine it with the red cable to make a grappling hook. Now return to the first screen you appeared on, go up the stairs and through the door. Use the grappling hook on the sign on the building opposite and swing across the gap. Then grab the cable and leave through the door.

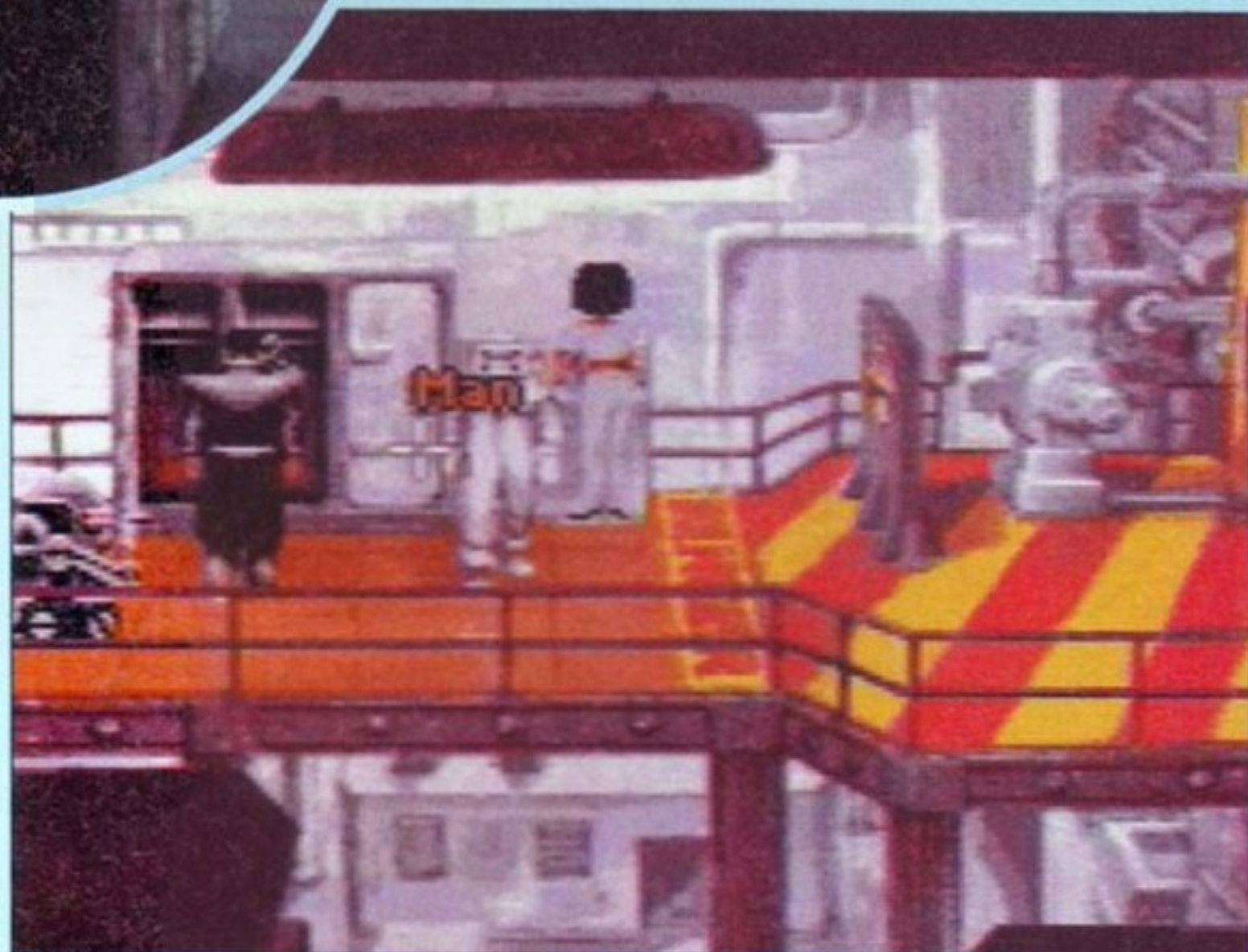
Insert Reich's ID in the slot then sit down in the interface and wait until you enter the game. Touch the ball and exit right. Open the bag (via the inventory) to get the magnifying glass (DECRYPT) and the birthday surprise



players guide



Go to the ground level and talk to the gardener and then the boy who tells you the gardener was lying. Talk to the gardener again then leave by the near side door. Run your ID through the lock. Get the secateurs from on top of the barrel then go back to the nightclub and talk to the bouncer once more. Go in and turn on the jukebox. Choose any tune then return to Burke's surgery. Give the glass to Burke in exchange for Colston's fingerprints.



(DECOMPRESS). Next use the decompress option from the menu on the ball to get red and green passwords. Leave right using the red password on the first floor tile. Then simply follow the logical route to the exit. Pick up the bust and the book then decrypt the three coded documents. Now disconnect.

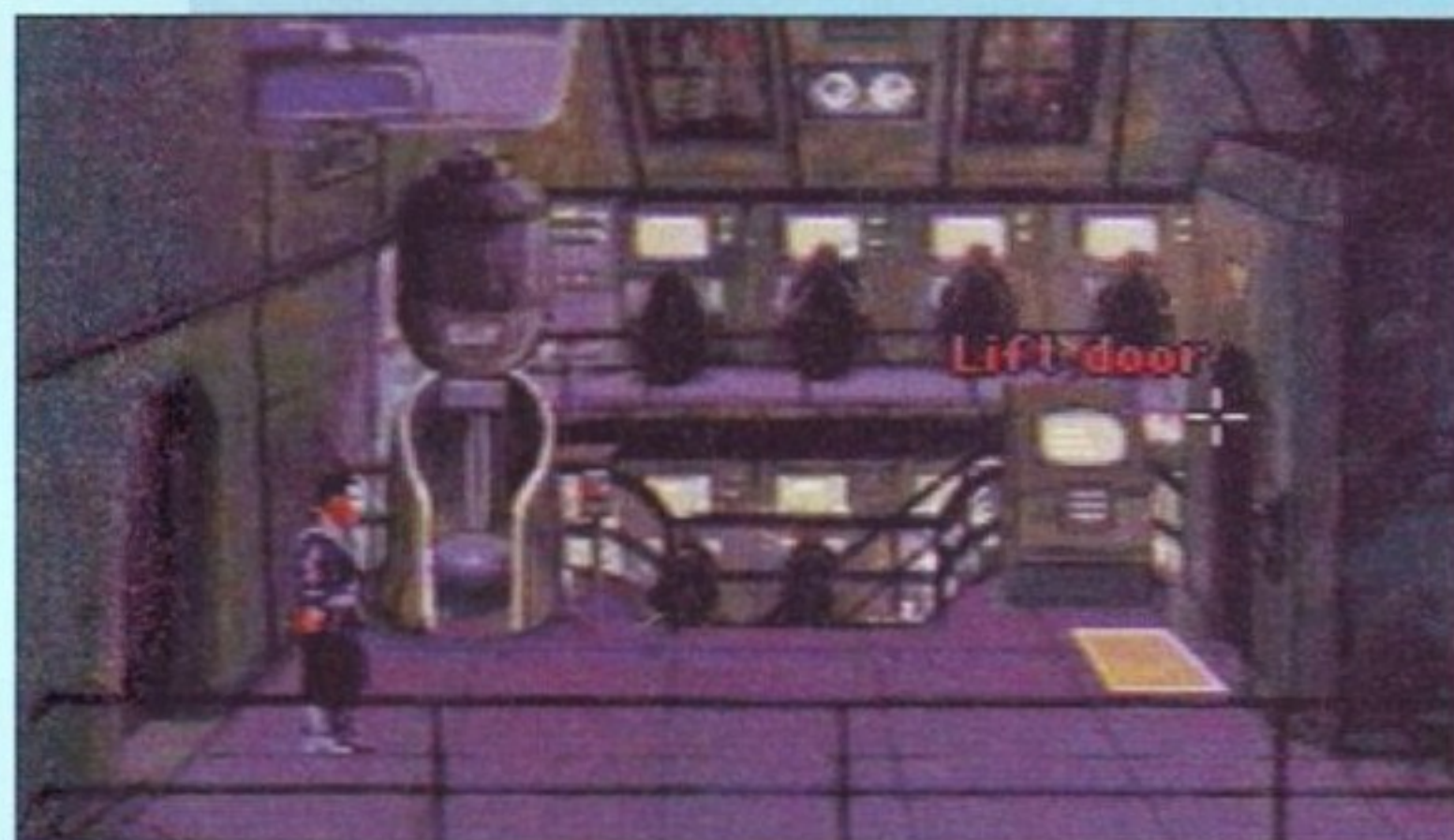
Use the Linc terminal to read all the documents and use the Special Operations section temporarily increase your Linc status to unlimited. Put the ID card in the slot and you'll be taken to Sam and Norville's security room. Enter the lift and go down then enter the second lift and go down again. When Joey falls, take his circuit board.

Talk to the fat lady, then go to the night club and have a word with the bouncer. Keep talking until he tells you Mrs Piermont may be able to sponsor you. Go and talk to her again, then, when she returns to her flat, ring the bell. When you get in keep talking to her until she goes to use the phone, then put the video tape in her VCR. When the dog goes to watch it you can grab his biscuits.

Go to the lift screen and put the biscuits on the plank then leave the screen and wander about a bit before coming back. The dog should be barking at the biscuits. Pull the rope so the dog climbs onto the plank then release it and he'll fall in the pond. When the guard comes to help him you can duck inside the cathedral. Go through the door and open the middle locker.

Go back to where Anita was working and open the middle locker. Take the overalls and put them on then go right. Use the control panel to open the reactor door then go in and get the ID card. Leave, close the door, take off your protective suit and head back to the interface room. Enter the interface using Anita's card.

Get the tuning fork and play her a message. To get the tuning fork, first blind the eye then go through the computer as quickly as you can. Exit the room and blind the second eye, exit centre and centre again. Exit right and select PLAYBACK from the inventory to use on the well. You can then disconnect.





