AMIGA CD32 GAMER

POWER DRIVE!

Hard driving review inside

Your brilliant CD packed with playable demos should be here. If it isn't, see your newsagent.

Top 100 Games!

We reveal the 100 best CD32 games ever!

INSIDE : WORMS, SPERIS LEGACY AND GLOOM PREVIEWS!

couldn't be

bought

lied....

CONTENTS

S hooby do wop wop and it's a big hello to another fun-filled edition of the best looking, most feature packed and downright only CD32-dedicated mag in the infinite reaches of space.

Humph! Only two reviews this issue, can you believe it? Actually, that sounds worse than it actually is. No fewer than four games missed this month's deadline by a matter of days, so you can rest assured of a healthier looking situation next month.

After aeons of ringing around companies and being fobbed off with excuses about the uncertain future of the Amiga, this month it seems as though the giants of the software world are beginning to stir from their slumber in the wake of the Escom take-over.

But back to this issue. We've got our very own guide to the best games around on the CD32 according to yours truly. I know not everyone's going to agree with some of my choices. I'm sure there are some in there many among you wouldn't have chosen and equally there are going to be few omissions. What I've tried to do though is pick a wide range of titles encompassing as many facets of the CD32 gaming experience as possible. That includes flight sims, platformers, shoot-'em-ups and sports games so most tastes are catered for.

We've also got a potted history of the Amiga from Mr Pete Rundle — a man who's been with the machine from the early days of the A500 right up to the modern A4000 and CD machines. This conveniently brings to a close the first chapter in the ongoing success of Europe's most popular entertainment system as another is about to open.

The CD has rolling demos of *PGA Euro Tour*, *Football Glory* and *Jungle Strike* so you can see them in their full, animated glory. There's also a playable demo of the outstanding *Doom*-alike, *Gloom* and a nifty sight 'n sound demo.

As I said earlier, we'll make up for this issue's lack of new releases next month but until then there's plenty of the usual news and comments to keep you going.

Right, another mag all complete and ready to go. Now I'm off to the beach where I intend to remain until my skin changes to a harrowing shade of purple!

☐ **Miles Guttery**

TOP 100 GAMES CD32

Gloom

First came *Doom* on the PC, and ever since people have tried to recreate its incredible first-person perspective complete with total freedom of movement around a fully-detailed three-dimensional world.

Over the past couple of months we've seen several making their way onto the Amiga with some success. First, we had *Death Mask* from Alternative. It created the 3D environment but the graphics lacked subtlety. We've been waiting on *Alien Breed 3D* for some time now. The demo version looks great, but movement could be smoother. And then ther was *Fears*.

Now comes *Gloom*, another one still not quite ready for review. Even at this stage it looks fast, smooth and less pixellated than *Breed*.

This one could be the best of the bunch. It bears more of a resemblance to *Wolfenstein* in the big, chunky graphics but they're the cleanest and crispest we've seen yet. Still don't believe us? Just take a look at this fully playable demo and be amazed. The blood, the screams, the scattered body parts. It's all done in the worst possible taste!

Use the pad to move and the red button to loose off an extraordinary amount of lead.

Gamer Gold material of the future? Make your own decision, but we reckon it's certainly on the cards.

PGA Euro Tour

We wanted to get a playable hole from *PGA Euro Tour* for you to fiddle about with (oo-er) but Ocean weren't able to come up with anything. Instead, we've decided to include this rolling demo so you can see in full glory the delights of just one of the five courses that are on offer. Top animation, luscious landscapes - they're all here for you to admire.

faulty discs

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) 383688 and are always interested in new material.

PD & SHAREWARE

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

AMIGA CD32 GAMER

Wind
19 mph

260

Drive

Bernhard Langer
Germany

Hole #6   Par 4
Stroke 1
Distance:370 yds.
Club: Driver

COVER DISC • 14

Jungle Strike

Fly around blasting nasty terrorists or alternatively strike a blow for the likes of Saddam Hussein and shoot up the Whitehouse. Unfortunately you can't actually do anything, so just sit back and watch our one-of-a-kind self running demo to see just what you're missing.

HYDRA
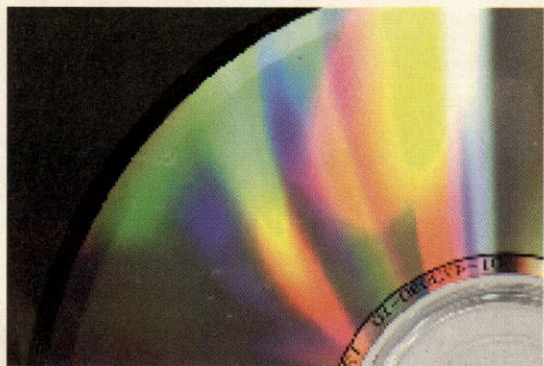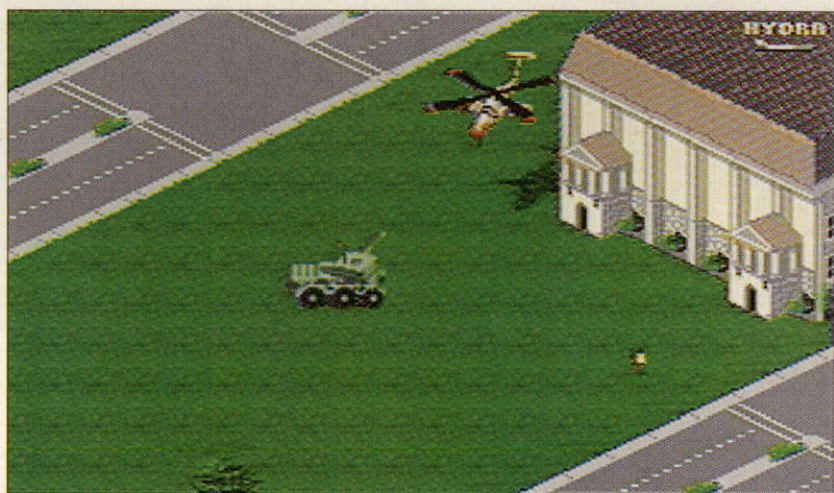
PD & Shareware

On top of all those demos, there's still your regular slice of games, demos and tit-bits from the world of public domain where all things are free, not including the coffee. Just press that long, black, squidgy and seductive button on your controller and off you go, you little scamp!

A Brief History *of the Amiga*

Well, it's been decided by the incredible intellect that is the editorial staff here at CD32 Gamer (sorry... been on the ego pills again) you should be informed of your Amiga roots. In trying to be professional about this, we've produced the following by travelling through time and space, to a parallel universe to bring you the best report possible...

THE POTTED HISTORY OF THE AMIGA

A long, long time ago, just after the dinosaurs, a rather bright group of humans (the ones from planet Earth in our solar system) plotted and schemed together. Their scheming, along with amounts of cola and pizza, resulted in a wondrous beast. The year was 1985, Earth calendar. The beast was named the 'Amiga 1000' and it came with an outstanding 256k of RAM and a floppy drive.

Over the next few generations, this beast evolved into two new forms. First, there was the Amiga 2000, a huge beast with a multitude of Zorro slots (very expandable), and second came the daintier Amiga 500. This proved a remarkably popular beastie, and thus the Amiga spread, in great herds, across the face of planet Earth. The next stage of evolution in the Amiga race was the mighty Amiga 3000; this had the amazing addition of a new processor chip, the 68030 (until then, all Amigas had the 68000 as a basic unit).

This saw the Amiga spreading even further afield and into the realms of 'Virtual Reality' - a strange place existing only inside computers and the minds of those interfacing with them.

The colonisation had really begun, and was perceived by many to be unstoppable, but then disaster struck - CDTV was born. This was a remarkable machine that merged the Amiga with the hugely impressive CD. Unfortunately, (due to a great sadness in the marketing divisions of the Amiga society) this became the recluse of the Amiga world and was shunned into obscurity, but the birth had begun.

The next of the Amiga clan to appear was the Amiga 500+. Almost identical in appearance to the Amiga 500, the intervals were revolutionary (expandable to a level only matched by the mighty Amiga 3000). Quickly following was the midget of the Amiga world, the 600. A tiny beast, we were informed, an advance on the Amiga 500+, but many didn't see it that way.

Then, it happened... First there was the 'Big Bang', followed by the creation of the planets. Then came life, and... the Amiga 4000 was born. The mightiest of them all, incorporating the 68040 chip. This monster kicked some serious butt. Evolving from the 4000 came the Amiga 4000-030, a lesser beast, and the Amiga 1200. The 1200 took a revitalisation role and quickly farmed out the old and creaky 500s and 500+s.

Suddenly, one section of the Amiga 1200 population went through a transformation. In their new form (this now incorporated a CD-drive as opposed to the floppy ones used previously), they were known as the Amiga CD32.

There's one important piece of the story I've left out until now — the story of the 'Commodore' entity. This creature controlled the Amigas, and by doing so, greatly assisted the evolution and diversification of the Amiga world. But times change, and Commodore passed away, replaced by a new giant known as Escom. The dying words from within the Commodore were uttered by the one known as 'David Pleasance', and this is a summary of his speech:-

The Amiga technology is truly amazing, but not as popular as it should have been, due to some total mismanagement by the giant that was Commodore. The high-level corporate decisions that were made were abysmal, and , as such, caused the downfall of Commodore's empire. All that was left were the Amigas themselves and the development that had been started. The most interesting of these developments were in the new 'Hombres'. These would be a totally new type of entity that would dominate their world due to the amazing power contained within. Even the smallest of the Hombres would be somewhere in the region of twenty times as powerful as the Ultra 64 of the Nintendo clan (being the most powerful of the competition).

Also coming to light was the intention of Escom to initiate a re-introduction of the Amiga into the world (in all of the currently available forms - 600, 1200, 4000 and CD32) by Autumn of that year - 1995...

THE BLOOMING OF THE AMIGA

Now that the ruling body of the Amiga is firmly seated in Escom's lap, what will happen next?

The initial proposal for the Amigas is that they should be re-established into the marketplace in September '95. With an estimate of 120,000 expected to be utilised by the end of '95, the future started to look much brighter for the Amiga community.

All the questions still remained at this time regarding how and where the Amiga market would be reinstated. Where would the Amigas be produced? How much would they retail for? None of these questions had been answered by this time due to the unfamiliarity of Amigas by Escom.

Escom holds the future in its hands, so, whether they will actually make use of it is the question on everybody's lips... ■ **Pete Rundle**

BREEDING GROUND

Some publishers appear loath to commit themselves to the Amiga and CD32. The uncertainty of its future still hangs too thick in the air for some, but thankfully Team 17 and Grandslam (see above) are remaining true to the cause. Team 17, one of the hottest CD32 publishers around, have two more titles lined up for release in coming months.

Alien Breed 3D is perhaps the most exciting and eagerly-awaited of the two. Continuing the epic saga that began with Alien Breed and went on to Tower Assault, Alien Breed 3D promises much of the same awesome blast-'em-up action that made its predecessors so popular. Obviously, the battle now comes in glorious 3D thanks to a revolutionary copper-based engine and some fully textured Gouraud shaded 3D graphics.

Moulded in the Doom style, Alien Breed 3D offers enough fire-power to satisfy even the hardest veteran of shoot-'em-ups. There's plenty of pick- and power-ups as well, dotted around the superbly animated locations. With some of the most frighteningly realistic aliens to battle against, all of which are 'intelligently' programmed so that they can see and HEAR you, it all adds up to another spectacular feast of rip-roaring blast-'em-up action that'll have you wetting your pants in fear and excitement. Set for release in the next month or two, you can rest assured the CD32 Gamer posse will be on the case and have a full review next month.

Also lined up for a late summer release is Team 17's Speris Legacy. Featuring some brain-teasing challenges, plenty of arcade action and hundreds of fully interactive characters, it should be a classic RPG in true Zelda style.
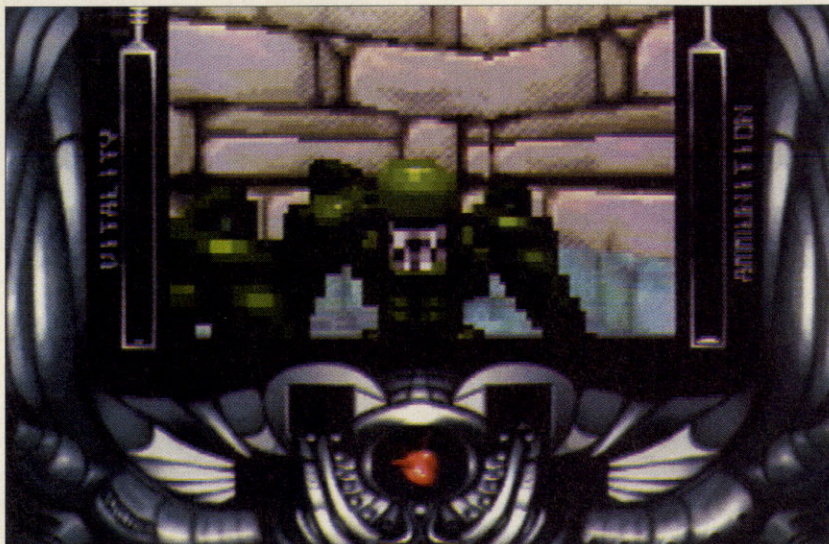
WHAM, SLAM, THANK YOU MA'AM!

Escom's hopes of revitalising the Commodore/Amiga market have been given a welcome boost by an announcement from software giants Grandslam that they're commiting their efforts towards the production of new Amiga and CD32 titles. A good start when you consider they were the people behind the unspeakably good Gamer Gold Collection among other things.

Chris Warrender, sales and marketing manager for the UK publishers, said: 'We've held our Amiga and CD32 titles over the summer while we waited for the situation to resolve itself. The news of the Amiga's forthcoming return for the Autumn season shows that to have been the right strategy. Happily, with the news that the CD32 is to be redesigned, Grandslam can continue to plan strategy and development to include the Amiga and CD32.'

With the promise of *7th Sword of Mendor* hitting the shelves as early as September, Grandslam are being good to their word and that should be good news for all of us.

SUB (NORMAL) ED JOINS ACG

It's to a fanfare of great indifference we welcome a new face to the CD32 Gamer crew. Jon Bruford is the new man on the team, responsible for turning the illegible witterings of the rest of us into coherent language vaguely reminiscent of the Queen's English.

Jon is a renowned stalwart of the industry having earned his stripes aboard the now-defunct SNES Force. He links up once more with our esteemed ed after the two successfully steered Impact Magazines into the ignominity of liquidation, so his credentials are well suited to the task in hand.

Recruited from the wastelands of the Telford Journal, Jon returns to the games arena with his batteries fully recharged, just raring to return to what he does best — singing to confused PR women and talking gruffly.

Jon is twenty years old (though he'll be 21 by the time you read this) and lists his hobbies as watching films, drinking and belching. He also has a girlfriend, called Dave!?

So here's to a successful new partnership — and if you find any spelling mistakes, write in marking your envelopes 'Jon Bruford gets it wrong again', CD32 Gamer, Computerfacts, 14A Union St, Newton Abbot, Devon TQ12 2JS.

INDUSTRY GOES E³ BONKERS

Before the recent E3 exhibition even kicked off, it was copping flak from those bitter at not being able to spend a few dreary days at the CES show in Windy city. I can't see what the fuss is about myself. If you've got a choice of relaxing by the pool and being chatted up by sexy reps in sunny California, or getting mugged in Chicago, I know which one I'd plump for.

Still, a few strange souls were upset and as a result the E3 show had a lot to prove. And boy did it prove it. By the end of the biggest computer show in history, all the critics had been expounded and the whole event was widely acknowledged as the best around.

The organisers, some yankee magazine group, were so pleased with the way things went that they've now announced intentions to hop over the Atlantic and stage a similar show in Europe. Look out, the Yanks are comin', lock up your women and children, hide your cookies and watch your wallets. In reality though, the chances of E3 hitting Europe are slim. The CES show was already considered by many as on it's way out, the ECTS show, on the other hand, is only just hitting form and would be a lot tougher opposition. Whatever happens, with the recent resolvement of the Commodore/Amiga saga, the next show should be an ideal opportunity to see what the real plans and ambitions of Escom are and the weight of software support that's going to be following the Amiga and CD32 relaunches.

E³ ELECTRONIC ENTERTAINMENT EXPO

CD32 SNIPPETS

IT'S A MANYK MARKET!

More welcoming news for the new boys at Escom comes in the shape of new publishers Manyk. Set up earlier this year, they already have plans to release three or four titles before the year's out, including the much talked about Doom clone, Fears.

Keith Wadhams, the Manyk boss, said 'We're not looking to be EA or anything, we're just looking to release three or four quality games this year and then take it from there. Much has been said about the Amiga's viability as a platform, or lack of it, but I think there's still a healthy market there, which can only get stronger.' Right on!

IT'S LIVE DOCTOR, ALIVE!!

They think it's all over — it ain't over till the fat lady sings!

Escom's buy-out of Commodore for an estimated $10 million has finally laid to rest the gossip and rumours abounding of the death of Amiga. It's ALIVE!

Yep, thanks to the buy-out the Amiga looks dead set to live on and on. Production of Amiga1200s is already well underway and the plan to have them back on the shops before Christmas looks a realistic one.

The CD32 is also set for a re-release, but only after a much needed redesign. Escom have declared that the current design is inadequate - and who can argue. Hopefully, they'll also get rid of those awful joypads. It still amazes me that they anybody could ever conceive such a monstrous piece of software equipment.

So good news all around for every Amiga and CD32 owner. With the machines back in production it shouldn't be long now before the software starts to roll in once again. For everyone that's stuck by their machine through the toughest of times, give yerselves a pat on the back. Your loyalty should soon be rewarded.

Previews

Worms

Already, *Worms* has had a lot of coverage. The unique idea of the game coupled with the rumoured superb gameplay has merited pages of eager previews and news pieces in all the top mags. The thing is, it's a cross between two eternal favourites on all formats — *Lemmings* and *Cannon Fodder*, with more *Fodder* than *Cannon*.

The game is a combination of strategy and action, some of which is quite violent. In the world of worms, one theme is dominant — kill or be killed.

The game can be played by up to four teams, each with four worms. You can, if you wish, have eight players with two worms each, but let's be realistic.

You control your very own worm army against the other three teams, (computer generated if you wish). The game is turn-based — each time you rotate, the four worms take their turn as well.

The aim is to stay alive and the one with the last worm wins. Your worms can use bazookas, homing missiles, dynamite, grenades and loads of deadly weapons. You can even call in a special worm squad to help when the going gets tough! Each worm has a quota of points from 100, which decreases when wounded. For example, if you point the gun at an enemy and the bullet ricochets off, it may lose 40 energy points. Use a bazooka and hit it spot on to kill it. This may sound easy, but with mines around and the thought of a fair whack of aftershock to reduce your own strength, it's not that simple. Because the worms rotate, you can even dig a hole cover your worm with scaffolding for protection. Remember though — when its turn comes it's covered by scaffolding and to get out you must shoot it off, risking the full blast of the shot. Using an attacking weapon or just digging a hole counts as one turn. The setup is much like *Cannon Fodder* — via the cursor pad, use two to align the shot and the other two to move the worm into a firing position. This is one of those simple-to-play-but-needs-loads-of-cunning type games.

The backdrops, as in *Cannon Fodder*, are constantly changing so you must take into account the surrounding landscapes when sizing up for action. Stages included are forest, ice and even a fantasy world. To add to the loveable, slimy little fellas characters you can name them and they even talk — really, they do! (Would I lie to you?).

Special tactics to win are subtle. For example, if on the snow level you bazooka a worm, the target may slide across the snow and hit another — two in one go. Easy peasy. The interactive scenery, like falling trees, also plays a part in the overall game plan.

Gore, violence, strategy, loveable characters and varied game ideas — what more could you ask for? A winner if ever I saw one — games like this are rare treats indeed. ■ **DDF**

Gloom
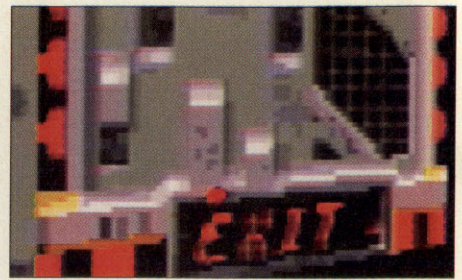
A play on words for the Amiga's *Doom* equivalent. The programming team behind this come from New Zealand — you've heard of Acid, who brought us *Skid Marks*, and Fission, who brought us a game that really stretched the Amiga a while back but yours truly has forgotten the title? Well, both teams are based in the same building and merged to form Black Magic, so quality is assured.

Isn't it strange — you wait absolutely ages for a *Doom* clone on the Amiga, they say it can't be done and suddenly there's two coming within weeks. It's *Gloom* v *Fears*, folks!

The specs make for impressive reading — 24 action-packed mazes to explore. Not mazes like we in the UK know, more like massive play areas, head-to-head combat. Not butting each other but playing against your best pal, split screen, (yes there is a joke waiting, you can guess) five levels of firepower, traps and obstacles galore to explore and overcome. Sound cool?

From our demo, the programmers have overcome the main problem of lack of processing power by having a small window, so the screen updates fast and there's plenty going on. The actual screen resolution is fairly high, and though half of it is unused you soon forget this. Your eyes focus on the centre, and the definition of walls, though somewhat pixellated, is as clean as the PC. Gliding through corridors at remarkable speed, you quickly spot some soldiers and heavy duty firepower is aimed at you. The in-game opponents are well defined. From a distance are pretty impressive, but the closer you get the more patchy they are. This is levelled out by the constant action and skill required, for once you start blasting away the graphics quality, not top notch, is certainly good enough to please any *Doom* fan. The variation in enemy forces, weaponry and backdrops is plentiful and excellent

sound effects help quickly immerse you in this excellent and playable game.

The game's AI is impressive, the sprite detection bang on and the explosive effects are cleverly achieved. Lots of superlatives for a neat piece of coding!

The guys from Black Magic have done a mighty fine jobby in *Gloom* and the version we got was not even half complete! The finished bug-free game looks to be even better, so start saving for the ultimate CD32 experience! ■ **DDF**

The first-person view is used to dramatic, fear-inspiring effect in the maze-like corridors. Oh look — a Christmas tree!
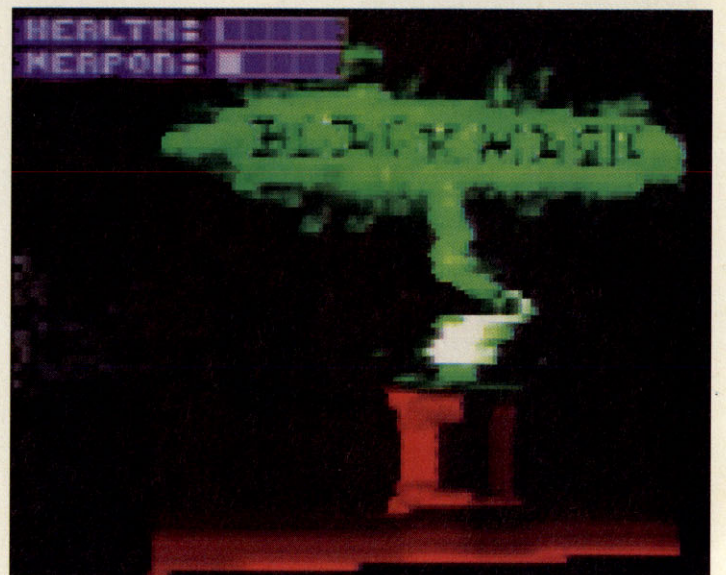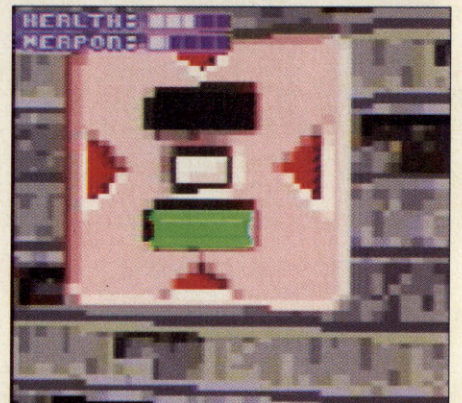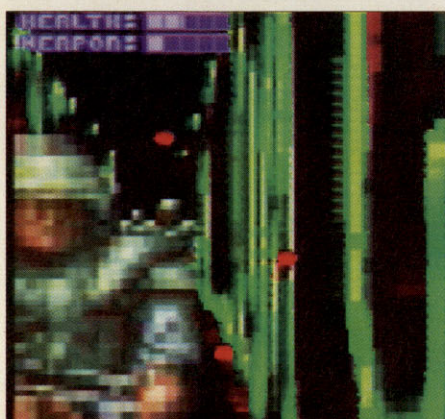
The many roving guards are fodder for your guns. Turn on 'mess' mode and see the limbs fly!
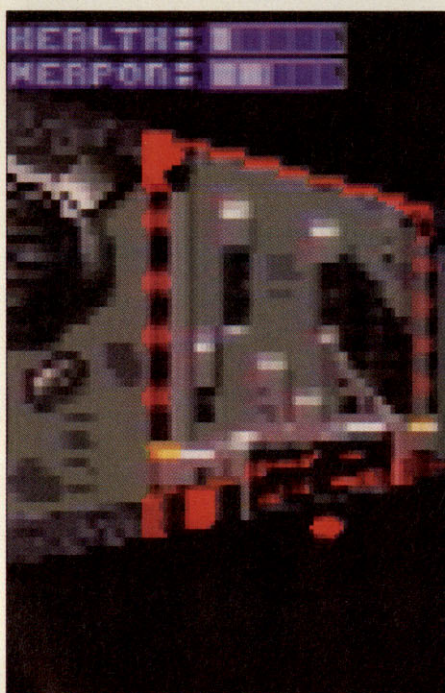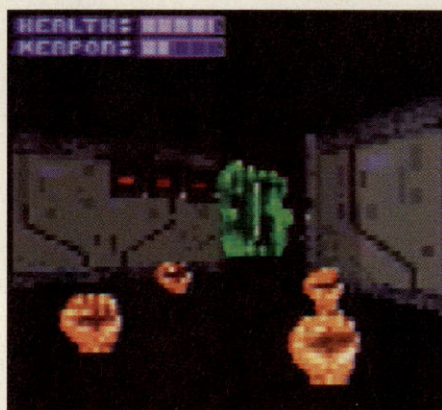
Speris Legacy

If only everything in life was as reliable as Volkswagen, so the slogan goes. Not that it's entirely relevant in this case, mind you. Besides, only this morning I saw a Golf on the back of a tow truck as I drove to work. The point is, I'd better get on with what I'm supposed to be doing or I'll just end up waffling for the rest of the mag. Ahem, thanks for listening!

