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INSIDE : TURBO TRAX, GLOOM & EXILE REVIEWED!

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STREET RACING

There, told you things would be a bit better on the review front this month didn't I? Oh ye of little faith! There's still a load of stuff from Team 17 to look out for as well, not to mention *Tiny Troops*, *Super Street Fighter*, the list goes on. Big news in the... er, well, news is a positive announcement from Escom concerning the future production of the Amiga. Although the CD32 isn't mentioned specifically, it would be a surprise to me if it doesn't happen to be one of those 'surprises' mentioned in the statement (see news piece on page 10).

Great so far, but what about the price-point? Near 400 quid, do me a favour! I can already see stumbling blokes beginning to rise from the ground right in the path of Escom's marketing runners. The thinking is that even at that price the machine is still less than half the cost of a PC. Well, a higher end PC anyway. Fair point when you consider the fact most PC software these days won't even boot unless you have a state of the art system. I read recently that the much touted Windows 95, the biggest PC project of the year is in going to need a Pentium processor, and 16 meg of RAM to run at anything like an acceptable speed. Bear in mind that a matter of months ago 8 meg RAM was considered sufficient, at least for the more games minded user.

What Amiga Technologies are not taking into account is that no matter how they market the Amiga as a serious business tool the huge majority of potential buyers want to play games. Even with the ever developing PC market where a machine can become obsolete within a year, that is the favoured platform for business and other serious applications.

For that reason the Amiga is more in contest with the 3DOs of this world. SNES and Mega Drive owners tend to be younger and more fickle. However with the 3DO, CD-i, PlayStation and Saturn all set to go on sale for under £300 pounds it's hard to see the Amiga shipping in vast quantities. Come on Escom — drop the price and bump up the hype!

☐ Miles Guttery



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Another fun-filled festival of flaming hot gaming action to burn up your CD32 and leave you with a glazed expression and smoke coming out of your ears, or something.

news.....10

Rumour has it these pages contain all that is new and happening on the CD32 front around the world.

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Wow! Check it out. A huge, whopping and downright blimmin' enormous guide to the most famous beat-'em-up ever. All the characters and a parcel of screenshots to die for.

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A huge collection of stuff and a special offer from Alamathera. More hints and tips to get the cover CD running properly on an A1200 and the latest video releases from our man in Hollywood, well, Sittingbourne actually.



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

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Everything you ever wanted to know about, not to mention where to find it, on the first eight fiendish levels of Tower Assault. Plus Power Drive and mini-tips.

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They're letter Jim, but not as we know them. No sirree. Your average ACG reader has a whole lot more worthwhile to say about life, the universe and the state of the games industry than most.

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

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

about the game

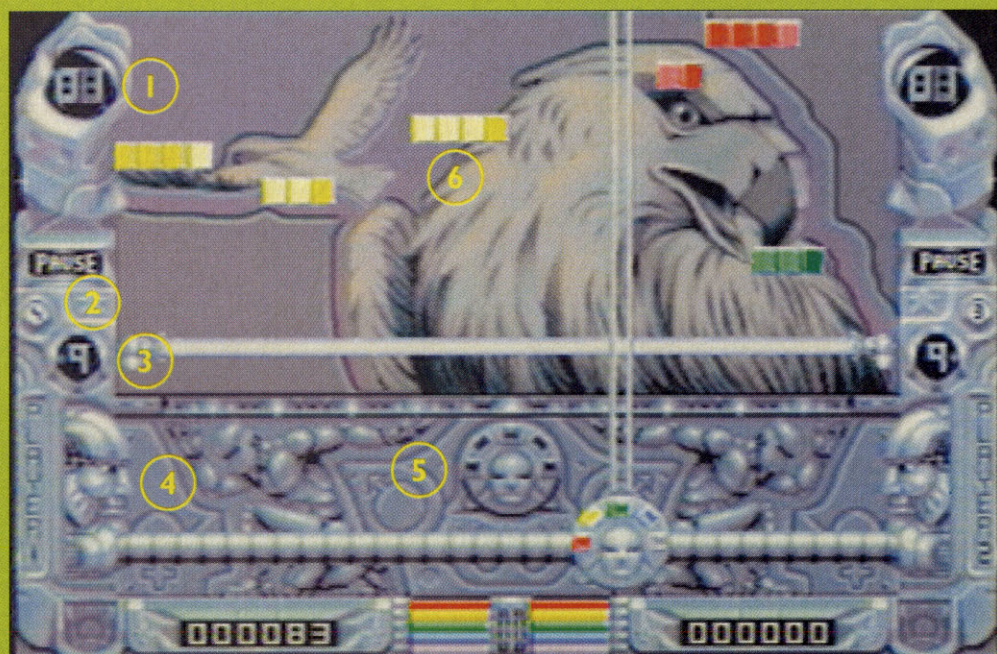
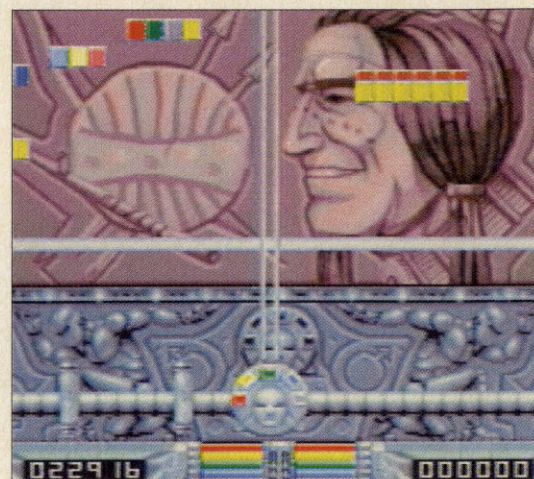
Vital Light is split up into 14 rounds, with each round consisting of about 5-8 levels. In this CD32 Gamer Tips special we aim to give you the inside gen on how to complete the first 10 rounds, with some advanced playing techniques to help you through the last 4. We've teamed up with the maestros behind this classic, Millenium and together we've come up with one of the most comprehensive games guides ever compiled (well, since the last one anyway!).

Except for at the end of a round, each level follows on pretty closely after the other. There's no time for a breather, just a second to try and collect your thoughts and then it's straight back into the action.

Vital Light is a game that never slows up, the action comes thick and fast and if you don't know what you're doing, you've had it. This ain't one of those games you can just pick up and finish in a matter of hours, nope, this is one tough game and only by knowing all there is to know, will you be able to survive and find out the secret of the Vital Light sprites.

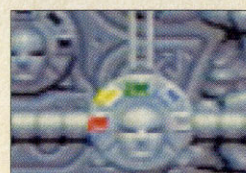
Over the next few pages there's a round-by-round guide that'll give you the best chance you're gonna get of finishing this compelling puzzle game. Each round will be picked to pieces by our resident gaming guru and broken down into tiny detailed fragments outlining the key things to look out for, the 'main events', any obstacles, or bonuses and, above all, how to stay ALIVE!

Before we get into the game itself though, here's a quick look around a typical level and the key things to keep your eyes on and the things to look out for.



KEY

- | | |
|------------------------|--------------------|
| 1 - Level indicator | 5 - Zeerom |
| 2 - Shot counter | 6 - Falling bricks |
| 3 - Hit counter | |
| 4 - The Spuch Brothers | |



bricks

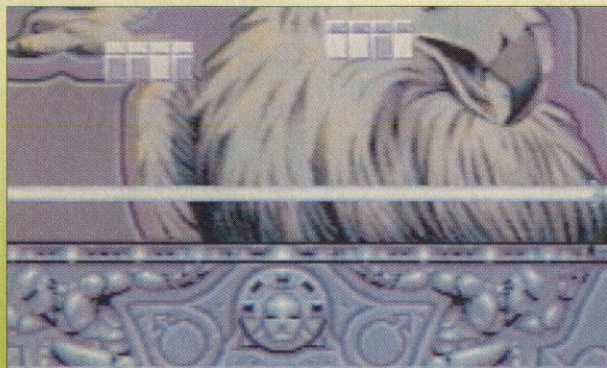
D

vious is the Mags middle name, so it's no surprise to find they've come up with some pretty cunning types of brick to stop you on your quest. Here's what you can expect:



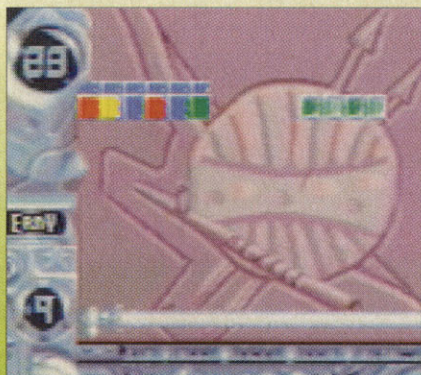
TWO-TONE bricks

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



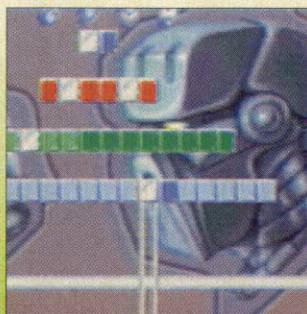
KALEIDOSCOPE bricks

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



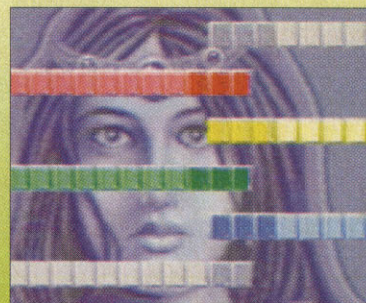
MIRROR bricks

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

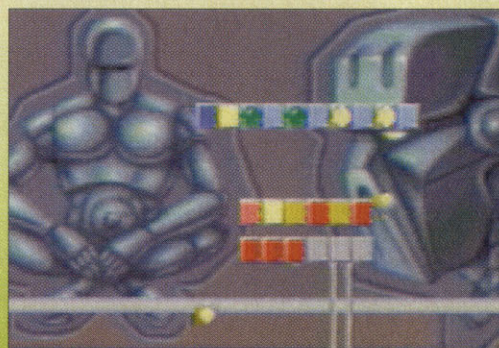


REGULAR bricks

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



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

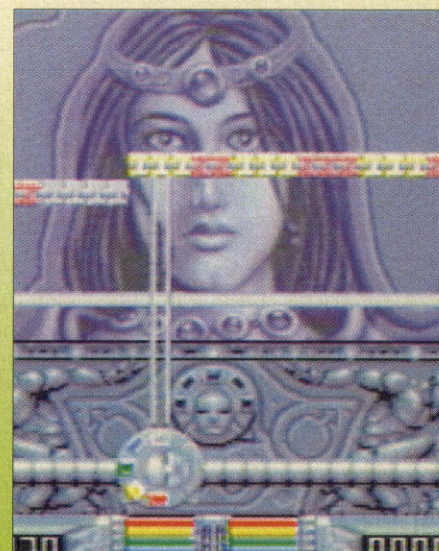


TRAFFIC LIGHT bricks

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



CONNECTING bricks



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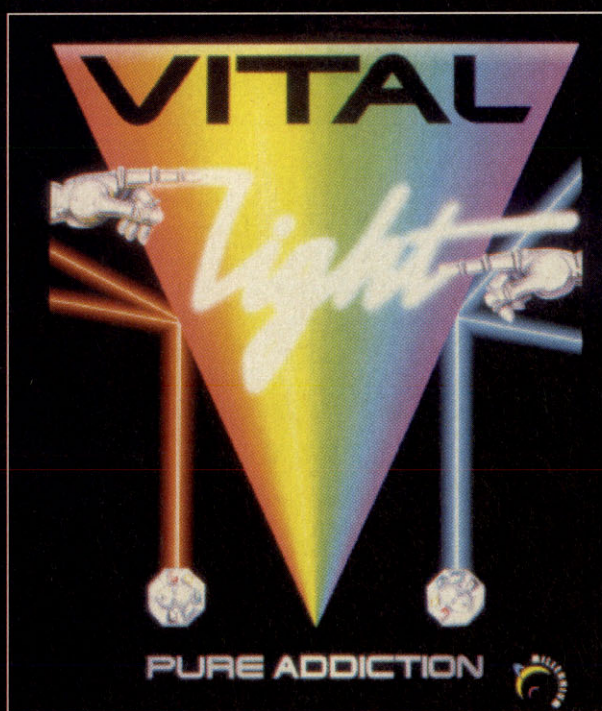
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E-Z-COM EASY GO ...

The latest Amiga-related news from Escom is a planned re-launch of the A1200. The first shipment of the revamped machines will be here in September. The major surprise is the whopping £399 price tag. When originally launched, the AGA Amiga sold at £349, and that soon dropped below the £300 mark before sales really started to take off. The company, formed as a subsidiary of Escom to take control of Amiga affairs, is called Amiga Technologies and have all rights to the Amiga from hardware to brand name. Six of the leading lights in the new company are people retained from Commodore UK's operation.

The new machine will be based around the 68020 chip and features an 'upgraded operating system'. 60,000 units are planned, with the company confident of a quick sell out. Retailers have said all along during Commodore's long drawn-out death rattle that if the Amiga was to return it would be well supported. After all, it supported a lot of people very well for a very long time, even when the consoles began to catch on. That said, the current plan is to limit supply to a couple of major chains who have yet to be named. As an incentive to the punters, the machine will be bundled with a range of serious and entertainment software and backed by that old chestnut 'more than just a games machine'.

That's all well and good, but what about the CD32? Well, in a slightly more ambiguous part of the statement we're promised 'high-end Amiga 4000 systems before the year is out, and some surprises'. Rumours abounded for quite some time of a proposed relaunch of the CD system in time for Christmas or early next year. Others suggest a push towards CD-drive equipped A1200s rather than the stand-alone CD system.

Either way, this is the most positive comment yet from the only people who really know what's going on.



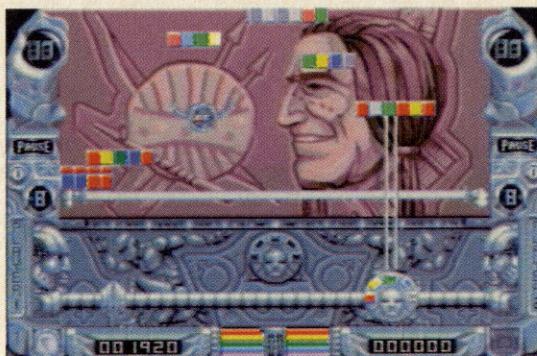
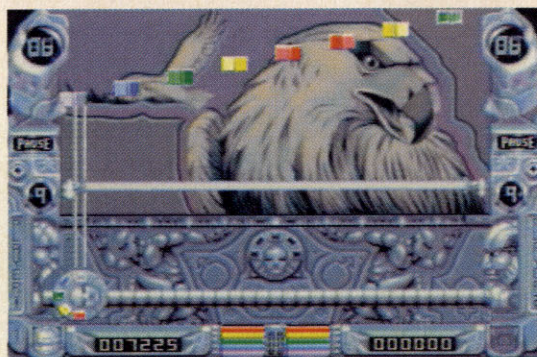
VITAL STATISTICS

Way way back in the mists of time, or issue six to be bit more exact, we reviewed a fiendishly addictive and playable puzzler. The name of the game was Vital Light. A strange hybrid of Space Invaders and Tetris, provided for us by the good people at Millenium. So what's so newsworthy about that? Simple. Vital Light is the subject of the next great CD32 Special. At the end of next month you'll be able



to purchase the full game complete with an in-depth player's guide compiled with painstaking effort from the CD32 Gamer team.

It's a toughy, that's for sure. But we're confident that anyone with the bottle to read a mag this rad (ahem) is well versed in the art of serious video gaming. It also underlines our ongoing pledge to provide you with the not only the best reviews of CD32 games, but go some way towards providing you with the games themselves. Yep, we're doing our darnedest to keep a steady stream of material flowing from duplicator to console, just for you, you lucky things!



X-APPEAL

It's happened again. A few weeks ago I was sitting at my desk, pondering the next step in my quest to compile yet another issue of this revered text, When completely out of the blue *Fears* arrived on my desk, and left me searching furiously but without success for expletives to express my impressedness (for want of a slightly less crap turn of phrase). Well, dear readers, it has, as I said before, happened again. There I was, hunched over the aforementioned office non-comestible. Dark clouds were beginning to gather over an office in Newton Abbot while all around was glorious sunlight. Then, as if by magic, the rapidly descending gloom was banished with news of a whole new beat-'em-up from Thalion, previously not known for their forays outside the dark and mysterious world of RPGs. They have now with *X-Fighter*, a beat-'em-up boasting an incredible 32 characters to choose from. That's twice as many as US Gold's forthcoming *Super Street Fighter II*, arithmetic fans!