Go back to the club and put your hand on the metal plate at the back of the building by the door. Leave via the right hand side of the screen, use the crowbar on the packing case and take the lid. Put it on top of the smaller box and climb on top. Use the bar and then the secateurs on the grill and climb into the resulting passage. Inside, exit to the right and turn through the diverting tunnel and then again to the right until the section with a whole (find it by tracing the cursor with a cable). Exit right, right again and exit at the bottom of the sloping tunnel.

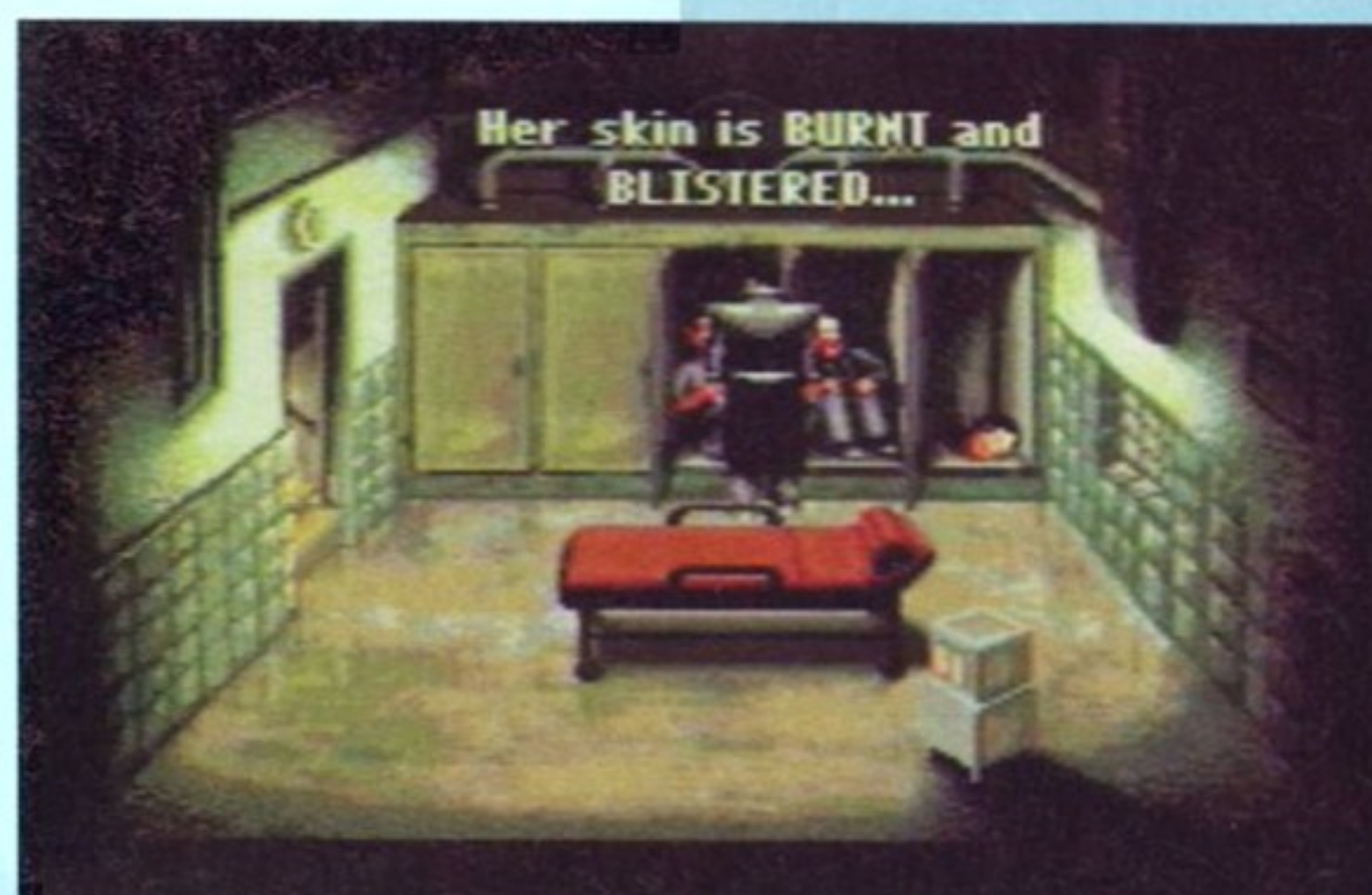
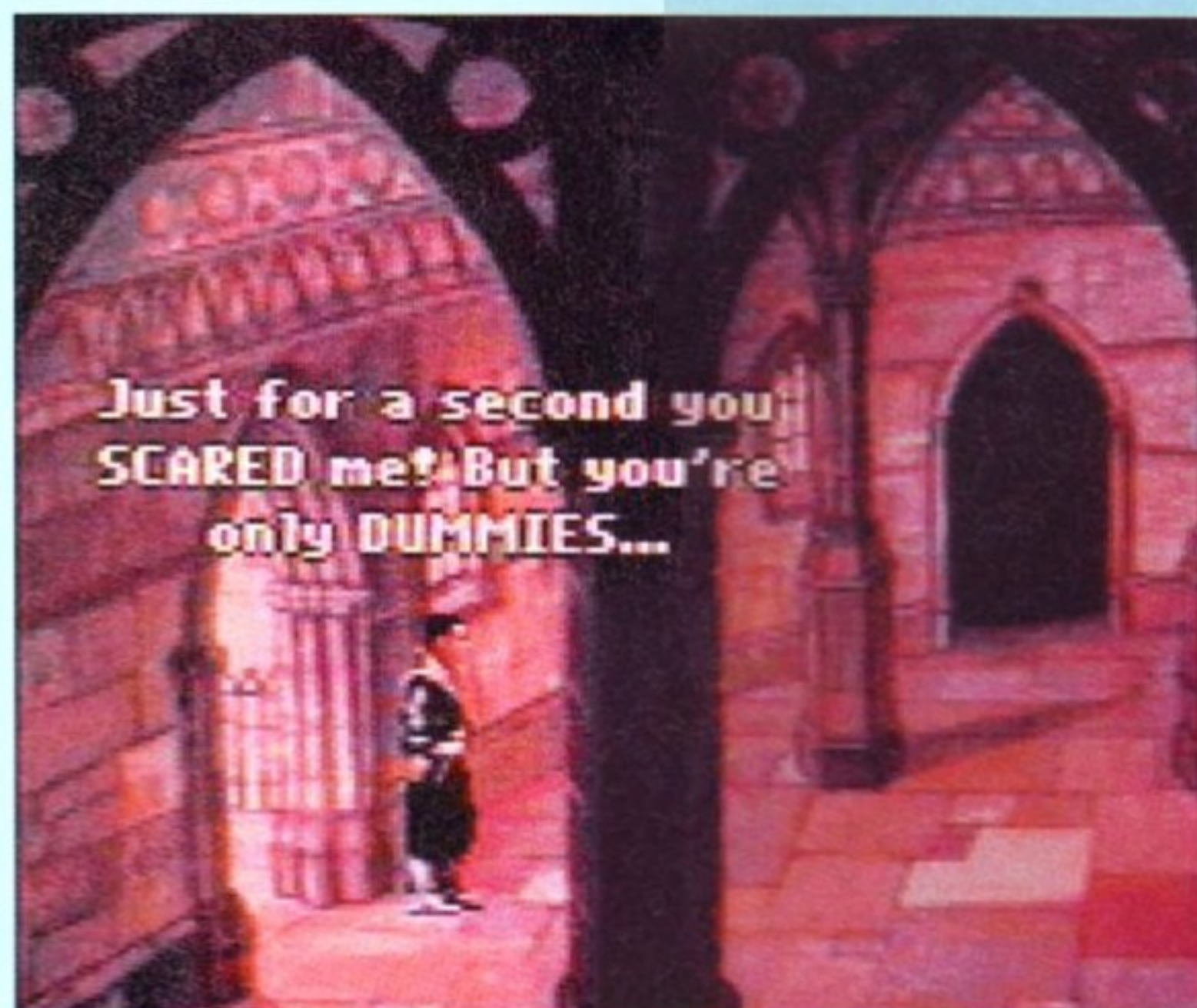
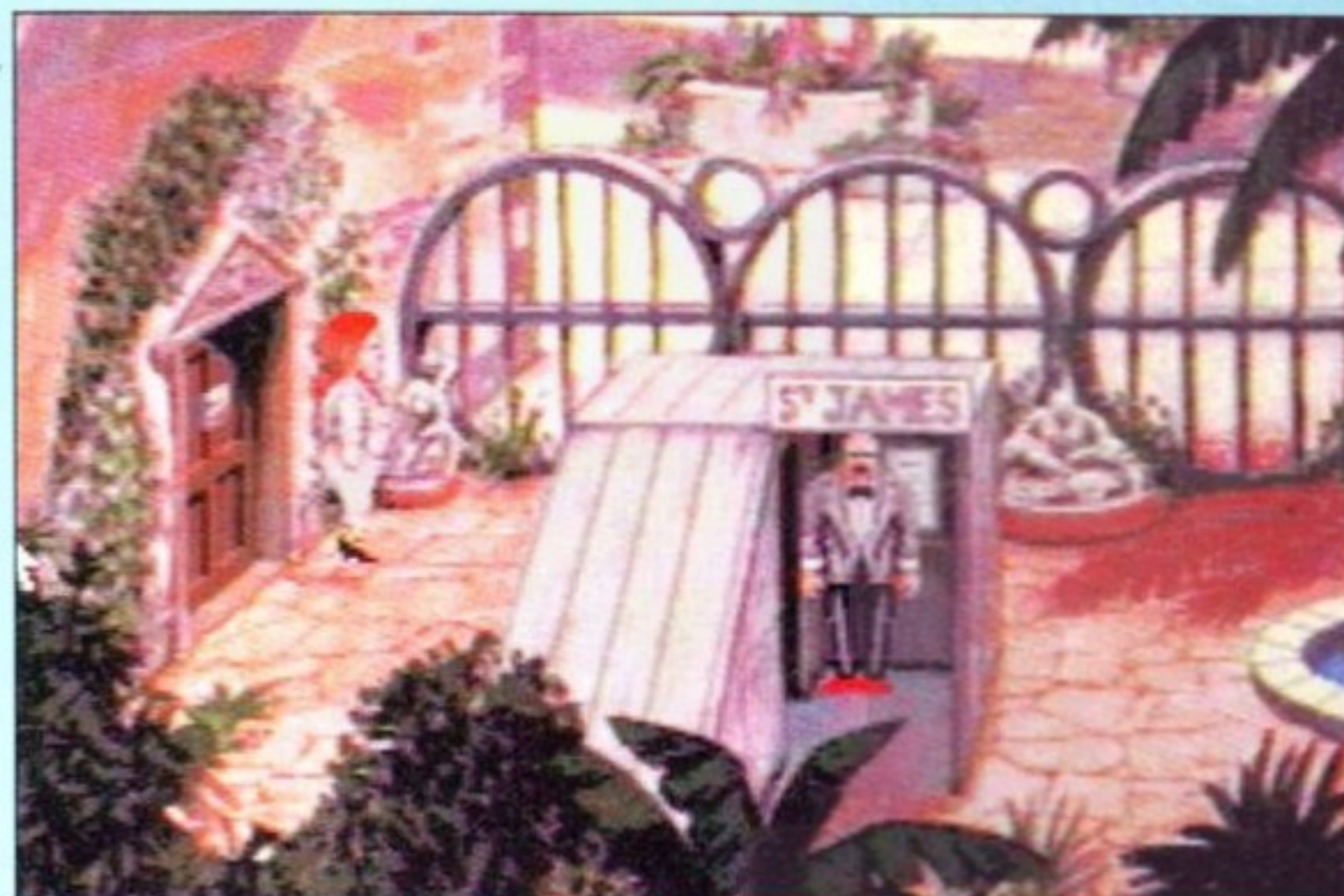
Select the crowbar and use it on the plaster at the back of the room and then on the bricks to force one of them loose then collect it. Stick the metal bar into the swollen vein right of the horizontal beam and smack it one with the brick. Pick up the bar and walk off to the right when the droid shows up.