We gave you a WIP feature on this baby a couple of issues back, but since then Team 17 have been umming and ahhhing about if and when it's going to make it to the shelves. After much brown-nosing from us, they've finally committed themselves to a release date which means a full review next month.

Anyway, to remind you what it's all about, here's some more guff and a load of new screenies to get you back in the mood.

First a brief recap of the plot. The player steps into the shoes of Cho, heir to the Kingdom. Unfortunately, there's the obligatory omnipotent evil cad out to muck up everyone's well-laid plans and steal all the glory for himself. In this case it's a fellow by the name of Gallus.

As you probably know by now, it's very much a console-style RPG, with the game-world viewed in isometric 3D. Unlike traditional computer RPGs which you either love or hate, it's played more like an adventure. Instead of taking it in turns with the 'monsters' to move, you're actually in direct control of the character via the pad.

The final game contains loads of locations to visit and an equal abundance of characters to talk to. In fact there's twelve areas, each of approximately 100 screens or more in size to explore. These include built-up towns, little villages, scorching deserts and labyrinthine underground cave systems.

The independent characters encountered throughout have a high degree of intelligence to give the impression of real people rather than two-dimensional cardboard cut-outs. It's up to the player to determine how characters are best handled. Some need a firm hand, others kid gloves.

Puzzles are the main course, and there's over 50 problems to overcome, some split into several parts. That's an awful lot of head-scratching by anyone's standards so make sure you don't wear out your forehead.

To keep the more arcadian among you happy, there's a fighting element to the game as our gallant young hero is armed with a mighty sword, brandishable in the face of any of the more unfriendly peeps you encounter during the course of
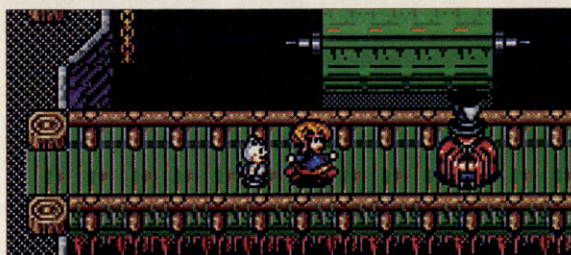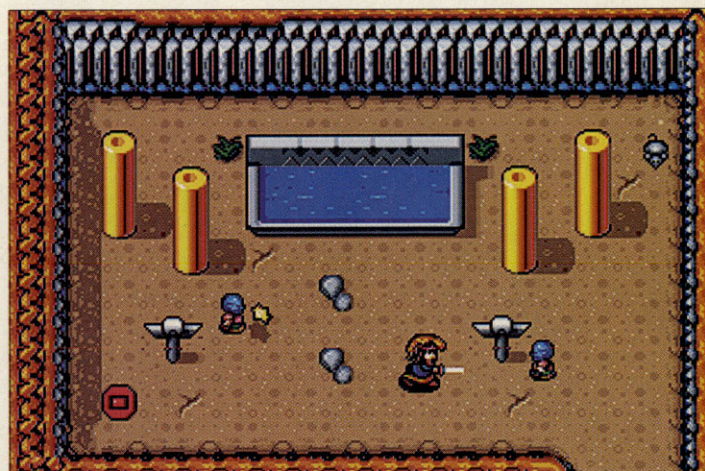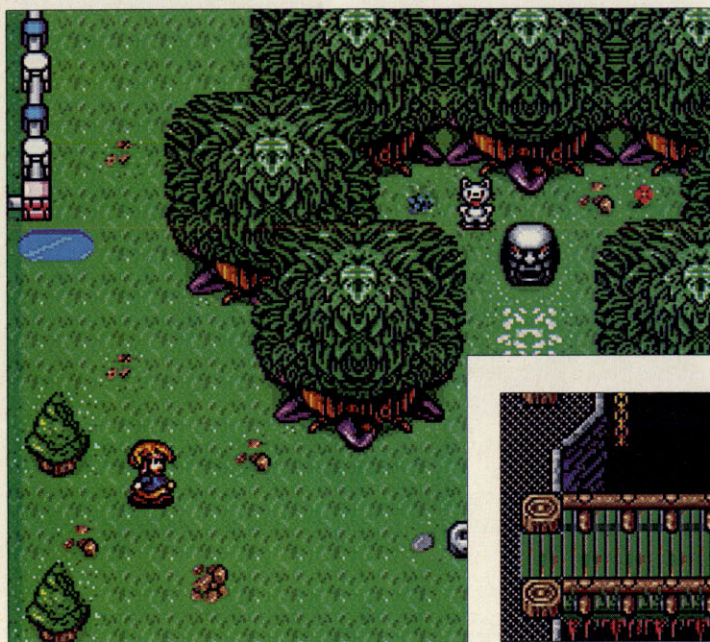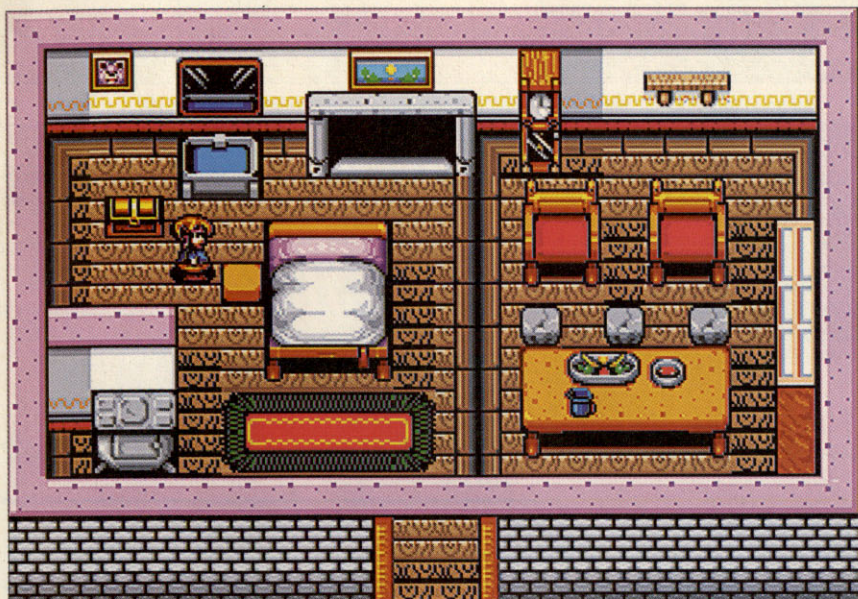
the quest. Plus, there's better weapons and magic to discover along the way.

We're promised 'full 50Mhz, eight-way scrolling'. Personally that means about as much to me as it would an Amazonian warrior.

There's loads of in-game music, all especially written to complement the current scene. Happy folk music in the countryside, eerie ripostes in the cathedral.

The AGA version features considerable graphical and aural improvements and, given Team 17's recent record, you can expect even more in the way of extras on the CD version.

A full year in the making and after more delays than a frisky rabbit on a sightseeing tour of the Cotswolds, the wait is almost at an end.

As is traditional at this stage in a preview, all that remains to be said is be sure to check out our full review next issue on what could well be the surprise package of the year. If the wait's been worth it, this is where you'll hear the truth. Stay tooned! ■ **MG**
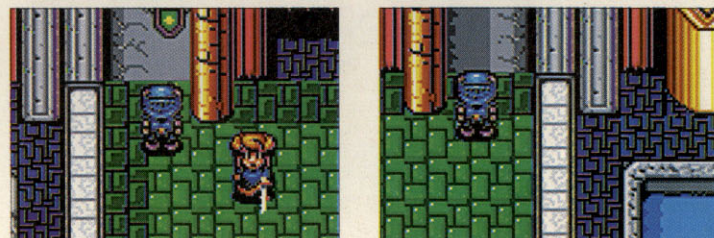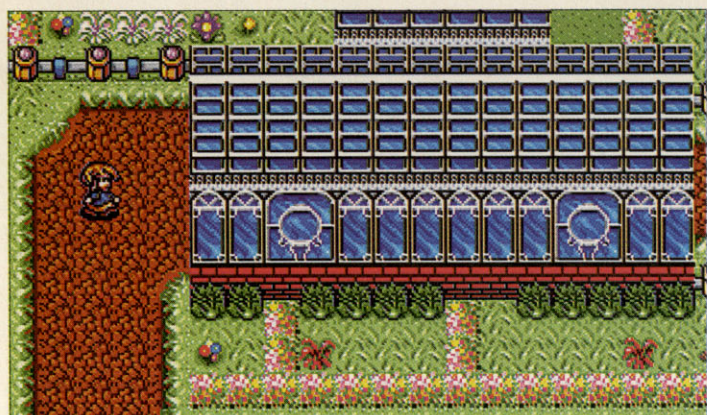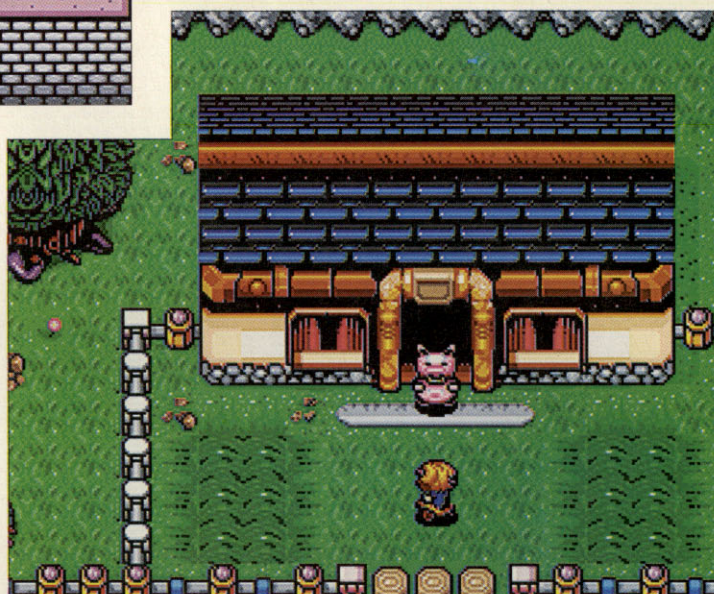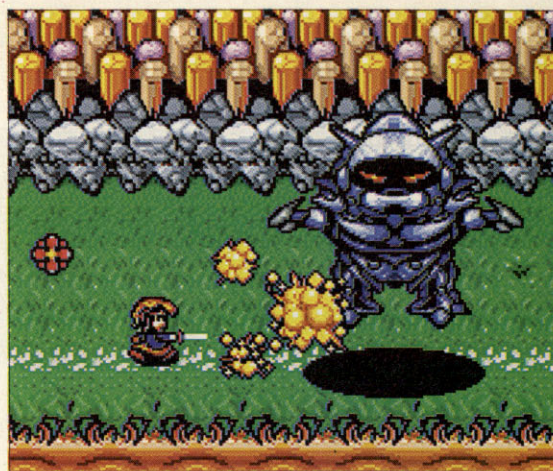
CD feature

Derek Dela Fuente and Paul Rigby look into the ever-growing world of CD movies. This month we have a whole host of titles playable (with the necessary add-ons) on your standard CD32 Amiga. Many Hollywood blockbusters and classics are coming out every week, so here's a roundup of the best...

NOTE : All the following conform to whitebook standard, which means they will work on your CD32 with an FMV card, but we are not responsible if they don't, so there!

First off, we'd like to give a great big thanks to everyone at Philips — THANKS!

Video CD is backward-compatible with CD-i, meaning all CD-i players equipped with the FMV digital video cartridge add-ons can play Video CDs, and full-motion CD-i discs play in Video CD players. In addition, Video CDs also play in Commodore's Amiga CD32, and possibly the 3DO Multiplayer. Advances can be incorporated into the format.

NAKED GUN 33¹/₃ - THE FINAL INSULT

Leslie Nielsen stars in this police spoof. Bungling supersleuth Leslie plays Lieutenant Frank Drebin, an undercover cop who gatecrashes the Oscar awards to prevent a terrorist plot. Also starring O.J. Simpson, George Kennedy and Priscilla Presley, this is over 80 minutes of comedy that will bring tears of laughter to your eyes.

Drebin crashes the ceremony to stop a terrorist plot that could mean curtains for him - or should that be window shades? It's so funny it's hard to know how this guy comes up with routine after routine of slapstick comedy.

RIK MAYALL - THE NEW STATESMAN

I must confess I am an avid Rik Mayall fan, and The Young Ones is my all-time favourite show. His style of alternative comedy is brilliant and very British, but The New Statesman is not really my cup of tea. I didn't find any of the programme funny, but looking at the viewing charts it's obviously very popular.

On this compilation are six episodes from the third series. Alan B'stard is sure to please most, but it's just not for me. Programmes included are Labour of Love, The Party's Over, Let Them Sniff Cake, etc.

WITNESS

Starring Harrison Ford with a big hat. Harrison plays Police Captain John Book, who is trying to extract a testimony from a young Amish boy, the only witness to the murder of a policeman by a fellow officer, a corrupt narcotics chief (Lethal Weapon's Danny Glover). Book disappears into the Amish Community with the boy and his mother (the gorgeous Kelly McGillis) in order to protect both them and himself. It's a society unchanged since the eighteenth century without telephones, electricity or cars and is completely isolated from the outside world. The film is a fascinating look into an alternative society, and the compelling storyline will keep you glued to the monitor as a story of drugs and corruption unfolds. With murder and love part of the ingredients, this top box-office draw makes gripping viewing!
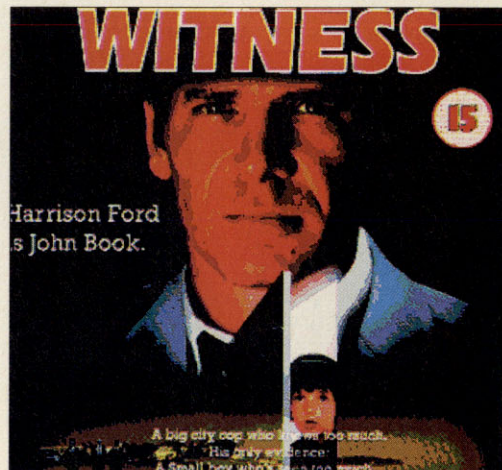
Movie Mania

CROCODILE DUNDEE II

Aussie humour at its best. You may be wondering why so many old films are being released. The price of a Video CD is around £12.99, and is better than PAL format, being digital quality. Releasing so many timeless classics is also a great way of testing out the interest in the market.

Crocodile travels to New York for the second time, and still finds the hustle and bustle of the town riveting. While others may find it quite scary, he wanders around without a care in the world. Although the overall plot is not that strong, the comedy is A1 and it's a pity there was never a third instalment in the series.

THE CRYING GAME
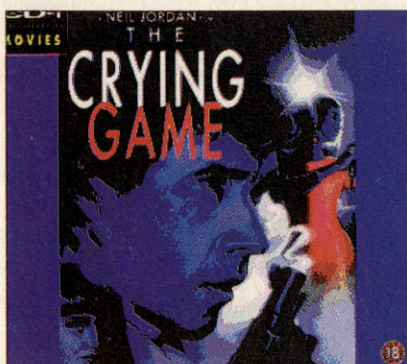
One the best CD films available — in fact, one of the all-time greats of the last twenty years. I must confess I was fooled a long time by the twisting storyline. It starts in Ireland, moving across the sea to the UK for the main chunk. Though it's about the IRA, forget about the politics of the film and become engrossed in the relationship between the two main characters. I wish I could say what this strange relationship involves, but that would spoil the movie. The director is Neil Jordan (Cal, Company of Wolves, Mona Lisa, Interview With the Vampire), so quality is assured.

STAR TREK III - THE SEARCH FOR SPOCK

Let's face it, there was a 100% chance they'd find Spock (if only so he'd be in Star Trek IV), so this movie pays less attention to linear storytelling and more to his rediscovery, rebirth and the complexities of the Vulcan civilization. By the end, all Mr. Spock has to do is raise one of those famous eyebrows, and the audience cheers.

This is a good, but not great Star Trek movie, a sort of compromise between the first two. The first film depended on special effects. The second movie, the best in my opinion, remembered what made TV series special: not special effects or space opera gimmicks, but use of science fiction as a platform for programmes about human nature and the limitations of intelligence. Star Trek III looks for a balance between the previous two. It has some philosophising and some space opera, and there's an extended special effects sequence on the exploding planet Genesis that's the last word in fistfights-on-the-crumbling-edges-of-fiery-volcanoes.

There is also a great-looking enemy spaceship that resembles a predatory bird in flight (although why ships in the vacuum of space require wings is still, of course, a question Star Trek prefers not to answer).

The best thing the Star Trek movies have going for them is our familiarity with the TV series. That makes for a sort of storytelling shorthand. At no point during this film, for example, is it ever explained that Vulcans are creatures of logic, not emotion though we have to know that in order to understand most of the ending. It's not necessary. These characters are under our skins. They resonate, and a thin role in a given story is reinforced by stronger roles in a dozen others. That's sort of reassuring, as (fanfare, please) the adventure continues…

STAR TREK II - THE WRATH OF KHAN

The peculiar thing about Spock is that, being half human, half Vulcan and possessing half the usual quota of human emotions, he consistently, if dispassionately, behaves as if he possesses very heroic human emotions indeed. He makes a choice in Star Trek II that would be made only by a hero, a fool or a Vulcan. Here the movie rises to one of its best scenes, because Star Trek stories work best when centred around their characters. Although I liked the special effects in the first movie, they were probably not the point; fans of the TV series wanted to see their favorite characters again, and Trek II understood that desire and acted on it.

Time has passed since the last episode. Kirk has retired to an administrative post. Spock is commanding the Enterprise, with a lot of new faces in the crew. The ship is on a mission concerning the Genesis device, a new invention capable of seeding a barren planet with luxuriant life. A sister ship, the USS Reliant, is scouting for lifeless planets and finds one that seems to be dead, but its instruments pick up a small speck of life. Crew members investigate, and find the planet

STAR TREK II THE WRATH OF KHAN

whose mind finds it hard to master anything, and her non-lover Michael Palin, a stutterer who loves the other Wanda, a goldfish. Curtis needs Cleese because Cleese is defending Georgeson, the only captured member of the quartet of thieves. Georgeson also knows where the diamonds are, because he hid them. Got that? It doesn't matter. The fun comes in watching screenwriter Cleese and veteran British director Charles (The Lavender Hill Mob) Crichton set this talented cast spinning through the slaphappiest slapstick in years. Gleefully unstuck from his last role as the stiff South African journalist in Cry Freedom, Kline lets go with a robust round of physical comedy that compares with his best stage work (The Pirates of Penzance and the current Much Ado About Nothing). Palin, another Pythoner, is a deadpan delight trying to knock off an old lady (Patricia Hayes) who witnessed the crime; instead he keeps murdering her pet terriers. Still, it's Cleese who steals the show. Yes, he's fall-on-the-floor funny. Watch him strip down for a tryst with Curtis, only to be discovered dancing in naked abandon by a nonplussed British family. What really makes Cleese great is the no-bull way he plays the love story. Curtis may be hustling him, but the bumbling barrister's passion for her is real. He's unexpectedly, endearingly touching. Putting heart and heat into a film that could have easily slid by on silliness, Cleese proves himself a master actor.

inhabited by an outlaw named Khan, exiled there years ago by Kirk, plotting revenge ever since.

Khan is played as a cauldron of resentment by Ricardo Montalban, and his performance is so strong that he helps illustrate a general principle involving not only Star Trek but Star Wars and other epic serials, especially the James Bond movies; each film is only as good as its villain. Since the heroes and gimmicks tend to repeat from film to film, only a great villain transforms a good try into a triumph. In a curious way, Khan captures our sympathy, even though he is obviously evil. Montalban doesn't over-act. He plays the character as a man of deeply wounded pride, whose bond of hatred with Admiral Kirk is stronger even than his traditional villain's desire to rule the universe.

There is a particularly inept battle in outer space that owes more to 'Captain Video' than state-of-the-art special effects. I always love it when they give us spaceships capable of leaping across the universe and arm them with puny weapons. A direct hit merely blows up a few control boards and knocks people off their feet. However, I don't much care if the battles aren't that amazing, because the story doesn't depend on them. It's about a sacrifice made by Spock, and it draws on the sentiment and audience identification developed over the years by the TV series.

Perhaps because of that bond and the sense that the Enterprise will carry on, the movie doesn't need an ending in a conventional sense. The film closes with the usual Star Trek narration, all about the ship's mission and its quest, and we are obviously being set up for a sequel. You could almost argue that the last few minutes of Trek II are a trailer for Trek III, but, no, that wouldn't be in the spirit of the Enterprise, would it?

A FISH CALLED WANDA

John Cleese may well be the funniest man alive. In this hilariously unhinged farce, Cleese has the role of a lifetime. Monty Python's most famous silly walker plays a stuffy English barrister, alert in court but dulled at home by a nag of a wife (Maria Aitken). Enter Wanda. Not the fish; that comes later. Wanda is Jamie Lee Curtis, deliciously sassy and seductive as an American con artist who comes to Cleese for help. She has just pulled off a diamond heist with three male accomplices: her lover Tom Georgeson, who masterminded the job, her lover Kevin Kline, an American

INDECENT PROPOSAL

An amusing proposition, one that could get couples arguing late into the night, calculating the price of each other's devotion. If a rich stranger offered a million dollars to spend a night with a married woman, how would she and her husband respond? If the stranger were Robert Redford, many women would settle for a lot less — especially if the husband were Woody Harrelson. Indecent Proposal may have worked as a comedy, but British director Adrian Lyne (Fatal Attraction, the under-sung Jacob's Ladder) inflated the million-dollar question into a high-minded morality tale, offering all the obvious answers. Is adultery bad? (Yes!) Can money buy love? (No!) If you pimp for your wife, will she respect you in the morning? (Maybe, but you won't respect yourself.)

The premise is everything. David (Harrelson) and Diana (Demi Moore) appear to have the perfect relationship. She complains when he leaves his socks lying around, but their squabbles inevitably end in sex, portrayed in fast-paced peekaboo montages. While Diana sells real estate, David, an architect, builds their dream house on a choice strip of California seafront (in real life, he would need a million dollars just for the land). Then the recession hits, and their 'normal' life crumbles. With their house on the line, David and Diana go to Las Vegas to gamble their way out of debt. There, billionaire John (Redford) offers David a million for a night with his wife.

Lyne never shows how the deal is consummated — only its consequences. And, inexplicably, Diana falls for the billionaire as soon as he gives the slightest evidence that he is human. While Redford plays his under-scripted role with the emotional depth of a Naugahyde chair, Moore is eerily vapid — a vacant soul adrift on the whims of two golden boys. That leaves Harrelson to do all the acting. Just as his character earnestly struggles to win back his self-esteem — and his wife — the actor seems to be atoning for years of playing the blockhead bartender in Cheers. By the end, the movie is awash in sentimental homilies. Indecent Proposal may sound like fun, but couples intrigued by the premise are better advised to spend an evening discussing it over dinner than seeing it in the cinematic flesh.

The interest of a terrible movie such as Sliver lies in what it tells us about the vagaries of Hollywood. A poor picture, it is a prodigious paradigm. First, it's based on a novel by Ira Levin, of which little more than the title and basic idea are retained. If you're going to buy the work of a much-lauded writer like Levin (Roesmary's Baby), it makes sense to stick close to the text.

Second, the film marks the re-emergence of Robert Evans, the once-successful producer who, for years, has been a forgotten man. You'd assume that Evans, still no bleary-eyed dotard, would think twice before muffing his second, possibly last, chance. Instead, he settles for a screenplay by Joe Eszterhas, who's had both ups and spectacular downs, but commands a huge fee because his last, Basic Instinct, was a huge commercial hit. But that was directed by the expert Paul Verhoeven and was, compared to this lunatic fantasy about megavoyeurism, as restrained as Hitchcock's Rear Window.

What could have been in Eszterhas' mind? Let's recycle Sharon Stone, who was so sexy in Basic Instinct. Yes, but there she had only to play a spoiled rich nymphomaniac with murder as a possible sideline. Here we have to swallow her as a responsible editor at a serious publishing house, who keeps her nose clean even though she commands an unlikely enough salary to rent a spectacular apartment in a luxury high-rise. Miss Stone, who, even dressed down and acting demure, could edit nothing more than a girlie magazine, is a working stiff. She gets the very apartment from another stunning blonde, her (in more ways than one) dead ringer, who hurtled twenty floors to her mysterious death.

The building abounds in strange tenants who come to sticky ends. Several of them seem to be remnants of Levin's novel, ineptly tossed into a different plot or pot, where they make as much sense as old wine in new bottles. The feeble suspense boils down to which of the two men courting Carly (Stone), killed her predecessor and may do her in. There's Jack, the burnt-out crime novelist, who, though played by the manly Tom Berenger, behaves like a nastily unruly child. And there is Zeke, the unacknowledged owner of the building, who's secretly wired every last room of it to his closed-circuit TV console (a six-million-dollar gadget he picked up in Osaka). Played by William Baldwin, he sits there endlessly watching the mostly sexual games which proliferate in the building.

What gives the film — intended as soft-core pornography, but from which some fifty cuts have excised the dubious thrills — its curiosity value is the way the director, Philip Noyce, a fellow from Down Under (though never before so far down), contrives to make up for the lost explicit sex. He has the cast, and particularly Miss Stone, wander about with glazed, befogged eyes, and talk in husky, throat-bound voices, as if multiple orgasm were imminent, even though they may merely be evaluating a literary manuscript or jauntily jogging in Central Park.