The fighters are divided into eight groups of four. First up there are the Thais. These guys are tough fighters with hate in their eyes and blood on their fists. Then come the Jets — all well practiced in the mystic fighting arts of the orient. The Bouncers, as you might have gathered, are a big, burly bunch well into their wrestling moves. The Greasers are a bunch of street hoodlums sporting flick knives and motorcycle chains. The next lot need no description — the Ninjas. Take on the Mercs and you take on trained killers, the cream of the military. The hunters are devious men from the wrong side of the law and finally there's four supernaturals. If it weren't for certain situations conspiring against us we'd have had a review for this issue. Unfortunately certain fellow members of the wonderful world we call the consumer press saw fit to lose the one and only copy in existence. They know who they are. Arses (subtle hint no. 34 in a series of one). The offending individuals were subjected to a concentrated series of irritating phone banter and have since ceased to be. Sadly we still couldn't lay our hands on the game. What that means is no review and not even so much as a screenshot. Don't worry though. Everything'll be sorted by next month, fingers crossed!

CD32 CHARTS

This month's top ten compiled by Gallup sees *Lemmings* at the head of the pack when surely it should be down the post office drawing its pension. Anyway, here they are in all their glory...



Position	Last Week	Title	Publisher
1	(3)	Lemmings	Psygnosis
2	(7)	Subwar 2050	Microprose
3	(4)	Super Putty	System 3
4	(2)	Microcosm	Psygnosis
5	(9)	PGA European Tour	Ocean
6	(1)	Rise of the Robots	Mirage
7	(-)	Wembley Int'nal Soccer	Audiogenic
8	(-)	Jungle Strike	Ocean
9	(8)	Dragonstone	Core
10	(5)	Super Skidmarks	Acid

CD32 SNIPPETS

EASY COME, EASY BRU

Further to our news story of last month concerning the arrival of new sub-ed John Bruford onto the team we can now reveal the aforementioned fellow has left to search once more for pastures new. Why? Maybe he couldn't take the heat of working with the toughest team of video game desperados this side of consoleville. Maybe the sun, sea and sand of Devon was a bit much for the country boy from leafy Shropshire. Maybe he just got bored. It happens. Whatever the reason we wish John prosperity and happiness in whatever he chooses to do next, be it gardening, crochet, international cricket or whatever. Actually, look out Ray Illingworth. You're crap anyway!

THE REAL DEAL

With games retailers not taking vast stocks of CD32 games we often receive mail from people wanting to know where they can get hold of the latest releases. To this end those at CD32 Gamer have been locked in negotiations this week and hope to tie up some rather tasty deals in the near future to bring you all the best gaming entertainment. We can't say anything more specific at the moment. Not until pens come into contact with pieces of paper and signatures are produced until then you'll just have to use your imagination.

SHARE AND SHARE ALIKE

CD32 Gamer is dedicated to being the finest and most complete guide to the machine there is. The editorial team are a dedicated lot with much time under their belts in the industry. However if you think something's missing from the mag and feel you might be able to write a feature, technical or software-orientated, write in to the usual address outlining your proposal and we'll be in touch. Please note this is a serious offer so no arsing about. Goddit?

AND FINALLY...

Faithful staff writer John Evans was sweating blood this week when told he had a WEEK to put together the exclusive *Vital Light* tips book (see news piece)! However after seven days of 24-hour solid toil he finally made it. Sucker!

Star Crusader

The infernally fertile stables of Gametek, responsible for the galaxy-spanning *Frontier* are ready with another quest into the tractless voids of space. No, it's not yet another report on how *First Encounters* has run into still further delays. It is in fact a whole new space-opera programmed by Take 2 software. Its name — *Star Crusader*.

The game contains elements and ideas taken from a whole range of sources. The medieval Crusades provide inspiration for the

Space, the final Frontier? Well, not any more Kirky! Whilst you, Spock and all your buddies on the Enterprise have been tripping and trekking across the universe in an attempt to discover new lands and meet new races, the Gorenes have been conquering the place. The most technologically advanced race in the galaxy, they've met little in the way of opposition and have ruthlessly and mercilessly imposed their authoritarian control over the cosmos. A new Reich to rival that of the Holy Roman empire has been established on a truly planetary scale. Well, except for in one tiny corner of the Ascalon Rift, where, in true Asterix fashion, three tiny planets are holding out against the mighty invaders.

As Roman Alexandria, a Gorean commander and expert fighter pilot, it's up to you to battle these rebel planets and restore order and peace to the galaxy before three months are out. The game's not that straight forward though. Players are encouraged to make decisions throughout, based on a moral and humanitarian principle, thus structuring and influencing the game by their decisions. It's not a simple decision of loyalty and duty to the Gorean high God, uncannily called Jon, because, as the game progresses and circumstances and events change, you have the option to assess the situation and change which side you're fighting for. So, what's it to be? Join the rebel

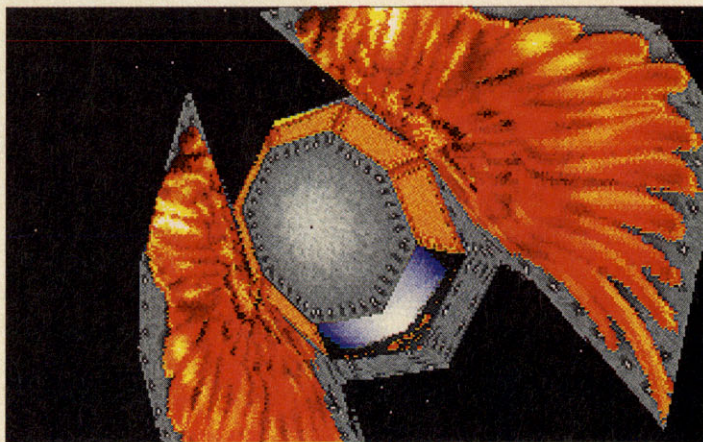


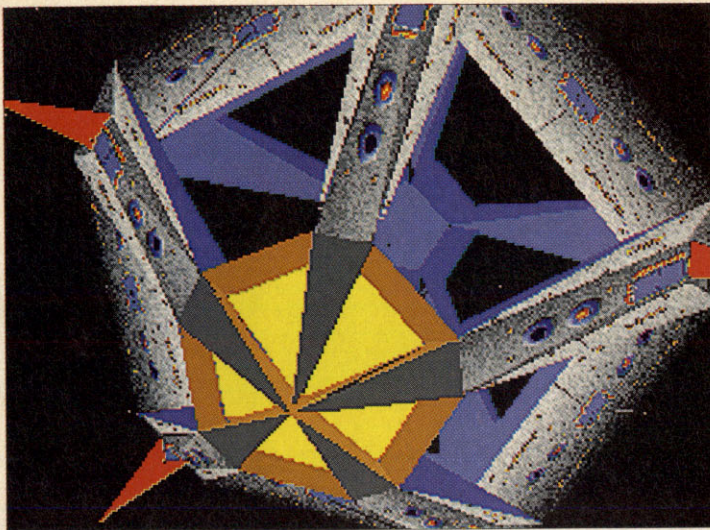
alliance, or fight for your planet? It's a toughy!

Don't be fooled by the plot and stuff though, this game is essentially a glorified blast-em-up in the mould of *X-Wing* and *Tie Fighter* (Jon's just got himself a PC if you hadn't guessed — Ed). Unlike these though, *Space Crusader*, has, as we've already mentioned, a more versatile and flexible game pattern. With 104 different missions, or levels, lined up along numerous gaming paths, the action and adventure is nearly limitless.

Having been the pros behind the impressive *Elite* sequel, *Frontier*, Gametek are no new-comers when it comes to space flight sims. *Frontier* may have been bugged, but it's still a classic and no-one can question Gametek's track record in the genre.

Written by space fans, for space fans, *Space Crusader* is billed as one of the most user-friendly games of its kind. On the PC and Amiga it's said to be simple to use, and hopefully this will translate to the CD32, although without any keys it'll not be easy. Still, they managed it with *Frontier*, so they shouldn't have to much problem with this.





One of the most impressive things about *Space Crusader* are the thirteen different space ships the player can fly. Depending on the mission, players can choose which ship they think is most suitable. Each ship performs differently in terms of handling and so on. They also have differing attack and defence capabilities, speed and manoeuvrability.

Realism is not something most of us can talk about authoritatively when it comes to space flight, but Gametek can. They've spent many long hours researching and developing *Space Crusader* to make it the most realistic game of its kind around. Each of the thirteen ships has its own unique power, fuel and weapons. On top of this, each ship's energy consumption can be tailored made to suit different priorities. If you want all of a ship's energy to go into the guns, at the expense of your defense, or vice versa, it can be done. Also ships come complete with tractor beams, radars, sensors, even ejection seats for when the action gets too hot.

At the start of a game, players have numerous ships and pilots, but as the game progresses and the battle gets into full swing, this number will obviously decrease. Players will therefore have to learn to spread their resources to last the whole campaign. It's not a management sim though, the emphasis is still on the action. And what action! Just imagine it, flying into battle with a squadron of top fighters under your control. It's sorta like *Battle of Britain* meets *Star Wars*.

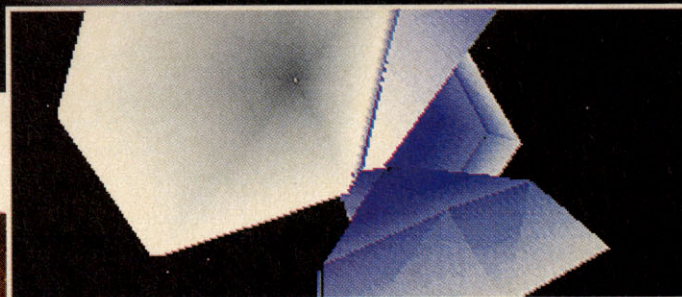
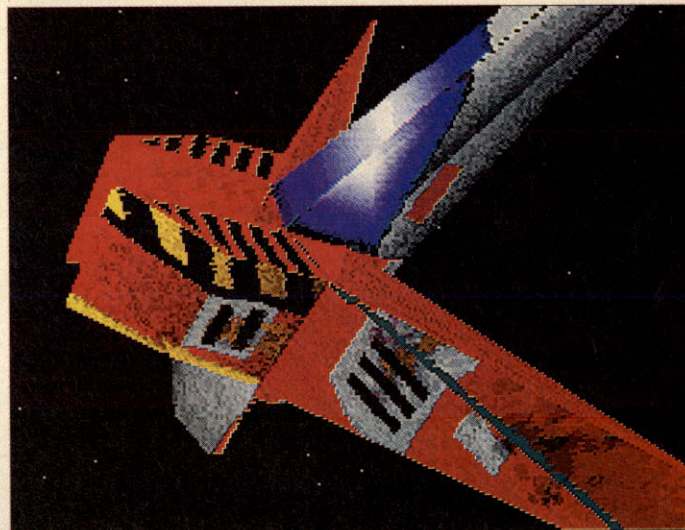
Watching your plans and ambitions unfold on the tactical map, *Space Crusader* really gets the player involved in the game. None of this being told what to do, no sirree, you're in control and the decisions you make and your skill in battle will determine if you're a success. Just in case you're a bit of a wimp though, there's several difficulty levels that determine how good the opposition is, how strong their guns are and so on, so everybody, from softies like Miles, to hard nuts like me, should be able to get something outta this game.

Programmers Take 2 have worked long and hard on making this the ultimate 3-D space combat simulation. Featuring the latest in cutting-edge technology, *Space Crusader* looks certain to live up to all expectations. With fully textured ships, Gouraud and Phong shading and an awesome sound track, it's one of the most exciting prospects we've seen on the CD32 for sometime. An actual release date isn't yet available but we'll keep you informed. ■ JE



Preview

PUBLISHER : HumanSoft ■ PRICE : £TBA
DEVELOPER : Gametek ■ OUT : October

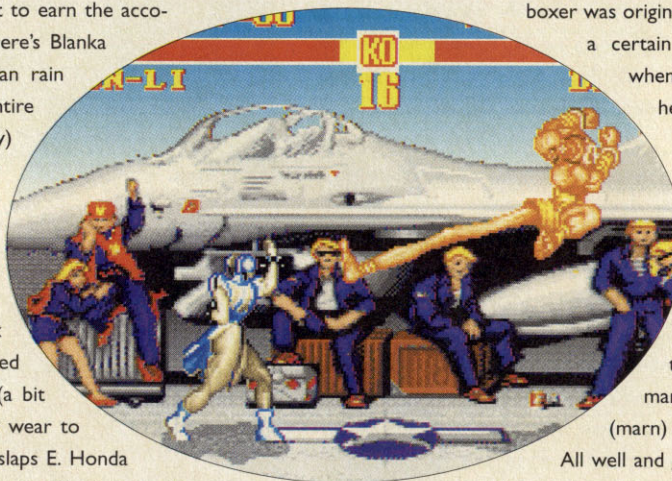


Super Street Fighter II

Shadow Fighter and Ultimate Body Blows better take a look over their shoulders, because the original beat-'em-up has undergone an overhaul and now it's back and it's bad. Well, actually let's hope it's a bit better than its previous Amiga incarnation. Now that really was bad with a capital BA!

Dun da dun derrrrrr! It's here, well, almost. *Super Street Fighter II* is on the way, and here are the screen shots to prove it. If you don't know already, the game involves 16 fearsome characters all battling it out to earn the accolade of World Warrior. There's Blanka

— a strange man-beast from the Amazonian rain forests with a nifty ability to electrify his entire body (and anybody in the immediate vicinity) at will. Then there's Ryu, a tough loner trained in the ancient discipline of Shei Long. Also a student of Shei Long, Ken is Ryu's great rival. Chun Li is the unassuming looking Chinese lass who packs more aerial power than a jumbo economy family-size box of washing powder. Guile's a battle-hardened GI. If sumo wrestling's more up your alley (a bit like those uncomfortable looking things they wear to conceal their embarrassment) then old fatty-slaps E. Honda is for you. There's also a big Russian wrestler called Zangief as well as Dhalsim the mysterious yoga master from the land of curry.



M. BYSON

Byson is the evil master who must be defeated before anyone can truly accept the mantle of World Warrior. His flaming torpedo is a devastating move which can easily catch out players with slow reactions. The secret to success is to block his special attacks then counter with a special of your own.



FLAMING TORPEDO

: Charge back for 2 seconds, then push towards, pus any punch button

HEAD STOMP :

Charge down for 2 seconds, then push up and punch

PSYCHO FIST

ATTACK : Charge down for 2 seconds, then push up and kick

SCISSOR KICK : Back for 2 seconds, then push forwards and press kick



Preview

PUBLISHER : US Gold ■ PRICE : £34.99
DEVELOPER : Freestyle ■ OUT : TBA

These were all featured in the original *Street Fighter II* game and retain their places for the sequel, as do the four boss characters from before. Vega the fiendishly fast Spanish pretty boy, Sagat the big bast, Balrog the Vegas boxer and

M. Byson the master of all he surveys. Note of interest, maybe ... the boxer was originally going to be called Byson, reference to a certain former heavyweight champ. However when certain unsavoury things came to light he quickly swapped monickers with Balrog. Anyway, enough of such trivia.

Super Street Fighter introduces four new characters into the arena making a total of sixteen in all. The new characters are Cammy, pig-tailed girly with seriously quick feet. T. Hawk is a huge Red Indian who puts even Zangief in the shade. Fei Long's another of those martial arts people and Dee Jay the Jamaican (marn) with big maracas.

All well and good, but why should we get all excited?

After all, the original Amiga *SF2* conversion was pretty dire. US Gold claim this was largely due to Capcom's (they were responsible for the arcade machine and cartridge versions) unhelpful attitude. Apparently much of the game was programmed with nothing more to go on than watching a few videos, rather than actually playing. This would explain how they managed to get the look right without capturing any of the feel. This time, however, US Gold have had access to Capcom's original code, so we should see a much cleaner and more faithful representation of the arcade and console classic.