Look through the grill then leave via the left hand door. Walk down the stairs, go up to the console and use it to lower the temperature then go back up the stairs and pull the metal bar on the grill. Leave the room, leave the corridor by the right and go right again. Put Joey's board in the robot. Tell Joey to have a look in the tank room then get him to open the tap on the nutrient tank. You can now enter the tank room yourself.

Go to the right through the back of the room and, same again and then through the door. Use Reich's card on the terminal. Press 2 to enter the restricted area. Exit the room and, after the struggle, take Joey's board and check out the body to get a new ID. Use it on the interface.

Blind the eye, enter the crusader's room. Use Divine Wrath on the crusader then disconnect. Re-enter the interface with Anita's card and go back into the crusader's room. Use Oscillator on the crystal and get the Helix then disconnect once more.

Leave the control room and go into the room from which Gallagher came. Insert Anita's card in the console and it'll crash. Get the tongs then leave via the right hand side of the screen. Use the tongs to get the flesh from the aquarium. Put the fish in the other tank then exit right. Open the middle cabinet and insert Joey's board. Download the character data using the console then run the programme and exit right. Tell Joey to put his hand on the sensor. Put your hand on the other sensor at the same time. Leave and then exit right. Use the cable on the pipe support. Climb down and drop the flesh into the orifice. An exit will then appear. Swing across using the cable and, when you get the chance, ask Joey to sit in the chair. Now simply talk to Joey to complete the game. Easy, eh?



Team 17's corking alien bashing game should by now have made its way into your collection, so here's a few thoughts from ACG's very own game cracker as to how things should best be tackled. He never sleeps you know, always striving to bring you the hottest, most up-to-date tips every month! What a great bloke, eh?

Tower Assault

OUTSIDE

The assault begins next to the wreckage of your dropship and the first thing to do is find your way into the complex. Moving around outside is actually far trickier than it is in the alien-infested corridors of the base, well, the early ones anyway. You needn't worry about the rats and falling meteors. They do negligible damage. Avoid them if possible but don't go putting yourself at risk. The main hazards outside are the minefields and security lasers. To avoid mines, keep to the paths as much as possible. Sometimes, however, it's necessary to go across open country to reach new parts of the complex, or perhaps a stack of collectables. In this case the only answer is to tread very slowly and carefully. Collision detection is very unforgiving so don't go for any tight squeezes. Even more of a pain are the automatic laser turrets. When you're in the vicinity of any of these you need to keep moving and dodge when they fire. You can't sustain many of their hits and they can't be destroyed so stay away.

ROUTES

Although there are approximately 250 ways of reaching the final adversary in the game, there are some routes that are far more likely to produce the desired results than others. For example, heading straight into the military tower at the start will prove suicidal without a powerful armoury of weapons. The Alien Breed get steadily more powerful the further you progress and though your initial gun is fine at first, you'll soon find you need considerably more firepower. Unfortunately, firepower costs money. That's why it's important to search every inch of each level. Ultimately your only chance of success is with the most powerful weapons possible and you'll need all the credits you can find to afford them. Alternatively check out bodies on the off-chance of picking up a few freebies. One other thing to bear in mind — bigger weapons eat up ammo at an alarming rate.

SMART CARDS

Take careful note of the smart card messages that pop up from time to time. They often contain clues as to what to do next, as well as indicating the safest route out of the current level. At least in the early stages, before you've armed yourself to the teeth, it's best to follow instructions to the letter.

THE INTEX NETWORK

Intex computer consoles are your greatest allies. Always check out the infobase as a matter of course. Any new information you can discover will give a clearer idea of the best way to progress. As well as the weapons, there's also a number of tools that can be bought to aid your mission. If you run out of keys it's a good idea to invest in a keypack rather than try to blast your way through doors — this uses up a vast amount of ammunition. The hand map is really a matter of personal taste. It offers a considerably wider range view than the normal map view, but at 25 000 credits it's not cheap. You're probably better off without it for the first few missions. Instead use them to build up your ordnance. As the Breed appear thick and fast later on, however, moving from one place to another as quickly as possible might be essential and this neat piece of kit could be invaluable.

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





FIRST AID

First aid kits might seem pretty abundant, but don't just go collecting them willy nilly. They can't be stockpiled so, if you collect one while you still have full energy it will be lost and you'll get no advantage out of it. For this reason only collect the capsules when required. The round ones add a limited amount to your energy bar, but the oblong ones replenish it completely.

PASSES

Most doors in the complex can be opened either by hand or regular key cards. Important ones require specially colour coded passes however. The colour of the pass required is indicated by lights either side of the door. The pass can be used as often as is required on the level in which it was found, but cannot be transferred to new levels. Decklift passes are usually required for using elevators between decks and must be located. You'll usually need a coloured pass to open the lift doors and then a lift pass to operate it.