It makes scant difference which of Carly's swains is the perpetrator, since both are unappetising enough. Each, at different times, is made to seem a pillar of society — not to be confused, however, with the pillar against which one of the more daringly sexual scenes is enacted. The other big scene is a variation on one in Basic Instinct, where Miss Stone vamped a group of policemen questioning her by sitting in such a way as to make it obvious to them and the movie audience that she was wearing no panties. Here Baldwin, who looks like a somnolent fruitbat, takes her to a posh restaurant 'for some truffles,' and makes her remove both bra and panties during dinner. The spectacle could remove the dinner from the strongest stomachs in a decent establishment. But nowhere is there a sign of a single truffle; all the hounds and pigs must have been busy making movies.

Few would dispute that there is no TV breeding ground for movie stars more fertile than Saturday Night Live. Since the show debuted on October 11th, 1975, Hollywood has been raiding the Not Ready for Prime Time Players. Chevy Chase defected after the first season. Dan Aykroyd, John Belushi, Gilda Radner, Jane Curtin and Bill Murray soon followed. Then Hollywood hit on their flashiest replacements: Eddie Murphy, Billy Crystal, Jim Belushi, Martin Short, Dana Carvey.

Most SNL vets find gold in them Hollywood hills. Aykroyd and Murray's Ghostbusters and Murphy's Beverly Hills Cop pictures are among the top twenty all-time grossers. But have you noticed anything missing? Like originality, spohtaneity, edge, relevance, pointed irreverence, wit? Late-night, low-budget TV inspires risk; big-budget movies do not. Play it safe or kill the golden goose.

Disturbing Fact No.1: SNL's comedy outlaws have been selling us pap on the big screen. Disturbing Fact No. 2: We're buying it. Has Hollywood defanged SNL humor for good? Toothless new movies from Chase and Aykroyd would make it seem so, but Murphy often pleased us with a cry of foul-mouthed rebellion. Coming to America, one of Murphy's most successful films to date, is part farce, part old-fashioned romance. Hardly ground breaking, but Murphy's performance is. Playing an African prince who comes to America to find a bride who will love him for himself, he acts with a beguiling simplicity that lifts the movie into the top ranks of entertainment. Swaggering, swearing and scene-hogging are out this time. Murphy shares the jokes with real-life pal Arsenio Hall, stand-up comic and former host of Fox's The Late Show.

As the prince's bodyguard/companion, the amiable Hall is appalled at leaving the palace's luxuries to live like a peasant in America while the prince goes bride hunting. The early palace scenes, though brief, still rankle; director John (Twilight Zone — The Movie, Blues Brothers, American Werewolf) Landis pumps up the sexist, scatological gags in the script by ex-SNL writers David Sheffield and Barry W. Blaustein — like having bare-breasted beauties wash the royal privates. The prince craves a more independent woman. So the king, James Earl Jones, gives his son 40 days in America. Where better, the prince thinks, to find a queen than Queens?

Expect no surprises in the outcome, but delight instead in Murphy's easy banter with Hall. And keep an eye out for the two in various cameo roles, cleverly disguised by makeup whiz Rick Baker, double-Oscar winner. Baker surpasses himself transforming Murphy into a barber, an elderly Jewish kvetch and the bloated lead singer of a group called Sexual Chocolate. These are vivid comic creations, but Murphy really shines in his quieter moments. His walk home after his first date, singing Jackie Wilson's To Be Loved in an African accent, is joyously romantic. This is Murphy's most heartfelt and hilarious performance, and his riskiest. Coming to America shows Eddie Murphy's talent has barely been tapped. ∎

Street Fighter The Movie

Playstation
Saturn

Killer Instinct

Snes • Gameboy

Earthworm Jim 2

Snes • Mega Drive

Saturn
Virtua Cop
Playstation • Snes   Mega Drive

Playstation
Wipeout

Mortal Kombat
Snes • Mega Drive
Playstation

3

Spot goes to Hollywood

Donkey Kong Country

2
Snes

Playstation

GAMES WORLD

▌CD feature

Paul Ralph and Jolyon Ralph are the men behind one of the Amiga's most independently successful CD programming companies, with packages such as Photogenics, a 24-bit art program. In our hallowed pages, they discuss their future, CD's potential and the problems they face with piracy...

Q You've had a lot of CD titles as well as Photogenics (a well-known graphics program) that people know the Almathera name by. Do you get much customer feedback? Do you know what they want and what they want you to do next?

J. Oh yes. We've had no end of letters and comments back with the registration cards. I have dozens of E-mail messages a week from users asking questions, problems and wish-lists.

Everything we get is put on a big list and we go through it periodically. When we were looking at the 1.2 Photogenics upgrade, we started with going through every single registration card, looking at every comment that had been sent in. We put them in a list to see exactly what features people wanted the most, and worked with that as the basis for the features for 1.2 . That's our feeling on how we carry on with the upgrades. We don't make any assumptions about what we think people want, we actually listen to what they ask for and take their advice. It's the only way to work, though we do come up with the occasional idea that we throw in. In general, all the things people ask for we try to add, time allowing. Arexx will be along soon, animation will take longer. It's a much tougher job!

Q. Photogenics compared to DPaint, PPaint and Brilliance can compete. Compared to ADPro it can compete. The only thing missing is those animations.

J. Everybody asks for animations. It's one of the most requested things on registration cards. The problem with is, people don't realise what is involved with putting animation into a program like Photogenics. Other paint programs use register-based images. You do a 32-colour animation and you can fit quite a few frames into memory even on a 1200. If you start looking at 24-bit animation, which is what Photogenics will require unless it's changed completely, then you're looking at two problems. No Amiga, even with a third-party graphics card (unless you're talking very small image size) is capable of playing them back in real time.

So what we're looking at is doing low-end-consumer DPaint style animation, in which case the whole program has got to become a DPaint style editor, as well as a 24-bit editor, which is an extremely big job. Or do we do a high-end-professional 24-bit animation program which requires the third-party boards. It's still a lot of work, but a bit different. So, if we want to satisfy everyone we've got to do two huge jobs. Otherwise we choose which one we go for and spend time doing it.

Q. Have you made that decision?

J. To be honest, we haven't. From our point of view the obvious way to go is the high-end route, simply because that fits in better with how Photogenics works. But again, looking at our registration cards, what do most people have? It's low-end 1200s and 4000-030s, and they won't be able to use it. Not much benefit to most of our audience!

Once we get Arexx in we get simple animation creation pretty much for free. We can write loaders and savers for different animation formats, batch process scripts and files and create animations. But to play them back will take a fair bit of work. We haven't exactly worked out how we're going to do that yet.

Q. Something to watch for in the future.

J. Yes, but it will take a while.

Q. Have sales of Photogenics been as good as you expected?

PR. No. I didn't know what to expect in a falling market. I suppose if I'm realistic, and looking at what everything else is selling at, then we are ahead of the game. In terms of absolute figures, no. Launched a year back and we would have done a lot better, and so would everyone else. But it's going well, we're happy with what we're doing.

J. We've been hit very badly by piracy, though. It's been far worse than our worst predictions. We get an awful lot of people telling us everyone they know has Photogenics, but it can't be true, because we haven't sold that many!

I think it's a real shame. The price we put it at was specifically so it would be affordable and people wouldn't have to pirate it.

NAME : ULF BEARCLAW
CLASS : SHAMAN

| 1 | | 2 | | 3 | | 4 |

| Wizard | Fighter | Knight | Shaman | Thief | Priest |

Oi! are you looking at my bird? Possibly the saddest 'let's start a fight' line in history — and someone said it to me the other day. So if you're reading, loser — I thought she was bloke actually, ha!
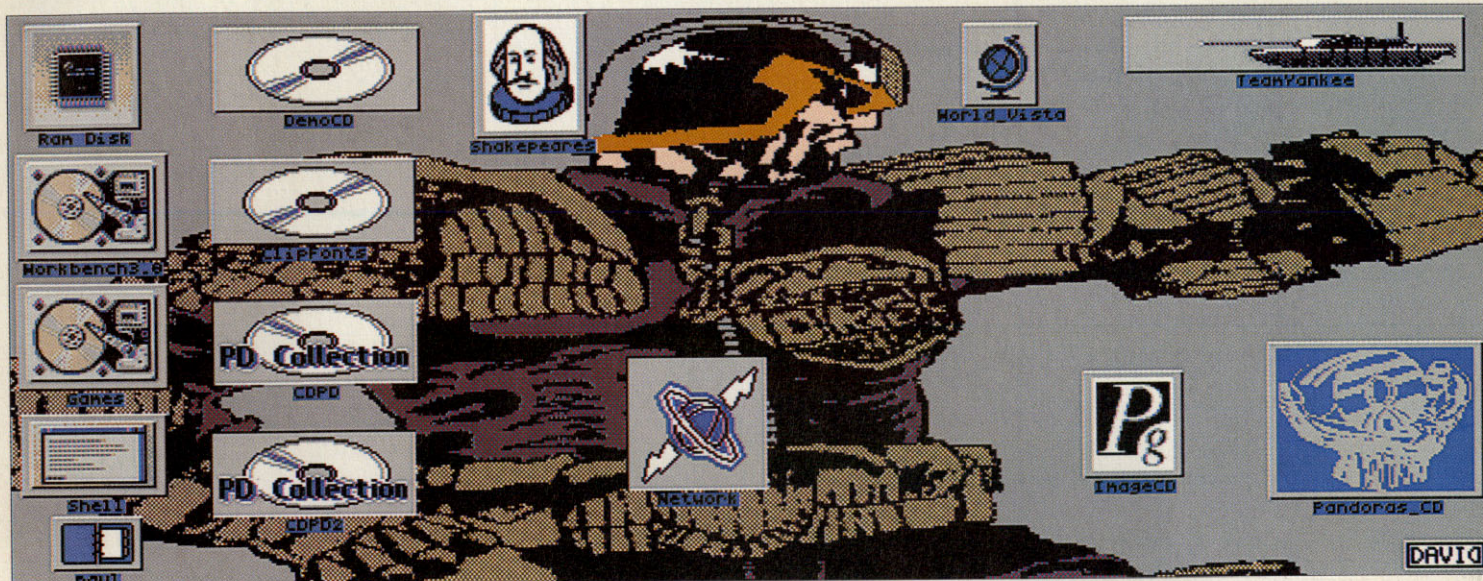
PR. It was on the BBSs within four hours of its launch at the World of Amiga Show.

J. If people carry on at this rate, there's no point in developing future versions. The whole future of Photogenics depends on piracy continuing at its current rate.

PR. We are currently in touch with a number of Police forces up and down the country, and Trading Standards, pursuing cases but I can't be specific.

J. Video Creator contained some rather cunning copy protection on CD. We kept a monitor on some pirate BBSs, specifically looking to see how long it would take to be hacked and uploaded to a BBS. It took four months, which I think is probably the record. So we're now offering the copy protection system to other companies.

Q. Disksalv 3 is distributed through you. Is it going well?

J. Yes it is. For a start, anyone who's been with the Amiga for some time will know the name David Haynie, and will also know Disksalv. The fact that we now have a fully supported, serious quality, commercial disk repair program on the Amiga is something we've been waiting for a long time. We wouldn't trust our data to anything else!

Q. Your Ten on Ten pack — I've seen what's on it, and Pandoras CD's a bit old now isn't it?

PR. So is CDPD1. What we wanted to do is bring out a pack of ten disks at a price point that made it attractive largely because there hasn't been anything like this on the Amiga. The idea's been very successful on the PC.

J. The ten pack is aimed primarily at new CD ROM owners. There's an awful lot of people now buying CD ROM upgrades that haven't had any of the old material, so here's the ideal opportunity to buy all the missing bits at a bargain price.

PR. Plus there's three originals in there, produced for the pack.

Q. Are you looking at Ten on Ten 2?

PR. Yes sir.

Q. Any titles you could mention?

PR. Not yet. We're still looking. We're talking to all sorts of different people to get the mix right. It's important to get a good balance.

Q. How many staff do you have?

PR. Eleven, including myself.

Q. Is that enough?

PR. Considering they all seem to work a double shift, I have to throw them out sometimes. It's equivalent to paying twenty-two people working an eight hour day!

Q. Do you need extra staff?

J. What we are especially after is people with their own products they want to market. Freelance individuals, freelance teams who have product.

PR. Ideas, routines, demos, anything that could make a product.

Q. They can contact you at your normal address?

PR. Yes, absolutely, we'll always give them the time of day.

Almathera can be contacted at...
Southerton House, Boundary Business Court, 92 - 94 Church Road, Mitcham, Surrey, CR4 3TD. Telephone : (0181) 687 0040. ■

CD feature

The Editor's Choice - the twenty best CD32 games ever! Well, in his opinion anyway. We're sure there will be some consternation among you out there in readerland over his choices, but you must remember — they're just that: his own personal selections on a format full of quality software. The omission of a lot of top titles is no slur on their quality — there's just no accounting for Miles' taste! — but this is a painstakingly-compiled article which required much argument and careful thought to show you our testament to a great console: the CD32. Please don't be upset if your own favourites aren't featured, just send all your queries and complaints to the usual address along with a description of what you'd like to do to our beloved Editor.

Gunship 2000

I'm sure this is a controversial choice for the top spot. After all, it is a no-holds-barred flight sim and therefore probably has the out-'n-out shoot-'em-up junkies turning off in disgust already. I must admit it was a straight two-horse race between this and *Sensi Soccer* for the title but I've opted for this 'un, as Sensi is essentially a two-player game and soon becomes tiresome against the computer.

Gunship 2000 contains contains everything you need in a flight sim and combines it with enough action to convert even the most ardent hecklers of the simulation genre. The beauty of helicopters is the fact they take off and land vertically. How many times have you given up on flight sims for the simple reason that after spending two hours trying to line up your plane with the runway you crash because you forgot to give it enough flap? With *Gunship* you're in the thick of the action in seconds and when it's over all you need to worry about is getting back to base. Progress through the ranks has its rewards and once you receive a commission you have the option of leading a flight of five helicopters into battle. There's a huge range of options, loads of different weapons, eight helicopters and infinite missions to keep you occupied, plus all the depth of a true simulation. All aspects of helicopter flight are are covered and the manual, as with most MicroProse efforts, is a jolly good read in itself. Presentation is also up to MicroProse's high standards with loads of nicely drawn stills between missions to complement the outstanding in-game visuals. For me this is the most complete game on the CD32.

Sensible Soccer
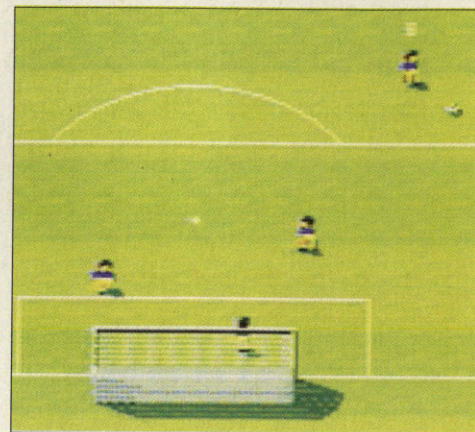
Three years down the line and still *Sensible Soccer* is the impossible yardstick by which all other footy games are measured. Anyone who knows football knows this is the only game on any system truly worthy of the accolades heaped upon it from all sides. You can keep your *FIFA*s, *Goals* and *Kick Off 3*s. *Sensi* has it all. For the first time in a football game it's possible to pass the ball quickly and intricately to put together some stunning moves. The excellent aftertouch gives almost limitless variety. I can honestly say a week hasn't gone by since its release that we haven't played *Sensi*, yet to this day we're still scoring goals unlike any seen before. A great deal of the appeal is in the freedom of the game. You can play the long ball or short passing game. It's not a case of finding a style that suits the game, but finding a style to suit you.

First time players are often perturbed because the ball doesn't stick to the players' feet, but a few minutes' play soon gets rid of any reservations. From then on you're constantly trying new tricks and refining the overall approach.

Lovers of the sport revel in the ability to create realistic moves and score spectacular individual goals as well as pre-rehearsed set pieces. Even those with no interest in the beautiful game are soon hooked by the perfectly-pitched playability on offer.

I said earlier that there's no football game to match *Sensi* on any format — that's not strictly true. One game actually supersedes even this. That is its sequel, *Sensible World of Soccer*, but unfortunately it's highly unlikely to make it to the CD32.

Tower Assault
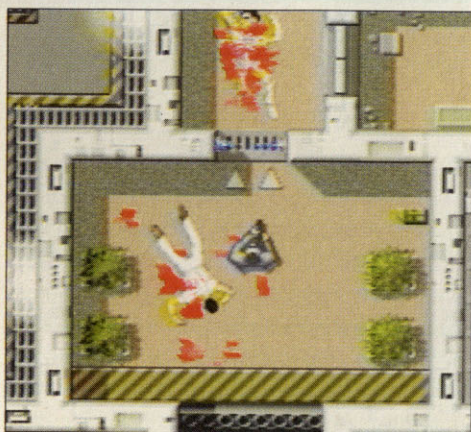
My first encounter with *Alien Breed* was to play the second instalment, *Alien Breed II*, and I was none too impressed. For a start, it was too difficult and the layout too linear for the storyline to really flow. *Tower Assault* is completely different. It kicks off with an awesome rendered intro, and the game itself is quite simply a joy to play. The overhead view is reminiscent of *Gauntlet*, but you soon discover an atmosphere and addiction factor that's hard to beat. It borrows unashamedly from the film *Aliens* as you work through the levels of a ravaged scientific complex.

You collect credits which are exchanged for weapons at computer terminals encountered along the way. At first the aliens are fairly weedy but a full armoury is essential for the tough challenges that lie ahead. Every inch of each level must be scoured to find the game's many secrets but it's not just a case of mapping. Aliens pour on screen in frightening numbers making a quick trigger-finger essential. You have to experience it to really appreciate how fraught things are. To plough into a horde of salivating extra-terrestrials only to hear that horrible click indicating you're out of ammo will have you screaming enough expletives to turn the air blue.

In space, no-one can hear you scream — but they can hear you having a great time playing *Tower Assault*!

Cannon Fodder
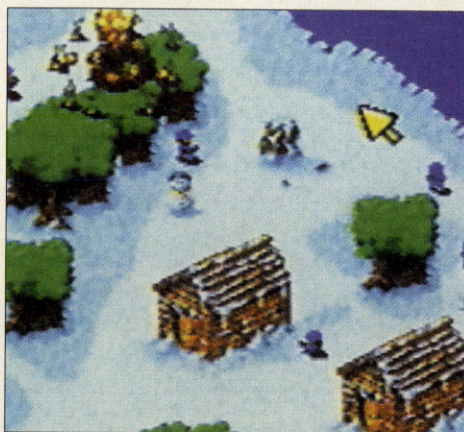
'War has never been so much fun,' goes the title song to Sensible's original shoot-'em-up. 24 missions and over 100 levels stand between the player and victory in this all-action extravaganza.

You control a team of up to six soldiers who must complete certain tasks to finish each level. These range from blowing up buildings to rescuing hostages, but all have one thing in common — devious layouts and crafty enemies.

Cannon Fodder is a perfect example of how an idea can be made to work if given time.

The tiny, trademark Sensible sprites yomp around the many terrains as if they mean business, loosing off bazookas and raking the scrub with machine-gun fire as they go. Later on they get to drive tanks, helicopters and jeeps in their quest to save the free world from hostile forces.

Troops are taken from a conscripts pool (you get fifteen conscripts at the start of each mission) and each time they complete a mission they go up in rank. Higher ranked men can fire further, more accurately and more rapidly. It 's quite emotional when a man who's been with you since mission one bites the dust and you see his little headstone appear on Boot Hill.

It's a bit misleading to describe this as a shoot-'em-up. If you've never played it, it's quite unlike anything you've seen before. One thing's for sure though — when it gets you, you're hooked.

Jetstrike
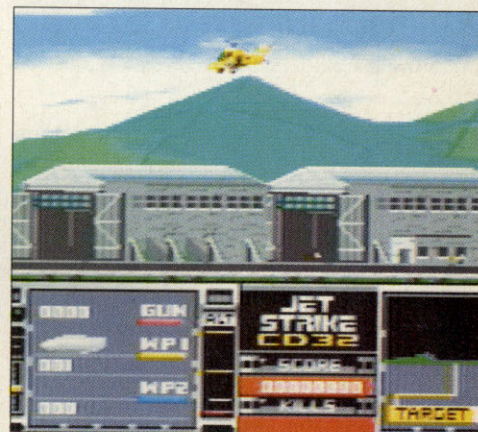
Why do I like this game so much? If you break it down into bite-sized chunks it really is impossible to see where the appeal comes from. The scrolling is shoddy. The backgrounds jerk by in a manner similar to a ZX81 (ask your grandad) and the gameplay is twelve years old if it's a day.

What *Jetstrike* offers is classic arcade-style action with a healthy dose of wacky humour thrown in. The little between-level stills are always worth a chuckle. The CD version has the added bonus of rrrock soundtrack of which Smashy and Nicey would be over the moon!

There are dozens of aircraft to choose, ranging from WWI biplanes to helicopters to jets.

Mission-wise there's enough to keep any gamer happy for a long, long time with hundreds of assignments. These involve anything from shooting down opposing bombers to picking up a secret agent behind enemy lines. Part of the game is learning which planes are best for each mission but more points are scored for using the more antiquated machines. You also need to kit your machine out with appropriate weaponry — there's no point carrying a reconnaisance camera for tank-busting! Maybe you should take along an A-bomb, just to be on the safe side.

A real throwback to the 80s heyday of the 8-bit computer, this is what people mean when they say 'the good old days'!

Frontier

Pinball Illusions

PGA European Tour Golf
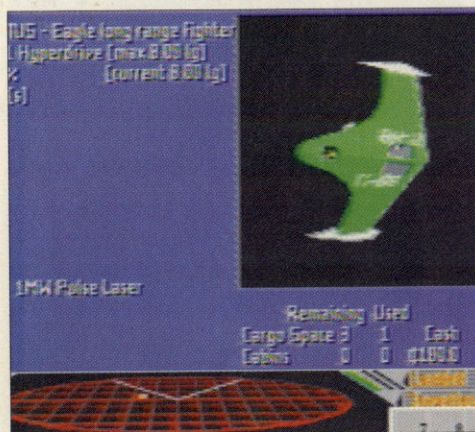
Years ago, there was a game on the BBC micro which became a legend. It made the transition to most of the contemporary formats and remained a milestone in gaming history. *Elite* put you in control of a spacecraft in a near-limitless universe with one instruction — to survive and make money. The beauty of the game was that you could play as you wished. You could be an honest trader peddling your wares between planets in a single system. If that seemed a bit boring you could become a gun-runner or smuggler, selling illegal goods to the highest bidder. You could even cast yourself as a pirate, blasting other innocent traders and nicking their cargo.

Years later, *Elite*'s creator, David Braben, set to work to do the impossible and produce a follow-up. *Frontier* has all the basic ingredients that made *Elite* such a hit and adds a whole load of new ones. Gone are the line vectors of the 8-bit versions, replaced with filled polygons creating a far greater realism. It also contains more machines to tackle rather than constantly buying and selling. It's certainly not the kind of game you can just pick up and play and there have been rumours abounding since its release regarding bugs which crop up occasionally. Some people have complained that combat is too tricky, but despite these niggles there's no denying *Frontier* is a monumental game, and epic in the true sense of the word. If you're looking for a title to lose yourself in, your search is at an end.

What can you say about pinball? In theory it sounds deadly dull. Stopping a ball falling between two flippers doesn't exactly sound like the stuff thrills are made of. Wrongo, chummy! *Pinball Illusions* is as close as you can conceivably get to playing the real thing without trotting down the pub or arcade with a pocketful of ten pees. This is actually third in a series which began with *Pinball Dreams*. *Dreams* looked nice enough, with jaunty music and four tables, but the tables themselves were too big and empty to hold much challenge. Next came *Pinball Fantasies*, which gave us another four tables. This time, they were more compact and loads more features made things a bit more exciting and challenging. *Illusions* packs in even more. Only three tables this time, but each one chock-a-block with ramps, bumpers and the like. Funky soundtracks and heaps of amusing samples keep up the aural interest and make this a true all-round pinball experience.

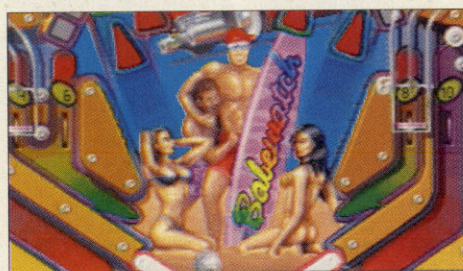The three tables available are BabeWatch, in which you try to impress girls, Law 'n Justice, where you bust various crims in a future metropolis, and Extreme Sports which involves bungee jumping, free-falling and other rad stunts.

If you've never found pinball much of a turn on then you may not get much from *Illusions*. Some people like to work toward a goal and finish a game, but here the aim is to get as many points as possible. Hours sail by as you struggle to beat the all-time best, and that's as good an indication as any of what a top title this is.

Fore! Ahem, sorry! I couldn't think of any amusing golfing clichés with which to begin so that'll have to do. *PGA Euro Tour* incorporates anything and everything you need in a serious golf simulation. Actually, the word 'serious' might put people off, as it suggests perhaps the game may get bogged down in boring stuff more suited to the anorak-clad train-spotter than the average gamer. Don't worry, folks — *PGA* has all the playability you could want with enough depth to keep you practising for months.

The control system is as intuitive as possible and even those with no knowledge of golf are soon playing with reasonable success. Once you start gaining experience though, the game really comes into its own. Start experimenting with stance, different clubs and even using seemingly unfavourable crosswinds to your advantage.

All the features from the Mega Drive classic are retained in the Amiga conversion, along with a few new ones to make things even more interesting, and the graphics are souped up. Shading is used to great effect to give the fairways and greens a textured appearance. No longer do you feel like you're playing on a fairway stranded in some strange and empty void.

To round it off there's five full eighteen-hole courses authentically recreated from their real life counterparts. That's 90 different holes to contend with, which is an awful lot of golf.