The CD32 version will feature CD sound and, yes, all pad buttons will be catered for. Anyone who's ever played the game in the arcades will appreciate that this is the only way to go. Without the separate kick and punch buttons the



STREET FIGHTER II

The New Challengers

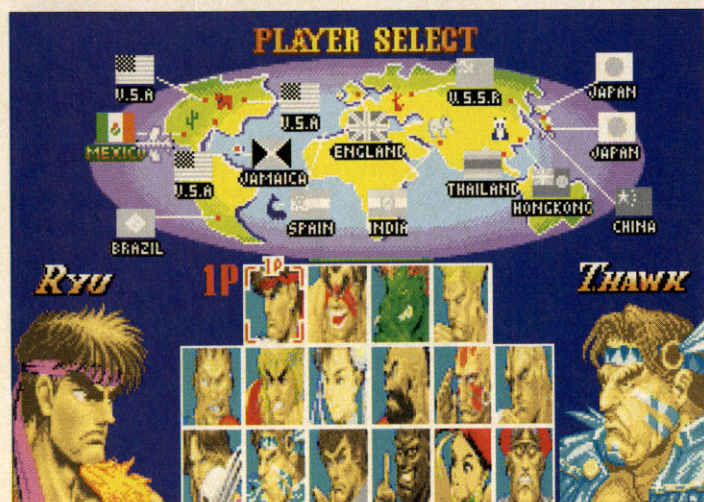
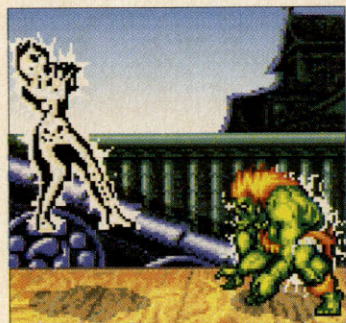
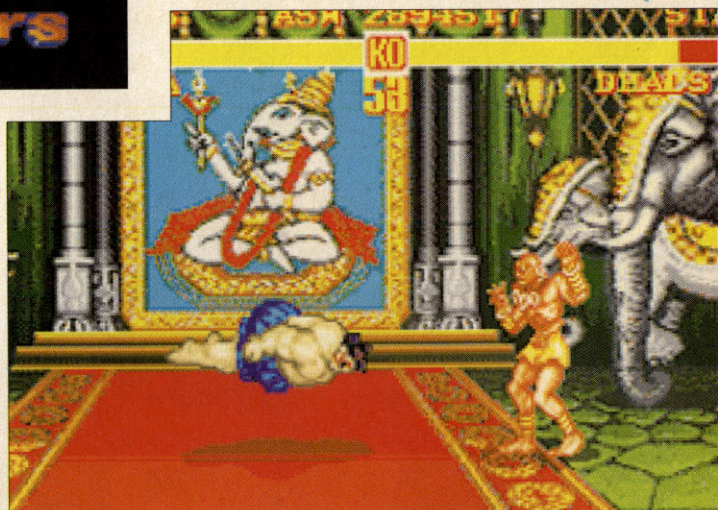
game loses a lot of its essence — the careful mastery of tactics and combos. The CD32 pad's six buttons will be able to emulate all six buttons of the coin-op, meaning we should get as close as ever to the complete arcade experience.

The people with un-enviable task of making the monster Amiga-friendly are Freestyle software under the watchful gaze of former Gremlin and Core man Kevin Norburn.

We're promised that all the combos and special moves will be retained and that the game will run at least as fast as the SNES though to facilitate this it may need to lose a few frames of animation and/or parallax.

Whatever happens, SSF2 will sell like hot-cakes when it appears. Disk-based versions should be out as you read this, but the CD won't be available until nearer the end of the year.

In the meantime content yourself by yelling incoherent slogans while trying to concentrate all your life-force to create a burning icon. You may not succeed, but nobody who sees you do it messes with you afterwards. ■ MG

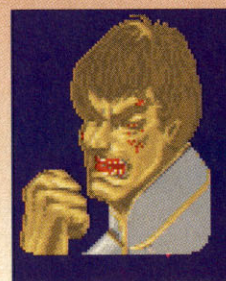


FEI LONG

One of the new kids on the block. These martial arts characters are always more than handful. They don't usually look like much at first glance. usually being quite slight of frame but this belies deadly speed. Fei Long is no exception but he is susceptible to quick combos. Don't try too many strong punches or kicks though as

they leave you open to the counter attack. Be on the look out for his flaming kick when leaping.

REKKA KEN PUNCH :
Down, down-forward, forward, punch
FLAMING KICK UPPER-CUT :
Back, down, down-back, kick
DOUBLE KICK : Press kick twice quickly



T. HAWK



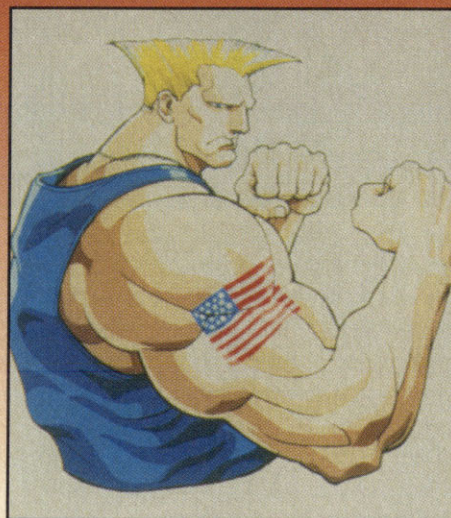
CONDOR DIVE : In mid-air, tap all 3 punch buttons
SPINNING SKULL CRUSHER : Rotate joystick through 360 degrees, and press strong punch
RISING SHOULDER CHARGE : Forward, down, down-forward, punch



For sheer size T. Hawk's the most formidable opponent in the game. Up close he's almost unbeatable so keep jumping out of the way and try to hit him on the retreat. Blocking does you no good.

GUILE

Guile's a lot easier to beat than you might think to look at him. The main thing to watch out for is his Flash Kick. If you see him crouch stay out of the way. He's vulnerable to a strong flying kick just after he throws a Sonic Boom but if you're too slow he'll Flash Kick out of trouble. It's



possible to launch an early combo to deplete his energy and give yourself an edge early on.

FLASH KICK : Charge down for 2 seconds, then up and kick

SONIC BOOM : Charge back for 2 seconds, then forward and punch






DHALSIM

Unlike the other characters Dhalsim is more dangerous from his standard moves than his specials which are easily avoided or blocked. His extending arms make his a strong punch in particular a formidable weapon. An aerial onslaught is your best bet but be ready to jump away as soon as you've completed your

move or combo.
YOGA FIRE DOWN : Down, down-forwards, forwards, punch
YOGA FLAME : Half-circle forwards and punch
MID-AIR DRILL : In mid-air, press down and punch
MID-AIR TORPEDO : In mid-air, press down and kick



VERSUS BATTLE											
GUILLE				CAMMY							
1P				2P							
											
											
L.	D.			H.	L.	D.					
1P. TOTAL				2P. TOTAL							
1ST ATTACK				5	1ST ATTACK				0		
PERFECT				0	PERFECT				2		
P.K.O. %				0	SP.K.O. %				0		

E. HONDA

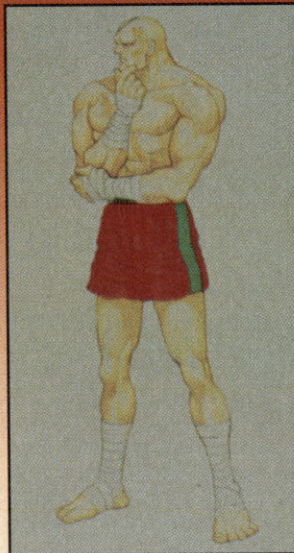
This man's deceptively quick. If he catches you with the hundred hand slap you can wave goodbye to at least a third of your energy. If you have a fireball then use it at range. Otherwise try to pick him off at range with jabs. **TORPEDO ATTACK** : Charge back for 2 seconds, then forward and punch

SEAT DROP : Charge down for 2 seconds, then up and

punch
HUNDRED HAND SLAP : Repeatedly tap any punch button



SAGAT



This bloke's probably the most infuriating opponent you'll come up against with the possible exception of Vega. His fireballs come thick and fast and at two different heights.

TIGER UPPERCUT :

Forward, down, down-forwards, punch

TIGER FIREBALL (HIGH) :

down, down-forwards, forwards, punch

TIGER FIREBALL (LOW) :

down, down-forwards, forwards, kick

TIGER KNEE : Charge down for 2 seconds, then push up and kick

RYU

Ryu is Ken's arch rival. Not only do they battle for the World Warrior crown, but they're also neck and neck for the most popular character in the game. If Ryu gets his fireball going it's very difficult to stop him. Jump just out of range to tempt his dragon punch then leg sweep him.

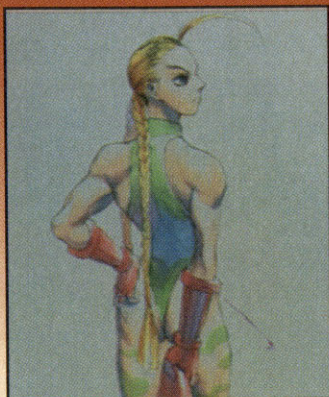
FIREBALL : Down, down-forward, forward, punch

DRAGON PUNCH : Forward, down, down-forward, punch

HURRICANE KICK : Down, down-back, back, kick



CAMMY



All the lads love Cammy. Is it the way she's thrown off sexual stereotypes to compete in the male dominated world of fist-fighting? Nope, it's because she shows her bum when she wins!

CANNON DRILL : Down, down-forward, forward, punch

SPINNING KNUCKLE : Hold back for 2 seconds, then rotate the joystick in a half-circle forward, and press punch

THRUST KICK : Forward, down, down-forward, kick





CHUN LI

The original girly. Watch out for her head stamps in particular.
THOUSAND FOOT KICK : Tap any punch button repeatedly
FIREBALL : Charge back for 2 seconds, then forward and punch
HEAD STOMP : In mid-air, press down and punch when above opponent
SPINNING BIRD KICK : Charge down for 2 seconds, then up and kick (Can be done in mid-air)



DEE JAY



MACHINE GUN UPPERCUT : Charge down for 2 seconds, then push up and tap any punch button
DREAD KICK : Charge back for 2 seconds, then push forward and punch
MAX OUT FIREBALL : Charge back for 2 seconds, then push forward and punch
RISEING KICK ATTACK : Charge down for 2 seconds then push up and kick

BLANKA

HORIZONTAL CANNONBALL ATTACK : Charge down for 2 seconds, then push forward and punch
VERTICAL CANNONBALL ATTACK : Charge down for 2 seconds, then push up and punch
ELECTRIC SHOCK : Keep tapping the punch button



VEGA

This guy is fast, Fast, **FAST!** Try to get in an early combo which'll break his knives. You've gotta know how to block.

ROLLING CLAW ATTACK :

Charge back for 2 seconds, then press forward and punch

BARCELONA DROP :

Charge down for 2 seconds, then press up and punch

FLYING CLAW ATTACK :

Charge down for 2 seconds, then press push up and kick



KEN

As you might expect seeing as they both come from the same stable as it were, Ken fights much like Ryu. His new flaming dragon punch is limited by it's short range.

FIREBALL : Down, down-forward, forward, punch

DRAGON PUNCH : Forward, down, down-forward, punch

HURRICANE KICK : Down, down-back, back, kick



ZANGIEF

SPINNING CLOTHESLINE :

Press all 3 punch buttons together

SPINNING PILE DRIVER : Rotate joystick through 360 degrees and press strong punch while standing close

RUSSIAN BEAR HUG : Rotate joystick 360 degrees and press punch - you must be just outside sweep range



BALROG

SLIDING UPPERCUT :

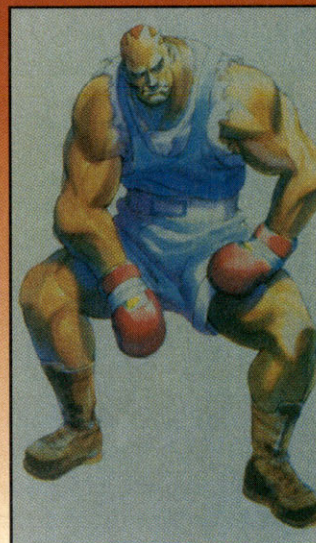
Charge back for 2 seconds, then press any kick button

SLIDING PUNCH :

Charge back for 2 seconds, then press up and punch

RISEING HEAD BUTT :

Charge down for 2 seconds, and then push up and punch



CD feature

You SX-I users having trouble with the cover CD? We're going to sort you right out!

In trying to remedy this we've persuaded Multi Media machine (the company which compiles and duplicates the CD) to include a full workbench and 'quit from menu' to the disk, thus enabling most things to be run from the workbench or shell.

In this instalment I will try to explain how to get stuff to run from the workbench so you can see things you may have missed before! I will explain procedures from a very basic level for those who know nothing, and hope more experienced users will not be offended. You never know, you may learn something too!

THE TROUBLES START!

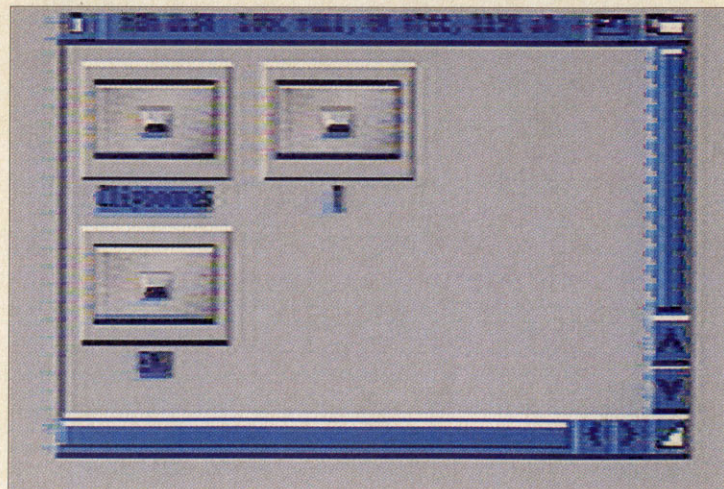
Things are awkward right from the start for me because when you purchased your SX-I you had the option to get a hard drive, and/or extra memory, and/or a keyboard, and/or a floppy drive. All these things could make a difference to whether or not you can get a particular program to run. And I have to assume you have Workbench 3.0 or greater. One of the most important things associated with workbench is the mouse. This is used for selecting items and objects. Don't worry if you haven't got one (but everybody should have one) because Commodore emulated the mouse movement and buttons on the control pad...

The left mouse button (LMB) is the equivalent of the red button on the control pad.

The blue button being the right (RMB). Finally, left, right, up, down on the D-pad, well, use your imagination.

Now for the very un-techy users I will endeavour to explain what a workbench is. When you fire up your machine from the hard drive, or the floppy drive, or anything other than a game, or use the quit option from within our menu, you are presented with a grey looking screen with one or two icons, at the top left. Imagine the grey part of the screen as a desk-top. Just to confuse you, this is known as workbench and so are the collective/hidden parts within the desk-top! Just try to stay with me. This is where you place everything you wish to look at or work on. The icons you see now could be imagined as containers, because they hold other icons and subjects inside them. For example, move the mouse pointer and double-click, press the LMB twice, quickly (or the red button) over the icon which has 'Ram Disk' written underneath it.

This should have opened the area called a 'window' on the workbench (desk-top), and inside the window

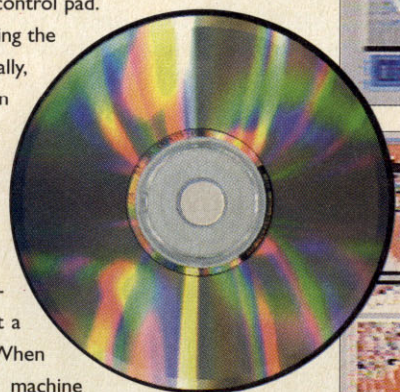


could be more icons. Stretch your imagination again and think of the window as the opened container. It should also have a blue border around it (highlighted). This shows that we are working in a different window, the highlight changes that window.

Now on to the menus because there should actually be no icons showing within the window, however there is something there! Move the mouse pointer to the top of the screen and hold RMB (Blue button) down. Don't let it go. Still holding the RMB move the pointer left and across the bar. You will see lists of items opening and closing as you go across. You don't need the brains of a reviewer to remember these as menus.

Stay on the menu called 'Window'. Now you can move down the menu to the item we want, which is called 'Show', a blue bar moves with you. Two smaller menu items should be seen to the side (sub-menus) labelled 'Only Icons' and 'All Files'.

Move to one side over the one 'All Files' and when it's highlighted let the RMB go. You have now selected your first menu item, and three icons will be displayed in the window.



Workbench Essentials

All three of these icons should be depicted as a drawer, and that is what they are called, a drawer. And again they could contain other items or they could be empty. Double-click on the one called 'Env' and yet another window opens which should contain yet more icons. Smashing, eh? If not then try using the same 'Show All files' menu item again. However I can't guarantee there's something in there, but there should be if you've loaded a disk containing workbench. If none of this happened try a different disk!

To get rid of these windows we need to close them. At the top left of each window are two small squares, one inside the other. click the LMB on this and the window will go away. Do it to the other window and it will close.

Try this with another one of the icons visible on the workbench. It will have a different name under it depending...

- what you loaded to get workbench,
- where you loaded workbench from.

So it could be called anything from 'Workbench 3.0' to 'CD32 Gamer' (our disks are called something similar to this), and once you have finished messing about, close all the windows to tidy up.