ALIENS

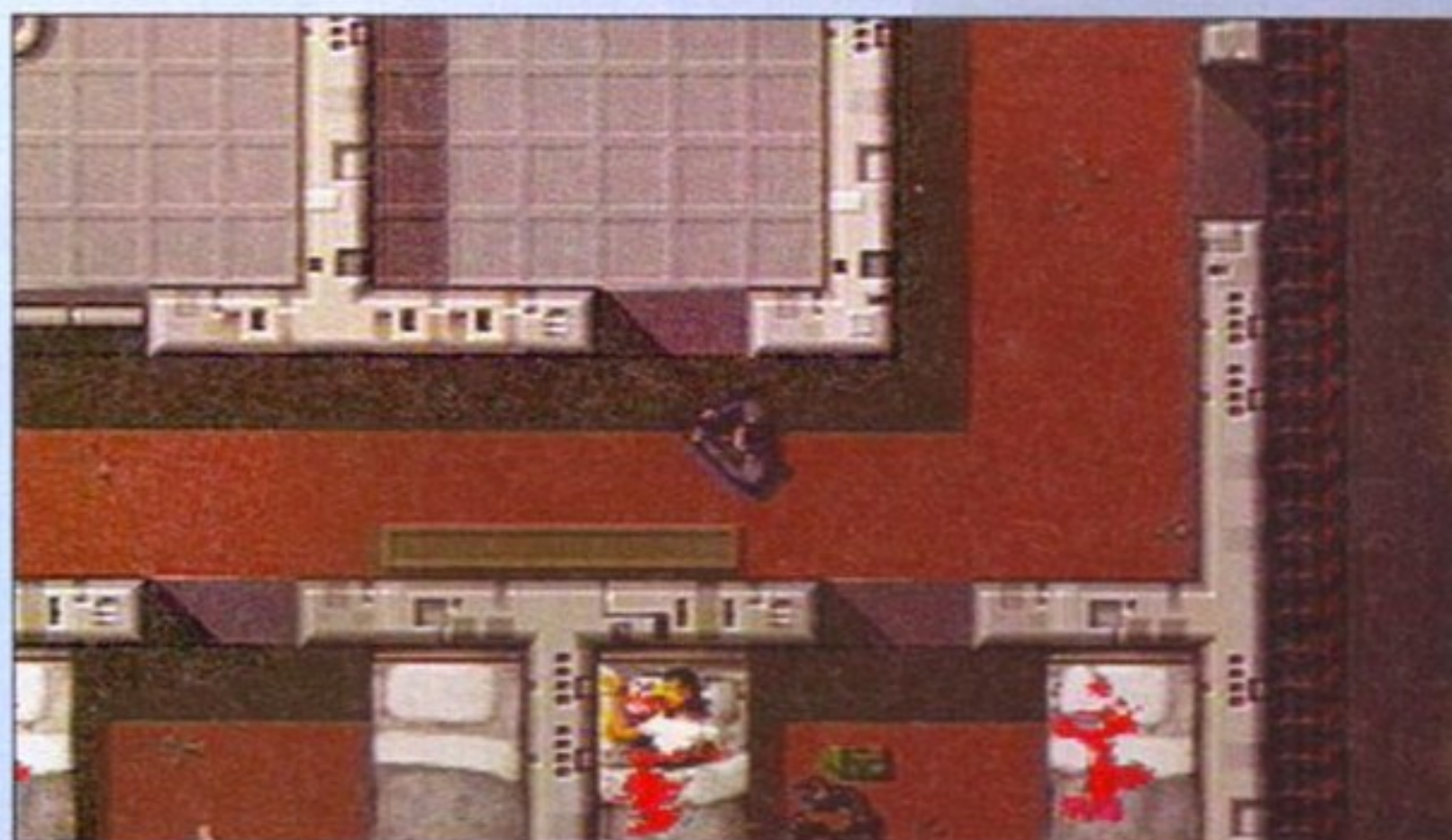
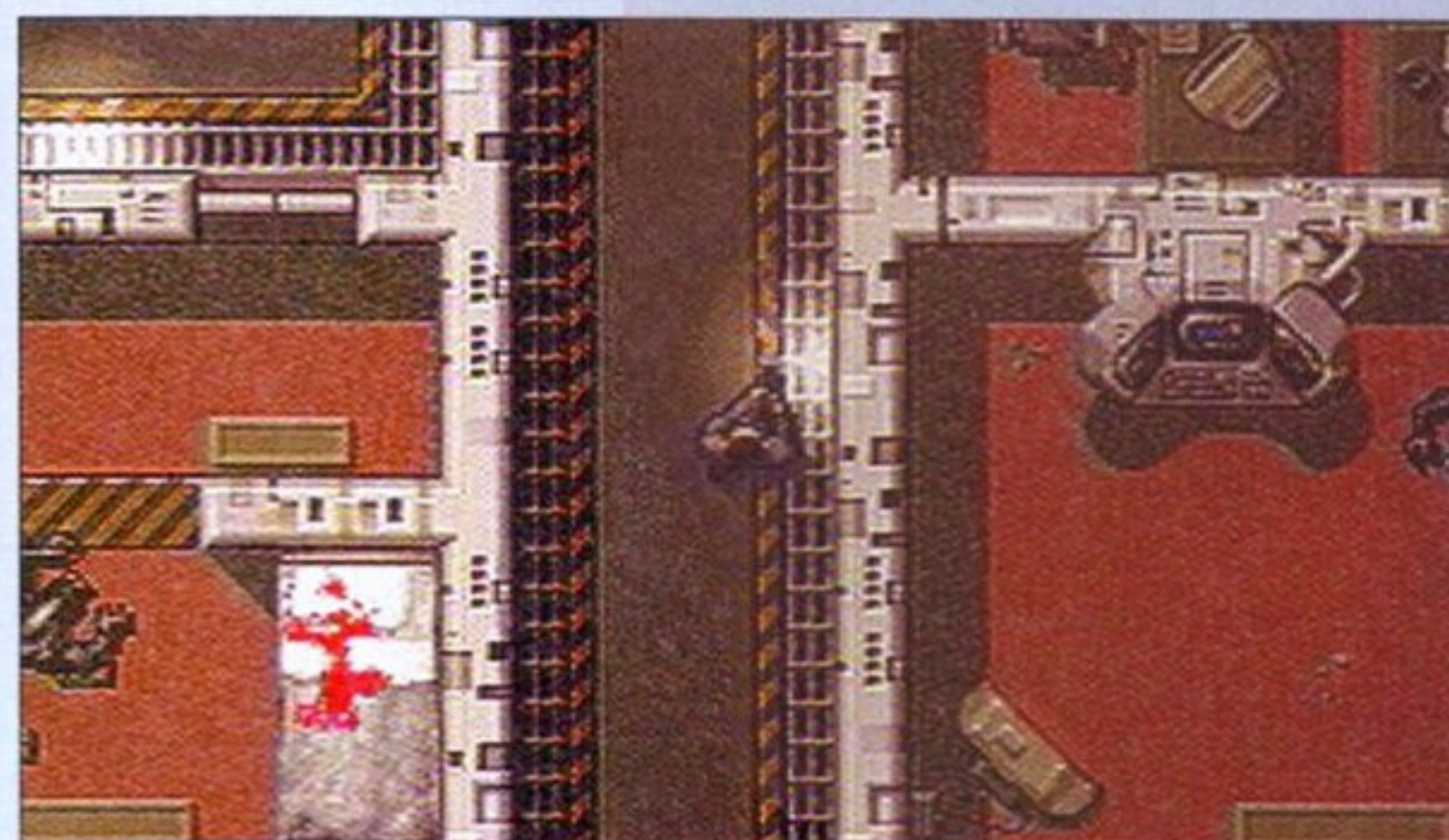
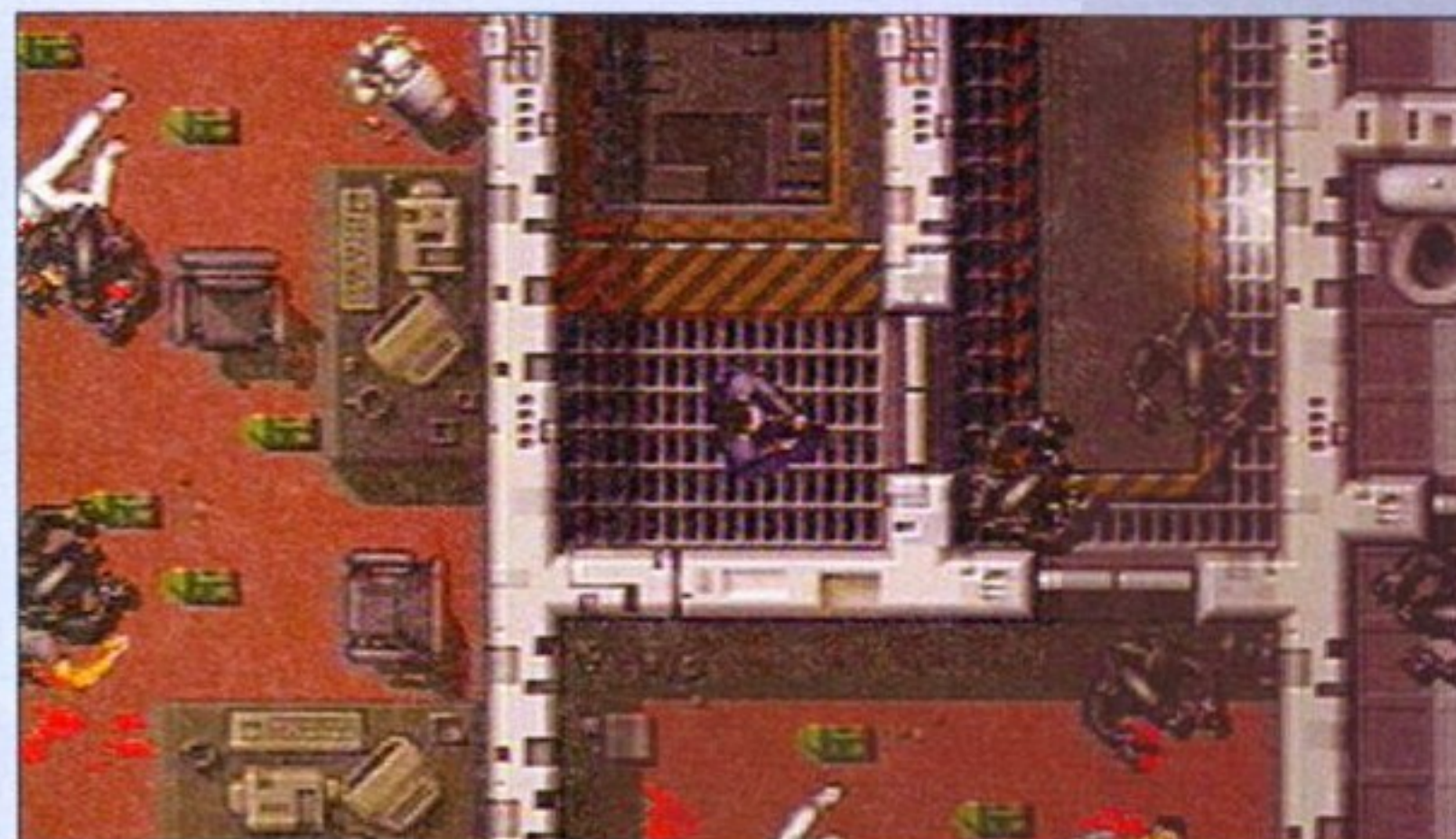
Your main adversaries! They start off being very easy to pick off but soon become much tougher. It's vital to master the retreat mode otherwise you'll just be swamped. Listen for squelching noises as these indicate aliens emerging from cocoons in the vicinity — escape at this point would be wise. If a room is crawling with the vermin it's best to stand back, blow the door off its hinges and take them out as they emerge. It uses up more ammo but it's better than opening it by hand then getting trampled in the stampede!

SECRET ROOMS

Try to explore everywhere. Even if a room appears to be empty, go in any way — you never know what you might find. A toilet might seem rather mundane and uninteresting but it might just be a warp to a secret room almost certainly awash with loads of new goodies. Leave no stone unturned.

RED ALERT

After a deck's self destruct sequence has been initiated, it's time to leg it. Usually you'll be given a clue as to which direction the exit lies so head that way but keep going. Hold fire to try and clear any Breed from your path but there's no time to take it steadily. This means you're bound to take some hits so, before exiting, top up your energy to full and, if possible, obtain some body armour from an Intex console.



Sequel to one of the finest strategic blasters ever to grace the Amiga, and an outstanding title in it's own right. Now the first two levels are thoroughly sorted by the mysterious Gamer Games Guru. Look, learn and beat those early mission blues. They'll be more on this stormer next month but until then — enjoy!

Jungle Strike

CAMPAIGN: WASHINGTON DC

- Monument
- ▲ Terrorist HQ
- ★ Presidents Limo
- Car Bomb
- Enemy Sniper



1 - MONUMENTS



You need to take out all the terrorists surrounding the three historic monuments. The biggest threat are the long green vehicles as they're armed with powerful rockets. They're most abundant around the uppermost monument. Two hellfires will do the job but otherwise use hydras. The small blue and white vans carry less potent rockets. These can be destroyed with the gun as long as you

keep moving but hydras are preferable. Keep an eye out for snipers. They don't look like much but their constant firing rapidly eats away your energy. A quick burst of machine gun-fire will take them out.