In short, *PGA Euro* does for computer golf what *Sensi Soccer* does for computer football, and I can't give a higher accolade than that!

Beneath a Steel Sky

Liberation

Speedball 2
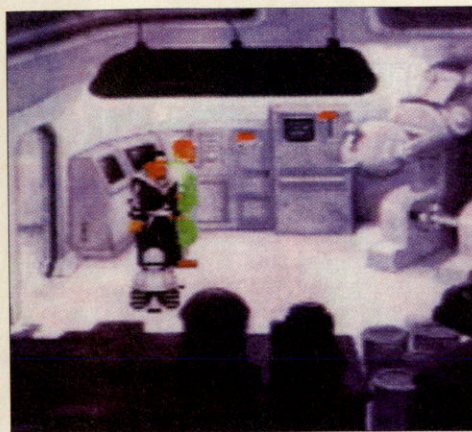
Point and click adventures have been popular on the Amiga since the machine first appeared, so it was inevitable that the CD32 would be infested with the things. Of those which have made the transition, *Steel Sky* is the best. Though it doesn't quite reach the standards of the wonderful *Monkey Island* games, those haven't yet appeared on CD format.

The plot involves escaping from an enormous security building and follows the standard routine of collecting and using objects in the appropriate places and interacting with the many and varied characters along the way. Unlike *Universe*, the problems are very logical and you don't end up getting stuck in one place for hours.

The CD version also boasts a full audio voice track for everyone you meet which helps give the various people more personality. You're helped by a friendly robot named Joey and there's plenty of buddy-buddy banter to keep you amused, though it's hardly up to Hollywood movie standards. Graphically it lacks the intricacy of, for example, *Simon the Sorceror* but is actually a help. You don't need to spend ages combing the screen with the pointer as useful items and interactive parts of the scenery are fairly obvious. That said, the visuals do a grand job creating the atmosphere of mortar and twisted steel that is the game environment. Point 'n click fans can't go wrong and besides, it's worth playing simply to hear the appalling Brummie accents of Norbert and Granville, the security men!

This, if I remember correctly, was the first game I ever saw on the CD32. We were all impressed with the intro sequence, featuring a full voice track, but how times change with games like *Microcosm* and *Tower Assault* boasting intros to have most PC users turning green with envy.

The game's set in the 29th century, in a world corrupted and ravaged by all-powerful corporations twisted by greed.

Some cyborgs belonging to the the corporation Bio-corps have gone renegade and started killing innocent people, so Bio-corps, fearing bad press, have decided to cover up the whole sorry incident so people are being framed and locked up for the murders.

It's your job to take control of a squad of dour droids, rescue the innocents and, hopefully, bring down Bio-corps.

Liberation is hard to describe. You have to play it to understand it. You view the 3D gameworld through the eyes of the droid currently under control. Icons around the viewing window allow interaction with scenery, communication with some characters and fighting with others.

It's not to everyone's taste but those who like a bit of grey-matter bashing along with their cyberpunky violence soon find themselves immersed in a game of huge proportions which also offers a lot more freedom than usual.

This has the distinction of being the only 'future sport' title on any format I've seen which is actually worth playing. It's a no-holds barred contest between two teams of nine players. The idea's to out-score your opponents and points are notched up in a variety of ways. The most common method is to score in the goals situated at either end of the arena — a goal is worth ten points. Throwing the ball through the score multiplier doubles the points for all targets hit unless the opposition de-activate it. The best part, though, is the fighting. All players have energy bars which are depleted with each hit, and when it reaches zero the player is carried off. You're awarded ten bonus points for every serious injury inflicted. There are also icons which appear at random around the arena with a variety of effects. Some are armour or strength power-ups, others affect the other team. A couple of personal faves are the one which reverses the opposing player's controls temporarily and one that lays out all members of the other team.

Between matches, credits collected during the game can be used to power up your squad and/or purchase new and better players. You begin in division two with the task of winning promotion and then winning the title.

As a two-player bash, *Speedball 2* really is top but, unusually, it remains highly addictive against the computer. There are no soft ways to score and the computer shows a great deal of intelligence. A bone-crunching classic.

UFO Enemy Unknown

Does anyone out there remember *Laser Squad* on the C64 or Speccy? It was a turn-based strategy game where the player controlled a team of troops on a series of five missions. These could be against the computer or another human. It didn't look particularly awe-inspiring to the casual observer, but I can honestly say (with hand on heart!) it still stands head and shoulders above most games, especially with two players. The reason I'm saying all this? The fertile mind behind it was one Julian Gollop, the architect of *UFO*.

The game follows a similar format to its prehistoric predecessor in that each side takes it in turns to move their troops around. However, if a player moves into the line of sight of an enemy, they have the opportunity to shoot.
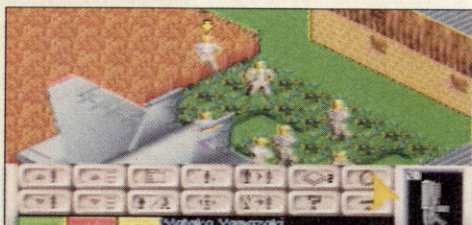
The most obvious difference between *UFO* and *LS* is the main view. While the old game employed a basic top-down perspective, *UFO*'s action is all viewed isometrically. Also, instead of having five set missions, *UFO* generates them randomly for almost limitless variety. Missions are in two parts. First you're alerted to a UFO somewhere in the Earth's atmosphere. Launch an interceptor to shoot it down and, if you are successful, this is where the real game begins as you land a squad of troops to kill off the surviving aliens and rescue anything from their wrecked spacecraft.

Add the ability to research and build new, better weapons and you realise the huge scope on offer. It's a shame there's no two-player mode and the scrolling's very jerky at times, but even these flaws fail to disguise the fact that *UFO* is one heck of a game!

The Chaos Engine

It could be justifiably argued that *The Chaos Engine* is nothing more than a basic shoot-'em-up with a few secret bits thrown in for good measure, but that doesn't do it any justice at all. Much of the initial appeal is down to the Bitmap Bros' superb graphics. The Gothic, neo-Victorian look works incredibly well, as do the strange baddies who swarm on the screen with menacing regularity. The other highly commendable point concerns those previously-mentioned hidden areas. To fully explore the game you have to delve into every nook and cranny. Nearly everything collectable has some effect elsewhere on the level, often to open up a new section, or maybe cause keys to materialise allowing access to unexplored parts. Some puzzles must be solved before a level is complete but there's plenty to return and search for next game. You're constantly treated to glimpses of apparently inaccessible clearings packed with gold and jewels.

Playing with a friend is preferable as it gives double firepower, but it also leads to both of you racing to grab the bonuses. It also leads to much swearing, as if one player gets killed and the other reaches the exit, the survivor may buy the other back into the game or, if they're feeling nasty, spend the cash on power-ups instead.

A well implemented password system means there isn't much retreading of old ground, but simultaneously it doesn't limit lastability as they're just far enough apart to keep the challenge to a maximum. To top it off there's a whole range of characters, each with their own strengths and weaknesses, adding up to a game to drool over.

Soccer Kid
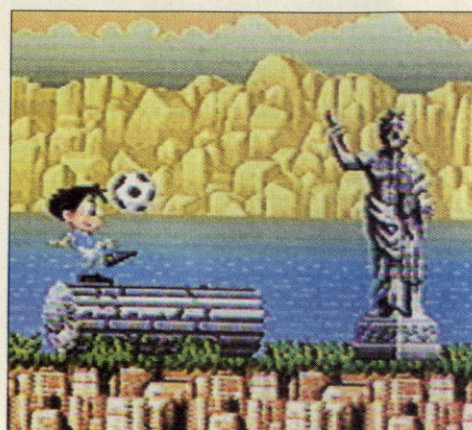
My inclusion of this one might put a few noses out of joint but hey, controversy is my middle name, figuratively speaking! In essence it's a fairly basic platform affair but what makes it is the main character. The World Cup has been swiped by nasty aliens and smashed into five pieces, so it's up to Soccer Kid to travel the world and recover them in time for the tournament. And what a talented chap he is! Instead of just carrying your run-of-the-mill energy bolts, Soccer Kid disposes of enemies using his trusty football. But it doesn't end there. The lad has a whole host of trick shots in his repertoire including overheads, lobs and headers, and bonuses are gained for the more trick shots used. The ball can be used for collecting unreachable bonuses which means mastery of SK's considerable skills is a must.

Aside of the versatile sprite it's the polish and attention to detail which drags *Soccer Kid* from averageness. The graphics, especially the parallax scrolling, are crisp and detailed and you can even customize his kit to match your favourite team.

If you turn green and start to shudder at the very thought of platform games, or find football totally uninteresting you probably won't find much in *Soccer Kid* to hook you. Speaking personally I reckon it's a bit of unsung corker. Later levels get more involved and the satisfaction of killing off a particularly irksome baddie with a spectacular bicycle kick on the turn is immense. Say what you like — I'm sticking by what I say!

Lemmings
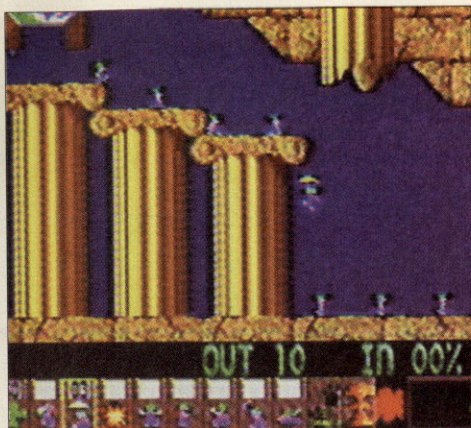
I know it's starting to sound like a stuck record, but you simply can't put together a top whatever on any system without giving mention to those infernal creatures known mostly for their green hair and lack of intelligence. The fact is, despite its greying hair, it remains as much a classic as when it was first unleashed. Up until *Lemmings*, Psygnosis were essentially an Amiga software house known for highly polished and flashy products backed up by distinctly suspect gameplay (*Shadow of the Beast 1* and 2 anybody?). And just look at 'em now. I'm not suggesting that the company owes everything to the suicidal rodents but, well, just think about it.

Lemmings also heralded one of those events in the video game industry which we all look forward to but rarely see — the introduction of a genuinely new genre, in this case the save-'em-up. It all seems so obvious so why, one can't help wondering, wasn't it ever thought of before?

I defy anyone and everyone who enjoys a spot of gaming to say they weren't hooked the instant *Lemmings* was presented before them. It's a bit like the day Kennedy was shot. Everyone remembers where they were the day they first saw *Lemmings*. Me, it was Summer of '89 at my mate Martin's house. We'd finished college early that day and few of us went over to see his new Amiga 500 — state of the art in those days. It must be the most widely converted game since and it's easy to see why.

Legacy of Sorasil

I've never been a great fan of the RPG scene. Frankly all that arsing about with dozens of stats per character and then having scraps decided by the roll of a dice seemed deeply silly to me. However, I got into *Heroquest* on the my old Spectrum, largely due to the fact it cut out much of the snoresome fiddling and let you get on with actually playing the game.

I was actually forced into playing this, the sequel, 'cos I was the mug duped into putting together the solution a few issues back. Far from being a chore though, I really found myself getting into the swing of it.

Control is nice and easy and the game runs at a steady old rate so you're not bored after taking an hour over the first three turns. Graphically it's rather nice, with the various dungeons, castles and forests looking suitably sinister and forboding. There's also an atmospheric soundtrack which helps set the mood.

Some of the levels seem dauntingly large at first so you've got to learn to get your four-man team working independently to cover ground. It's no use sending in a weedy spell-caster to face a horde of angry trolls all up for a rumpus so much of the game involves learning which characters are suited to certain situations. Hardened RPGers might find it a little more shallow than they're used to but for the general gamesplayer, moi included, this might sway your judgement. Give that firebutton finger a bit of a rest, eh!


Simon the Sorceror

I can't think of a prettier point 'n click game on the Amiga than this one, or anywhere else for that matter. Even *Universe*, with its hand-painted backdrops, never looked as downright cheery as this. As an adventure it lacks the je ne sais quoi of *Monkey Island* and the logical, easy to follow plot of *Steel Sky* but retains the great addiction factor that make these games so irresistible. The CD version has the added attraction of Chris Barrie (Rimmer off *Red Dwarf*) doing the voice overs for all the characters. He used to do impressions for Spitting Image you know!

It's all fairy story stuff as our hero Simon puzzles through a magical land in order to return home to Earth and you can't help get dragged into the story. I can see all the shoot-'em-up hard-nuts turning away, shaking their heads and all I can say is see ya, losers. It's your loss. Oops, right, I've alienated half the readership, maybe I'd better get on with it...
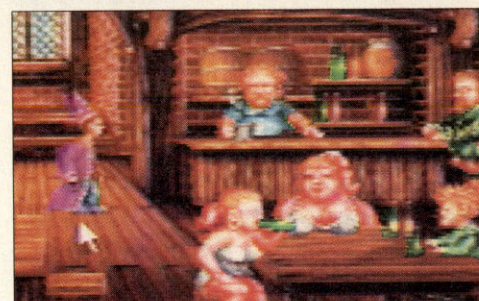
If you think about it, it's pretty hard to make mess of these things. As long as the problems have logical solutions and you have an engaging storyline the rest is just cosmetic. That's where *Simon* scores heavily. After all, it was never going to beat *Monkey Island* at its own game, was it?

Just to keep things topical, we can all now look forward to *Simon 2* which will be reviewed within the next couple of issues. With this as inspiration it should be something quite special.

Theme Park

Shadow Fighter

Banshee

Everybody knows about *Theme Park* by now, surely! Create your own amusement park complete with rides, burger bars, entertainers and everything you'd expect to see on an average visit to Alton Towers. You start off with just a few quid and a little plot of land and it's from these humble beginnings that you're to build your empire. Start off by getting a few cheapy rides in and then, when you're established, sell up and move to a new more financially rewarding site.

When it first came out years and years ago, *Sim City* had everybody falling over themselves to offer comments about depth and strategy, but what that game lacked was a sense of fun. In making you the mayor-cum-supreme-being overseeing the gradual building and continuing prosperity of a town you could, concieveably, become bored of yearly tax reports and stuff. *Theme Park* gives you a similar role but adds loads of humour and fun to the proceedings. Keeping an eye out for lazy handymen skiving off for their sarnies behind the bouncy castle and making sure there are enough security guards on hand to see off the bike gang are all in a days work for any self-respecting park supremo. And then there's the problem of what to do about all the vom accumulating next to the roller-coaster exit.

It's my contention that there isn't as much depth in *Theme Park* as it might first appear, but who cares when you can have so much fun watching people go about their business and tweaking the odd detail here and there? Who needs Euro-Disney?!
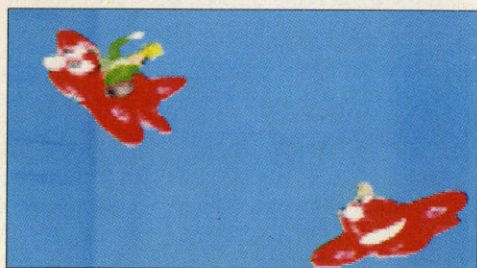
I'm sure fans of *Rise of the Robots* and *Ultimate Body Blows* will be after my jellybeans on this one, but for my money *Shadow Fighter* is way out in front in the CD32 beat-'em-up stakes.

Rise is all flash but no balls. Sure the graphics look top, but where's the game? *UBB* has more impressive looking special moves but *Shadow Fighter* has more of them and somehow manages to be just that little bit more satisfying to play. I know it's a cop-out, but just take my word for it

The graphics are cool with big, bold, colourful sprites coupled with loads of nifty animated backgrounds. As an example, check out the passing trains on the subway level.

There's the standard range of characters available to beat seven bells out of. It's strange to think, but if *Street Fighter II* had never come along to redefine beat-'em-ups, where would we be today? But anyway, back to *Shadow Fighter*.

It's a shame the CD32's six buttons weren't employed, but it's still reasonably easy to access all the specials with a bit of practice and there are enough of them to keep you practicing for a very long time. As with 99% of beat-'em-ups it's best played with a friend but it still holds a tremendous challenge for the lone player, ie complete the game on the toughest skill setting using every character. Call me soft, but it's my considered opinion that *Street Fighter II* on the SNES is the best beat-'em-up available on any home format but for a fraction of the cost *Shadow Fighter* is a more than adequate substitute and the best Amiga fighting game to date.

Here we are, finally, at number twenty. After much deliberation I finally came to the conclusion I couldn't put this feature together without including an example of one of the best loved and most enduring of all formats — the vertically scrolling shoot-'em-up.

You can see its roots in the original *Space Invaders* games. Shooting wave after wave of attacking baddies is the staple diet of anyone serious about their gaming and Core's all-action blaster combines the classic style and format with '90s graphics and loads of little touches to bring the whole thing up to date.

It's set in the present day — but the present day of another Earth in which World Wars weren't fought and mankind hasn't progressed beyond the piston-engined plane. Aliens have invaded and it's up to the player (isn't it always) alone (isn't he always) to fight off the entire invasion force using nothing but a prop-driven fighter plane, coincidentally known as the Banshee.

Graphically there's a definite Bitmap Bros feel which is no bad thing. Great touches like blowing up vehicles and seeing burning men run screaming away adds tremendous atmosphere. Also, instead of flickering and disappearing when someone dies they stay there, lying in a pool of blood. Gory but nice!

Of course it gets boring if played over and over, but this is the kind of thing you put on to let off steam. Pick up and play — that's what it's all about and you can't go wrong with a bit of bully. Or failing that, have a good bash on this most majestic of blasters. ∎

CD competition

top games compo

Tower Assault

By now you'll have read the top twenty and we're sure you'll agree it's a pretty definitive guide to what's hot on our favourite 32-bit console. Many of the games are included because they're the best in their individual genres. However, those at the top are the best of the best period. The absolute creme de la creme. Any game figuring in the upper echelons is a must buy for any CD32 owner even if you don't happen to be a fan of the style normally. These are the games which'll convert the doubters and have committed enthusiasts wetting their pants with excitement.

So down to business. We're prepared to give away our very own cherished copies of the top three games in the feature. S'right, Gunship 2000, Sensible Soccer and Alien Breed: Tower Assault could be yours for bog all cash. But before you go on a chopper-flying, alien-slaying footy fest you're gonna have to answer some typically inane questions bearing the most tenuous of links to the subject in hand. Answer all three correctly and complete the customary tie-breaker (all the top mags have 'em) and you're in with a chance. This month's selection of barely brain-testing twaddle is as follows...

1. Which machines does Gunship 2000 simulate?
A. Helicopters
B. Boats
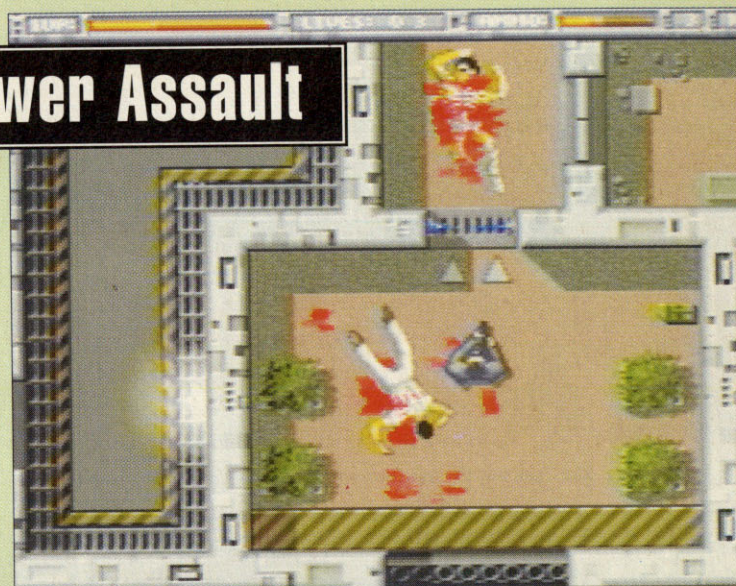C. Kettles

2. In which position does Stuart Pearce play?
A. Central midfield
B. Left back
C. Missionary

3. What was the name of the spaceship in the film Alien?
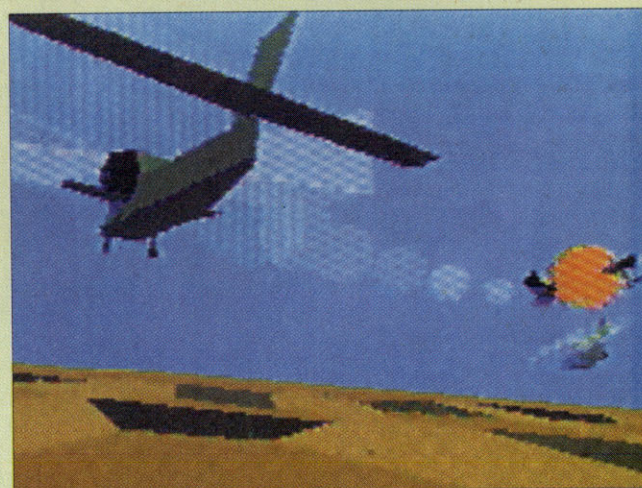A. Nostromo
B. Orca
C. Grunty Thumper

In case of a tie complete the following in six words, no more and no less:

CD32 Gamer is tops with me for the simple reason that.............

Gunship 2000

Sensible Soccer

Got all that? Right, send your entries on a postcard or the back of a sealed down envelope (I really am bored of saying that every month) to:
It's absolutely incredible but ACG are giving away the top three games of all-time compo,
CD32 Gamer, Computerfacts, 14A Union St, Newton Abbot, Devon TQ12 2JS

Race-'em-up addicts are spoilt for choice at the moment, what with *Super Skidmarks*, *ATR* and *Rally Championship* already out doing the laps. US Gold are also set to join the race, with their latest release, *Power Drive*, appearing in a shop near you…

When it comes to race-'em-ups, the CD32 Gamer posse consider themselves connoisseurs. They're also addicts and when Miles became convinced he was Nigel Mansell and grew a silly moustache, there was no other option but to have them all admitted to the Henry Ford clinic for racer-holics. Not that this did much to help. In fact, it wasn't long before they were back at the seat of a joypad, revving their engines, and speeding around the track. In the end it was US Gold that came to your fave reviewers rescue. Putting their best brains to work, they designed the perfect cure, *Power Drive*. This lame excuse for a race-'em-up is bad enough to put anybody off 'em for life.

Whenever a software company refuses to send us a game, the omens smell bad, but when they don't even admit it exists, well, you know something's got to be wrong. Little questions like 'why?' and 'what have they got to hide?' creep into the mind. Sometimes these doubts are unfounded, but other times…

Look on the bright side. At least US Gold's attempt to throw us off track, with their bluff that the game must be a figment of our imaginations, prepared us partly for the shambles that is *Power Drive*.

The aim is simple. There's 48 stages, or tracks, spread all over the world, which must be completed within a certain time. Seems straightforward enough. Well, that's if they hadn't stuck in a frustrating financial aspect. Call me a boring old traditionalist, but when I get a racing game all I want to do is race, not end up in some bloody money management malarkey. Especially when it dictates the game to the extent it does in *Power Drive*. The player starts with £28,000, but buying a car immediately reduces it. With what little's left, players have to pay entrance

fees for each race and to maintain their car in racing condition. It's not all take though, money is earned in meagre sums by finishing stages within the qualifying time and also collecting the piles of dosh occasionally lining the track. Sounds fair enough, but the problem comes when you fail to meet the qualifying time on a stage. The stage must be repeated and the entrance fee paid again, which leaves you nothing for badly needed repairs to your car. So the car goes slower and the chances of completing the stage second time around are slim. The race is up when your money runs out.

I say race, but that's not strictly true. In one-player mode you only race the clock. Okay, there's another car on the track, but it doesn't matter if you beat it or not, the only important thing is watching the timer and beating the qualifying time. Two-player mode feels more like a race — not only do you race a friend, but there's four computer-controlled cars to beat as well. The championship takes place over a number of stages with points awarded for the first six positions. Whoever has the most points is crowned *Power Drive* champion. Yippee!

Before each race is a little map of the track you're about to zoom around. You can't see this during the game, so it's important to take note of the bends and corners. During the race itself, little signs appear on screen telling you what's ahead, but the amount of track visible and the late timing of the signs means you're on top of the bend before you've had time to think.

On the money side of things, the essence of the game is still racing and this is where *Power Drive* comes a cropper. As seems to be the fashionable thing these days, the programmers have gone for the authentic driving experience.

Speeding through a barren desertscape, the little car struggles for breath as it rounds another bend and gets very, very bored. Perhaps it should try two-player mode?

Power Drive

KENYA
ROUND 2 EVENT 5
TIME TRIAL
DAY
FUNDS $2158
COURSE RECORD 1:18:18

FUNDS
$2158
COST
$475

VEHICLE COMPONENT CHECK

ENGINE DAMAGE	05%	REPAIR
TYRE DAMAGE	05%	REPAIR
SHOCK DAMAGE	07%	REPAIR
GEARTRAIN DAMAGE	11%	REPAIR
SPOTLIGHT DAMAGE	06%	REPAIR
		EXIT

Well, the car's not too badly off, considering it was Miles driving. As you can see, repairs put a serious strain on the purse strings but are necessary if you're going to beat the clock.