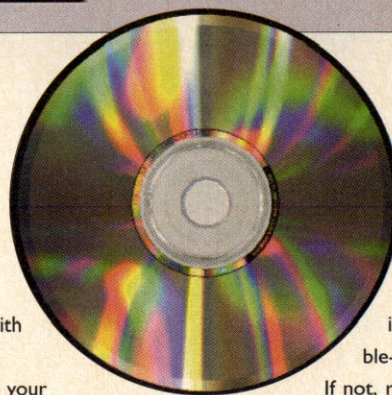
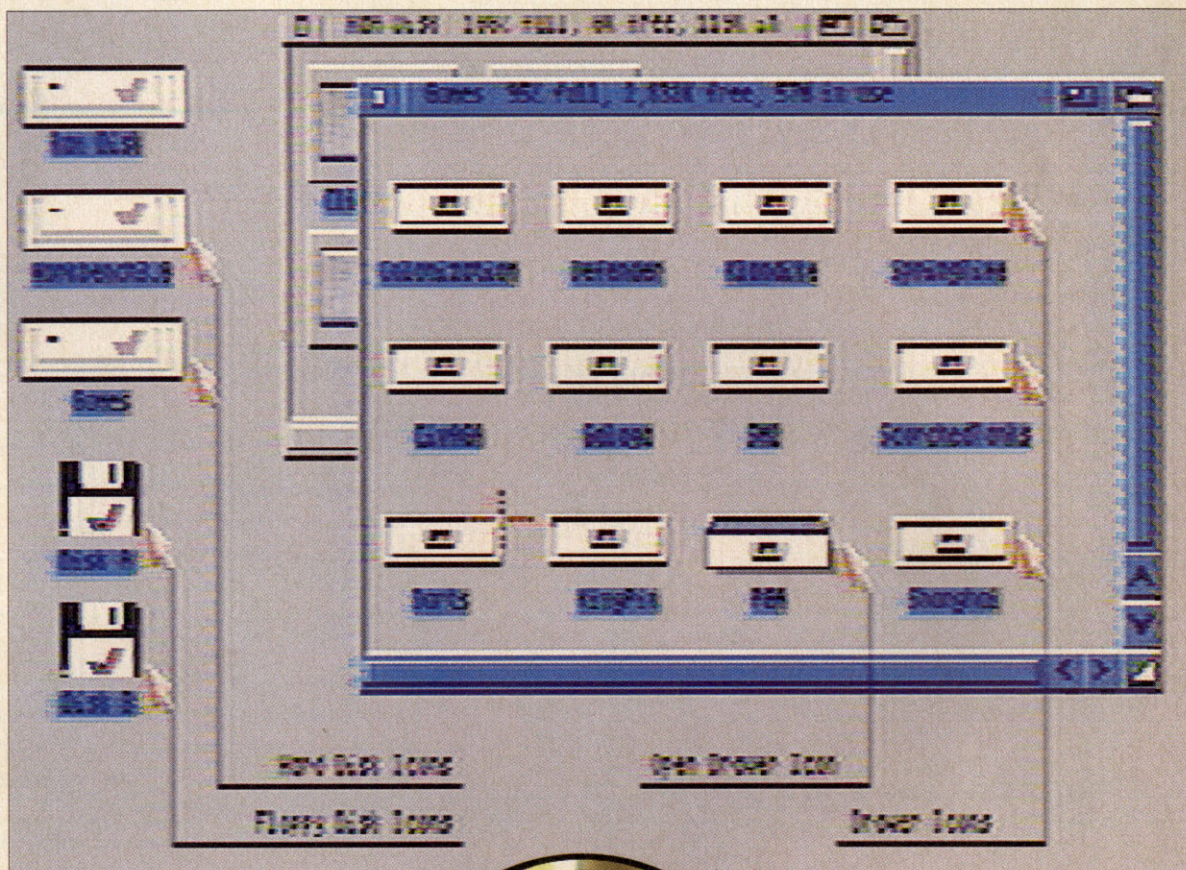
MOVIN' ON UP

Right, you all know how to use the mouse and windows. Now let's get on with trying to get some things to work from workbench.

More problems arise here because again, I don't know what's working on your system and what isn't. So everything will have to be unspecific and rather general. If after all this messing about you still find that there's a particular program that won't run, write to us giving the details of the disk, the program and your machines specifications.

Back to it and the first thing I want you to do, no matter how you got workbench, is to double-click on the CD32 Gamer's icon to open it's window. Once open, one of the icons should be called 'Beginners Script', double-click on this.

Don't worry about any messages or anything that shows, all this is doing is trying to tell your system to get everything it needs from the CD. That way you have a better chance of identifying problem areas! For the interested, it simply redirects where the system will look for the files it needs.



MOVIN' ON OUT

Now for the simplest thing we can try here is to locate an icon for the game, demo or file you wish to run. For example if the game was called 'Aard-vark', look to see if there is a drawer called 'Aard-vark'. If so, double-click on it, a window opens, look inside for another icon called 'Aard-vark', double-click on that and it may start.

If not, remember how to use the menu to view those hidden files? Good. Also remember you may have to 'Shoe all Files' for successive windows.

Did it work? hopefully this has done the trick and you are able to see what you've been missing. However, the facts of life dictate that nothing is easy. To this end, on the CD32 Gamer disk, some extra files have been added to the normal workbench retinue. I will endeavour to create small scripts that will enable specific programs to be run. And in a future issue I will attempt to show you how to use the shell.

See you next time. ■ PAW



CD feature

It's time to open the doors once more at the ACG Odeon for a look at the latest video CD releases reviewed by that most incongruous of movie-goers Derek dela Fuente. He's got a right old mixed bag with light-hearted comedy (*Four Weddings*) and sick reality (*Executions*) so get stuck in!

CHITTY CHITTY BANG BANG

Philips



OK, Snigger, Snigger, what a film to review! This comes on 3 discs and runs for a wapping 2 hours and 2 mins. Chimm Chimminee Chimminee Chim Chimm Chim..... Supercalfradulistic expalidosuis, wow, the songs go on and on. Just a Spoon full of sugar makes the medicine go down. I remember seeing this film at Plumstead Cinema nearly 25 years ago (before I was even born — young Ed) and that makes me a really old man. Oops! I think I have the wrong film. This isn't Mary Poppins but I had you fooled!

The film stars Dick Van Dyke and Sally Ann Howes and even Benny Hill as the village toymaker. An enchanting film in the world of pirates, castles and a very famous car. It's one for the kiddies though nearly everyone over 35 has seen it but I bet the majority of you readers haven't!

FOUR WEDDINGS AND A FUNERAL

Polygram

Coming on 2 disks I've been waiting to see this for a long while. With all the furore about Hugh Grant at the moment what better time to review it. Now I



must confess to enjoying this film but I can't honestly understand why it won so many awards. It's good but not exceptional. The storyline revolves around weddings and, you guessed it, a funeral. Some of the really funny excerpts revolve around Rowan Atkinson, who plays the part of a vicar, who forgets the names of the two people he is marrying. There isn't really a deep story here but lots of everyday comedy sketches. The star of the film, apart from Hugh, is Andie Macdowell who he meets at the first wedding. Try as he may, Hugh is a bit of a ladies man (he really plays the part the tabloids are trying to exploit) and after loads of affairs with various ladies all of which are at the weddings, he cannot get Andie off his mind. This luscious American lady is about to marry and it really is a question - will the last wedding be Hugh's?

The CD quality is excellent and at a mere 12.99 offers great value for money.



AIRPLANE

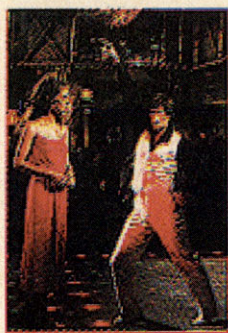
Philips



The plane is going to Chicago. The pilot is going to New York. The passengers are going to pieces. Who out there hasn't seen an Airplane film? This is one of the few films you can watch over and over again and still laugh as there's so much going on each time you watch it you see something amusing you hadn't noticed before.

It's a masterpiece of off the wall comedy. It features Robert Hays as the an ex-fighter pilot forced to take over the controls of an airliner when the flight crew succumbs to food poisoning. Leslie Nielsen and Kareem Abdul Jabbar are just two of the stars with some short cameo appearances by some top Hollywood actors. This hilarious spoof come high jinx drama will have you on the edge of your seat in tears of laughter. This is comedy at its very best and everyone should have a dose of Mr Nielsen daily.

2 discs 84 mins.

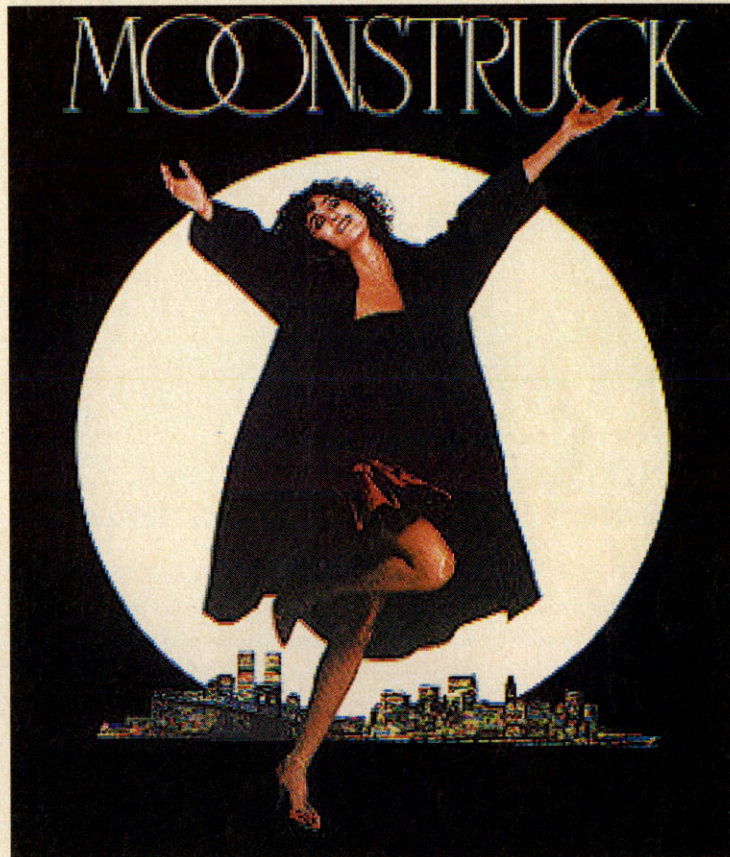


Disc 1 (1) Opening Credits
(2) Heart Throbs
(3) Decision
(4) All Aboard
(5) Roger, Oscar
(6) "Slaying Kites"
(7) Waves of Memory
(8) Goddard
(9) Fright Word
(10) "River of Jordan"
(11) Peace Corps
(12) Airline Food
(13) Automatic Pilot
(14) Don't Panic
(15) Striker
(16) Mayday

Disc 2 (17) Hysterical
(18) Loud and Clear
(19) Jinx
(20) Running Out of Time
(21) Pressure
(22) Getting In
(23) Too Tense
(24) Touch Down
(25) Have a Nice Day
(26) End Credits

MOONSTRUCK

Philips

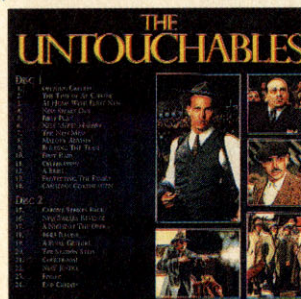


Starring Cher and Nicolas Cage this is a comedy/love story where Cher as Loretta, a dowdy widow, in trying to reconcile her fiancée with his brother falls for the brother in a whirlwind romance. Directed by Norman Jewison it combines the tough feel of the New York streets with the romantic feel of an Italian opera. The winner of 3 academy awards — one moment you'll be laughing and another you'll cry (well what can I say). This shows Cher to be more than a singer with a great voice!



THE UNTOUCHABLES

Philips



One of the best TV series about the prohibition and gangsters of the 20s and 30s was the Untouchables starring Robert Stack. This film about the series is also excellent, conveying the mood of the Chicago days when Al Capone ruled with absolute power. That is until Elliot Ness, the guy from the FBI, and a small force of men swore to bring him down. Prohibition in 1931 is the starting point of the film and the Feds cannot be bribed. The



gangbusters make an impressive list of stars. Sean Connery, Robert De Niro and Kevin Costner make this a film to stick in your old grey matter for years.

Robert De Niro puts his customary full weight into his part and he makes a very convincing Al Capone — his mere presence is very daunting.

A thrilling tale telling the classic American story of good versus evil, handled with superb visual style and pace! 2 discs 114 mins

over again. Ursula Andress and Jack Lord (from Hawaii Five-0) are just two of the stars appearing in this classic.

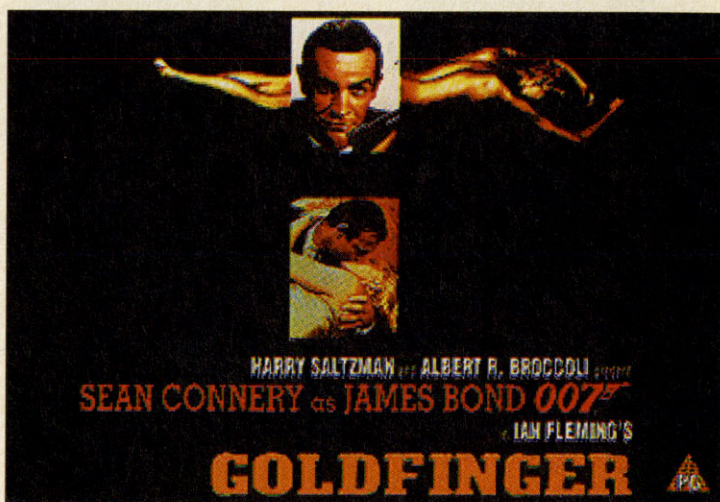
FROM RUSSIA WITH LOVE



This is the second multi million dollar best seller from the hand of Ian Fleming in which Gorgeous Soviet Embassy cipher clerk Daniela Bianchi ensnares incorruptible British Secret Service Agent 007 in a scheme to steal the Russians decoding machine. While battling impossible situations, Bond must try to determine whether this beautiful woman — and others with whom he comes into contact — work for or against him!

GOLDFINGER

007 takes on the man with the Midas Touch, billionaire Auric Goldfinger, in this explosive and extremely witty thriller. The monomaniacal Goldfinger plans to throw the western economy into a tailspin by contaminating all the gold in Fort Knox with nuclear radiation. Only one man can stop him... Guess who? This is the best of the 3 films! All come on 2 Cds.



THE JAMES BOND COLLECTION

Philips



For the first time ever all these titles are now on Video CD. Just to let you know they all work with an Amiga FMV card, RealMagic (thanks to Barrington Harvey) and any equipment with a digital card.

All told there are 3 films in the compilation, all starring the best James Bond of the lot — Sean Connery.

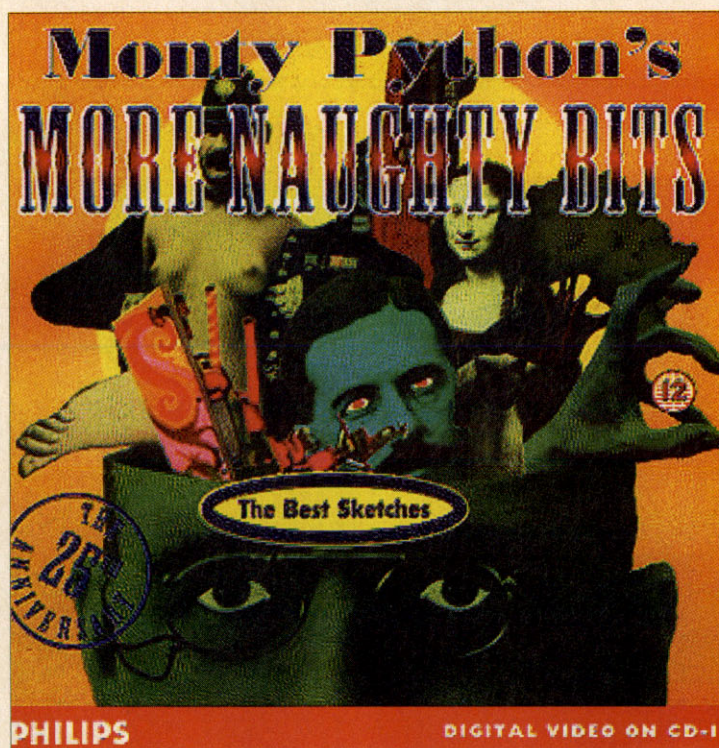


Dr No is sent to Jamaica to investigate a double murder. Bond is soon on the trail of Dr No, a fanatical mad scientist plotting to take over the world. Now if that all sounds very familiar it was these Bond films that drummed into us this same theme over and

DR. NO

MONTY PYTHON MORE NAUGHTY BITS

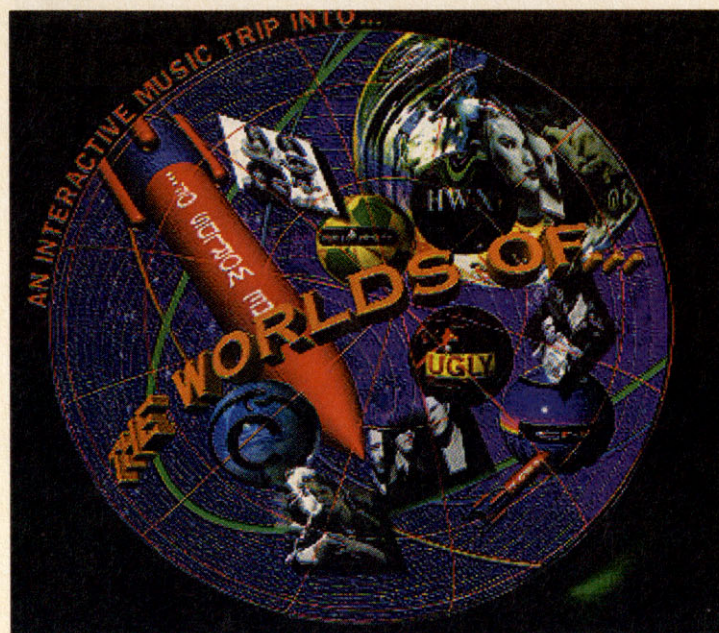
Philips



Here follows something completely different, no review just the sketches on this BRILLIANT CD. Black Knight, Trojan Rabbit from the Holy Grail, What have the Romans ever done for us, Brian and Fat Man from The Life of Brian, Nudge Nudge, Dirty Fork, Silly Job Interview, Dead Parrot, Kiliman Jaro, Merchant Banker, Spanish Inquisition, Dirty Hungarian Phrase Book, Argument Clinic, Ministry of Silly Walks — all from the TV series. Need I say more!