2 - TERRORISTS HQ



The basic idea here is to blow the building then get the guy who runs clear. Before hitting the building perform a quick recce of the area and take out any hardware that might lie hidden. Be ready to winch the man aboard and get out quickly as enemy vehicles soon appear on the scene after the HQ explodes. You need at least three of the four terrorist leaders to complete the mission.

3 - CAR BOMBS



There's five cars which need to be destroyed before they career into friendly buildings. Look at the map and try to anticipate which direction the car is moving (it doesn't set off until you scroll it on screen). Try and approach from behind then let rip with a burst of hydras. Keep firing until he blows as you don't have very much time.

4 - AGENT AKBAR



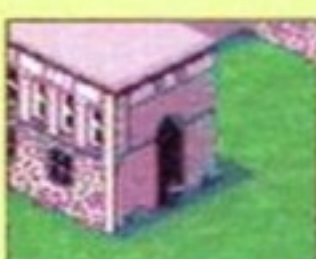
A dead simple mission. Simply destroy the building and winch Akbar aboard to gain information about the President's limo. Other than a couple of snipers, there's surprisingly little resistance around to bother you.

5 - MOTORCADE



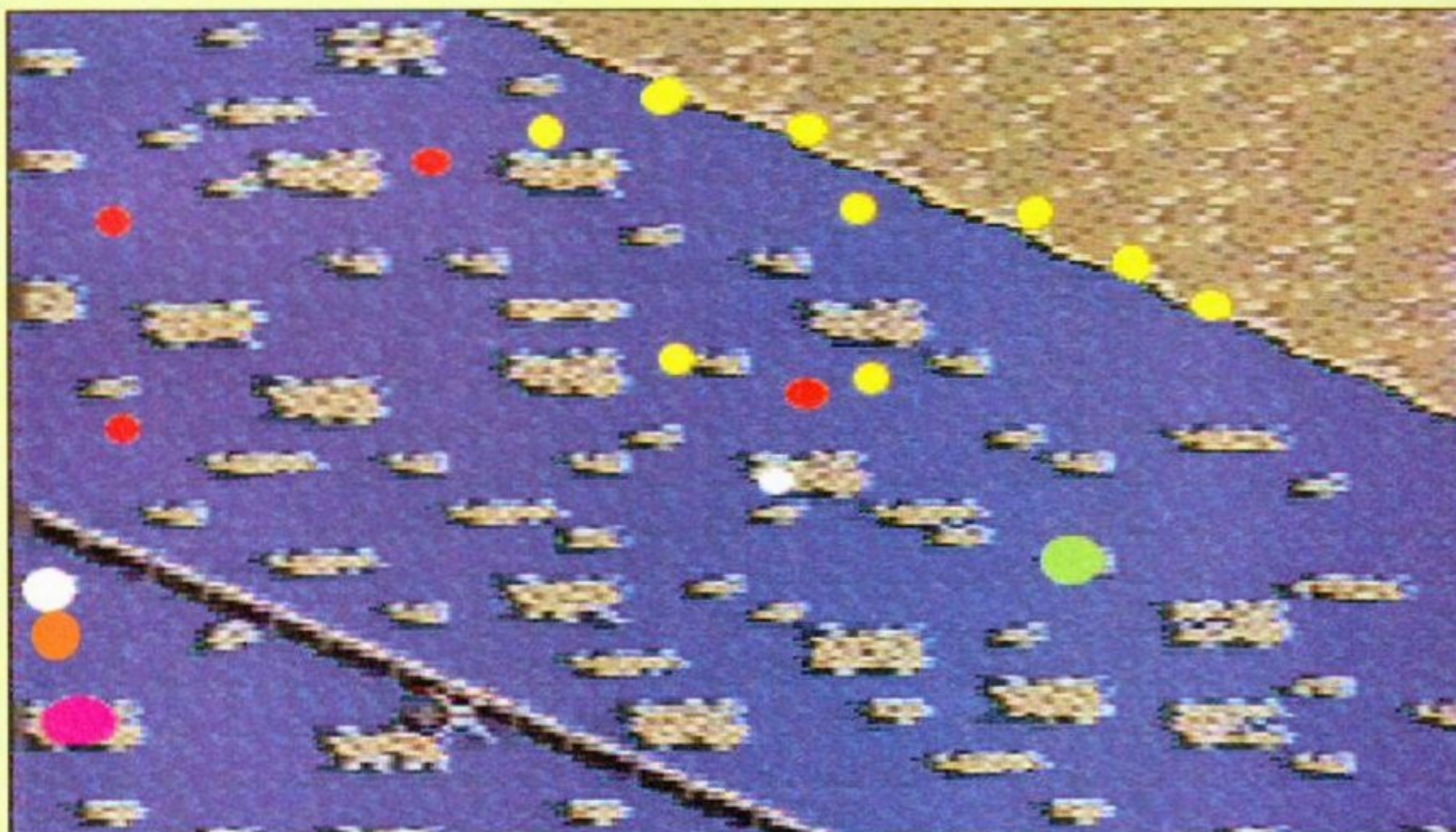
Guide the President's limo to the Whitehouse. Collect an armour crate and top up your ammo before you start as you can't afford any pit-stops during the mission, then fly marginally ahead of the car. This way you can see which way it turns. There's nothing worse than losing the President! Listen out for gunfire, then fly ahead and take out the offending enemies with hydras. You'll then need to return to the limo so they know it's all clear to move on. As long as you stick close it's fairly straight forward.

6 - ENEMY SNIPER



Once the President is safely ensconced in the Whitehouse, fly off the grounds the way the limo came in. Across the road you'll see a man dressed in black. Pick him up to complete the campaign.

CAMPAIGN: SUB ATTACK



- **Plutonium**
- **F-15 Pilot**
- **Navy SEAL's**
- **Submarines**
- **Electric Fence**

1 - LOST SEAL'S



Fly straight to the far left to get the SEALs then drop them at their helicopter (lying just south of where you start).

2 - ELECTRIC FENCE



Kill everyone on the Island with the hovercraft and the electric fence will automatically be de-activated. There's only a four soldiers so use your guns. When the fence goes down the landing pad will start to flash. Put down and transfer to the hovercraft. You can now go under the bridge.

3 - PLUTONIUM



When pursuing the plutonium carrying boats you can ignore the island-based guns. As long as you keep going they can't turn fast enough to track you. If you try to take them on you won't last long. Be careful not to destroy the plutonium. Collect it by driving over it. There're quite a few armour crates lying about and should be collected as soon as you're given a warning. There's a lot of rockets

flying around, especially from the numerous gunboats so there's always the danger of taking a hit out of the blue. It's easier to get the plutonium once it's transferred onto the trucks as they don't have much in the way of defence. The chain gun will soon finish them off.

4 - F-15 PILOT

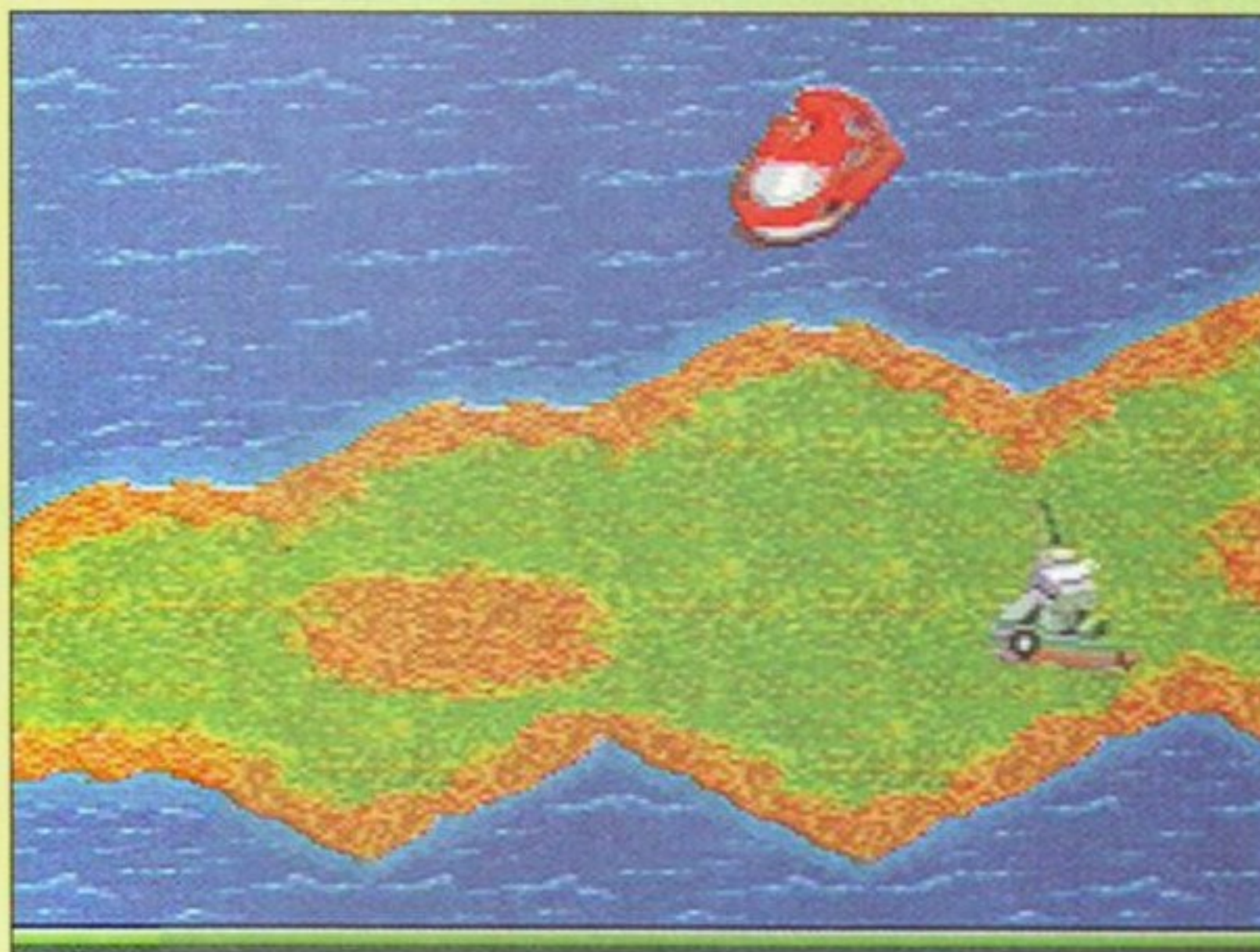


The stranded pilot actually turns out to be Faceman — one of the MIA co-pilots. Drive over him to pick him up then make a dash for it. Don't bother with the guns on the island — you'll need all your energy for the final battle!