Unfortunately, it doesn't really work and takes away much of the playability. Okay, so you can perform handbrake turns and slide into corners, but what about good old-fashioned racing? Call me a dull stick-in-the-mud, but I like to be able to just pick up the joypad and drive. *Power Drive* doesn't allow that and only frustrates as you constantly try to come to terms with the temperamental car controls. Okay, let's try and look at this positively. There's quite a fun two-player game, plenty of challenge and… erm… that's about it! Right, now let's be negative. The car is a nightmare to control, the graphics are scandalous for a 32-bit machine and the sound is like something you'd expect on a C64 (great machines, but you've gotta admit the music was always bad). Perhaps the worst sin of all is that *Power Drive* is made up of hundreds of little bits taken from other, better games. If you want a racing game that's fun and playable, this ain't the one to look for on the shop shelf. ■ **JE**
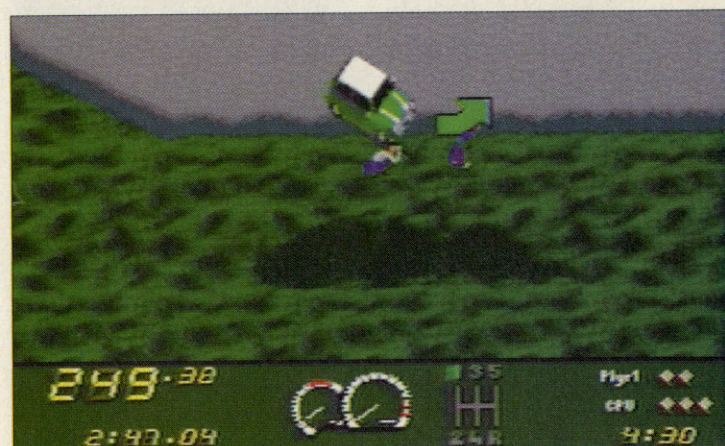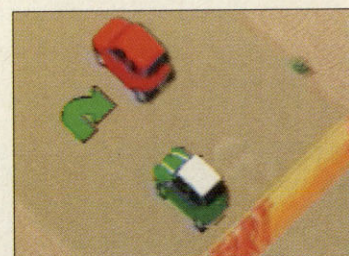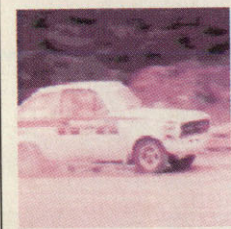

Snowy countryside at night. The poor little car headlights hardly penetrate the thick, all-consuming darkness as they speed into countless blind corners in the pursuit of glory. And cash.

000·00
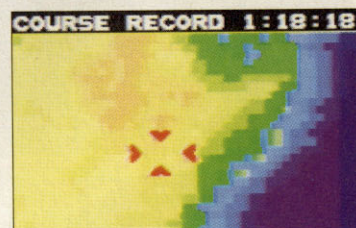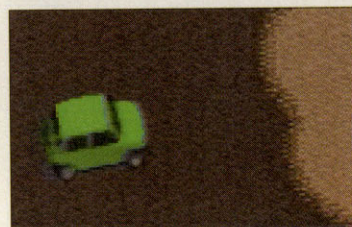3:05.58   135   Mgr1
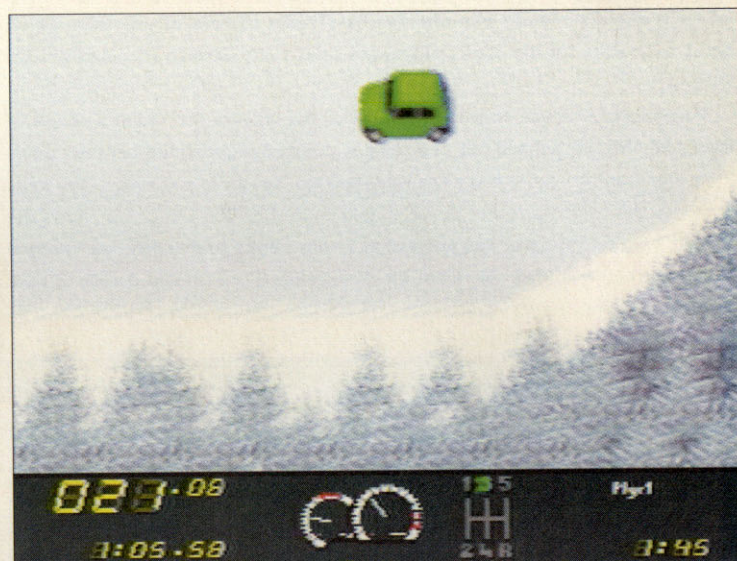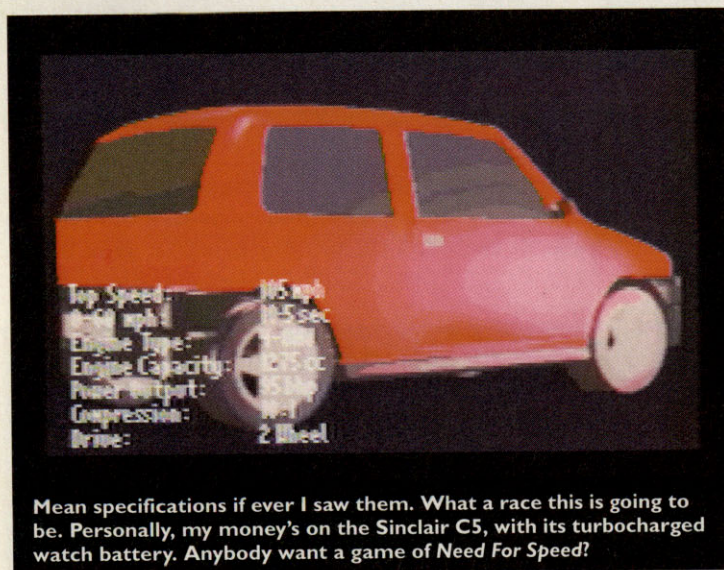   248   3:45

The green arrow (looking remarkably like the wreckage of the car you're driving might look) indicates the way the road's going in a vain attempt to help the player out.

STAGE RESULTS

COURSE RECORD
105.58 DEB
121.02 JFE

QUALIFICATION BONUS $4000

FUNDS $4504

COURSE RECORD   : 01:18:18
RECORD HOLDER   : STU
QUALIFYING TIME   : 02:10:00

"You can perform hand-brake turns and slide into corners, but what about good old racing?"

Mean specifications if ever I saw them. What a race this is going to be. Personally, my money's on the Sinclair C5, with its turbocharged watch battery. Anybody want a game of *Need For Speed*?

COURSE RECORD 1:18:18

Profile

		GRAPHICS
1-2	PLAYERS	
1	SKILL LEVEL	▮▮▮▮▮▮▯▯▯▯
✔	SAVE GAME	SOUND
	Passwords	▮▮▮▮▮▯▯▯▯▯
✘	CD32 ENHANCED	GAMEPLAY
	Nope!	▮▮▮▮▮▯▯▯▯▯

PROS: If you have patience and persistence, *Power Drive* offers a big, big challenge. Six cars to race, variable tracks and weather conditions and two-player game.
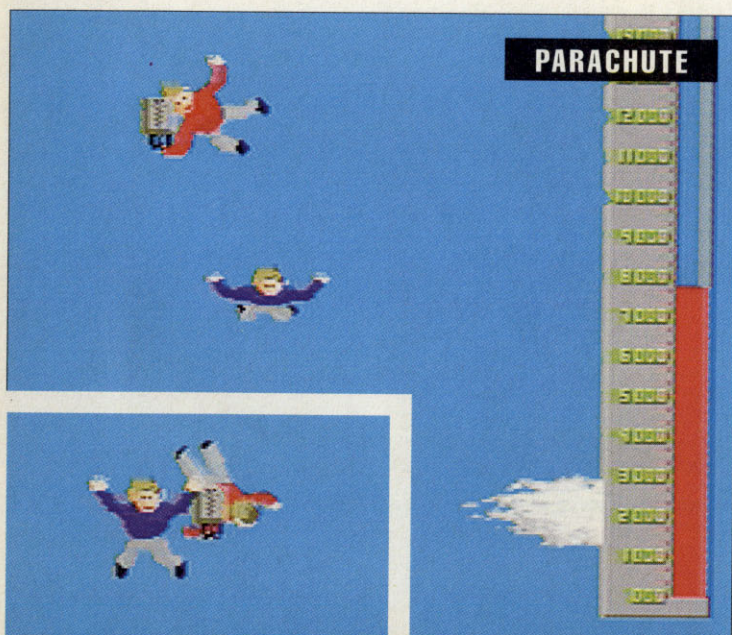
CONS: The graphics are bad, the sound FX are poor (the car sounds more like a moped than a souped up, mean machine), and the controls are irritating to say the least.

64%

No, it's not the 100 best games on the CD32. After all, there's only about 129 games for it in total — which 29 would you leave out? It's actually a compilation of 'top' shareware titles crammed on to one groaning, jam-packed disc of fun. And our verdict? Read on, o fearless one...

TOP 100 GAMES CD32

Top 100 is almost exactly as the name of the disc suggests: well, there's 100 games on the disc, but whether they're top or not we'll just have to wait and see. I think it's a bit cheeky, actually. Whose opinion are they top in? The programmers? Their mums'? However, we didn't want to have to play them all, so here's a selection of the choice shareware titles from German (?) publishers US Dreams.

Parachute: A simple concept, with one or two players controlling a couple of dafties who've just jumped out of a plane with just one parachute between them. Why they'd do this in the first place is beyond me, but there you have it. You must bash into the computer/other player to gain control by 900 feet (a bar shows the current height). Whoever has possession at this height lands safely, and the one that doesn't... well, they die. Until the next game, if you should decide to have another.

Elevation: A game of timing where the spindly-legged character must run across the screen avoiding killer elevators to reach home. It's a lot better than most of the games on this compilation, but still only just worthy of the 48k Spectrum.

PARACHUTE

Parachute: Deck your mate, steal the parachute and float gently to earth while your mate suffers a painful and terrifying death. And just look at those graphics — so realistic I feel i'm almost there!
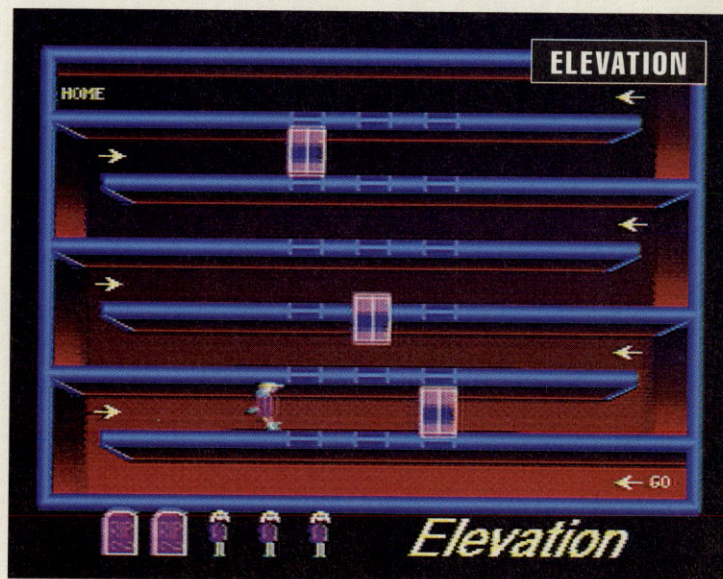

ELEVATION

Star Trek: The Action Game. A pretty grand title for a game constructed via Sensible Software's Shoot-'Em-Up Construction Kit. It's truly appalling and does-n't merit the exciting tag its ambitious author saddled it with. If you don't believe me, take a look at this screenshot (right).

STAR TREK

ELEVATION

Top 100 Games

AUTOMOBILES

WONDERLAND

Codename Bierschen: This is a big improvement on the rest of the amusements packed into this disc. It's an *R-Type* imitation, and the only thing really approaching being a game. Two niggles — when killed, you reappear instantly with no grace period of invincibility to avoid oncoming aliens. If they happen to be there, you hit 'em. The second is, while this is one of the best of a bad bunch, it doesn't come anywhere near abusing the supposed cutting-edge technology of the CD32. What a waste.

Wonderland: A Mario-esque character struts along platforms trying to colour in the blank blocks red or yellow accordingly, rewarded with ten points per square. The difference is, Mario can kill his opponents — this fella can't. They swarm around him like flies around… well, you get the idea.
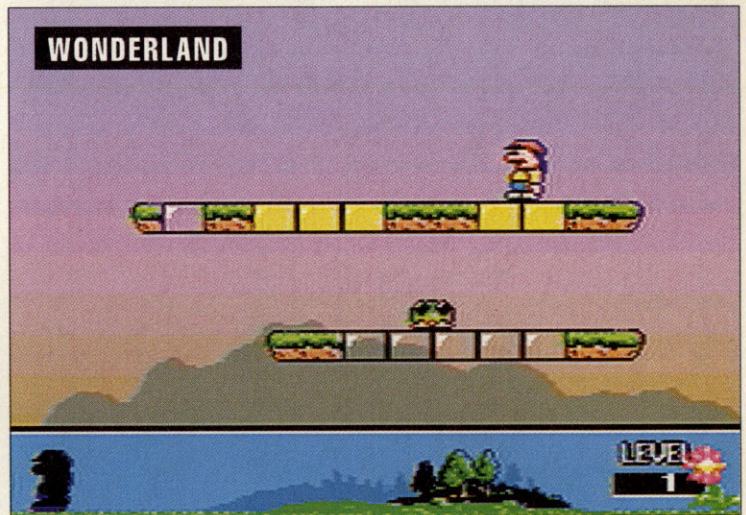

CODENAME BIERSCHEN

POINTS: 0012911

Bierschen: One of the best of a decidedly iffy bunch. Borrows from the *R-Type* side-scrolling formula and looks positively magnificent against the competition.

WONDERLAND

LEVEL 1

Baldy: Not the same as the Gametek title. This is a type of puzzle game where your man, the Baldy of the title, has to collect several disks strewn across twenty levels. Not as easy as it sounds, as he must utilise a system of teleports to reach said disks. Our hero can duck to avoid the arrows flying around, and must teleport around various obstacles. Graphically, better than the average stablemate but too annoying to play for long.

Risk: At last! A familiar game! Unfortunately, you need a keyboard and a degree in German to play. How very, very annoying.
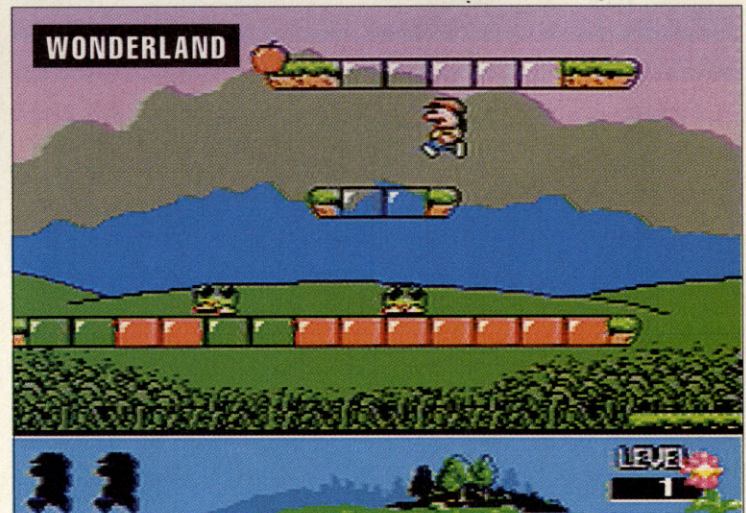
Bload Runner: The little feller dashes around the screen trying to avoid the equally tiny nasties. Faced with an enemy bearing down on your frail little body? Blow up a small square of ground next to you and laugh as they fall in and are trodden on. An element of strategy is involved here, but the graphics are too damn small to tell what's going on most of the time.
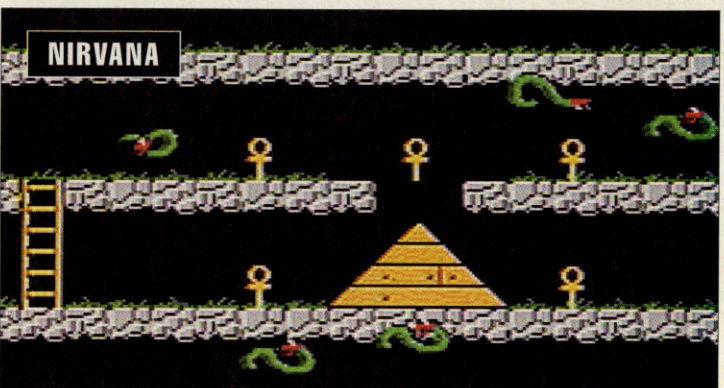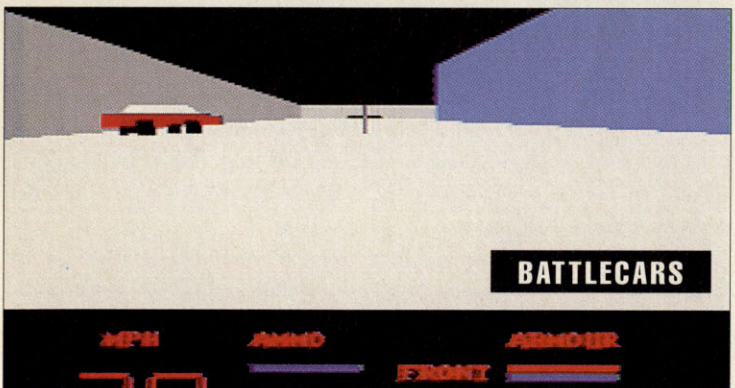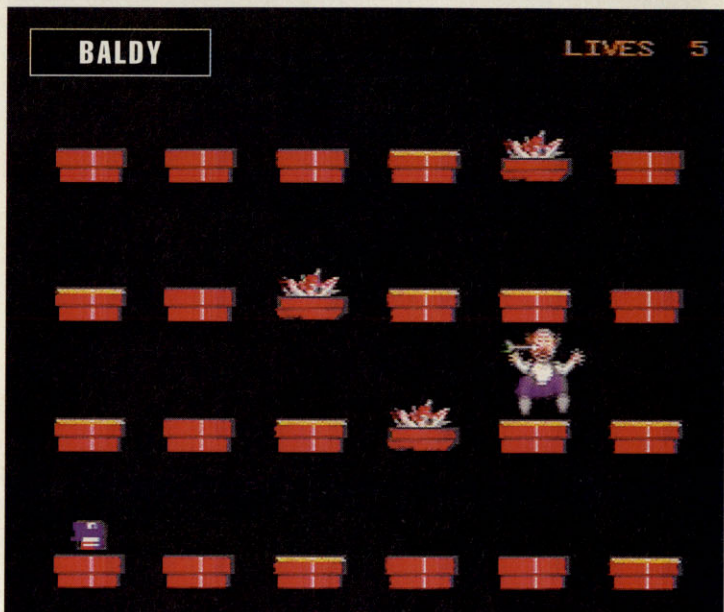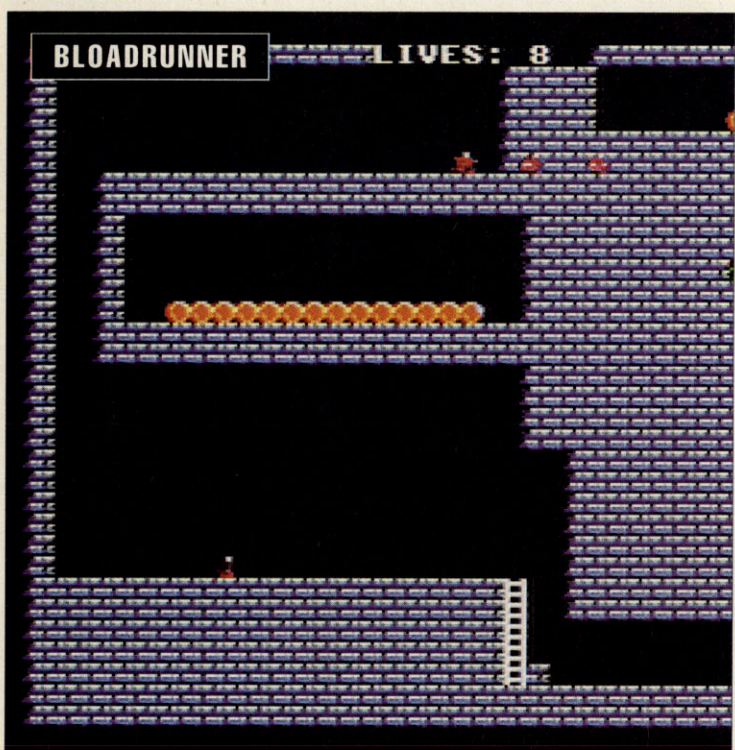
ZNYK: Runs along the lines of *Doctor Robotnik's Mean Bean Machine* on the Mega Drive. This is the best game here by far — attention has been paid to gameplay rather than looks. Line up the coloured splats and remove them all by getting rows of four or above. It hasn't got the speed of *Robotnik*, but what can you expect from shareware? This was a very pleasant surprise to say the least!
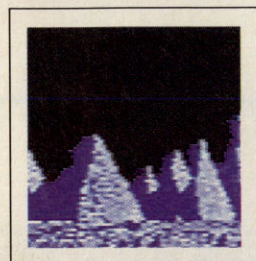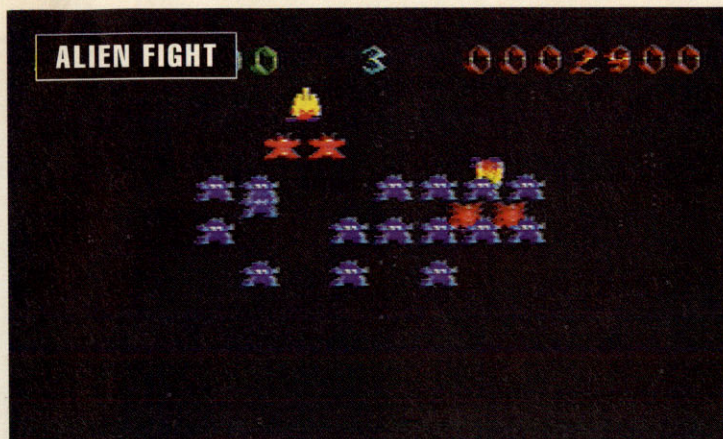
AIR ACE II

500

STAR TREK

WARP 1

600
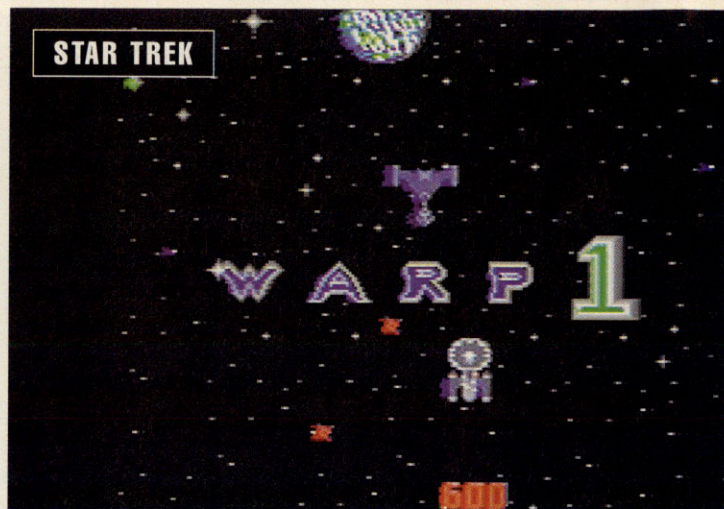
The other 91 games are all either poor imitations of *Asteroids*, *Space Invaders*, *Pacman*, *Frogger* etc. or only work with a keyboard and mouse. Bummer.
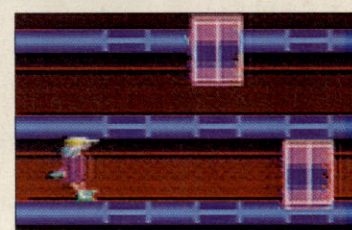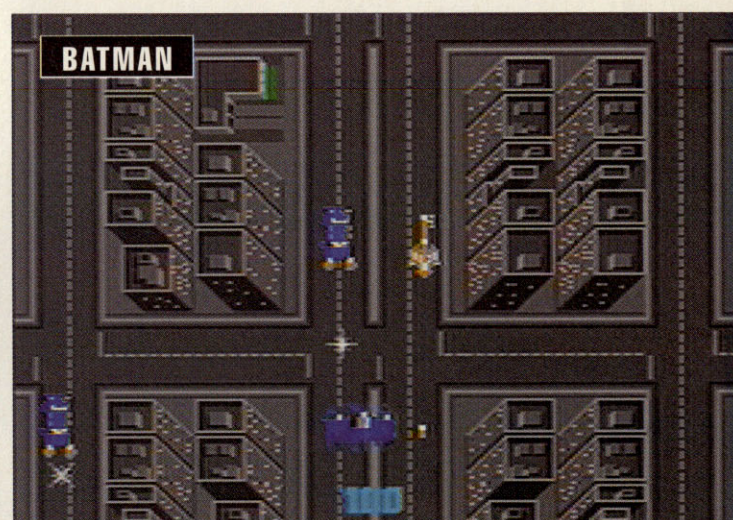
So, what's the verdict? Okay, 100 games at fifteen pence each may sound like great value, but when you'll only play a handful for more than five minutes, does that really matter? It's still fifteen quid whichever way you look at it, so it's not so enticing after all.

If you like shareware, this is your bag of fish entirely. If not, take my advice and steer well clear. ■ **JB**

BALDY

LIVES 5

BLOADRUNNER   LIVES: 8

PETER'S QUEST

E: 00200   ×00 LEVEL 01   ×04 TIME:

BATTLECARS

MPH   AMMO   ARMOUR
FRONT

NIRVANA

ALIEN FIGHT 0 3 0002900

RISK

Spieler: 2   RISK-Spielwahl   Aufgaben
                                ja   nein
Spieler 1   M.   21
                                Karten   keine
Spieler 2   M.   21   offen   verd.
Spieler 3
                                Umtauschsatz
Spieler 4   für Karten
                                 max. 50
Spieler 5
                                Würfelseiten
Farbe   6

RISK!

"Whether they're top or not we'll have to wait and see — what do you expect from shareware?"

DEFENDA

BATMAN

silver fox software ZNYK SILVER FOX™ SCORE 01890 **ZNYK**
Copyright 1992
Adisak Pochanayon

THE
HAR
KEE
GET
HAR
AMIGA CD3

CD32 GAMER
PLAYING TIPS

We've got a bumper crop of tips, hints and cheats this month. A full twelve pages in fact! There's a players guide to Mindscape's epic *Liberation* and a complete solution to the surreal *Labyrinth of Time*, both supplied by reader Matthew Jordan. We've actually had 'em for ages so if you're reading Matt, we got there in the end, eh! Now, before I run out of room there's just time to say...