WORLD OF MUSIC

Philips



An interactive music trip. I must confess I like Vinnie Moore, Joe Satrianni, Boston and all the great names of rock but who the heck half these are I don't know and I bet they'll not be around in a few months time. If you like Sultans of Ping, Ugly, CNN, HWXI then this is right up your street. Just looking at the publisher Rhythm King who have done work with the BitMaps may enlighten you more. And good old Betty Boo was (or perhaps still is, I don't know) on their label. Where is she now? The music is combined with out of your mind acid pictures, smiley faces and montages of pics. This is weird, too weird even for me, but I'm sure the ravers among you will like it.

EXECUTIONS

CD Vision

Already this macabre video, which has now been encrypted onto Video CD, has caused a lot of controversy with most of the major tabloid papers — calling it the ultimate video nasty. The mere fact that they've called for a ban ensures it'll sell to an even broader audience interested to see what all the fuss is about.

Quite honestly I can't see the appeal of such a voyeuristic look at some of the most horrific scenes of killing ever seen on video. A good percentage of it is in black and white and chronicles the various ways there is to execute a human person from hanging to the electric chair. It even gives an insight into the whys and wherefores in the reasoning behind the various methods. Footage of people dying in gas chambers or being shot in the head is certainly X-rated stuff although I am an advocate of a free licence in allowing anyone to be allowed to see what they wish, this is possibly stretching it a bit. Especially when the only dignity left in death is solitude, not having millions of people watching.

The only parts I found of interest were some of the trivia facts in that more people have died in these various horrific ways than in the 1st World War — over 20,000,000 have been executed in some manner since the 18th century.

A good deal of the footage has been taken from the vaults of the war years.

The image of death is not a visually interesting one and although the video does claim to be an objective look at the cultural, social and historical context of the death penalty I find it hard to believe this was really the idea behind it.

This is sensational stuff but all in the wrong context. I'm not going to say don't buy this as it's really horses for courses and the mere fact it's been reviewed gives it even more coverage. It's there, it's X Rated and costs £12.99. You pay the price and you get exactly what you would expect, the grim reaper in real life. (55 mins running time, sound and narrative woolly sounding!)]

WOMEN OF COUNTRY VOLUM TWO

CD Vision

Personally I'm no country and western fan but there must be a large market out there especially as it now has its own UK Satellite station. However, if you class Jimmy Nail as country and western then I guess I should say I like some bands and vocalists of the genre.

This is one of three CDs from CD Vision and firstly let me say that the picture quality is superb, made even better with the crystal clear CD sound.

The CD runs for 49 mins and, so I'm informed, the female artists included are the best in their field. Filmed on location in Murfreesboro, Tennessee you not only get some singalong tracks but interviews as well! Katy Mattea, Tammy Wynette (the only one I've heard of), Michello Wright, Patty Loveless and Wynonna all have a track to themselves with the last track on the CD pitting all the gals together.

Great if you like a bit of yee-ha! ■ DDF

CD feature

What do you do when you've got a whole load of stuff — too much to fit on a single CD? Simple really. Put it on ten CDs and say to hell with it. That's just what Alamathera have done in creating probably the most varied package you're ever likely to see. Let's have a looksy, shall we.....?

A

lamathera have taken the idea of 'Two for the price of one' and related it to the CD market. They've done this by releasing a pack of ten different CDs and bundling them under one cover.

The result? Pictures, fonts, demos, comms and clipart in abundance. With some tanks an atlas and a bit of Shakespeare thrown in! What more could a growing lad ask for?

Well, I'll tell you. Although this is a decent collection of disks, and although as Alamathera said 'There is a generation of new CD ROM owners that do not have this older software.' It's still old stuff. A couple of disks, I feel, are too old.

DISK 1

Alamathera Comms & Networking Disk

Instn	Print	Serch	LZ	R	NewZP	CpyAs	Info	Info	DskOp	NewZP	Comm	NewSh	Adicn
EScpt	Prote	PlayS	MakDi	HxTyp	Delet	Move	Move	Delet	HxTyp	MakDi	PlayS	Prote	
PatSe	Run	Show	Edit	Type	Renam	Copy	Copy	Renam	Type	Edit	Show	Run	
smet	net	sys	db8	df1	df8	nam	RAM	DF8	DF1	DNB	DH1	SYS	
[sys:C] [Alt No CD] << >> [CD No Alt SYS]													
AddBuffs						444							.info
AddDataTypes						5000							
ashow						8836							Classes
ashow.info						835							Info
Assign						3220							Devs.info
Avail						728							Disk.info
BindDrivers						1428							Fonts
Break						432							
ChangeTaskPri						460							Libs
ConClip						3516							Locale
Copy						5495							Prefs
CPU						3652							Prefs.info
csk						122912							Neck
Date						1092							
3.0 (W/protected) 0 bytes free													

This is one of the new disks created specially for the collection. It consists of almost everything you will need to get your CD32 connected to another machine (networking cable is extra though, available from Alamathera, approx. £16).

There's a lot of tools and utilities for use on the Internet, and most of it seems to have been downloaded pretty recently.

If you're connecting to an A1200, etc, then there is DNet/SerNet, Term and ParNet to name a few. But the simplest and easiest seems to have been left off, Twin Express! Also the version of SerNet that was installed on the disk didn't want to work. No matter how I tried or what I did, I couldn't get it to connect. A rivals version of SerNet continues to work fine, but even that doesn't work with this one.

Supplied on the disk is DirWorks 1.62. An essential piece of software on a disk like this is a directory manager, and this one is perfectly able to do the job. The only fault I did find was, once you had inserted a second CD, there was no way to list the contents of that CD without resorting to the preferences file and changing one of the buttons. Nor could you list the actual contents of the first CD except for the workbench files! Life was never meant to be easy....

DISKS 2 & 3

CDPD 1 and CDPD 2



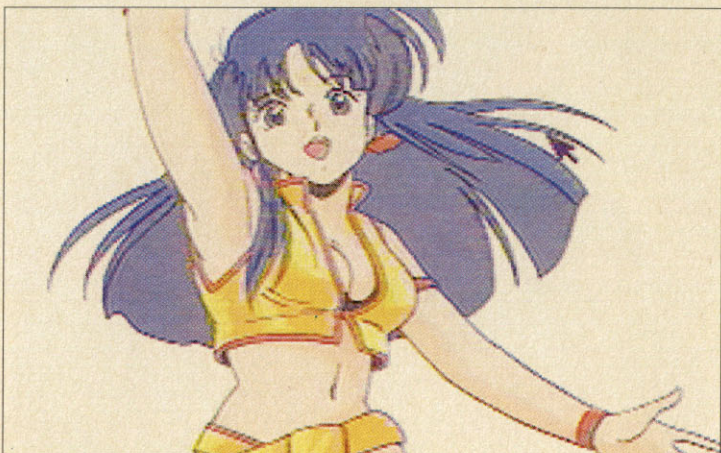
If you want to see some Public Domain, Shareware, Freeware, Giftware, Beerware or any other kind of 'wares then you're gonna love these. The CDPD series of disks is currently up to number five. This does reflect on the contents of sections like the game demos, but overall, it doesn't matter too much because the nature of PD is that not much of it is new. And what is doesn't stay new for very long.

There's tons of it. trawling through both of these will take ages, and there's bound to be quite a few things you will find both useful and intriguing. Games, utilities, productivity and loads more. You can call me Susan if you don't find something to interest you!

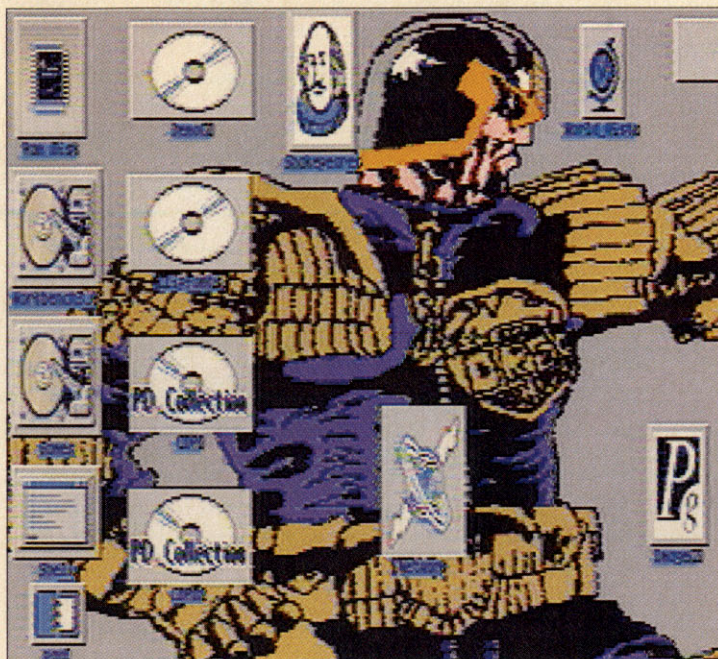
A utility on both these disks as well as 'Demo 1' is one that has been created to extract the files to a floppy drive. Not very useful if you don't have an SX-I, great if you do.

DISK 4

Demo - 1



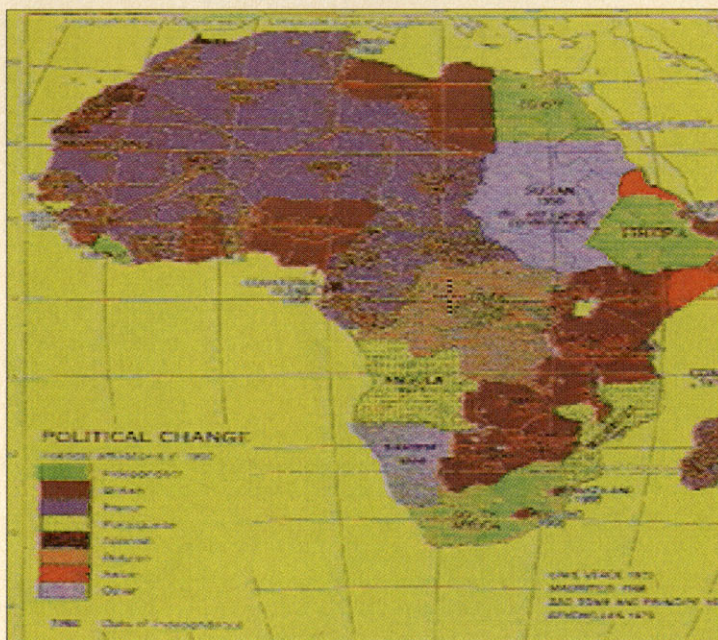
10-on-10



This disk comprises, as you may have guessed, of demos. Demos from well known groups, demos from not so well known groups and demos from groups you've never heard of.

There's not much else I can say here, but once again there's loads of it. AMOS, commercial, CDXL, anims, you name it, a bit of everything.

DISK 5 World Vista



■ PUBLISHER : Alamathera ■ PRICE : £39.95
■ OUT : Now

What a strange disk! If you're going on holiday to some foreign part of the world then take a look at this before you go. Denmark, Quebec, Bahamas, Greenland, Mexico, the Galapagos Islands. A few of the hundreds of places this disk has mapped out, got individual city maps for, got the death and birth rate for, got a slide show of, and possibly even got the average temperature of.

An even more unusual feature is a 'phrase book'. Some of the countries that don't speak English have a few common phrases sampled so you can pick up a bit of the lingo before you depart. Good if you travel a lot, I suppose.

DISK 6 The Illustrated Works of Shakespeare

You've heard of most of them before, but if you aren't an aficionado of Shakespeare then you probably didn't know he wrote 'A lovers complaint' or 'The Phoenix and the Turtle' or 'Cymbelyne King of Britain'. Well I didn't.

Never having been much of a one for Shakers, this didn't appeal very much. But I can see the value of it for school related subjects, reading and education in general.

A far as I know the whole repertoire of the bards work are here, and what makes it even better are the graphics that go with almost every scene. Only greyscale pictures, but they are all relevant to the



story being read and add to what could otherwise be a very long passage of text before your eyes.

Not just for Shakespeare maniacs! A point of interest is that it has all been programmed in AMOS. A good subject, a good front end, and well composed. Just goes to show Amos is not just for games.

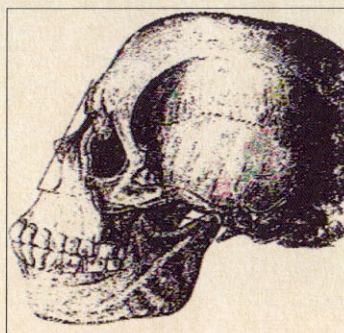
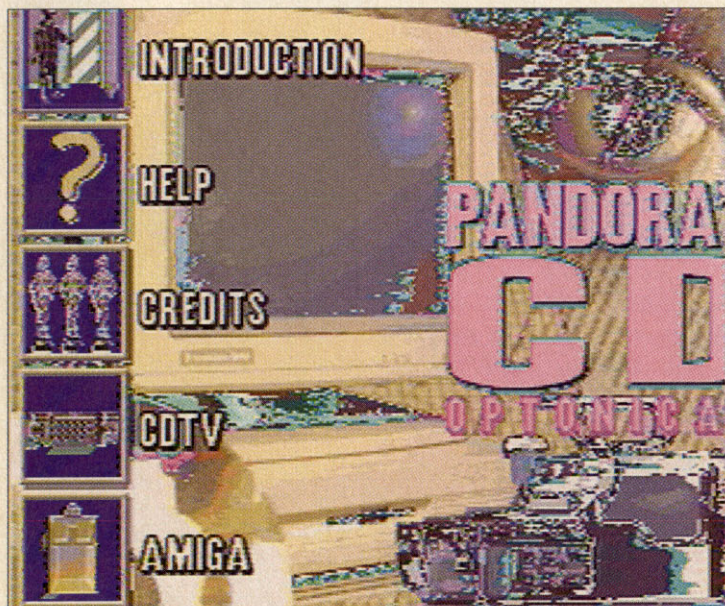
DISK 7

Pandora's CD



This is definitely one of the disks that I feel is too old. Still on sale for about £5 on it's own. Made for the CDTV market when it first started and showing it's age, it consists of some weak clipart and a few images in the photo 'library'. The really good thing about Pandoras is the demos. Point of sale, Point of information, training and stuff about Insight Technology and Insight Dinosaurs.

They are well constructed and look good even now, they show what a good multimedia package — Interplay — can do. I think this disk should be given away with every CD32 and CD drive sold.



DISK 8

Team Yankee



The only game of the whole collection. And one that isn't too bad in my opinion. I remember it from when it came out on the Amiga 500. I felt quite nostalgic when it loaded up.

Anyway, control four groups of armoured vehicles across various terrains and launch miscellaneous types of projectile at a hostile enemy (the Russians). Doesn't do too much for diplomatic relations I'm afraid.

The screen is split into four views, as if looking from each of the four groups of tanks, and with a click of the button you can change to a full screen view, or flick to the map screen, or change to the damage screen.

After the 'practise level' it obviously gets harder and harder as you progress but not too difficult too soon.

A nice, lasting game. A good one for the collection.

DISK 9

Alamathera Photo Library CD



The second of the three disks made for this compilation. It loads directly into a demo of Photogenics and displays perfectly what an excellent program this is. Once loaded you can peruse the disk and load in any one of a stack of images.

You'll find some pictures of the Alamathera team in a couple of directories named to reflect their contents, of which there are quite a few. So there is a veritable profusion of images to sift through.



DISK 10 Alamathera Clip art & Fonts CD

The third new disk contains, go on, guess! And I'm going to use that word again, loads, yeah, loads of it. If you need gallons of clipart, if you wouldn't be seen dead without an armful of fonts then look no further. Nuff said!

In summary, you can't go wrong getting this stack of goodies. I know I've complained about some of it, and I know I've said some of it is too old, but overall, considering what you are getting for the price of one or two normal CDs, then this is a definite bargain.