5 - NUCLEAR SUBMARINES



You'll notice the hovercraft is equipped with mines instead of hellfires, and these are required to destroy the subs. They always move from NW to SE so get in position to cut across in front of them. As you cross their path drop a mine. Two mine hits are required for success. Try to drop the mines as close as possible otherwise the sub will destroy them with it's missiles — they're meant for you as well!



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 Paragon Publishing
 Durham House
 124 Old Christchurch Road
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Section i mai



I feel like singing a song, but I can't sing and anyway, I don't think the pages of this fine tome would really convey my yodeling too well. I could, of course, write you a nice poem, but without a thesaurus I'm kinda stuck. Then there's always a final farewell message, but I'm paranoid – it'd only be greeted with howls of delight.

So, instead I'm going to ignore that this is my final issue. No longer will my fine monochrome image grace these pages (I always look better like that than in colour, though for the life of me I can't understand why. Possibly something to do with looking less obese and unsightly in blue I guess). I'll choose to overlook the fact that much of the fun in my life will now cease to exist since I will no longer have your letters to chorle over.

And I promise not to harp on about this being my final act in what's been a life-time of experience, all rolled up into three jolly months. But, do tell, where else will I get the chance to harp on about football for no apparent reason? Life's just so darn unfair sometimes...

I'd like to come straight with everyone. I admit I've been one of those folks that, kind of, copies games. Sorry. Not all pirates are bad. I now realise that it is better to buy games rather than copy them. Some of the advantages are that you actually appreciate the game and its better qualities as you exactly how to play the game and its plot. This helps. Before, I would usually play a game and have no respect for it as I hadn't paid for it. Now, through buying a CD32, I find much more enjoyment out of saving for a game and I also realise the importance of reviews. Before, if a game got a bad mark it got blanked. Now if they're bad, I don't buy them. The reason for my letter is that I wish to put a message across to all those who spoil it for not only everyone else, but themselves also. Commodore is dying, don't kill it off please. Let it regain then become better. Either we all benefit, or in the end no-one does!
ROY, <Address withheld>

Good to hear you've mended your ways, Roy. For years piracy was an unwanted yet inseparable partner to the floppy disk market and it takes strength to say 'no' when you have it pushed in your face. However, you make some good points. When buying software you're bound to be more selective, but also you're more likely to persevere with a game that's set you back a few quid, therefore getting a whole lot more out of it than perhaps you would if you just slung it on for ten minutes because it was free. Though it does exist, CD piracy will never be as widely practicable as specialised equipment is required. The important thing is to keep an eye open for unofficial disks and report any you find to FAST

As you've chosen to come clean, we'll forgive you your past misdemeanours and refrain from sending the ACG heavies round to sort you out. Not that you committing to include your address has anything to do with it!

I must say that my CD32 was depressed before your mag came along. The only quibble I have is your disk. Don't get me wrong. It is a superb disk but what about a

drawer full of utilities, I mean come on, what's 10 meg between disks?

Being as I have praised your mag will you answer me some questions?

1 Is the price of the FMV cartridge coming down?

2 Why haven't EA given the CD32 a chance? I think *Theme Park* would be cool on the CD32.

3 Why can't you put your mag up another five pounds?

4 Are 20th Century Fox joining the video CD bandwagon?

5 If Bubble and Squeak is 256 colours then why does the background parallax look grainy?

6 How about putting video CD films on your cover?

7 Why isn't the floppy market dead yet?

8 Why do games companies have to wait to see how a game does on one platform before it comes to CD32?

Craig Hunt, Tamworth

We'll certainly bear it in mind and rest assured, anything we find which seems suitable, we'll be happy to include on future CDs. Since you did praise the mag, I'd be glad to answer your questions:

1 Not at the mo' I'm afraid.

2 Look no further! *Theme Park* is reviewed this very issue, following *Jungle Strike* last month. Admittedly Ocean are responsible for the JS conversion but it's a very faithful re-creation of the Mega Drive original. And what about *PGA Euro Tour*? With the possibility of *Mutant League Hockey* to look forward to, I'm sure you'll agree that EA have hit the CD32 with a vengeance of late!

3 That's a good point. Let's face it, this mag's a snip at £4.99. I'll tell you what – if it'll make you feel better, why not buy the mag as normal and then send the extra fiver to Mark Smith at the usual address. Cheques and postal orders are equally acceptable but cash is preferred.

4 I'm sure they will. There's a lot of high-profile releases on the way, not least *Jurassic Park* – arguably the biggest movie of last year. Video CD is definitely a market on the up.

5 Dunno really – it wasn't on our review copy. Try adjusting the contrast on your telly or, better still, get yourself a proper monitor to enjoy all your games

as they were meant to be seen.

6 If we could we would. Unfortunately we're not in a position to pay millions of pounds for the rights. If we get enough letters from people with FMV carts though, I'm sure we could dig something up.

7 You say that as if you want to see it go! Though CD is certainly the way forward, the floppy games market still has a huge user base and will continue to thrive for a long time to come. There's just too many PCs and Amigas out there to ignore. It's silly wishing it to die. Better, surely, for the two markets to exist side by side to keep the name of the Amiga alive? If the standard Amiga were to vanish, there's not enough CD32s out there to give it credibility and, consequently, publishers will drift away to other formats.

8. I don't think it's so much waiting to see how it does. More often than not games are written for the A1200 and then enhanced for CD32, often with new soundtracks and rendered video sequences. Obviously this takes more time and results in CD32 versions often appearing a little later than their floppy counterparts.

To start off with I would like to congratulate you on bringing out an excellent magazine. So, congratulations on bringing out an excellent magazine. I would say it's much better than all of the others, but I haven't seen any others, so I won't.

I have a few questions which I hope you can spend a minute to answer for me.

1 The *Lotus Trilogy* game includes a track editor. Can the tracks be saved onto the CD32 or is an external floppy drive needed?

2 Could you list a few speakers for me giving wattage and price?

3 I bought (through back order) your first issue CD and on the front it said that *Zombie Apocalypse* was on it. Did I miss something or is it not on the CD, if not will it be on a future CD and how about the second one as well?

4 Will the CD32 version of *Rise of the Robots* use six buttons like the second version?

5 Could you also tell me how I can get a copy of *Scorched Tanks* and how much would it cost?

And while I'm here, if you want music while playing a friendly in *Sensible Soccer* the international version. When your players run out onto the pitch for kick off, bring up your substitute's bench, move down to exit and hold down the button until replay has been selected. Then when your players run out for the kick off, the music will start but it will only last until half-time. Now there's a useless piece of information but I found that out so I think I'm brilliant.

Oh and is it me or is *Microcosm* too hard?

Yes it's me isn't it?

I thought so.

Thanks for your time and, er, thanks.

Darren Beckett, Isle of Wight

1 Nope!

2 Hmm. That's going to take more than just a few lines, although it's not a bad idea. I'll pass that one over to Stuart 'Watt?!' (pun intended) Wynne and see what he says.

3 Whoops. See what we can do about that.

4 Nope.

5 Er, I've never heard of that – possibly before my time. Any readers who can help?

Ta very much for the *Sensi* tip.

Personally, I prefer just the sound effects anyway. Little beats the thrill of murdering Miles and letting the CD32 make all the noise. Especially when he plays his beloved Wolves, forcing me into Arsenal's blue away kit. Ah, the fun we have in our lunch hours at CD32 Gamer. Sometimes I think we should go out and get some fresh air or something, but, hey, it's glamorous being up at 2:30 in the morning knowing that another game of *Sensi* is but a deadline away.

Yes, *Microcosm*'s a mite on the hard side (some would even say monotonous). Wouldn't lose any sleep over it though!

I have read your magazine since issue one and I think it is great, informative and improving (Wouldn't have something to do with the removal of Wynne, no? – Mark). The CD is a welcomed gift (!!!), although an addition I'd like to see is some of the brilliant demos like *Jesus On Es* and *Big Time Sensuality*. Surely your great minds could get over any CD conversion problems.

Anyway, the big question. Is there any chance that someone is or will be a hard or software converter which will allow CD-i or Mega-CD games to run on CD32 as both systems have some fairly impressive titles such as *Burn: Cycle* and *Silphead*?

Please answer these questions as they are burning into my soul.

Steve Grant, Heronridge

No matter how great our minds are (and the concept is somewhat debatable), getting over conversion problems is a big deal. For example, we'd be able to cover far more in the way of A1200 conversions to the CD32 as there are plenty of demos readily available, but most refuse to work with the CD32 control pad (take *Pinball Illusions* as an example in last issue). Getting into the code and re-working it is something that only the original programmer can do quickly and effectively.

As for cross-compatibility, it seems fairly unlikely since the machines in question aren't really that similar, either graphically or in processors. Considering the reluctance of the big firms to support the CD32 at present, it also seems unlikely that anyone will be prepared to

put up the money for such a project. It'd probably be cheaper just to buy the machines in question in the first place, although, as we all know, the Mega-CD doesn't stand up to the power of the CD32, while the CD-i doesn't have the catalogue of games that Commodore's CD-based machine boasts.