CD32 TIPS INDEX

48 SPEEDBALL 2
scoring guide
Grab top points with our guide to (not so) sporting tactics of the future.

50 LIBERATION
general tips
Fumble no longer with the might of Bio-corps with these words of wisdom.

52 LABYRINTH OF TIME
general tips
It's big, it's weird and it's ruddy difficult. Luckily help is at hand.

facing east

don't shoot me

facing south

Syndicate
general tips
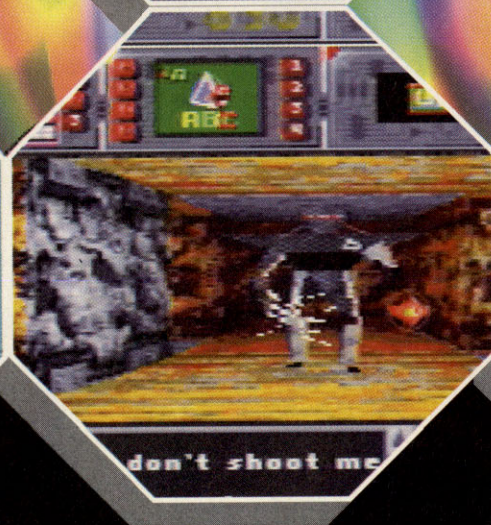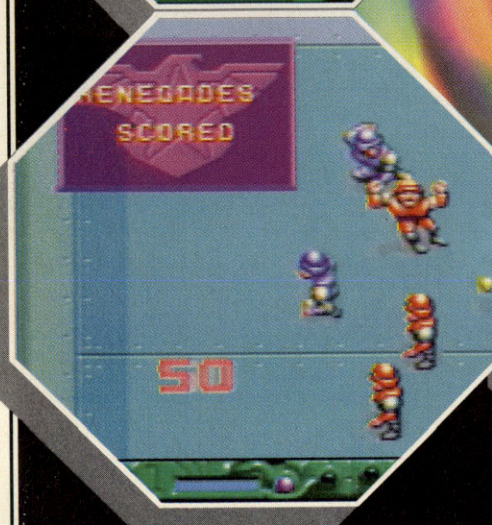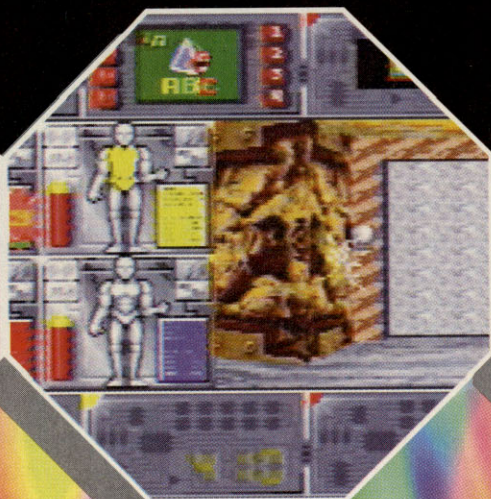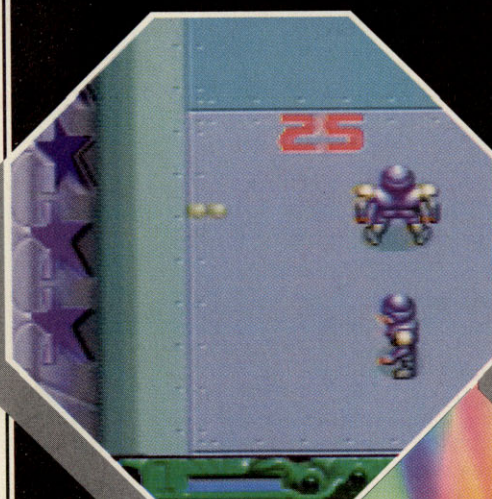
Whoever said crime doesn't pay obviously never experienced the seedy world of Syndicate. Imagine a world dominated by Mafioso corporations where hoods own the governments. Our players guide should see your corrupt empire gets off to the best possible start — after that it's up to you. Just exactly how bad are ya, baby?

BRIEFING

It may sound like an obvious point, but always read the mission outline carefully. Always pay for all the extra info you can. Compared with your income it's pretty negligible and there's nearly always a useful morsel towards the end. Often you're given a likely location of the target which saves a lot of time-consuming searching around. Remember — the longer you're out in the open the more chances the enemy have to kill you. The secret to success in any mission is to get your team in and out as quickly as possible.

The other reason for careful study of the objectives is to determine which, if any, special equipment is required. Any missions which require you to kidnap someone are impossible unless at least one of your agents is carrying a persuadertron. If the objective is to assassinate someone, it's a good idea to take a long-range weapon along for the ride. It's not absolutely necessary but the target is likely to be well protected by guards so it's preferable to hit him/her from range rather than get dragged into a fire-fight.

Also make sure you remember where the pick-up point is once the mission's complete. Otherwise you could be wandering around for hours. A mission won't register as successful unless you return to the designated area.

RESEARCH

Put as much money into research as you can afford. This way you can develop a new weapon on average every couple of missions. To begin with, concentrate on automatic weapons. You're soon up against agents sporting Uzis and mini-guns so rapid fire is essential. Assault gear takes longer to research. Get the flamethrower which makes a devastating short-range support weapon and leave the rest 'til later.

By the same token, leave cyborg research for a while and concentrate on building up your armoury.

AGENTS

It's important before any mission to decide how many agents you're going to send in. If you're expecting heavy opposition it's wise to send in a maximum of four. They make a big target but that's a sacrifice you have to make for extra fire-power. With a full squad you also have the option of leaving a couple as back-up while the others go after the mission objective. If they fail you've got another chance without restarting the entire operation from scratch.

Building up your agents is advisable but it's expensive so do it gradually and spread improvement around the team. You're better off with four semi-powered agents than one superman and three dunces.
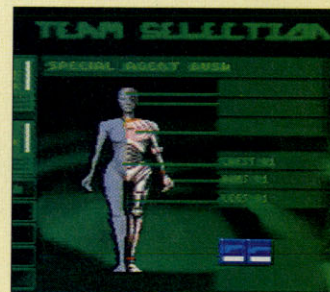
MOVEMENT

Early missions are quite straightforward. You can get away with having your men stomp around in a group loosing off at anyone who might pose a threat. Later on, this is suicidal and more subtle techniques must be developed. Never expose your weapons. The police leave you alone until you activate

them. Always watch out for enemy agents, though. When one appears move swiftly to select a gun and defend yourself.

In areas of heavy enemy activity, have a couple of agents walking few yards back. Switch them to autofire and they cover the rear allowing you to worry about any threats up ahead. Also, be careful during rescues and kidnaps leading a captive to the pick-up point. Usually they're slower than agents, especially those with bionic legs. This means you need to keep stopping so they can catch up. Don't let 'em get far behind or some sneaky enemy agent may nip out of an alley and blow 'em away. For the same reason don't lead them into a shoot-out. If there are agents blocking your way, leave the guy with the persuadertron to look after the captive in a relatively safe place and switch him to autofire just in case. Then send your other agent in to clear a path.

Occasionally you stumble across a rumble going on between rival syndicate agents. In this situation, wait around the corner or on a safe gantry until they've blown each other to smithereens, then pop out and pick off any survivors.

VEHICLES

Using cars leaves the squad vulnerable. First make sure you take out all other vehicles on the road to avoid collisions, especially police cars. If you see enemy agents, get out before they blow you up.

Trains are less tricky but make sure all the team have time to board. If you think it might pull away before everyone is safely inside wait for the next one. Should it move off before an agent or captive is fully inside, they run the risk of being run over. Similarly, don't walk down the tracks.

THE POLICE

The police generally don't carry much firepower and their attention is easily diverted if all weapons are concealed. They often appear at the most inopportune moments, so be ready to take them out.
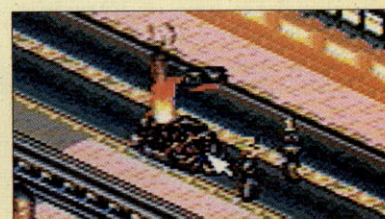
ENEMY AGENTS

These guys are tough and they only get tougher. Weapons like the Uzi and mini-gun are essential to keep them pinned down at range. If they get close, the quickest way to dispatch them is a blast of the flamethrower. Always search their bodies as they sometimes carry new and better weapons which you can utilise and research after the mission. Similarly, if you run out of ammo check bodies for new guns. If necessary, drop empty weapons but keep them if possible. You can trade them for credits after the mission. ■

CIVILIANS

Don't worry too much about the general public, shooting them is quite satisfying. If you've got a persuadertron, it's a good idea to activate it while the squad moves towards their objective. This way you can brainwash people along the way. The more people brainwashed the greater chance of recruiting policemen and, most importantly, enemy agents to the cause.

Speedball 2
scoring guide

Finding this top-notch future sports sim hard to handle? Get to grips with our complete player's guide; learn the best ways to score, tackle and - most importantly - how to beat the game at its own game. All set? Then get padded up, get nasty and get seated for the tips of the month!

GOAL

A At ten to twenty points apiece, a goal is the most rewarding way of scoring in Speedball 2. You'd have thought chucking a tiny ball through a four-foot hole in the wall would mean it was one of the easiest, too. Not so! A goalie armed like a tank and two equally tough defenders stand in the way with the sole intention of crippling your forwards and thwarting any attack.

Faced with such 'rocks' at the back, the trick to staying in one piece and scoring is to use the speed of the forwards to run and pass around them. Get in a diagonal shooting position (straight shots are a lot less likely to go in) and let the ball rip.

Another equally cunning plan is to throw the ball straight at the keeper then slide in and knock him flying. You're left with the simple task of throwing the ball through an empty goal for valuable points.

the stars go out — meaning you can hit them all over again. Be warned though, the opposition can cancel any stars and points you've gained by hitting them as well.
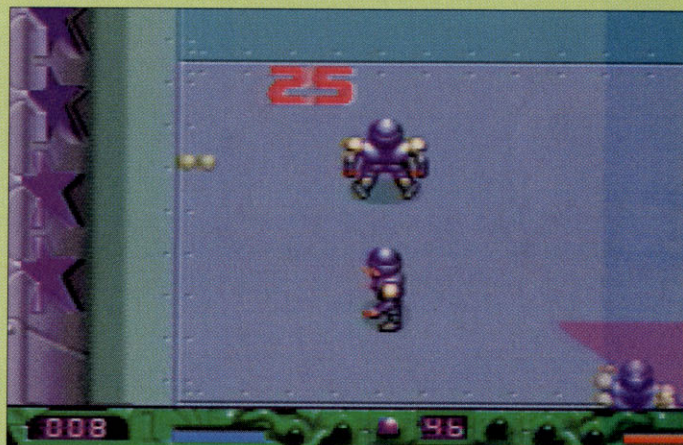
DOME

At either end of the arena, slap-bang in the middle of the pitch, are two domes. Each time either of these is hit with the ball, two points are awarded. This is the easiest way of scoring, but unfortunately you can't win much using this alone. It's better to ignore them unless it's the dying seconds of a match and the scores are tied.

STARS

Not only do most of your players see stars every time they're hit, there's also a group of five stars down either side of the Speedball arena. Upon starting these stars are unlit, but every time one is hit it changes to your team colour and you're awarded two points. Hitting all five gets a bonus of ten points and
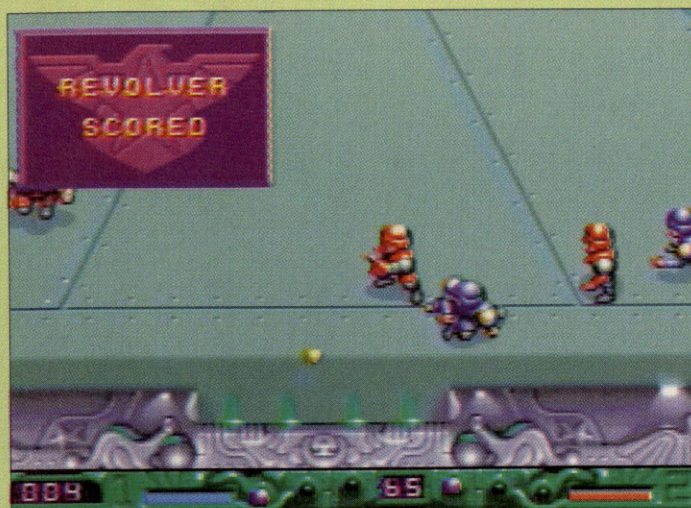
INJURIES

Make no mistake, *Speedball 2* is war, and in war you expect casualties. The glorious thing about Speedball is, unlike football or rugby, you are rewarded with ten points for every opponent decked (hey Eric, wanna new job?).

The best way to cripple players is sliding into them when they have the ball. It not only sends them flying, giving you possession, it also takes away some energy. When a player's energy hits zero, they're out for the count and the points are yours.

To check how much energy a player has, two bars are at the bottom of the screen displaying the stats for the players you and the computer currently control.

FIREBALL

Halfway between goal and centre circle, two strange round holes are set in the wall. Chuck the ball through these and it becomes untouchable to the opposition for a limited period. During this time you can throw the ball anywhere — if the opposition try to pick it up, they just knock themselves over. Okay, so this ain't exactly a scoring tip, but if you use it properly it really helps amass those points. ■

POINTS MULTIPLIER

To really stack up points and make the most of the Brucie bonuses lying around, two points multipliers are on the half-way line against the walls. Roll the ball along these shutes and all the points scored are first multiplied by 50%. If you hit it again, it's up to 100%.

Two lights above the multiplier indicate how much of a points hike you're getting — one lit means 50 %, two means 100%. Be careful — opponents can cancel out a multiplier by hitting the shutes themselves. Each time it's hit, one of your lights is cancelled out, or, if none are lit, it lights one of his.

Thanks to regular readers Lesley and Matthew Jordan for this full solution to the mega Liberation. They also sent in the full guide to Labyrinth that you'll see later in the mag. Follow their tips and you'll be freeing framed prisoners left, right and centre...

Liberation

1. STARTING OFF

Set the options to:-
Easy – Strategy
Now start. Walk around until you come to a factory or something, go in and find a plug socket.

2. INSTANT CREDIT

Click on the socket a few times and electricity flies out. Go to the leader droid's backpack, take off his chest and put it in the backpack. Then click on the credit card and go back to the main view – it should be black. Hold down the right action button and the credit card appears as if you're going to drop it. Drop it and keep pressing the red button (How many times you press the button is how many credit cards you get). Go to the leader droid's backpack, put his chest back on and pick up all the equipment. This can be done with any item.

3. TALK ABOUT IT

The one way to find out what's going on is to talk to the public. Most are full of it, but the ones you want to talk to are often locked behind doors or behind sales counters. Most want something in exchange for information, ie cash. Try not to ask for a fight as it gets you in more trouble because:

   (a) Their friends help.
   (b) The cops are called.

   When you get close to your goal the people ask for such things as a Runner team contact address, fake ID, Library cards and things. These are normally on sale in shops or from the general public. People who ask for these things are normally quite important so don't kill them.
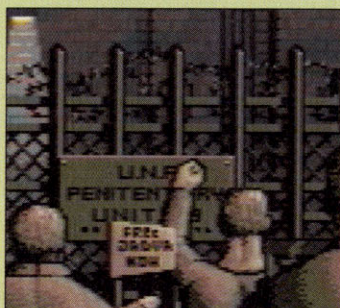
4. THE BACKPACK

It is important that everything in your backpack does not take up too much space, so try to arrange everything so not a bit of room is wasted. Also, if you don't need an object, get rid of it, but don't throw away something that may prove essential later on. Keep the things you use most on the edge of your backpack, within easy reach, like credit cards or weaponry, should you happen to be visiting a bad neighbourhood or need to slip a quick backhander. Maybe that option should be include in some football sims...

5. CIRCUIT BOARD

In the backpack is a spanner icon to the right Click on this to get to the circuit board. To modify it click on the screwdriver icon. Here is a brief lowdown on each chip.

   Rectangle chip at top - This is the skill modify chip, so with the skills brawling, slug guns, swords, reaction, we may have a chip of 1211. This gives us brawling 1, slug guns 2, swords 1, reaction 1. To swap them around so you have brawling 2, slug guns 1, swords 1, reaction 1, select the screwdriver and

click on the 2 and then on the first 1. The chip now reads 2111. The best chip is a 3333.

Vertical chip at side - this is basically the same as the one above but the more involved you get the more you use them.

Rectangle chip at bottom - this is the armour chip. The best configuration is make the first gate red with one power link. Don't worry if you don't understand all this, as it is quite complicated. Once you're really involved in the game, it will all become much clearer, so don't worry about it for now.

6. MUGGERS

These are normally on the sub levels but they are sometimes in shops. If they look at you and they twitch and walk or run off check all your weapons. If anything is missing, kill the thief to get it back. The one thing they can't do is steal out of your backpack, so if you go down into the sewers put all your guns in your backpack.

7. SHOPS

Shops are a good place to buy guns, ammo and hardware. The most useful chips are scanners (to see if there are creatures behind doors), video receivers and bugs to see where a certain person is around the city. To bug someone, simply throw a bug at them. Guns are essential, so here is a table of guns and the ammo needed.

TYPE	ROUGH COST	AMMO USED
Pistol Revolver	397	STANDARD AMMO CLIP
50 JK Phazer	1631	PHAZER PACK
25 JK Phazer	1032	PHAZER PACK
Machine Pistol	1881	NORMAL AMMO CLIP
Disrupter Cannon	5025	BLUE BEAM PACK
Powered Rifle	705	HIGH STANDARD AMMO CLIP
Revolver	240	STANDARD AMMO CLIP
Semi Automatic	660	STANDARD AMMO CLIP
Multi Blast	2280	NORMAL AMMO CLIP
Super Phazer	3600	HIGH INTENSITY PACK
Laz Targeted Rifle	1728	HIGH STANDARD AMMO CLIP
Lazer Rifle	580	HIGH STANDARD AMMO CLIP
Ceramic Phazer	375	PHAZER PACK
Disrupter	3456	HIGH STANDARD
Rifle	369	HIGH STANDARD AMMO CLIP
Mega Blast	2280	12MM EXPLOSIVE SHELLS
High Velocity	316	STARBUST SHELLS
Slingshots	362	NUBALL
Polycarbon Crossbow	274	ANY BOLT OF SOME SORT
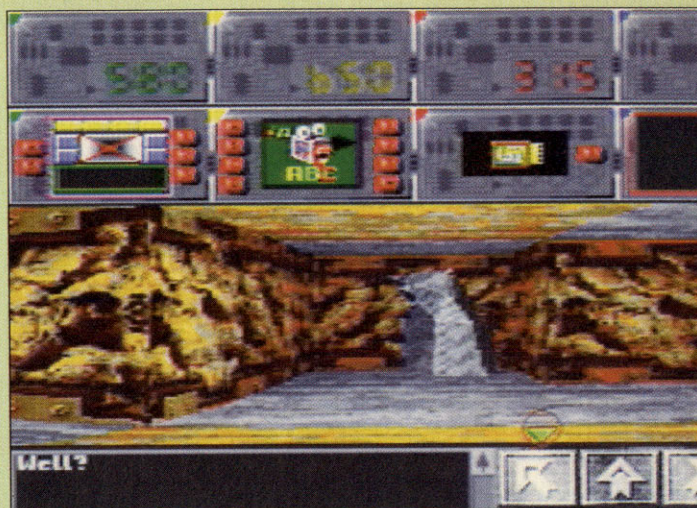
8. ROBBING A BANK

The police won't let you in a bank teleporter if you are armed. If you are going to make trouble, the Ceramic Lazer is undetectable so the police will let you in. Once in, make all the trouble you want. And then some.

9. GETTING SOMEWHERE

The only way to find a captive is to get information from people. The ones to count on are often behind a counter — they might tell where to meet someone. If you pass them your city mapper, they'll do either of two things:

(a) Give it back to you programmed.

(b) Try to steal it and run off.

If they run, kill them. If they give it back, find a taxi — it looks like a spinning white cross on the map. Then activate your mapper, sit back and enjoy the ride.

10. HINTS & TIPS

1. You can kill people and monsters by shutting doors on them.

2. To get some goodies, go to the lower levels and kill all the people. A little sick, perhaps, but it works wonders.

3. If you kill someone in a shop, they might drop a sheet of paper. Pick it up and look in your backpack. Select the info icon then click on the paper to see what it reads. ∎
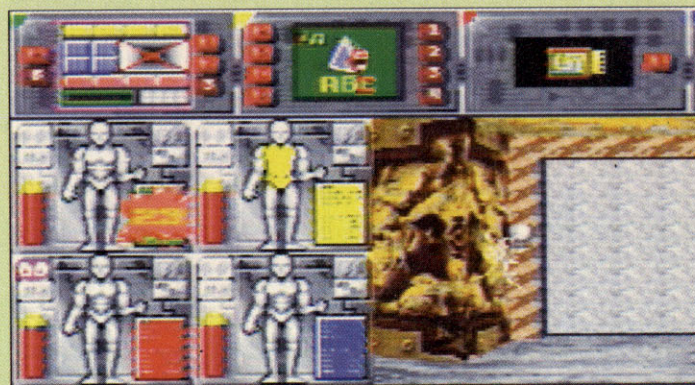
Labyrinth of Time

A hearty congratulations goes to ingenious readers Lesley and Matthew Jordan, who've graced our pages with comprehensive solutions to both Labyrinth and Liberation. Full marks to both for these superb tips — Heaven knows, we needed 'em...

A WORD TO THE ADVENTURER

This solution was difficult to put down on paper because of the very nature of the game, time travelling and teleporting to name but two problems. Please use this solution in conjunction with the maps and be familiar with all the locations before attempting to use this solution.

THE BEGINNING

Start in the subway car facing NORTH. Go into the hotel and call the elevator by pressing the button. Use the elevator to get to the floor above. From reception, turn south and head forward until you reach the crystal cliff, face west and enter the dim tunnel. Follow the tunnel until you find an exit south, and take this. You are now in a train car. Head east and exit through the sliding door on the south wall. Head through the old western town until you see a sheriffs office on the right. Enter here, open the desk drawer and take the brass key you find. Go out into the street and head back to the hotel, via the train car. Find room no. 14. Open this door and walk inside.

Use the brass key to unlock the wardrobe. Take the journal and the card key found within. Go back to the main corridor. Locate the open door which leads to the mirror maze. (Don't use any money on the fortune teller yet!) Enter the maze. Exit on the opposite side to the control room. Use the card

The world itself seems to be changing.
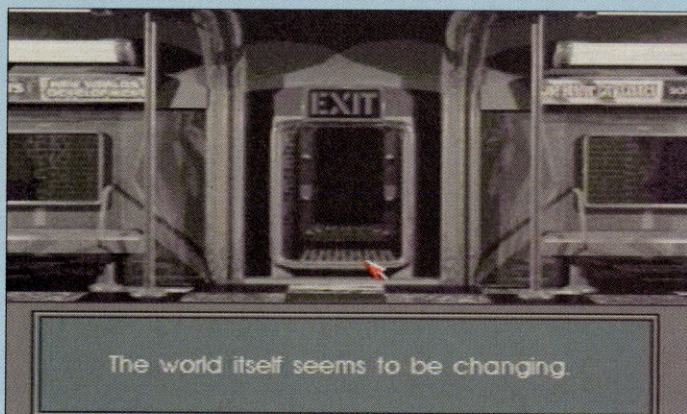
key on the card slot on the teleporter and press the BLUE button. You are taken to the museum, and from here go east, locate the three coloured levers and pull them ALL down. Then take the alien belt and wear it. Go back to the control room. Use the card key on teleporter slot and press the green button. You are taken to the library, so head south. Press the button on the small teleporting machine you find.

You are taken to a cave.

Go east past the falling rocks into the creton hall. Keep going east, then take the door on the right (south). You are on the creton palace. Locate the well-like structure and take the Labyrs you find inside. Leave the creton palace by the door on the east wall. You are now in a court yard. Go forward into the medieval maze. Locate the helmet and wear it. Exit the medieval maze on the opposite side to which you entered. You are in a weird cave, go north through the door into a closet. Take the can of paint. Exit west into the 1950's diner. (Don't use any money on the juke box yet!). Exit west by the juke box, go down the corridor until you come to a telephone on the left. Use a 25

HEDGE MAZE

TO THE WALL ROOMS
(CONSTRUCTION SITE)

(maze diagram with cells; H = BENCHES, S = SUNDIAL)
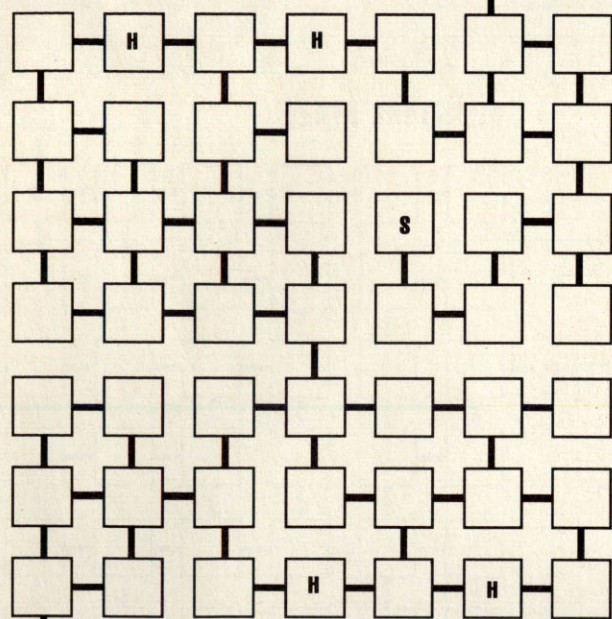
ENTRANCE FROM TOILET DOOR   H = BENCHES
                                   S = SUNDIAL

cent coin in the phone. Money falls out of the return slot onto the stool below! Take all the coins you find, face north and use a coin on the slot of the toilet door, so it opens. Go through to the hedge maze. Exit the maze on the north side to the construction site.