Even if you have a couple of the titles already you should still consider buying it. You may like to know that Alamathera are looking at the possibility of a second pack of ten CDs. So give them some encouragement and buy this one.

■ PAW

order form

So you've read the feature. Now you're probably wondering just you might go about obtaining a copy of this mega-bundle. Well, worry no longer. The entire package can be yours for £39.95 plus £2.25 P&P. All you need to do is make a photocopy of this order form, fill it in and return it to:

Alamathera
Southerton House
Boundary Business Court
92-94 Church Road
Mitcham
Surrey
CR4 3TD

... enclosing a cheque for the appropriate quantity of cash.

Alternatively you can ring their credit card hotline on (0181) 687 0040 — most major cards accepted.

For more info, use the phone number above or fax (0181) 687 0490.



Dear Alamathera types,

I've just read all about your brilliant sounding 10-on-10 CD pack in my favourite CD32 magazine, and can't wait to grab a copy for myself. First, here's a bit about me.

Name

Address

Postcode

Tel

Please rush me copy(s) of the pack. I enclose £39.95 + £2.25 P&P for each copy ordered.

CD review

Well Steve Iles, the leader of the infamous Arcane team, has finally managed it. After two years of ifs and buts he makes his impact on the Amiga. Good old Steve, great timing! Now, who the heck are Arcane and Steve Iles?

Never heard of him? His claims to fame are mainly some bits and bobs for companies like Core and Arcane were responsible for the intro to a recent release from Virgin but most of the team involved have since left. Even the lead programmer who started *Turbo Trax* has gone to greener pastures but come the day Steve has come up trumps.

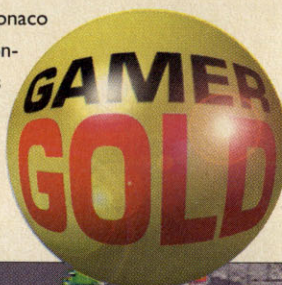
But enough of this waffle, let the review begin...

When it comes to top down racing games you can pick up any Amiga mag, read the review and not bother with the title of the game as they all play very much the same. What can you say that hasn't been said before? You have cars, a standard looking view, the customary buy-some-extra-goodies-if-you-complete-the-race in-top-position and a variety of tracks and weather conditions to test your mettle. You have a few lines on the sprite detection, some clever techy talk about screen update and even a full paragraph on the merits of *TT* compared to all the other games of its type around. The list of top down games is endless — *Nitro* from Psygnosis springs to mind, *Skid Marks* and a couple from Team 17 all working on the same game design, all looking very much the same but the real variation is in the actual feel and response, the way it plays. The bottom line has to be does it move well and are the controls responsive?

Now lets get down to the nitty gritty. First off there are a good collection of tracks all of which differ in the way the car responds and all give a nice visual

appeal. Scenarios include racing in Florida/Monaco where beaches, sea and a very pleasing environment will conjure up an relaxing setting, plus snow, desert, forest and Indy — all with cars relevant to the tracks.

Graphically this is the most polished game of its type I've ever seen and could certainly hold its



head high even amongst PC games. The attention to textures and the definition of the objects around the tracks from the leaves on the trees with luminosity from the sun to the clever way the shadows have been drawn attracts one to the game instantly. The supplemental screens, like the workshop and menus, are also neat to say the least yet these are often areas where other programmes fall down. It always appears to be a case of 'lets chuck in some supplemental graphics to make it more wholesome'. Arcane have done that but they add to the game instead of just being there!

Controls are intuitive — one button for speed, take your finger off and the car slows, the D-pad directs the car with precision and simultaneously executes the movement the instant you adjust the line of the car. So far so good.

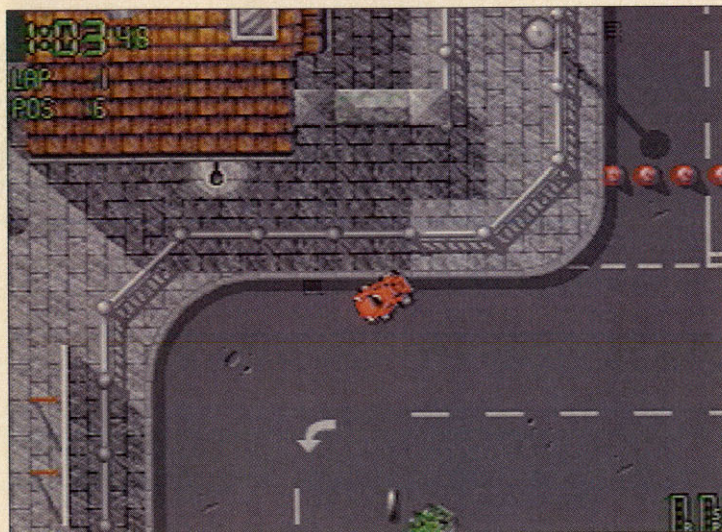
The AI of the other cars is fine. It's hard to tell how intelligent they really are



As if you couldn't guess, this is where you get to spend all that cash you picked up in prize money or by running over pound signs on the track. Engines, steering, tyres, which'll it be?

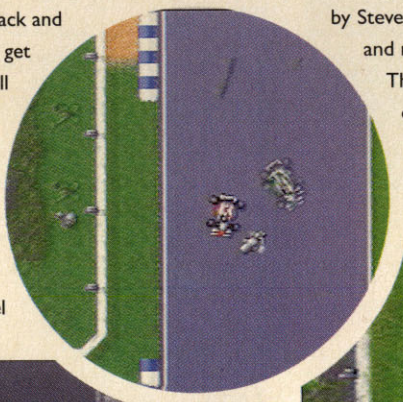
STAGE 1	
POSITION:	6
POINTS:	0
PRIZE MONEY:	\$0
RACE:	1/4
OVERALL POINTS:	0
BANK:	\$0
TOTAL POINTS NEEDED:	19

Turbo Trax

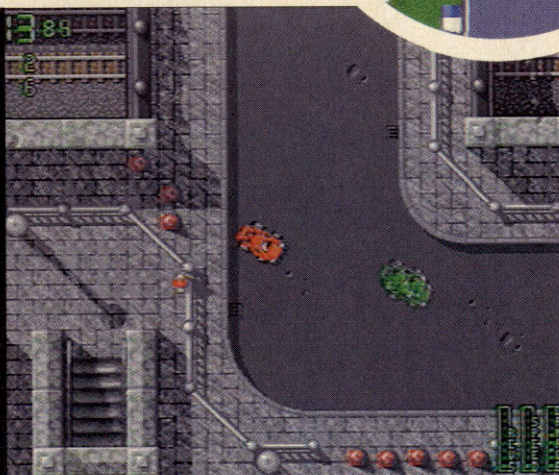


but a good test is the competitive feel within a race and all is fine — you won't win any of the races without a good dose of skill, good hand to eye co-ordination and, above all, anticipation. Because the tracks are a clever fusion of corners, twists, bends and straights you can't afford to lose even a moments concentration or you'll end up eating barrier, losing precious time and your position. The high skill level required combines, spinning into corners then quickly aligning the car for the straights and cutting off as much of the track as possible both to ensure you keep in a good position and also stopping any of the cars behind you overtaking with ease.

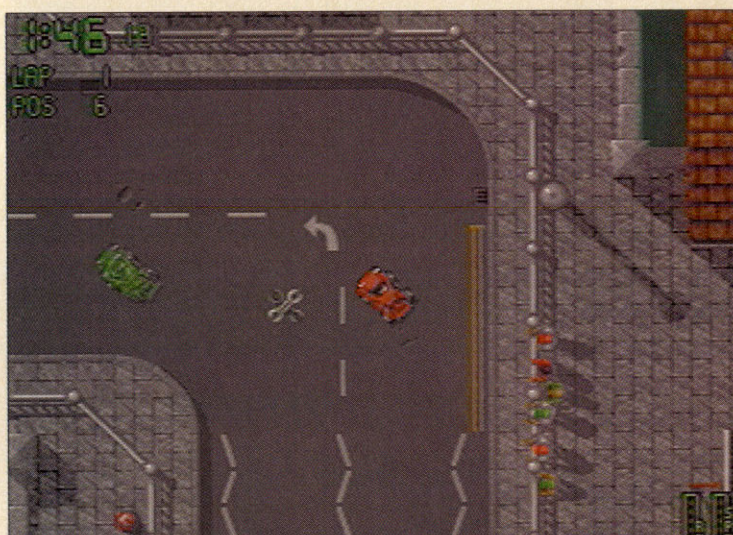
One of my main reservations with the game occurs when you're going full throttle. The car glides along the track and everything looks and feels fine but as soon as you get hit by another car or have a prang against a wall your momentum's reduced, which is correct but just to get the car back to speed seems like a long grind and everything appears to go out of sync. Now there is a reason for this. It appears that the cars have intelligent gears and so they must move through them in a slow methodical process, which sounds fine to me and although you may feel



Speeding round the streets of a big city. Not only do the relatively narrow roads make the course more tricky to negotiate, but large concrete constructions don't make for soft landings!



■ PUBLISHER : Kompa RT ■ PRICE : £ TBA
■ DEVELOPER : Arcane ■ OUT : August

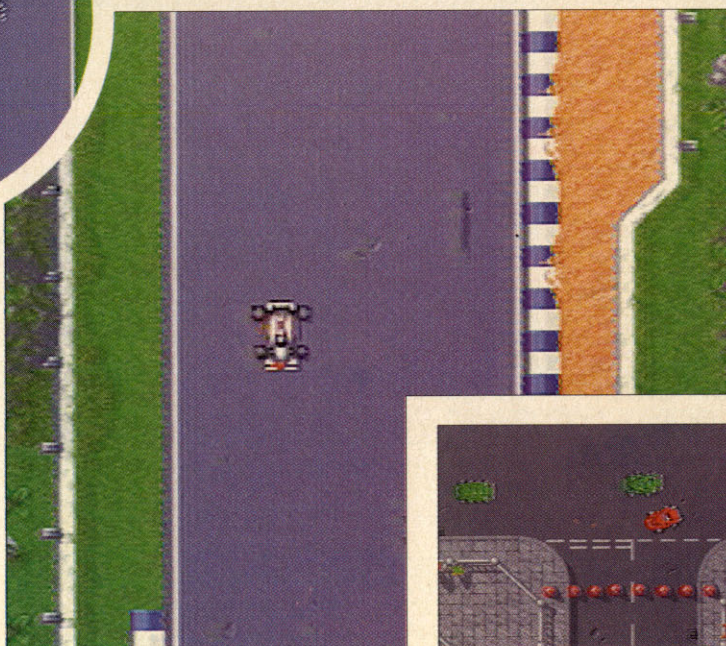


Collect that pile of spanners and stuff (by driving over it) to repair damage to the car. If the damage meter reaches maximum it's race over I'm afraid.

frustrated at this long delay before getting back to optimum power it does make sense to go through this laborious rigmarole. This last aspect was explained to me by Steve himself, so the essence of good and victorious winning is to take care and not go hell for leather around the tracks, but take it easy!

The clean look of the game is supplemented with smoke from the cars occasionally but there is no flying dirt or track interaction.

Through hail, wind or snow this all adds up to a great challenge. As



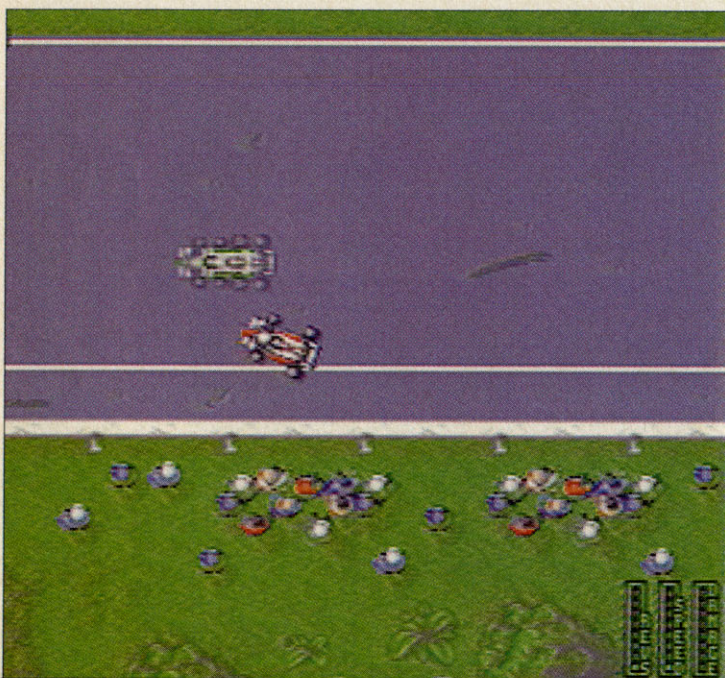
far as top down racing games go, especially on the Amiga, Arcane have squeezed the last dregs out of a game genre with its certain limitations.

Sound comes in a great cacophony of engines and rev noises to convey a good aural ambience.

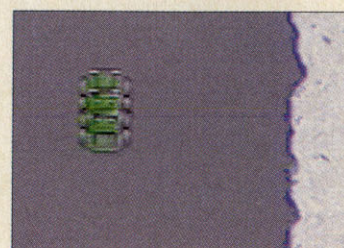
In total there are 25 races and continuing on will only be possible if you win or get a good position in a race to collect points, which will also allow you to soup up your car.

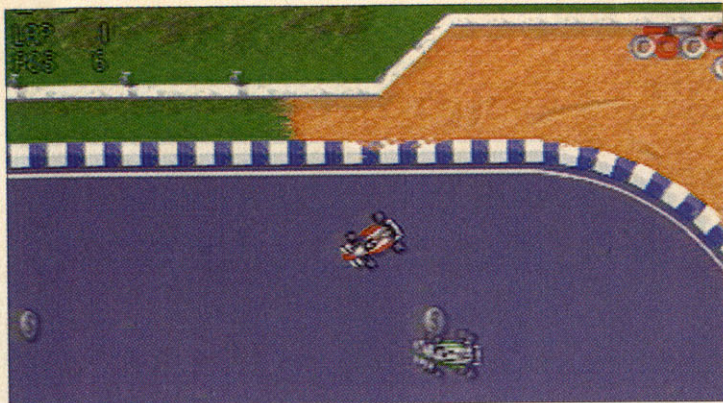
Time trials, practice races and challenges will give the game lots of variety to allow the player to get accustomed to the style, controls and objectives. Pickups on the track and onscreen information do not clutter up the view. A lot of time and attention has gone into *Trax* over the 2 years and the only pity is that Arcane will not get the praise they deserve as people aren't making their reputations on the Amiga these days!

So then, the verdict — nice looking, clever AI, interesting extras screens which add a touch of strategy to the game. The game is tough, mark my words, but at least you need to understand, learn and practise constantly which in turn adds longevity. Top stuff. ■ **MG**

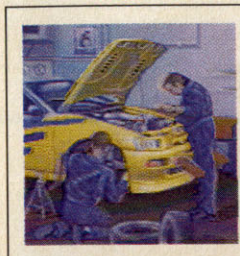


"Try to overtake me would you! Vell I am going to ram you off ze road cheeky English." Our reviewer contracts that new ailment of society, road rage, also known as 'a touch of the Schumachers'.

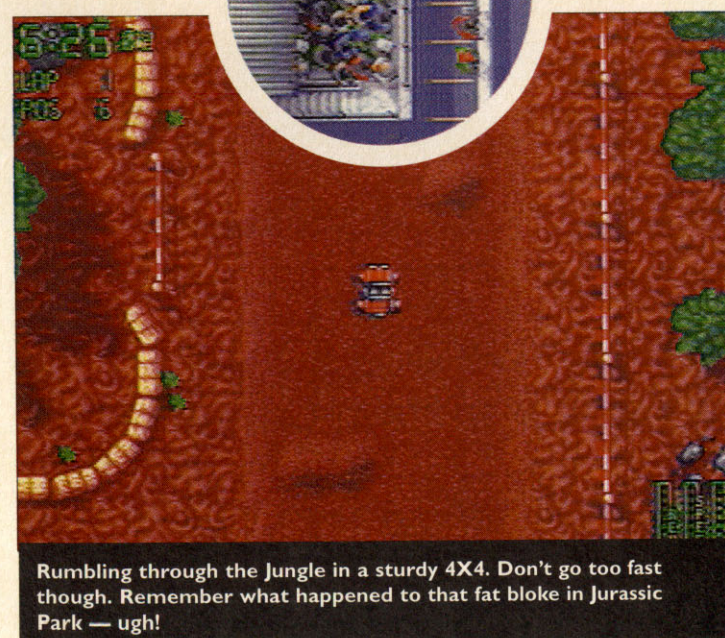
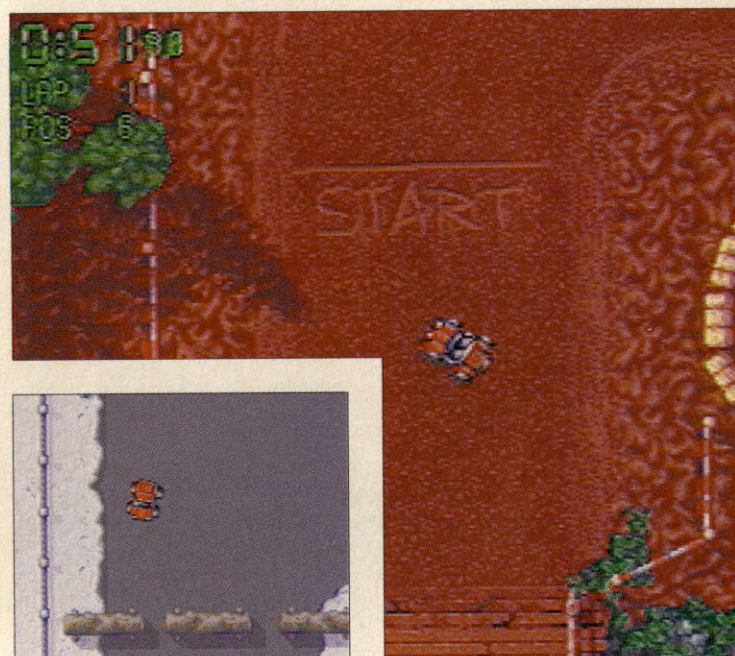




The hot 'n dusty desert holds no fear for the intrepid ACG reviewers... look out for the oil!