Is there room in your mag for a comment from a guy in little Denmark? First of all I would to thank you for producing such a great magazine. It may be twice as expensive as the Danish magazines, but considering that in these there are only two or three pages about Amiga CD32, it's really great value for money!

But the reason that I am writing is that I am so frustrated about not being able to get the games I want. I read your review of *Simon The Sorcerer* and thought 'I want this game!' So I walked down to the local so-called computer shop and ordered it. Then I waited, and waited, and waited, but nothing happened. I have now waited for six weeks and it's still not here. The last time I talked to the man in the shop, he said that it might not arrive at all, and if so, it was the price to pay for living in a small country like Denmark. It's not the first time this has happened and my patience has nearly run out. I'm not so thrilled about ordering from England because I fear my money could be thrown out of the window if I order by cheque or postal order. So therefore I ask you. Can you come up with a solid solution to my problem?

Anders Lauritsen, Denmark

Ah, greetings to all our fine readers in Denmark, which may be little, but it ain't nothing compared to dear old England. And your football team has had more recent success than ours recently, which is pretty sickening when you think about it. Mind you, Arsenal have got John Jenson, a snip at £1.5million, although he's yet to score a goal. I've got the champagne on ice ready for that emotive moment.

Anyway, enough of my football witterings (normal service will be resumed next issue with those who don't care to acknowledge the wonder of our national game). I don't really have much of an answer to your problem concerning where to get games in Denmark, but, if you care to send me a free plane ticket, I'd be more than willing to travel over to your fair country and research the subject on your behalf. The other alternative is to order directly from the UK via a mail order shop, although you may end up waiting for a few weeks still by the time the order is processed. There are numerous reputable shops in the country — only a handful have been known to cash checks and run without sending the item and they don't tend to stay in business for that long. Still, you're right to be careful. CD32 Gamer does offer it's own promotional service, and I can vouch for

young Karen's discerning service. As for her ability to send out games mail-order, well, I guess that's just as good too! Check out the offers in this issue, otherwise give the mail-order people at Paragon a call to see what they can fix up.

.....

I'm not normally in the habit of writing to magazines such as yourselves, but there's something I just have to get off my chest. I own a CD32, an Amiga 500+ and a C64 and play on them all regularly. I have brilliant games like *Gunship 2000* on CD and loads of Amiga 'classics' on floppy, but I would never dream of dumping my C64 with games like *Paradroid* and *Mercenary* which are as playable now as they ever were. This is in stark contrast to the horrible world of consoles, and I should know! In the past I've had a Mega Drive, SNES and Game Boy but I sold them all for two simple reasons. The games were too expensive and too crap. They have no long term appeal and (with the possible exception of the *Zelda* games) won't be played again after about three days. I found out the hard way and it cost me enough money, I can tell you. The only way consoles score over proper computers is (sometimes) in the graphics department and in general flashiness.

Basically what I'm trying to say is that computers will never be second best to consoles but with the CD32 we have the best of both worlds and I hope it continues to thrive for a long time to come (or I've just blown another 300 quid!).

Paul Ashcroft, Lowestoft

It's always nice to hear from someone who's strayed and seen the light. Seriously though — you're right. A game is a bit like a Hollywood movie. No amount of special effects and flash can disguise a thin or non-existent plot, and therefore the overall effect will be pretty unsatisfactory. On the other hand a low budget affair with an intriguing and well scripted storyline will hold the viewers attention. In video game terms, the best graphics and presentation in the world won't fool people into thinking there's a game there if there isn't. *Microcosm* being a prime example of this. Now, with the CD32 not only have we got the far more varied and innovative minds of the Amiga world, but we have the graphical power of the upper-end consoles as well. Therefore we should be seeing more and more superb games with presentation to match their gameplay.

.....

I'd like to thank you all for a dedicated CD32 mag. It's you and people like you who give the CD32 the credibility it needs to succeed. I know that all the Amiga mags now devote space to the CD32 but the problem is it's not an Amiga! A large percentage of Amiga games will not make it to CD32 simply due to the limited save facility. How many owners have an external disk-drive? Even if you do have one you have to rely on the game accounting for it which, sadly, doesn't happen very often. The CD32 will never be able to support such classics as *Championship Manager*. That doesn't mean it's bad. It's simply aimed at a slightly different market. Games with the emphasis more on action than strategy in most cases, though I read your review of Microprose's *Fields of Glory* with interest. This sounds to me like the type of game traditionally associated with anoraked computer saddos (of which I am still one from time to time).

The point I was trying to make before I got side-tracked was that the few pages of coverage supplied by the likes of Amiga *Pictor* are very expensive considering most of the stuff's irrelevant. What's more, what are software publishers going to think? There's millions of Mega Drive and Super NES magazines about and the CD32 only gets a few pages. Well, thanks to you things aren't quite that bad. Keep at it.

Katie Joseph, Toxteth

We're here to provide a service for the discerning CD32 owner at a reasonable price and we hope that's just what we're doing. Of course, the CD32 demands more than just token coverage. Despite its strong links with the Amiga it's a console in its own right and deserves to be treated as such. The increasing amount of CD specific and enhanced software is evidence to support this. We can't do anything about the lack of CD32s available for retail but we can let the industry know there's a large enough market out there not to be ignored. Anyway, would you want a whole plethora of CD32 titles? It would just mean you'd have to search harder to find the only one worth reading. That's right — ACG does for the CD32 what it takes ten lesser mags to do for the Mega Drive!

.....

Have you ever wondered why the Sega and Nintendos of this world out sell the CD32? One of the reasons must be the lack of advertising. This is of course very expensive and what with Commodore's limited funds is hard to do effectively. So what can we do to help the CD32? Simple! Every morning go round to all CD32 retailers, thank them for supporting our

favourite console then kick them up the bum and get them to put a decent game on their CD32 demo machine which does not remotely resemble the crap Commodore rolling demo.

Perhaps you and MMM could put together a rolling coverdisk to help them out?

Thanks for a great mag!

Richard Tanner, Sevenoakes

Hmm, like the coverdisk idea, but what would we put on it? Chicks in swimsuits, knocking about on the beach dripping in sun tan oil? Not very politically correct maybe. How about some cool FMV sequences and rock soundtracks? Not bad!

Not a bad idea, Rich. Unfortunately it would cost rather a lot of time and money and even then it wouldn't be guaranteed to be used. What's really needed is a major ad campaign to give the whole deal a bit of street cred. Remember the CD32 ad off the telly with the two scientists and the cyborg playing *Microcosm*. It was rather a rip off of the Nintendo TV going on about the same time. The difference was that the Nintendo one had far more polish — obviously are far more expensive production — and this really highlights our dilemma. There simply isn't the money to throw at the CD32 in the way Sega and Nintendo push their stuff onto us. We can be thankful that the vast bumber of companies who've supported the Amiga over the years are recognising the CD32. Had it been starting from scratch as a completely new platform I fear it would have fizzled out very quickly.

.....

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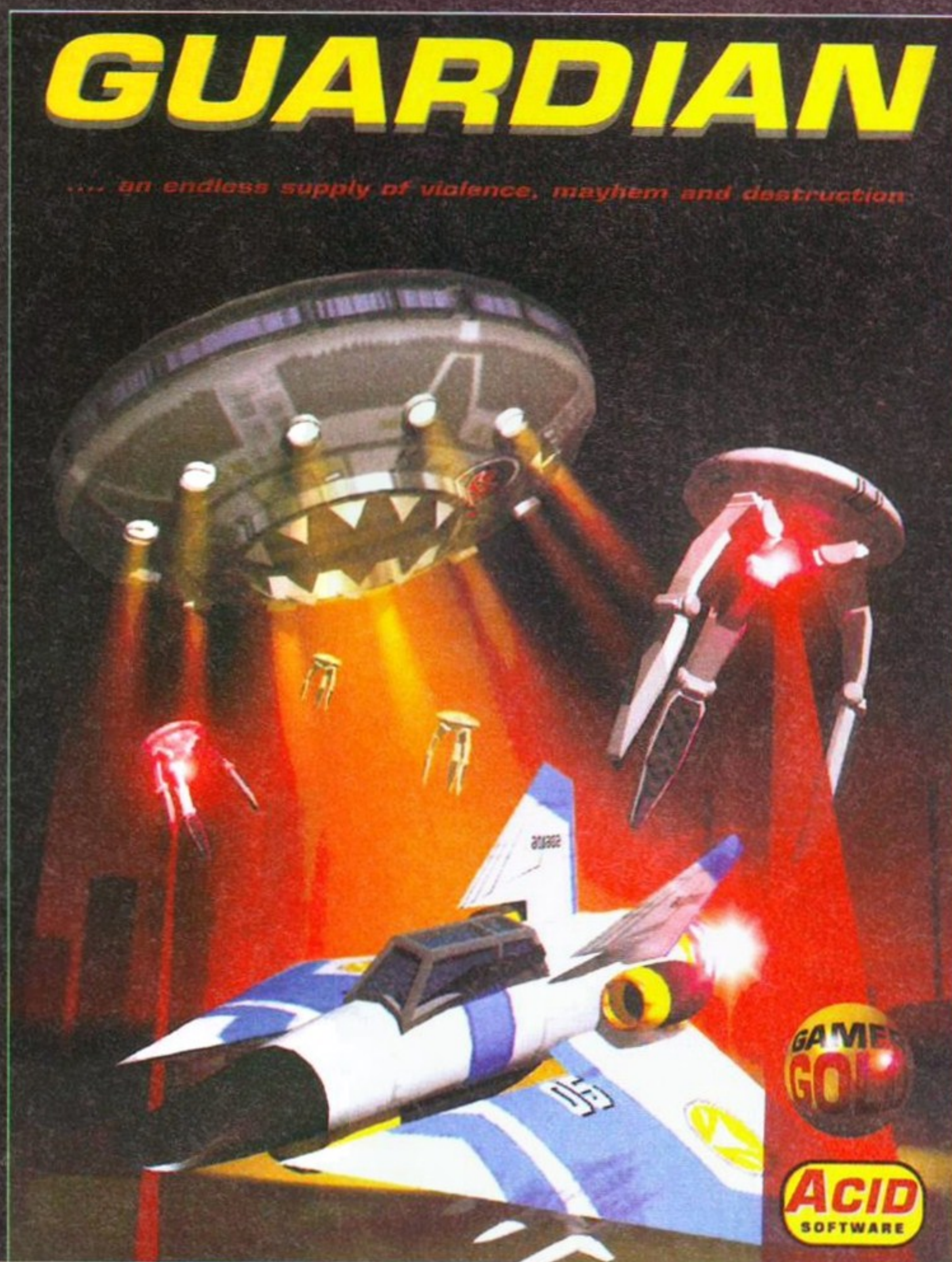
This outstanding release was rated an incredible 92% in Amiga CD32 Gamer •5, and as a special thankyou to ourselves for promoting this superb game, Acid are offering their bestseller to you, our readers, with an incredible £5 knocked off the retail price. Only Amiga CD32 Gamer has the power to get the best software available for the CD32 at such incredible discount savings, and to double the treat, we've been given a phenomenal limited edition batch of Acid's new hit game, *Roadkill*, with the same fantastic saving! If you don't remember how much we liked *Guardian* though, here's a reminder...