Go north until you find an Acme screwdriver on top of a workbench. Take it, then look at the picture on the wall. This is a code for a later puzzle (write it down for later reference). Return to the 1950s diner through the hedge maze. Use a coin on the coin slot on the jukebox and take the silver key that appears in the reject tray. Head back through the medieval maze to the creton palace, from there go back to the small teleporter. Press the button to go back to the library. Head north to the control room, use the teleporter and press the red button. You are now back in the mirror maze; exit the maze at the opposite exit.

THE SURREAL MAZE

WELL BOTTOM

(maze diagram)

WALL ROOM   WALL ROOM

WALL ROOM

Go from the well to the south to the first wall room, turn to the east and keep walking east until you reach the wall room. Now walk south and keep going until you find yourself outside ...

finished correctly the wall drops away leaving a hole. Go east through the hole into the cellar.

Locate the tool box. Take the gold key and bike pump you find inside. Go back into the theatre and through to the reception. Take the lift down to the hotel. Head down the corridor to the east until the corridor becomes alcove-like with one door ahead and one door each side of you. Turn to the door on the right.

My name is Daedalus. When I was alive, long ago in your world, I was the master craftsman of the ancient world.

Use the gold key to unlock this door. Go into the room that has one rock covered wall. Exit west into the maid's room. Face south and take the roll of paper from the shelving. Head back to the elevator. Walk to the reception and exit south until you reach the crystal cliff. Go through the dim tunnel and make your way through the train car to the old western town. Continue south down the main street into the old mine. Move the cart and exit east. Move the cart again to smash open the wooden door. Enter through the created hole and remove the sword from the stone. Face west and close the wooden door you came through. Behind the door is a lamp. Take it and re-open the door. Leave the mine and go back to the main street.

Locate and enter the Daily Bullet newspaper office. Use the roll of paper on the table part of the printing press and use the lever TWICE. Take the paper and read it. Exit south onto the brick bridge. Use the screwdriver on the screw in the door to remove the loose screw. Open the door and go through it into a city street. Head south until you get struck by lightning. You fall down into the bottom of a well — don't panic!

Head south through the surreal maze, keep going until you reach a brick wall with a moving teleporter in the middle. Turn east and go forward until

Go back to the hotel and use the elevator up to reception. Face north and use the silver key on the detective's door lock. Go in and take the falcon statue on the main desk. Take the iron key and the notes from the smaller table. Leave the room and exit through the west door into the movie theatre, head along the balcony and exit through the door to the east. Make your way to the end of the corridor, to the brick wall with the puzzle on. Use the code you found earlier on the sliding block puzzle in front of you. When the puzzle is

MIRROR MAZE

(maze diagram)

CLOWN   FORTUNE TELLER   CLOWN ENTRANCE

● = TOWERS   TELEPORTER

In a subway car, facing east

you reach the same room again. Face south this time and walk forward until you are outside. You are now on a Mayan Ziggurat. Turn west and go up the flight steps until you reach the top. Move the centre column. Go back half way down the steps to locate the two open doors to the right and left. Enter the south-facing door in the dark room. Use the lamp to light your way. Exit west until you find a shirt hanging on a wall. Take the shirt, then move the lever that you find in the same room. You are transported to a bridge platform. Exit south into the creton hall, make your way to the western door. Head west until you reach the small teleporter.

Use the teleport to go to the library. Head north to the next teleporter (in the control room). Use it and press the red button. You are in the mirror maze. Exit on the opposite side, to the hotel. go back to the subway car and to the city street. Get struck by lightning again, and go through the surreal maze to the outside. Head up the steps and into the Mayan Ziggurat. Enter by the south door again. Exit west and move the lever to the left. You are taken to the bridge platform. Head back to the hotel as before (through the mirror maze etc). Continue down the corridor to the south until you come across a laundry chute. Open the chute and use the shirt on hole, now close the chute. Turn north and go back up the corridor to the maid's room. find the now-clean shirt on the table and use the old west newspaper you printed next to it.

Read the journal to find out the combination to the code-locked door in the next room. (The code is 04 08 72). Enter this code into the combination lock and open the door. Go through into the tomb of King Minos, and south until you reach a painted wall. Turn west and open the sarcophagus. Take the

MEDEIVAL MAZE

● = RUG
⊞ = CROWN / HELMET
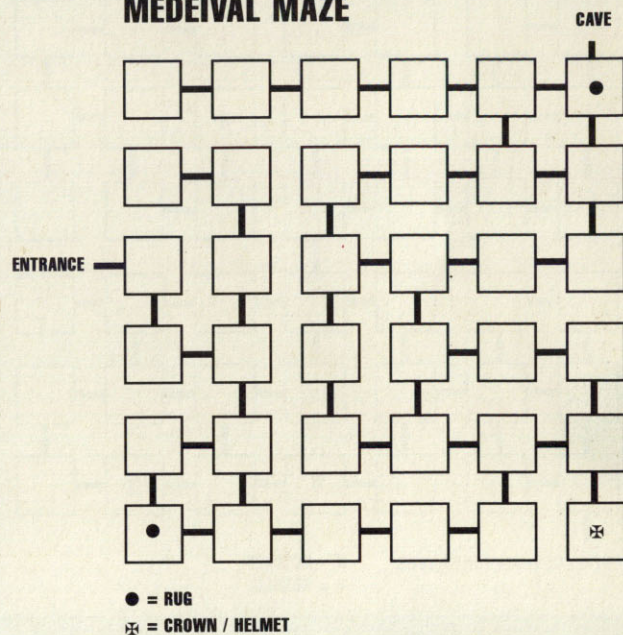
creton ornament that's inside. Leave the tomb and go back into the hotel. Go to the subway car and then to the city street, get struck by lightning (yet again!) and make your way to the Mayan Ziggrate, through the surreal maze. Take the north door of the steps this time into the Ziggrate. Exit west and move the final lever. You are taken back to the bridge platform. Exit south and head to the creton palace. Locate the large wooden door with the unusual lock in the centre.

Use the creton ornament to unlock the door. Go forward into the throne room. Move the blue throne to reveal another can of paint. Take it. Exit the throne room and head back to the small teleporter (west). Use the teleporter to get to the library and head north to the control room, use the teleporter pressing the blue button this time. You now are in the museum. Trudge east then south to the exhibits in the glass cases. Locate the broken case and look at it. Take the Mayan Talisman. You now hear a spoken warning but don't worry! Exit west to the control room and use the teleporter, pressing the green button. This time you are taken to a prison cell in the old western town. Unlock the cell door with the iron key. Go out onto the main street and back to the detective's reception area through the train car. Use the elevator down to the hotel. Go down the main corridor to the mirror maze by the far exit to the control room. Use the teleporter by pressing the green button. Head north to the smaller teleporter and use it to get to the cave. Now go east to the creton hall, and keep easterly until the second part of the hall. Now face north, north again to the edge of the bridge platform. By now the bridge should be complete. Cross the bridge to get to the centre of the Labyrinth. Once inside the building turn south and use a can of paint on any of the two mirrors. Use the other can of paint you are carrying on the unpainted mirror. Both mirrors are now painted and the monitor has faded and vanished. Face north and use the Labyrs on the Labyrs-shaped hole in the wall where the monitor once was. This activates the keystone of the Labyrinth. After it has come into view use the Mayan Talisman on it. This destroys the keystone and also the entire Labyrinth maze.

Now sit back and watch the end sequence. Your in for a nasty (!?!) shock!! *Labyrinth II ?* Nah… ■

LOWER FLOOR

SURREAL MAZE AREA

MAYAN TEMPLES (ZIGGURAT)

MIDDLE FLOOR

MIRROR MAZE

C

C | 6 B | 3 | C

LIBRARY

MAZE CENTRE

16/24A 17/18

HOTEL

8 9

5

2

1

PRESENT DAY AREA

27 28

TOMB OF KING MINOS

CRETAN HALL

29 | 7

MEDEIVAL MAZE

In a hotel, facing north

THE LABYRINTH

Middle Floor

In a hotel

In a hotel, facing south
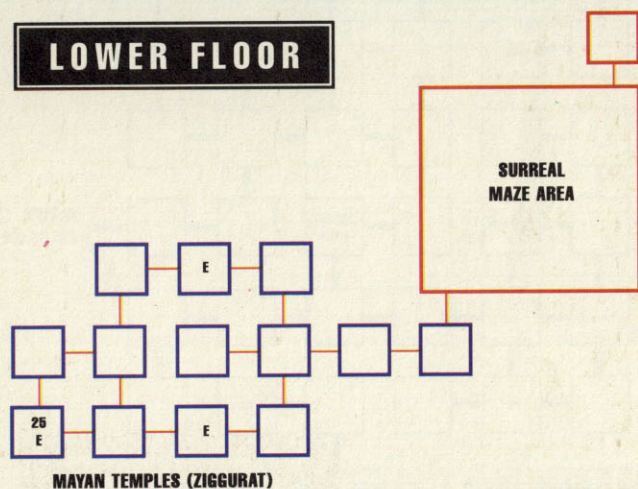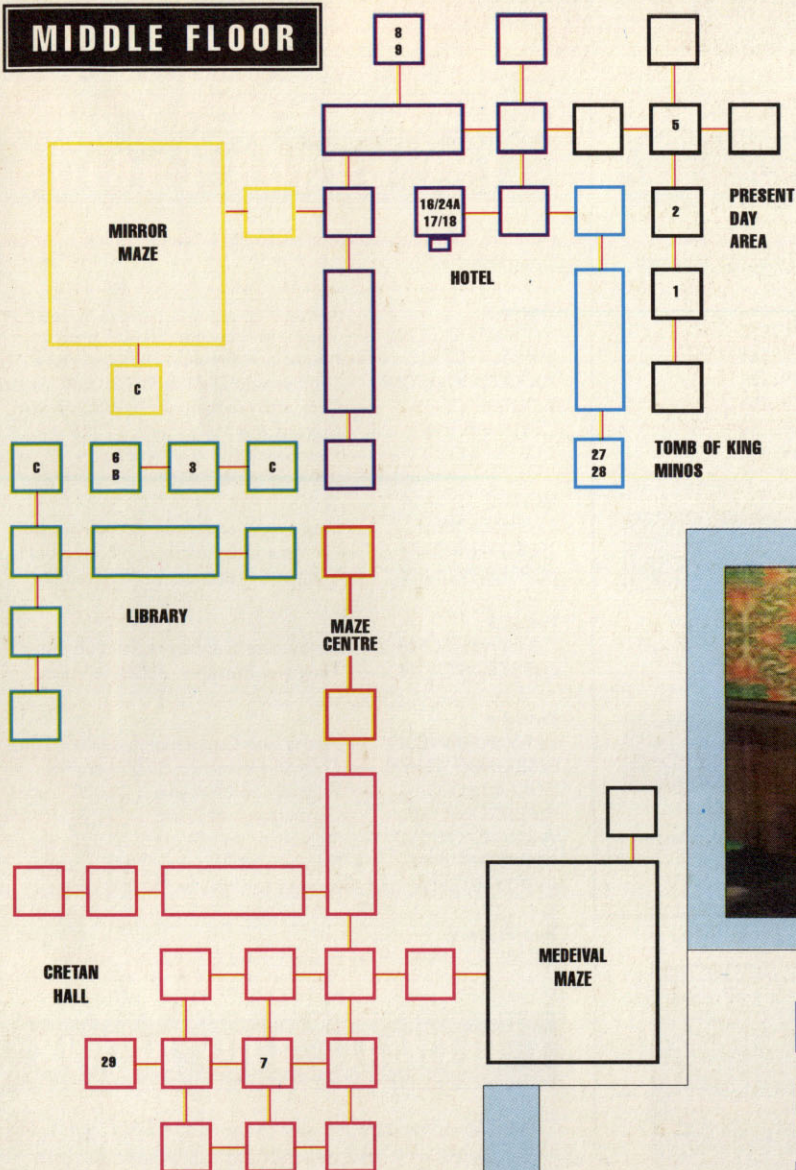
MOVIE CINEMA AND BUILDER'S YARD

13 14 | 15

10/11 12

SLADE AND BARCHER DETECTIVE AGENCY

HEDGE MAZE

50'S DINER

5

26

OLD WEST TOWN

21

20 | 19

A 24

D | 22 23

UPPER FLOOR

mini tips
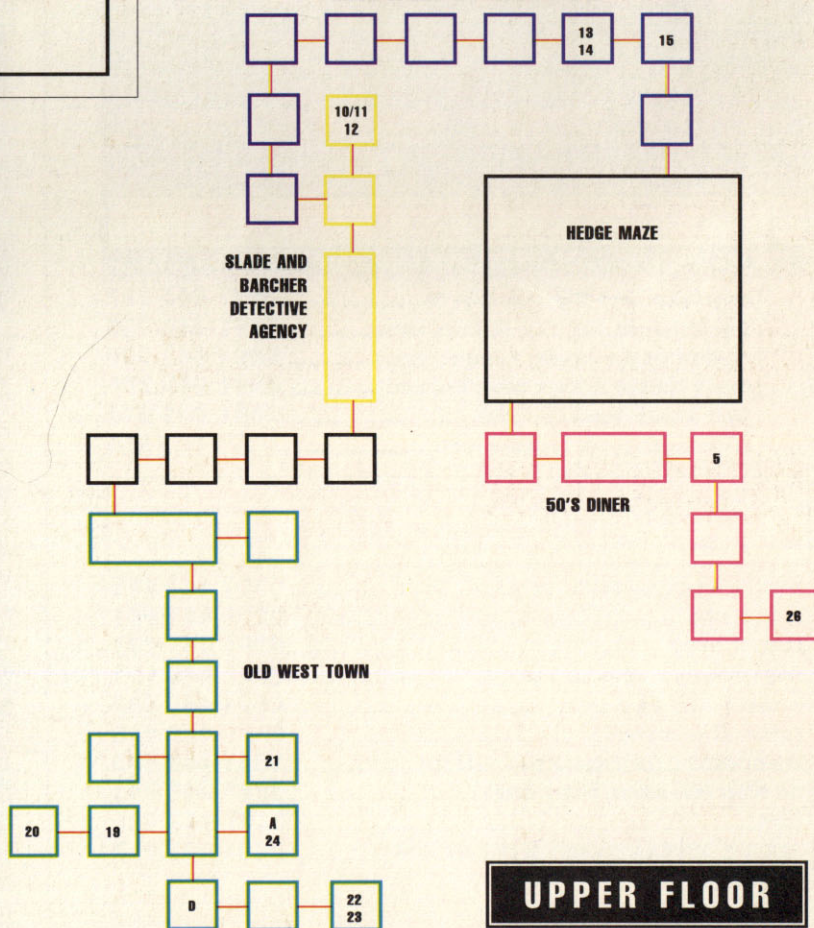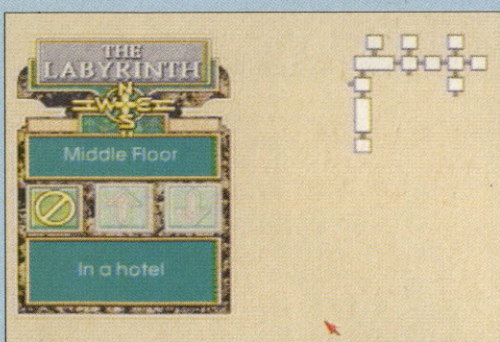
SUPERFROG

Christopher Exon from Eastbourne has a whole range of CD32 codes and cheats of which this is just a selection, starting with all the codes for Team 17's froggy fundingo.

	Level 1	Level 2	Level 3	Level 4
Forest World	—	234644	447464	747822
Castle World	392822	446364	984448	477444
Circus World	343522	822311	922334	091332
Ancient World	467464	818234	182394	298383
Ice World	452234	984841	383772	093152
Moon World	387211	981122	017632	398112

D-GENERATION

Enter your user name as SETH on the first computer then use OSTRICH as your pass name. On the second computer, type in your user name as DEATH. This should activate a cheat mode.

MYTH

Hold down the two top buttons and the blue button, turn on the CD32 and release them when the red screen appears. Start the game and infinite lives are yours.

THE CHAOS ENGINE

Here are a few passwords to make life in Victorian hell a bit easier. One player codes:

World 1
HHGGFFDDCCBB — Thug and Preacher, 50,000 credits
JJHHGGFFDDCC — Navvie and Brigand, 10,000 credits
XXXXXXXXXXXX — Gentlemand and Navvie, 30,000 credits
YYYYYYYYYYYY — Thug and Gentleman, 20,000 credits
VVVVVVVVVVVV — Brigand and Mercenary, 30,000 credits
TTTTTTTTTTTT — Mercenary and Gentleman, 45,000 credits

World 2
0WHS5PX3835F — Mercenary and Thug, 40,000 credits
2F#8Q55KKQNH — Navvie and Gentleman, 50,000 credits
LQPBK8JWDNBY — Thug and Preacher, 40,000 credits

World 3
C4HNWRH86B18 — Navvie and Gentleman, 40,000 credits
8H8BK0SWQY7H — Thug and Preacher, 30,000 credits

World 4
HMWMUY0WB019 — Navvie and Gentleman, 33,000 credits
P28BKM6XMWWK — Thug and Preacher, 30,000 credits
PKJKDL1#DFD4 — Brigand and Mercenary, 20,000 credits
XSFB8DDNR4R8 — Gentleman and Preacher, 20,000 credits
WR1VVFXQ1MLC — Mercenary and Brigand, 20,000 credits
PKWD2FJJPWFY — Brigand and Preacher, 20,000 credits
F#BFZF60T5MW — Brigand and Navvie, 20,000 credits

Two Players
RUDBK0Q7JWM6 — Preacher and Gentleman, 30 lives

ULTIMATE BODY BLOWS

On the high-score table put your name in as MEAN TEAM. The border flashes to indicate you now have infinite energy. Time to kick some serious ass!

DEATH MASK

Mark Williams from Walsall and Justin Veggerby of Denmark both sent in a full list of level codes for Alternative's Doom-a-like.

Level	Code	Level	Code
1	—	17	43542
2	52385	18	62156
3	22428	19	84678
4	84843	20	57093
5	22087	21	29264
6	38641	22	47446
7	06350	23	75330
8	33224	24	82855
9	35527	25	58474
10	48962	26	38392
11	65074	27	55276
12	62438	28	68163
13	28283	29	75156
14	85325	30	70948
15	10769	31	54334
16	25324	32	39814
		33	52262

mail Section
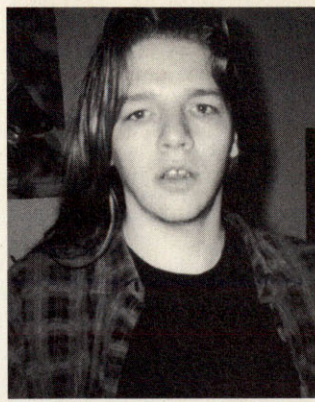
Here's the solution to Phil Ebbans' problem.

There are two products I know of. The first is called the 'CD32 Connection kit Mk2' (£34.99), which I have seen advertised by Brian Fowler Computers in Exeter (Tel: 01392 499755). The other product is the 'CD32 Link Up' (£34.99), which is available from Epic Marketing in Swindon (Tel: 01793 490988).

I don't know much about either product, but I know they DO allow you to use the CD32 as an external CD-ROM drive for your A4000, although I think that you'll only be able to play link-up games with both, if you have the same game for both systems.

Also, as you were talking about *Knights Of The Sky* and *Stuntcar Racer*, neither of these titles are available on the CD32, so it looks like you'll be unable to play them. Give the companies a call and double check though, I may be wrong!

I don't think there are any SX-1 specific link-up systems available to utilise the RS232 port.

I hope that this information is of some help, but I also have a query for your 'Clinic' section.

I wish to connect a keyboard to my CD32, and I'm aware that a normal CDTV or big-box Amiga keyboard would do the trick, but these are very hard to come by — not to mention expensive! So I was wondering whether it was possible to link up a PC keyboard, with an appropriate adaptor, as they're a lot cheaper (£10!!!).

An even better solution to my problem is that I'd like to link my CD32 up to my A1200, utilising my A1200's keyboard and disk drive. Is there any such linking system available? I want to use the keyboard to play the PD games on the coverdisc, and I also want to save games of *Castles II* (don't laugh!) to floppy disk.

Congratulations on another fine issue (thirteen). The cover disc was pretty good, and the *Dinosaurs* demo was amazing! There is one small gripe about the slideshows — each picture takes about a minute to be displayed. Come on, this is a 32-bit machine we're using here!

Well done for the *Quik* spesh, it's pretty damned good! Any more specials coming up? Please give us a hint.

It's great news about ESCOM (hope), as now all those games that were temporarily shelved will hopefully see the light of day now (*Megarace, Cyberwar, Novastorm, Putty Squad*...).

By the way, what happened to the *ATR* demo? You said that it would be on issue thirteen. Tell Team 17 to move their butts and give us a playable demo of *AB3D*!

Good show, old chaps for the VideoCD feature. I hope you continue to review the latest film and music releases. How about *Four Weddings*...?

Referring to the *First Encounters* screenshots — I know they're PC, but do you really expect that detail to run at a decent speed on our beloved 32-bit powerhouse?

Why wasn't *Syndicate* enhanced? The least they could have done was use the six-button joypad to the full. Talking of joypads, I'm ashamed of games like *ROTR*, *Shadow Fighter* and *X-Fighter*s, which only use one button! What are they playing at? Hopefully *SSFII* will rectify this.

Your reply to Tim Hodson's letter was bulls**t because you can get old games on the coverdisc. Just get someone else to do it for you, like Almathera, Optonica or MMM perhaps.

I think MMM should be congratulated on this issue's CD. At least they've put some good AGA coders demos on there to show us what our sexy machine is capable of!

Howard Knibbs, Devizes, Wiltshire.

Thanks for writing in to share your knowledge. I reckon this clinic thing might just be a top idea after all. In return, somebody please write in with some techy Anadin for Howard's link-up headaches.

You mention Team 17 and believe me, we'd like to get our hands on a playable demo of *AB3D* ourselves. The boys from Ossett have loads of stuff on the cards but it all seems to be put back en masse until later

in the year. The good news is that *Speris Legacy* (see previews) and *AB3D* (see news) are now slated for a Summer release so we should have review copies in time for next issue. Cross your fingers!

Glad you liked the *Quik* special — I wonder if you got the *Lamborghini* one too. There's more special issues pencilled in, but as I think I've said before, pens are still waiting to be brought into contact with contracts so we can't give anything away just yet.

The VideoCD features have gone down pretty well so we're continuing this issue with some hot Hollywood titles. A source tells me the CD32 actually provides better quality than the far pricier CDi as well, which just goes to show.

I know what you mean about *First Encounters*. Even running on the (admittedly fairly low grade) office PC it's very slow with the detail levels turned up. Have a little faith and we shall see what we shall see.

I can't agree about *Syndicate*. The graphics do the job, though maybe a CD soundtrack would have been nice. It would be great to think SSFII will make use of all the CD32's buttons — if it did it could be the best conversion yet. I wouldn't get your hopes up though — I'd say the chances are slim at best.

Maybe it would be easier than I thought to port games onto CD. I bow to your superior knowledge on that one, but that was only a secondary reason I put forward, so there!

First of all I'd like to thank you for a superb mag. The cover CDs are great. I hope that when my letter appears in the mag the Commodore affair is closed, and the CD32 will live and prosper forever! Here in Sweden, it is a little difficult to find CD32 games in the stores, but I hope it will be better soon.

I have some questions for you...

1. Will *Bloodnet* be released on the CD32? I've heard it will, so please, please tell me it's true.

2. When is *Cyberwar* due?

3. Will *Monkey Island 1 & 2* come to our favourite console?

4. How's it going for the CD32 at the moment, with games and so on? I've read it's still selling well.

Well, I hope CD32 Gamer magazine will live for a great deal of years yet — don't just leave us here, alone in the wilderness!

Jonas Danielsson, Sweden.

Your wish is granted — Commodore are no more, long live Escom. With a bit of luck that should help ease your problems as far as getting hold of software is concerned.

1. No.

2. On indefinite hold I'm afraid.

3. Probably not, but it's a nice thought.

4. Hopefully when Escom unveil their plans for the future, things will pick up. It seems we've been in a state of limbo for the last couple of months.

Don't worry about the wilderness by the way. Where there's bears there's honey, as the pioneers used to say.

I would just like to tell all the readers of your magazine not to bother with the shop Special Reserve. They were advertising *Sensi International* for £12.99. I thought to myself 'What a bargain!' and decided to sell the original edition to my local games shop, who gave me £7 for it. I had another £5, so I decided to send off for the International edition. Two weeks passed and there was no sign of the game. Then another two weeks passed, and I felt that it was time to find out what the hell was going on, so I phoned up Special Reserve, and this was the bull I was given. They said they had no more copies and they couldn't get any more either. They offered me a credit note or my money back. So not only have I missed out on the International edition, but I've also sold the original, and now I can't get either anywhere.

I wondered if you knew of anywhere I could get the International edition if possible.

Stephen Ryan, Blackpool, Lancashire.

I think there's a very simple lesson to be learned here. Always ring beforehand and make sure they have the game you want in stock before sending any cheques. Actually, it sounds like a very nasty predicament you're in. I don't know what we'd do if the office copy of *Sensi* went missing. I'll tell you one thing for sure — lunchtimes would never be the same again. And I'm not talking about a change for the better here, folks!

First of all I want to say this is the first letter I have written to a computer magazine, and it's yours! I hope you feel proud.

I have owned an Amiga for five years now, and a CD32 since January 1994. I have some questions for you.

1. I heard *Project Novastorm* from Psygnosis has been shelved, but is there a slight chance it will come out later this year? As Psygnosis sold a great deal of *Microcosm* copies, they could sell even more of *Novastorm*, so why don't they?

2. Why don't you put some party demos (graphics and sound) on your cover CD, because there's always enough space left. The majority of these demos are PD, are available from PD companies cheaply, and run quite nicely on the CD32!

3. A small note to Gary Sowersby (Issue twelve). *Turrican I & II* are available for the CDTV, and I suspect they might even run on a CD32.