"Clever fusion of corners, twists, bends and straights; you can't afford to lose even a moment's concentration or you'll end up eating barrier"



Rumbling through the Jungle in a sturdy 4X4. Don't go too fast though. Remember what happened to that fat bloke in Jurassic Park — ugh!

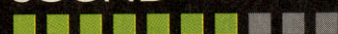
Profile

PLAYERS
I N/A
SKILL LEVELS
X
SAVE GAME
None
CD32 ENHANCED
X Nope!

GRAPHICS



SOUND



GAMEPLAY



PROS: Smooth scrolling and responsive controls make it an instant joy to play.

CONS: Perhaps it's a little too tricky for it's own good. The opponents buffet you and seem to accelerate away at the start.

91%

Doom, Doom, ruddy Doom! That's all you seem to hear these days. PC owners and the trade press alike are becoming about as interesting as a permanently looped recording of Timmy Mallet's party classics. Is Gloom going to be the game to shut their mouths for good?

For over two years, anyone self-respecting gamer and PC owner has been raving on about *Doom*, *Wolfenstein* and innumerable clones. These games were made possible when an American team called ID perfected a 3D engine, introducing a no-nonsense game with a third-person perspective and bags of blasting action. Since that memorable day, the only changes in the genre are the backdrops - some slicker routines giving better definition - and a few puzzles thrown in to make it more wholesome. However, these *Doom*-type games are still seek and destroy, pick up extra ammo, medical kits, maybe some food, grab a key and make it to the next level. Get shot too many times and it's back to the start.

Now, at long last, New Zealand, the country famous for... ermm, rugby and sheep, can boast of not one but two of the best Amiga coding teams in the world. With Acid bringing us *Skid Marks* and an assortment of top notch games, Black Magic - who share some of their personnel - have moved a step up in perfecting Amiga routines. To most, this is another *Doom* clone, but on the Amiga, hence the play on words - *Gloom*. To actually achieve such a mammoth task on this baby of a machine is a masterpiece of coding that most top programmers said was impossible. Quotes like 'The processor is too slow,' or 'You'll only be able to get one enemy on the screen at any one time' are dispelled as *Gloom* stands as a marvel of expertise. There's no two ways about it, and if Escom don't see the game for what it is - ie the ideal platform for their rumoured relaunched - then they're barmy!

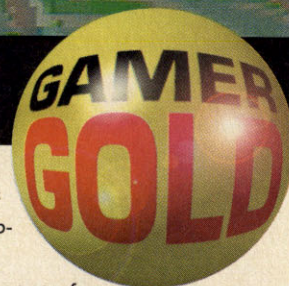


the game

First up comes the obligatory option screen, with a fine selection of choices. There's two-player split screen, a violence option so you can select either gory or not-so-gory and configuration controls for your CD32. I plumped for messy! The default screen is a small window, but you can turn it to full screen and speed things by messing with the resolution of the floor and ceiling to utilise every last



Softly softly we go. There's no use in just piling round corners unless you like the feeling of lead in your belly!



morsel of processing power. To be honest, it's too blocky in this mode so most of you will probably go for the default screen.

The game is mission-level based, and at the start of each sortie a picture screen with relevant information comes up. First, you're informed to simply watch out for ambushes which means there are plenty of surprises in store!

When entering the underworld, with its dark and sinister backdrops, you are engulfed by soldiers shooting from all angles. Initially you may be put off by the small window and pixelated graphics, but your eyes soon adjust as you notice the tremendous detail and become engrossed. By simply aligning your eyes at the enemy, the bullets rip through them and splatter on the ground in pieces galore. While wandering around, you must search for small glowing orbs that are extra ammo and health supplements.

Once you've wasted everyone, find a neon exit display and hey presto! You've completed the stage.

After the easy first section you're warned to avoid the skinheads. Hey man, as a former hippy, I'm going to make their lives hell!



The individual enemies found inhabiting the levels of 'Gloom' aren't likely to win any Brain of Britain contests but the sheer numbers will keep you more than occupied.

Gloom



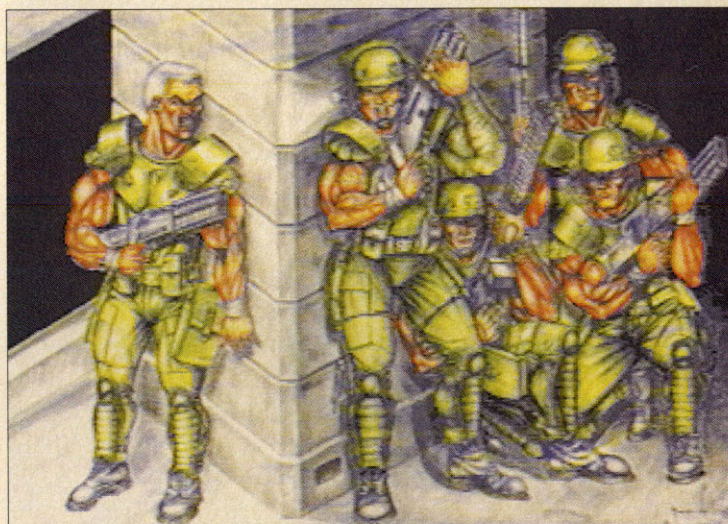
The gradual learning curve has been masterfully composed. The first three stages are fairly easy, but you soon have to face the music - when things get tough, it's time to sort out the men from the boys. Luckily you can pick up extra lives along the way, as the AI within the soldiers is pretty slick. They don't run straight at you and fire. Hiding behind walls, they occasionally pop up and try to pick you off. All very tactical. Just when you've littered the floor with limbs, gore and blood and all is quiet, you turn a corner and AAARRGGHH! - more bad guys!

Now, I could harp on about the many tactical ploys available and those of the enemy, but that would spoil your enjoyment. Needless to say, it's action, action, action.

Controls are yet again perfect, and superlatives are starting to run out! The screen update is pretty amazing. When you pivot around with the pad it works in unison, turn to the left and it moves without glitching. I'd go as far as to say the movement is as fast as anything I have seen on the PC bearing in mind the window size.

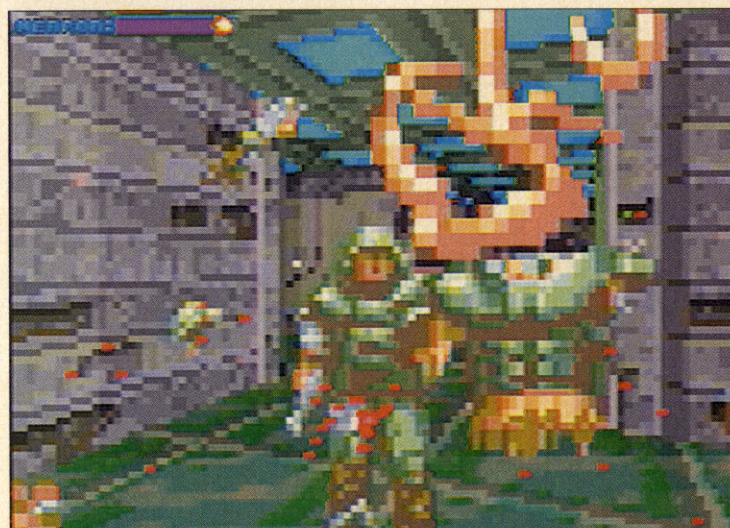


■ PUBLISHER : Black Magic ■ PRICE : £29.99
■ DEVELOPER : In-house ■ OUT : Soon



If you like action games, with some strategic planning, then *Gloom* is the business. *Gloom* was compiled with Blitz Basic, another programme coded by these clever guys and sound, graphics and sprite detection are spot on. I'm not demeaning the 32 in any way, but if Black Magic can achieve such a high standard of coding on the Amiga then God knows what's possible on the PC or new generation machines.

Gloom will brighten up anyone's day with its gung-ho action, atmospheric setting and, above all, totally addictive gameplay! This is the bee's knees. Miss it at your peril! ■ DDF



Have that, slimy bad guy! *Gloom* features some of the most over the top violence you're ever likely to see in a game. Especially 'messy' mode in which entrails soon cover the floors.



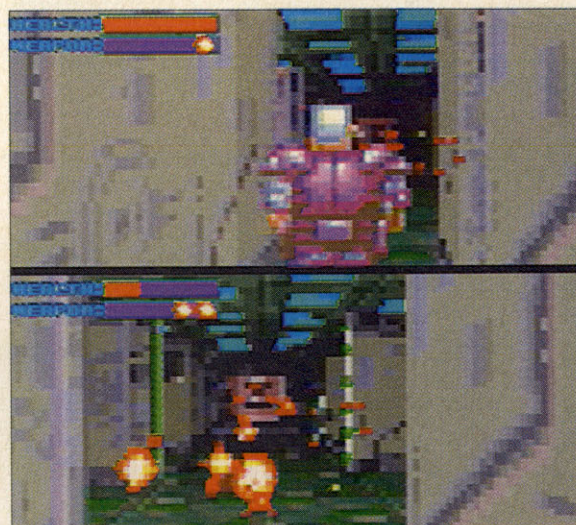
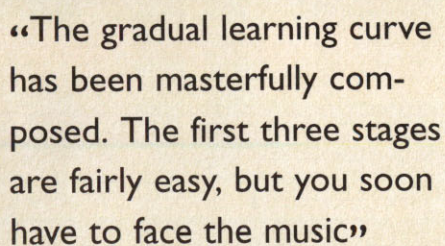
Back off mate, or I'll blow that cheeky smile right off ya face. Hang on. It looks like some bugger's shot his face off his head already. Well, I can't see what's so funny about that.



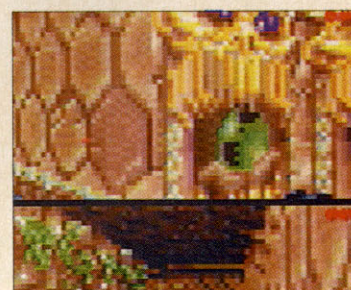
Erk! It looks like the time for reasoning is over. If words fail you you can usually get a result with an AK47 shoved up your adversary's right nostril.



The very narrow corridors will be the death of many players. Not only do they afford little or no cover, but you don't have much room to take evasive action either. Brown trousers time in fact!



Wahay — simulataneous two-playet mode. That purple bloke in player-one's viewing window is actually player two. Go on, give him a few rounds up the bum, chuckle.



Profile

1-2	
N/A	
X	
X	

**PLAYERS
SKILL LEVELS
SAVE GAME**
None
CD32 ENHANCED
Nope!

GRAPHICS

SOUND

GAMEPLAY

PROS: Smooth scrolling even when using the larger screen sizes — on lower-resolutions it's silky.

CONS: You could conceivably get bored of just wandering about killing things but that's just sad on you!

92%

CD review

This is a journey into space. So says the fellow with the immeasurably deep voice on the intro screen. So off you go into the sprawling blackness of the heavens — the world of *Exile* awaits you. The question is, is it worth the trip or would you better off staying him with a mug of cocoa and a copy of the *Angling Times*?

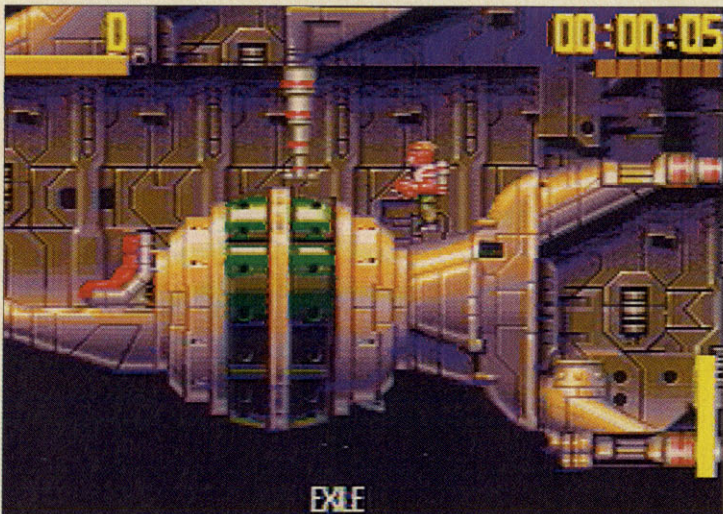
O've heard of belated appearances, but this is verging on the preposterous! *Exile* finally makes its appearance on the CD32 about five years after it originally appeared on the humble but fondly remembered C64.

So why this one? Audiogenic have quite a back catalogue so why choose this over any of the others? Considering the amount of time the CD version has taken in development it's obvious this wasn't a quick port across in the hope of making a few quid for doing nothing.

Could it be *Exile* is a classic style mix of arcade action and puzzle solving? It's a timeless sort of game which wouldn't look out of place anywhere in the annals of computer history. A point proven. The graphics have changed from the 8-bit versions. Now we have AGA colour and parallax backgrounds but these you hardly notice as you become embroiled in the game. There's just too many places to search and things to do to be bothering with poncing around admiring the scenery.

Before we go on certain other questions need to be addressed. For instance why is our hero in amongst this particular scenery in the first place? Oo 'eck, I think I feel a plot coming on...

You're a battle-hardened veteran of the Columbus Force. A highly trained combat outfit designed to facilitate the quick and safe colonization of new worlds as man's reach extends deeper and deeper into the dark recesses of the cosmos. The taming of new worlds is a dangerous game. The denizens there on frequently take a dislike to the trespassers on their terrestrial homes so it's the Columbus Force who clear the area and set up the first colony, soon to be followed by the general populous. As it happens you were just on your

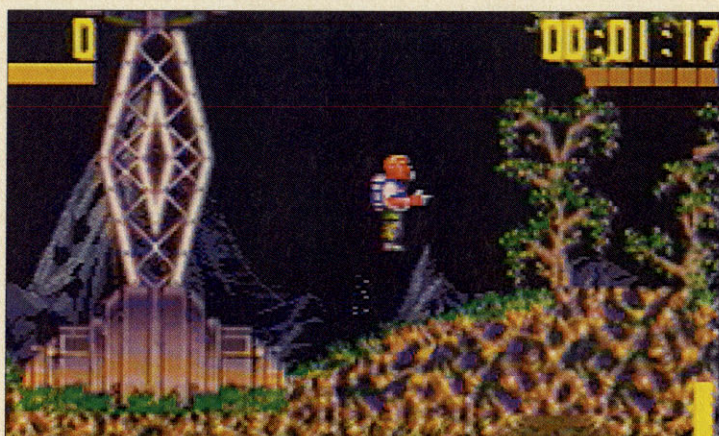
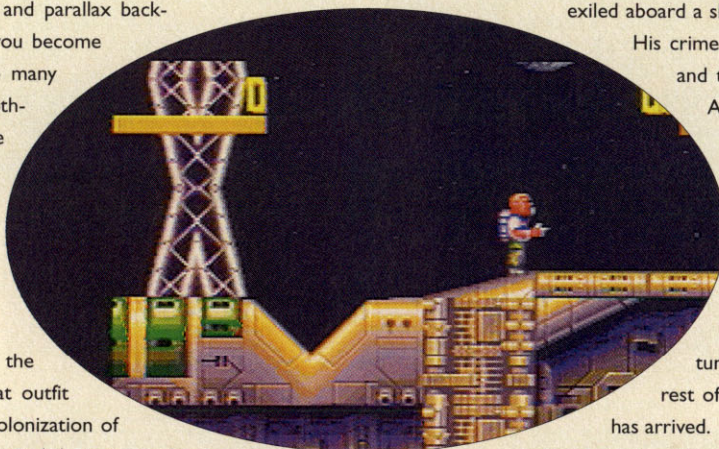


way back from a spot of intergalactic adventuring yourself and looking forward to a nice bath when your radio picked up an SOS from another Columbus Force unit in trouble. It turns out the planet they had claimed in the name of the human race was in fact the domain of the evil Triax. Triax was an evil genetic surgeon exiled aboard a ship to drift in space for the rest of his days.