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

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

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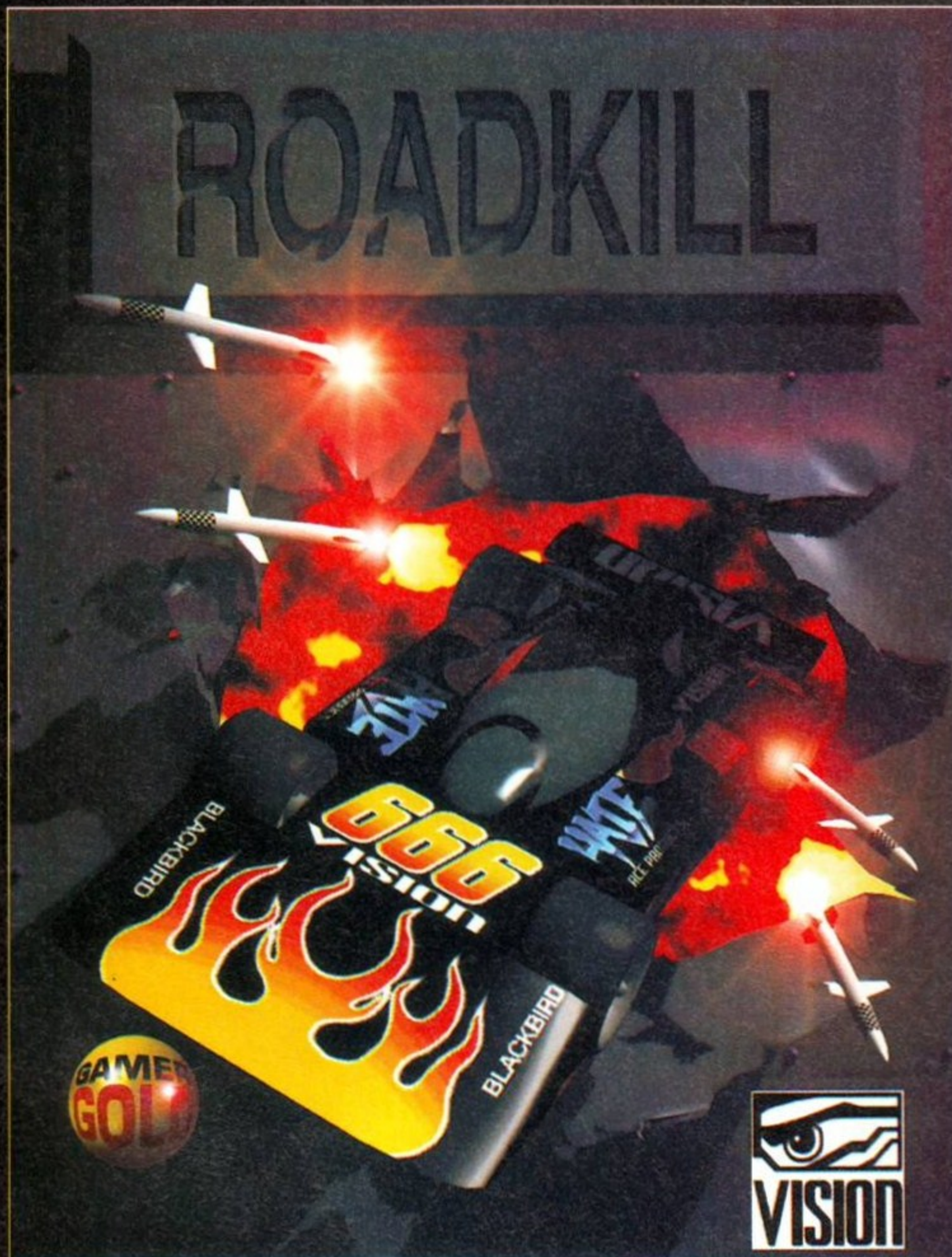
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What can we say? Rated 93% just last issue, this is one of the very best arcade games available anywhere, let alone on CD32, with the most addictive gameplay and slickest presentation around. We're enormously proud to be able to offer such an exciting new release in SuperSavers, and, alongside its exemplary stablemate, *Guardian*, we reckon we've arranged just about the best deal in our history of bargains. What did we say about *RoadKill* last month? "Boasting the kind of gut-wrenching playability you only dream of, *RoadKill* astonishes with its outstanding, adrenaline pumping action... this is the most exciting and addictive release I've seen all year and a superb follow-up to *Guardian*. Can Acid do no wrong?" Apparently not. And both games come with Free Poster offers, so buy either or both and save some money on the best CD32 releases around.

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A 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)

ALIEN BREED 2

Team 17

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

ACG Rating 72% (Issue 7)

ARABIAN KNIGHTS

Buzz

The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles 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.

ACG Rated 22% (Issue 3)

BEAVERS

Unique

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

ACG Rated 75% (Issue 2)

BENEATH A STEEL SKY

Virgin

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

ACG Rating 90% (Issue 7)

BRIAN THE LION

Psygnosis

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

ACG Rated 65% (Issue 5)

BRUTAL SPORTS FOOTBALL

Millennium

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

ACG Rated 55% (Issue 2)

BUBBA 'N' STIX

Core Design

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

ACG Rated 89% (Issue 1)

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)

C D

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)

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 uninviting.

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-teasing 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)



F17

Team 17

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

ACG Rated 73% (Issue 1)



FIELDS OF GLORY

MicroProse

The simulations kings venture into war-gaming and attempt to bring this minority genre into the mainstream. Unfortunately they've missed the mark.

ACG Rating 69% (Issue 7)

FIRE & ICE

Renegade

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

ACG Rated 87% (Issue 2)

FIRE FORCE

Ice

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

ACG Rated 34% (Issue 1)

FLY HARDER

Buzz

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

ACG Rated 52% (Issue 1)

FRONTIER: ELITE II

Gametek

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

ACG Rated 95% (Issue 2)

FURY OF THE FURRIES

Mindscape

An interesting mix of platforming and Lemmings-type puzzles with masses of challenge, but much in the way of graphics or sonics.

ACG Rated 75% (Issue 2)

GUARDIAN

CDS Software

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

ACG Rated 92% (Issue 5)

GLOBAL EFFECT

Millennium

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

ACG Rated 55% (N/A)

GUNSHIP 2000

MicroProse

A huge combat simulation which recreates the experience of not just flying one helicopter, but seven. You can also lead into battle a squadron of copters. Lots of depth and action.

ACG Rated 92% (Issue 2)



HEIMDALL II

Core Design

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

ACG Rated 90% (Issue 3)

IMPOSSIBLE MISSION 2049

MicroProse

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

ACG Rated 40% (Issue 4)

INTERNATIONAL KARATE PLUS

System 3

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

ACG 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)



JAMES POND III: OPERATION STARFISH

Millennium

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

ACG 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)

JUNGLE STRIKE

Ocean

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

ACG Rating 90% (Issue 7)

KID CHAOS

Ocean

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

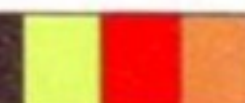
ACG Rated 68% (Issue 5)

LABYRINTH OF TIME

Electronic Arts

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

ACG 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 it really needs a mouse to play seriously. An updated version would be much more welcome.

ACG Rating 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 humour.

ACG Rating 90% (Issue 4)

LOTUS TRILOGY

Gremlin Graphics

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

ACG Rating 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

MARVINS MARVELLOUS ADVENTURE

21st Century

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

ACG Rating 72% (Issue 7)

MEAN ARENAS

Ice

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

ACG 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

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.

ACG Rating 78% (Issue 4)

OVERKILL

Mindscape

A very competent update of the classic *Defender* coin-op: fast, slick and playable. (Available in Doublepack)

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

Millennium

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

ACG 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 Rating 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

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.

ACG Rating 90% (Issue 6)

ROADKILL

Grandslam

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

ACG Rating 91% (Issue 7)

ROBOCOD

Millennium

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

ACG 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 checking this recent release out.

ACG Rating 68% (Issue 2)

S

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.

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 bad a football 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. 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 fall in one-player mode.

ACG Rated 83% (Issue 3)

SUPER PUTTY

System 3

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

ACG Rated 70% (N/A)

SUPER 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 uninvolved and the music awful. Although the CD32 isn't exactly blessed with good driving games, this still isn't a viable option for racing fans.

ACG Rated 75% (Issue 4)

TOTAL CARNAGE

ICE

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

ACG Rated 45% (Issue 2)

TOWER ASSAULT

Team 17

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

ACG Rating 91% (Issue 7)

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. Buy the toys, watch the cartoon!

ACG Rated 67% (Issue 1)

..... UW

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 brilliant product.

ACG Rated 93% (Issue 2)

UNIVERSE

Core Design

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

ACG Rated 88% (Issue 5)

VITAL LIGHT

Millennium

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

ACG 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 ultraviolet 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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124 Old Christchurch Road
Bournemouth BH1 1NF
tel: 0202 299900
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