4. Where could I get posters for *Lost Eden* or *Megarace*?

That's all for this time, I hope you can forgive my poor English and print my letter anyway.

Stefan Krueger, Berlin, Germany.

Novastorm was mentioned many moons ago in connection with the CD32 and hopefully now the future of the machine is clearer release plans will be ressureced. We'll keep you posted.

As for Lost Eden and MegaRace posters, the only advice I can offer is to go to your local software vending establishment who may have (or have had) them on display and ask if they'll be good enough to let you have them when they're done. It's a bit lame, I know. Sorry!

No need to apologise about your English, mate. It's darn sight better than mine — that's why we have a sub-editor.

Yes, another long letter! I'm in a tricky situation at the moment, because I've got two games which won't run on my CD32. They load fine, but they always crash when you get going. The first is *Jetstrike* by Rasputin, and the other is *Bump 'n Burn* by Grandslam. Having sent the latter game back, I received a letter stating that the game was probably fine, but perhaps my CD32 chips were to blame. The letter went on to say that some chips were swapped and changed during production, and that because of this it crashes.

I've noticed recently that because of the ESCOM takeover, many magazines are running the CD32 down. Well, I've got an A500 and a CD32, and I find this rather disappointing, so stuff them! I'll stick with the CD32 for the rest of my life thank you very much.

By the way, you said in some of your issues about being the best CD32 mag. Well you certainly are, because I've never seen any others.

Could you please, in future issues, give us some information on ESCOM — the future, the good, the bad and the way you guys think it will head. Personally, I think it's a very good move. They have good financial know-how and, having bought some Rumbelows shops, it means the CD32 and Amiga can finally get into the high streets.

Two things I don't like about your mag.

1. You review games which are no different to the A500/A1200 versions. Give or take the odd sound or slideshow difference, they seem to be un-upgraded. Given the 600MB of memory on a CD, surely programmes could utilise this rather than producing an identical version for a different format?

2. Some of your reviews/marks are a bit off, e.g. *Rise of The Robots*. Nice graphics, short intros, no gameplay — 25% tops. Not 90% as you gave it. I know you're new to the gaming world, but graphics do not make a beat-'em-up. Even the arcade version's crap.

Now I hope you can answer a few questions for me.

1. If I bought an SX-1 for the CD32, would all A500/A600/A1200 software work? Does it use the four-player adaptor like the one for *Hired Guns*? Does it require any more power? Would I need a Goliath power pack? What the hell does SX-1 stand for?

2. I know your mag likes FMV. Are there any plans to have FMV-required games? Or is it because you're all perverts who like the 18 certificates?

3. Can you put camera photographs onto a CD to view on the CD32?

4. Why are there so many *Doom*-type games appearing? Which one looks like the best? Can *Alien Breed 3D* on the CD32 use two players like the A1200?

5. I have many broken joysticks which require new micro-switches. Do any companies accept old joysticks for new ones?

6. Has anyone else found that *Jetstrike* and *Bump 'n Burn* crash on their CD32? Because I have, and it's driving me up the wall! Can I change the chip? Is it the chip? Or am I the only person who can buy a game that doesn't work? No matter how many times I exchange it, it still crashes! Is my warranty able to alter the problem? Do I sell the CD32? Should I change my religion?

7. Why do people keep going on about the super consoles? The Saturn, Playstation, Ultra 64 and the 3DO upgrade? I prefer to keep the old games, because not everyone likes beat-'em-ups and platform games. My advice to everyone is to keep your trusty machines, wait a few years and then buy what you think is best. You never know, ESCOM may produce a CD128, with a 100 MHz

processor, 8MB Ram and a 580MB hard drive for £999.99. Then you'll all look back and say thank heavens I never bought one of those dastardly machines!

8. Anyone own a Jaguar (Atari's cat)? I thought not. Some nice games, honestly. But *Cannon Fodder* cost over £50, and it isn't as good as the Mega Drive version! So, if anyone has a Jaguar, sell it! You won't be sorry. And while I'm at it, sell your Mega Drives, your 32X Expansion, your NES, SNES, Lynx, Game Boy, Game Gear, 3DO, PC Engines, old Ataris, 33MHZ and PCs and get some good hardware. You can't go wrong with a CD32 SX-1. You could go bankrupt with a PC, and you're sad if you think the new super consoles are the be all and end all, because in the shadows lurk newer machines, which are more powerful, more reasonable and more you (and obviously more expensive)!

9. Why is there so much hostility between formats? PCs and Amigas seem to be up against everyone else. Kids buy Nintendos and Segas because other kids have them. And so, to avoid social degradation, they suck up to their parents and demand it. So parents, say 'No!' Or next year they want this and that, and they're addicted to £50 games so they can relate to other kids. If someone is strong willed, they'll buy what they want for the requirement they want, and with money they have earned themselves.

I hope you haven't been too overloaded by my superior intellect. I don't want to hear, 'We can't print all this crap,' or 'What's he on?'

I'd just like to say it's a good mag, good ideas, good future, good looking (the mag only), good quality paper, good quality CDs and goodbye.

By the way, got any vacancies for a twenty-year-old, mature, loyal writer?

A.M. Nelson, Bracknell, Berkshire

All I can suggest is you take the games back and explain the situation, though it sounds like you may need your CD32 looked at.

As for Escom, we're trying to arrange an interview-based feature but it won't be until they've set their stall out. I think they need a little time to get their house in order before we get any really juicy gossip. But fear not — it will happen.

I'm sorry you don't like us reviewing ported 16-bit games, but why?

I've said it before and I'll say it again, sure it would be nice to have more CD-only games. Obviously we all want CD intros and the like — but does that mean we should ignore classic Amiga titles simply because they're straight ports? Take *Sensible Soccer* as an example. Does a CD intro and a few extra samples really improve what is already a near-perfect game?

On the subject of review scores, you can

never please all the people all the time as the cliché goes. However, I have tried to disassociate myself from the *ROTR* review ever since I came onto the mag. I fully agree that's it's a pile of doggy doos in Prince's clothing, but what can I do? Oh, and we're not exactly new to the game — the team has combined experience in the computer industry of around seven years and six months, so ner. And of course, since we were all old enough to work a Spectrum/C64, about 40 years of gameplaying experience.

Right, question time...

1. I haven't a clue what **SX-1** stands for. I bet it doesn't really stand for anything actually. Have you noticed how all techy gadgets have Xs in the name? I reckon the manufacturers think it makes them sound more space age! Have a look at the Get Serious feature in ish twelve for more info.

2. There are no plans for any FMV games and I resent the implication that I'm a pervert. Besides, it was an old cat anyway!

3. Yes.

4. Why did so many beat-'em-ups appear after *Street Fighter II*? I spoke to Team 17 and the answer was, and I quote 'a definite very likely' from PR big cheese Alan Bunker.

5. I very much doubt it.

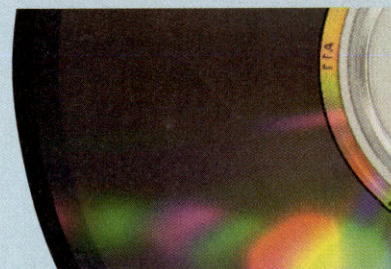6. Well, have you? Write in and tell us.

7. Wise words mate.

Congrats on having (I think) the longest ever letter ever printed amid the pages of ACG.

Maturity and loyalty mean nothing in the hard hard world of video gaming. Neither does suggesting you are of superior intellect to us Gods who run the Earth freely in the guise of mortal men.

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A to Z

❖ The Definitive Guide To All CD32 Software ❖

A B

AKIRA
Neo
Dire Manga tie-in. The graphics could've been lifted from a C64 and the gameplay — well, have a sick bag handy!
ACG Rated   60%   (Issue 10)

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

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

ALIEN BREED 2
Team 17
Decent *Gauntlet*-style, *Aliens*-inspired blaster, but a smidge on the difficult side and may not appeal to all tastes. Comes free with *Tower Assault*.
ACG Rated   72%   (Issue 7)

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

ARCADE POOL
Team 17
Sophisticated it's not, but for quick action entertainment this game is hard to beat, with some tough opposition.
ACG Rated   88%   (Issue 2)

BANSHEE
Core Design
Great AGA graphics and a formidable challenge lift an unoriginal vertically-scrolling shooter into the major league. Seriously impressive action.
ACG Rated   88%   (Issue 4)

BASE JUMPERS
Rasputin
Basically a platformer but with loads of classic arcade-style sub-games thrown in for good measure. Lacks sophistication though.
ACG Rated   79%   (Issue 13)

BATTLE CHESS
Interplay
An amusing variation on the world's best boardgame. All the pieces are animated, with some hilarious combat scenes. A fun intro to a great game.
ACG Rated   76%   (Issue 1)

BATTLETOADS
Mindscape
Despite the varied and imaginative gamestyles packed into the original NES game, the CD32 conversion fails due to an awful control system. A waste of time.
ACG Rated   22%   (Issue 3)

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

BENEATH A STEEL SKY
Virgin
The best point 'n' click adventure on the CD32, and one of the best to grace any format. Escape from a futuristic metropolis and have enormous fun whilst doing so.
ACG Rated   90%   (Issue 7)

BENEFACTOR
Psygnosis
Strange puzzler with tiny sprites and fine animation. A hybrid of *Lemmings* and *Impossible Mission*(!?).
ACG Rated   85%   (Issue 9)

BIG 6
Codemasters
Compilation of simple, jolly adventures for the lovable eggy hero Dizzy. For the young or young at heart!
ACG Rated   89%   (Issue 9)

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

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

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

BUBBLE AND SQUEAK
Audiogenic
Reasonable if dated platformer. Good variety in graphics between levels, but it's all a little too simplistic for comfort. Platform addicts only need apply.
ACG Rated   74%   (Issue 6)

BUMP 'N' BURN
Grandslam
A straightforward race game lifted into pole position by masses of humour, power-ups and a great two-player mode.
ACG Rated   90%   (Issue 4)

C D E

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

CASTLES II
Interplay
Medieval war is reproduced in stunning detail in this strategy game. Sluggish speed will put off all but strategy fans.
ACG Rated   39%   (Issue 1)

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

CHAOS ENGINE
Renegade
Gauntlet for the 1890s is the theme of this steampunk-styled blast-'em-up with masses of mazes and monsters. Rather un-original, but furious action should keep you occupied.
ACG Rated   72%   (Issue 2)

CHUCK ROCK
Core Design
Big sprites, but limited colours and simplistic gameplay make this dated. Not bad, but pointless when you could buy...
ACG Rated   57%   (Issue 1)

CHUCK ROCK II : SON OF CHUCK
Core Design
A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The *Son of Chuck* is a great new platform character,.
ACG Rated   86%   (Issue 2)

CLOCKWISER
Rasputin
Fun puzzle game as you attempt to match patterns on the screen. Level editor gives huge scope for longevity, but not everyone's cup of tea.
ACG Rated   81%   (Issue 6)

DANGEROUS STREETS
Flair Software
Static, this looks like a big and brash *SFII* clone, but animation is dreadful and gameplay uninvolving.
ACG Rated   22%   (Issue 1)

DEATH MASK
Alternative
Imagine *Gauntlet* viewed in first person perspective and with a new, futuristic theme. That, in a nutshell, is *Death Mask*. Looks good and plays the same way.
ACG Rated   88%   (Issue 9)

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

D/GENERATION
Mindscape
Crude graphics and minimal sound fail to disguise one of the most atmospheric and fun games on the CD32. An addictive mix of arcade action and brain-twisting puzzles.
ACG Rated   90%   (Issue 1)

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

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

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

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

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

DRAGONSTONE
Core
Fine console-style RPG which takes a while to warm up, but once it gets going you'll be hooked.
ACG Rated   87%   (Issue 10)

EMERALD MINES
Alamathera
Graphically this is painfully bad but the classic eighties-style gameplay will please puzzle fans.
ACG Rated   85%   (Issue 10)

EXTRACTORS
Millenium
The follow up to Diggers takes the original's theme and irons out all the hitches and quirks. A polished and challenging platform puzzler.
ACG Rated   88%   (Issue 11)

FG

F17
Team 17
A nice-looking and playable racing game with plenty of speed and fun. Unfortunately there's no two-player mode though, and lacks depth compared to *Mansell*.
ACG Rated   73%   (Issue 1)

FIELDS OF GLORY
Microprose
The 'Simulation Kings' venture into war-gaming. Unfortunately, this time they've missed the mark.
ACG Rated   69%   (Issue 7)

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

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

FLINK
Psygnosis
Atmospheric arcade platform adventure with a few puzzles along for the ride, but nothing in the way of originality.
ACG Rated   82%   (Issue 9)

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

FOOTBALL GLORY
Black Legend
A football game in the *Sensi* mould, graphics-wise. More humour, but sadly lacks playability.
ACG rated   85%   (Issue 13)

FRONTIER : ELITE II
Gametek
A monumental game unrivalled in its galaxy-spanning scope. Controls are fiddly, but overall, an unmissable epic.
ACG Rated   95%   (Issue 2)

FURY OF THE FURRIES
Mindscape
An interesting mix of platforming and *Lemmings*-type puzzles with masses of challenge, but not much in the way of graphics or sonics.
ACG Rated   75%   (Issue 2)

GUARDIAN
CDS Software
A truly innovative blaster for the CD32, with a dash of *Defender* and *StarWing* complimenting a visually stunning game. Play is unrelenting and monotonous – a perfect shoot-'em-up.
ACG Rated   92%   (Issue 5)

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

GUNSHIP 2000
MicroProse
A huge combat simulation recreating the experience of flying helicopters. You can also lead into battle a squadron of copters. Lots of action.
ACG Rated   92%   (Issue 2)

HI

HEIMDALL II
Core Design
A splendid adventure with masses of puzzles, fab graphics and varied worlds to explore. Gameplay is completely absorbing, though save points are few.
ACG Rated   90%   (Issue 3)

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

INTERNATIONAL KARATE PLUS
System 3
A less than brilliant conversion of an 8bit classic is a bit too sluggish and limited to shine on CD32.
ACG Rated   44%   (Issue 1)

INTERNATIONAL SENSIBLE SOCCER
Renegade
Besides recreating the 1994 world cup tournament, this features some minor tweaks to gameplay, graphics and sound.
ACG Rated   92%   (Issue 4)

JKL

JAMES POND III : OPERATION STARFISH
Millennium
A slick addition to the *Pond* legacy, with bigger sprites, more challenging puzzles and heaps of places to explore. Fast and fun, this is one of the better CD32 platformers.
ACG Rated   78%   (Issue 3)

JETSTRIKE
Rasputin
A real game-player's delight, packed with playability, challenge and attention to detail. A brilliant crossbreed of flight sim and 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 collision detection. There's better footie sims around.
ACG Rated   32%   (Issue 1)

JUNGLE STRIKE
Ocean
The sequel to *Desert Strike* isn't as polished as its predecessor, but offers even more of the same addictive isometric blasting mayhem.
ACG Rated   90%   (Issue 7)

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

KINGPIN
Team 17
Surprisingly fun and playable ten-pin bowling simulation which plays better than you'd expect, especially with a few friends.
ACG Rated   80%   (Issue 10)

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

LAST NINJA 3
System 3
Unchanged from its A500 origins, this is showing its age with an awkward control system and dated, graphics. Varied puzzles and a budget price make it worth a look though.
ACG Rated   68%   (Issue 3)

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

LEMMINGS
Psygnosis
A truly excellent game, but this CDTV conversion lacks the original's two-player mode. A shame, as is the fact that it really needs a mouse to play seriously. An updated version would be more welcome.
ACG Rated   79%   (Issue 2)

LIBERATION
Mindscape
A huge sci-fi adventure which would take several lifetimes to explore fully. An intriguing story, involving gameplay and texture-mapped graphics.
ACG Rated   92%   (Issue 1)

LITIL DIVIL
Gremlin
Four years in the making, this CD-only title isn't state-of-the-art, but fifty-plus puzzle rooms add up to a big challenge with plenty of Warner Bros-style humour.
ACG Rated   90%   (Issue 4)

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

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

M N

MARVINS MARVELOUS ADVENTURE
21st Century
Reasonable little platformer; platform fans will enjoy it, but it's not too sophisticated.
ACG Rated   72%   (Issue 7)

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

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

MITRE SOCCER SUPERSTARS
Flair
Decent footy sim with plenty of options. If you want a side on view of the sport go for it, but it ain't no *Sensi*!
ACG Rated   82%   (Issue 10)

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

MYTH
System 3
A System 3 classic, this still impresses with the imagination behind graphics and gameplay. Control system is awkward, but budget price compensates for age.
ACG Rated   71%   (Issue 3)

NAUGHTY ONES
Interactivision
A truly annoying platformer, with a lame two-player option thrown in. Bland graphics and banal puzzles. Awkward control and progress across the levels is slow.
ACG Rated   65%   (Issue 3)

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

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

O P

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

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

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

PGA EURO TOUR
Ocean
A golf sim par excellence. This faithful recreation of the Mega Drive classic improves on the original more gameplay options. One not to be missed.
ACG Rated   93%   (Issue 8)

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

PINBALL ILLUSIONS
21st Century
The only pinball game on any system, it's as simple as that - this is among the cream of CD32 releases. If you've ever wanted to play pinball, buy this now.
ACG Rated   96%   (Issue 8)

PINKY
Millenium
Cute platform antics as you try to save the dinosaurs from extinction. Disappointingly, it makes no real use of the CD32's hardware.
ACG Rated   84%   (Issue 6)

PIRATES
MicroProse
Despite a slick intro and excellent presentation screens, this looks distinctly 8bit. Underlying gameplay is sophisticated though. Worth investigation.
ACG Rated   79%   (Issue 1)

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

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

Q R

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

RALLY CHAMPIONSHIPS
Flair
Excellent arcade racer which utilises an unusual view-point not seen before in this type of game.
ACG Rated   89%   (Issue 10)

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

ROADKILL
Grandslam
Crazy, vicious and futuristic road-racing, this is the *LED-Storm* for the 90's. If you like the genre then you can't go far wrong.
ACG Rated   91%   (Issue 7)

ROBOCOD
Millennium
A colourful and playable platformer, albeit perhaps a bit easy. Much like the *Zool* games, this isn't as brilliant as the hype would lead you to believe.
ACG Rated   80%   (Issue 1)

RYDER CUP GOLF
Ocean
Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is entirely unconvincing. If golf is your thing though, it's definitely worth checking out.
ACG Rated   68%   (Issue 2)

S T

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

SECOND SAMURAI
Psygnosis
No different to its A1200 predecessor, this boasts good graphics, some imaginatively varied puzzles and a neat two-player mode that extends its playablity 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 which is more suited for joystick than joypad are somewhat off-putting, but overall this is a sophisticated and very playable and enjoyable soccer simulation.
ACG Rated   91%   (Issue 1)

SHADOWFIGHTERS
Gremlin Interactive
The best beat-'em-up on the CD32, with loadsa special moves and characters. It'll give you a good punch on the bottom!
ACG Rated   91%   (Issue 12)

SIMON THE SORCEROR
Adventure Soft
With a fantastic soundtrack and voice-over, this great adventure has enough puzzles to make this a treasured buy.
ACG Rated   90%   (Issue 4)

SKELETON KREW
Core
Good looking, console-style isometric shoot-'em-up. Tough gameplay makes it one for hard-nuts only.
ACG Rated   87%   (Issue 9)

SLEEPWALKER
Ocean
A novel arcade puzzler where you use a dog to guide the hero. Fun, but tough and awkward control system. Strictly love it or hate it software - try before you buy.
ACG Rated   80%   (Issue 1)

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

SPEEDBALL 2
Renegade
Despite great audio enhancement and graphics making use of CD32's vast palette, this plays identically to the 16-bit version.
ACG Rated   90%   (Issue 12)

STRIKER
Elite
A dated A500 footie sim. Terrible graphics and sound, poor ball control and the game plays too quickly.
ACG Rated   43%   (Issue 2)

SUB WAR 2050
Microprose
Atypical Microprose fare. You'll need bags of patience to sit down and work it out, but doing so is rewarding. Sim nuts will go bananas, others should suck it and see.
ACG Rated   82%   (Issue 8)

SUMMER OLYMPIX
Flair
Games such as kayaking, boxing and archery ruined by lacklustre programming. Too bad to think about.
ACG Rated   37%   (Issue 2)

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

SUPER LEAGUE MANAGER
Audiogenic
The best, and the only, footy management game on CD32. Simple and attractive interface promotes ease of use, plus neat match sequence to boot.
ACG Rated   90%   (Issue 11)

SUPERLOOPZ
Audiogenic
Remember *Pipemania*? An addictive puzzler - easy to get into, and an excellent two-player mode.
ACG Rated   82%   (Issue 11)

SUPER METHANE BROTHERS
Apache Software
Great two-player action in this slick, noisy *Bubble Bobble* variant, but lack of variety and passwords means this can pall in one-player mode.
ACG Rated   83%   (Issue 3)

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

SUPER SKIDMARKS 2
Acid
Rip-roaring racerama with splendid 3D sprites and as tough as a rugby team after 24 pints of lager. Girly wuss-bags need not apply!
ACG Rated   92%   (Issue 11)

SUPER STARDUST
Team 17
Okay, it's basically *Asteroids*, but the gameplay is tight, powered-up and highly addictive with superlative graphics, especially in the amazing tunnel sections.
ACG Rated   90%   (Issue 5)

SYNDICATE
Mindscape
Top quality marriage of the strategy of *Populous*, the action of *Cannon Fodder* and a whole lot of blood and gore of its own.
ACG Rated   93%   (Issue 13)

THE CLUE
Neo
A fun graphic adventure with a nice original theme. Worth a look for those of a criminal persuasion.
ACG Rated   80%   (Issue 10)

THE LOST VIKINGS
Interplay
One of the best games around, this features 3 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)

THEME PARK
Mindscape
The one and only amusement park simulator anywhere. Take *Sim City*, add a few sprites, a dose of fun and you're halfway there.
ACG Rated   94%   (Issue 8)

THE SEVEN GATES OF JAMBALA
A dreadful platformer which looks like an 8bit game and plays even worse. Worth buying our back Issue 1 just to laugh.
ACG Rated   8%   (Issue 1)

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

TOTAL CARNAGE
Ice
A classic coin-op almost totally ruined by sluggish movement, poor colliision detection and lousy controls. An awful conversion of a brilliant game.
ACG Rated   45%   (Issue 2)

TOWER ASSAULT
Team 17
The follow-up to *Alien Breed 2* is everything that game should have been - and more! The best example of its type to appear in a long time.
ACG Rated   91%   (Issue 7)

TROLLS
Flair Software
A cutesy platformer with 14 different levels. Reasonable fun, but not up there with the best CD32 platformers, and strictly for young 'uns only. Buy the toys, watch the cartoon!
ACG Rated   67%   (Issue 1)

UFO — ENEMY UNKNOWN
Microprose
A good conversion let down by irksome controls. If you can ignore these, then it's a challenging treat.
ACG Rated   80%   (Issue 6)

ULTIMATE BODY BLOWS
Team 17
A humongous beat-'em-up with 23 characters, numerous combat moves and incredible addictiveness, plus a great knockout bout.
ACG Rated   93%   (Issue 2)

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

VITAL LIGHT
Millennium
Odd hybrid of *Space Invaders* and *Tetris*, this is a high-level reaction test, but gameplay is repetitive.
ACG Rated   81%   (Issue 6)

WEMBLEY INTERNATIONAL SOCCER
Audiogenic
Despite a wealth of play options and a choice of view options, this falls down on poor joypad responses.
ACG Rated   76%   (Issue 3)

WHALE'S VOYAGE
Flair Software
A great intro track and lots of depth make this an intriguing RPG, but weak graphics diminish the game.
ACG Rated   80%   (Issue 1)

WHIZZ
Flair
Surreal isometric platform adventure with some slick visuals. Anyone remember *Head over Heels*?
ACG Rated   92%   (Issue 10)

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

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

ZOOL
Gremlin
Masses of onscreen colour, a great intro and impressive soundtracks. Shame that the gameplay's so limited.
ACG Rated   60%   (Issue 1)

ZOOL 2
Gremlin Graphics
Slick presentation, good CD tracks and impressive graphics, but gameplay lacks zest. .
ACG Rated   70%   (Issue 2)

June Sup
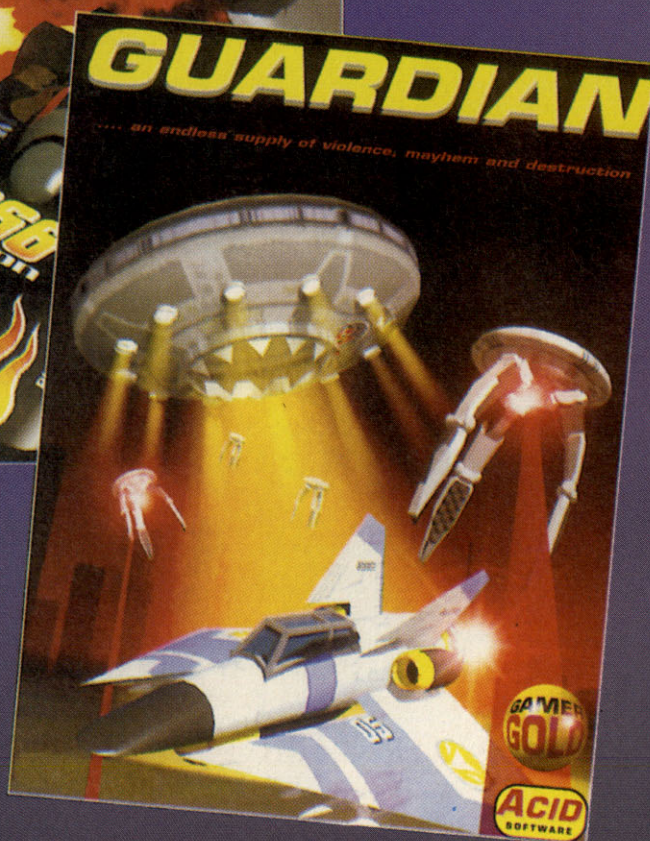
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