His crimes — tampering with hapless human victims and turning them into ruthless killing machines.

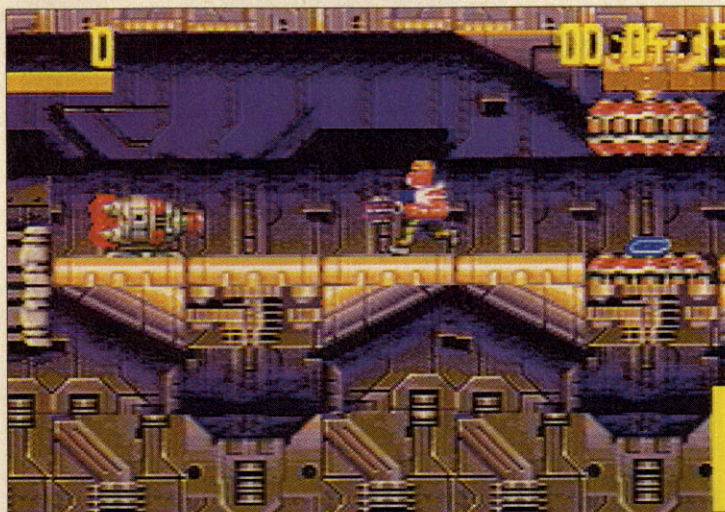
Apparently Triax's ship crashed here over 100 years ago. However, evil though he was/is, Triax is also a brilliant scientist and learned how to curb the aging process so at 150 he looks not a day over 40. He's been patiently building a factory producing deadly maggot like creatures ever since. Waiting for his opportunity to unleash his horrible creations on the rest of the Universe. Now, perhaps that moment has arrived.

The Columbus Force landed their ship, the *Pericles*, and dismantled parts of it to use in the construction of the new base. Normal procedure in the initial colonisation process. Unfortunately they were unaware of the evil they had unwittingly aroused and with the *Pericles* in pieces their only means of escape was gone.



A slight tap of thrust button is all it takes to get our jetpack-iode hero soaring towards the heavens. Just make sure there are no nasty overhanging rocks, okay!

Exile



Aha! The fearless and intrepid explorer spies what can only be described as a 'bloody big' gun. That should give him the edge over those pesky blue bottles!

Of course being the square jawed, rough 'n tumble yet immaculately coiffured hero you are you couldn't sit by and let that distress signal go so of you go to save your comrades and give that Triax a good biffing into the bargain.

No sooner had you penetrated the Atmosphere of this new world and put your ship into a static hover a couple of hundred feet above the surface than Triax materialised in the control room and swiped the all important Destinator. This is a vital component without which spacecraft are unable to function. Before you were able to react Triax zapped away again leaving you stranded with only one course of action left open to you. And this is where the game begins.

You begin the game equipped with nothing but a basic jetpack. Apparently you lost most of your gear during your previous adventure. So first off some exploration is in order to kit yourself out for the job in hand. Your initial problem is the spaceship door seems to be jammed closed. Luckily a quick scan of the surrounding area reveals a switch in the wall. Flick it to switch off the door lock and away you go.

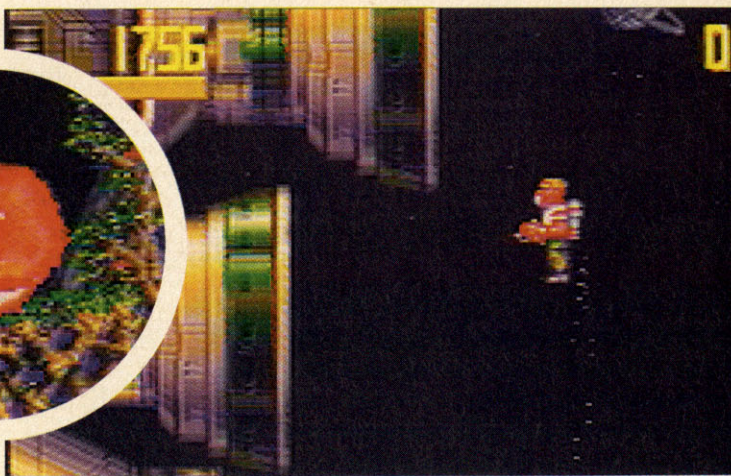
The first thing you notice is the heavy inertia on the character. I mean HEAVY! For the first ten minutes you'll find yourself zooming around out of control. The

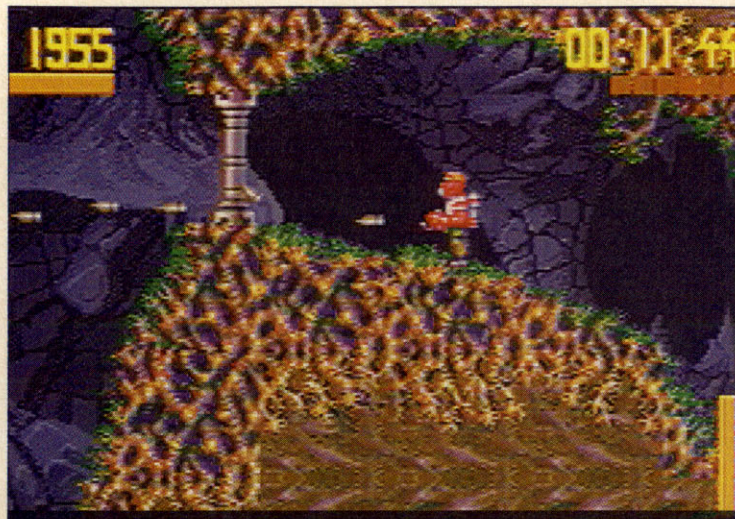
PUBLISHER : Audiogenic PRICE : £TBA
DEVELOPER : In-house OUT : TBA



secret is to use quick little bursts of thrust instead of long burns which are too uncontrollable. Even when you do start to get more comfortable with the controls it remains difficult to manoeuvre in tight areas or to line yourself up with hatches. Occasionally if you run into a hoard of baddies you'll find yourself buffeted hither and thither and there's very little you can do about it! If you have a low frustration threshold you'll be screaming with annoyance. Collecting objects can also be irksome at times. If you walk into a collectable, instead of just passing over it you end up nudging it forward, sometimes into a ravine where it may well become lost. It's not generally a major problem but it does prove annoying at times. An excellent idea though is the teleporter. You can use this to remember a certain location which you can teleport back to should you get into difficulty. Even more useful though, when you die you return to the last point 'remembered'. Just like an infinite supply of restart points.

Progress reveals various weapons, a jetpack booster and stuff. Loads of other gubbins can be had also. Some items must be used in the correct place to work.



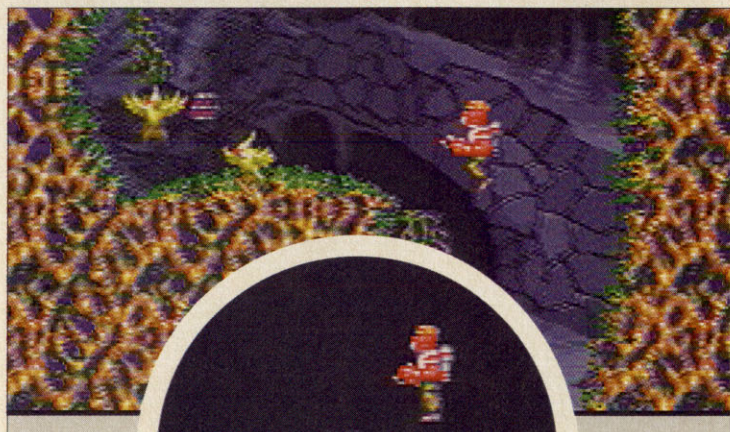
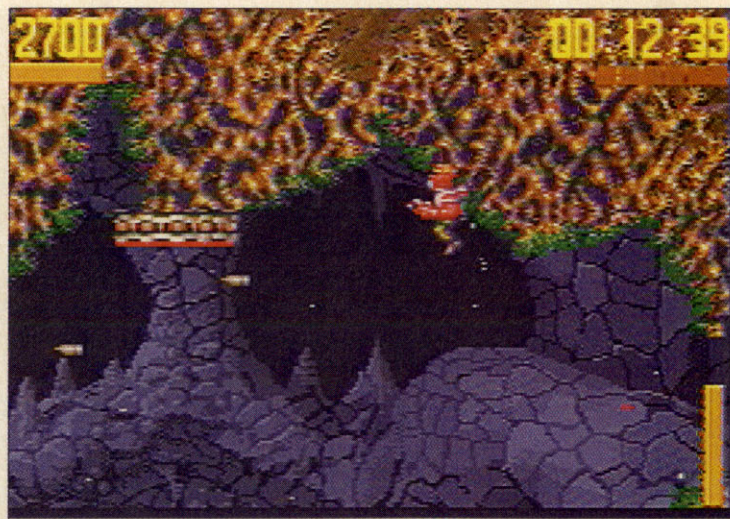


You can't do much until you've found the pistol. Well, except die a lot I suppose. Anyway, now we've got some firepower let's see how quickly we can waste all the ammo. Good one!

Others can be used in a variety of ways. For instance grenades could be used to blast baddies or blow out doors.

Exile offers a huge and lasting challenge, there's no doubt about that. The play area is massive and requires a lot of exploration. Many of the problems have more than one solution which gives proceeding less of a linear feel. You actually feel like you've done something for yourself rather than what the program required of you.

Though there's plenty of action involved the key here is plenty of patience and perseverance. Apparently Audiogenic are getting phone calls from people after tips who bought the game three or four years ago so you can be assured you won't waltz through it in the first afternoon, or month for that matter. As I said before though, the teleportation system means you're not sent back to the start should you make silly mistake so completion remains a challenge rather than a painful chore. There's an immense feeling of satisfaction each time you conquer a new problem. That said it is I feel a love it or loathe it affair. If you're prone to tantrums when things start to get on top of you I'd advise you steer clear. If on the other hand you want a game to keep you going for many a long night this is undoubtedly the answer to your pleas. ■ MG



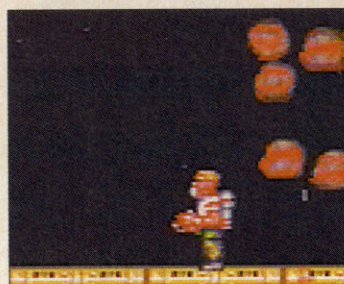
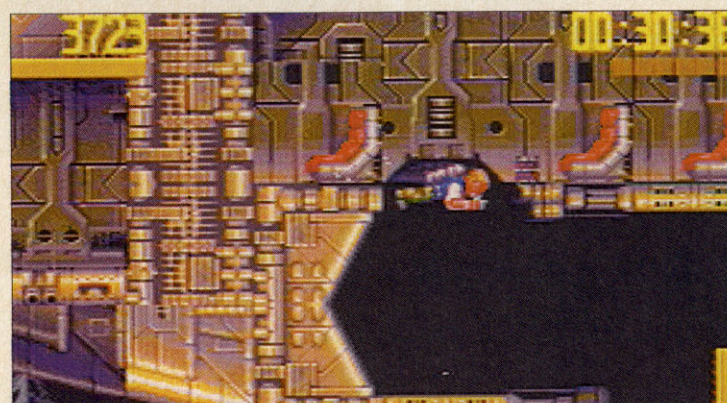
What divine little frogs



"It's a timeless sort of game which wouldn't look out of place anywhere in the annals of computer history"



In the event of a meteorite shower rapidly alternate one foot in front of the other while maintaining a steady swinging motion with the arms. In other words run like buggery!



Profile

PLAYER SKILL LEVEL
SAVE GAME
None
✓ CD32 ENHANCED
CD Sound

GRAPHICS

SOUND

GAMEPLAY

PROS: A huge world packed with nasties and problems ensure many hours of enjoyment will be gained for a modest cash outlay.

CONS: Control sometime seems over-tricky with inertia on the main sprite. Level layouts can also be confusing without serious exploration.

89%

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CD32

G A M E R

PLAYING TIPS

No sooner are one month's tips complete than the next are begun. It's a good job we all like like playing games around here, otherwise this job would be a right pain. Just take *Tower Assault* for instance. It ain't easy trudging around acres of heavily defended mine fields with a weighty machine gun to lug along. That kind of thing takes dedication, especially to find those secret bits.

CD32 TIPS INDEX



46 TOWER ASSAULT

tips
Where to find all those goodies you've heard so much about.



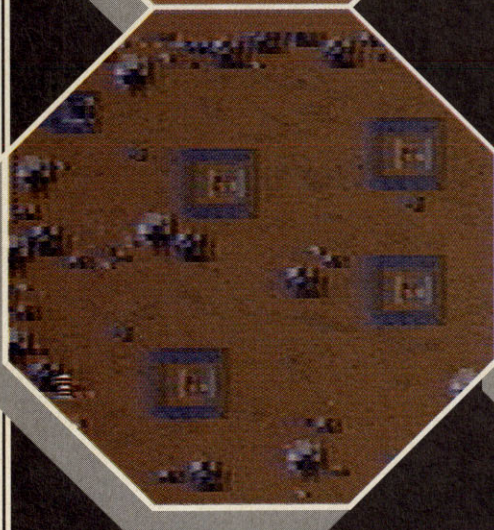
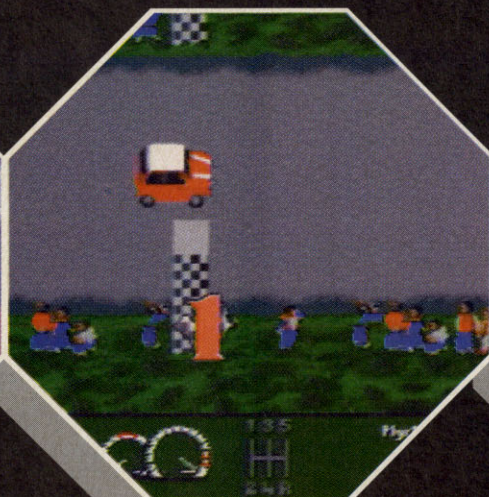
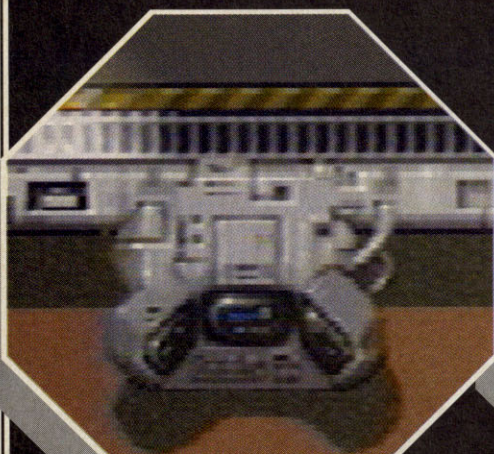
50 POWER DRIVE

general tips
Damon Hill move over as Team CD32 Gamer takes to the tracks in style.



54 MINI TIPS

Yet more merri-ment with those cheeky fellows proving once and for all that size doesn't matter!



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Man the Myth • Electric File 2 (rated 18) • Blue note - Too Hot for MTV (rated
18) • Daffy Duck and Friends • Pin Up Girls (rated 18) • Enjoying Sex (rated 18)
• Turkish Delight (rated 18) • History of the World Cup •

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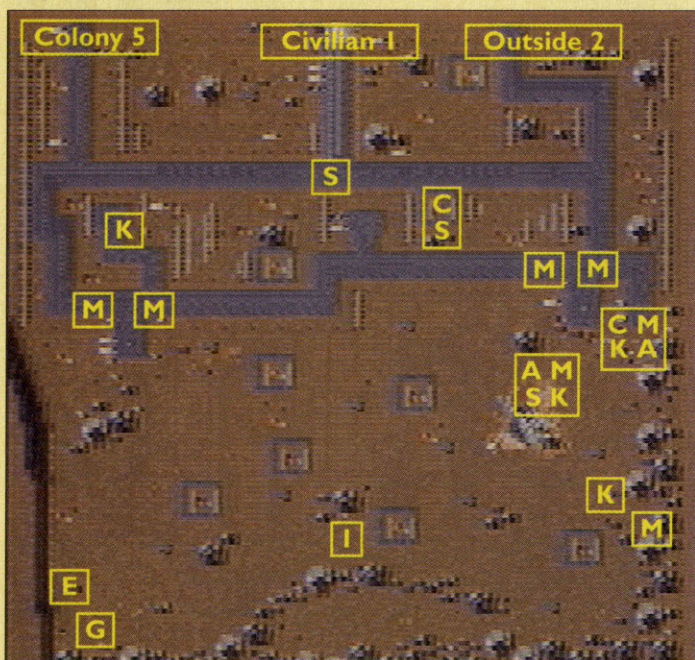
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Tower Assault

General Tips

We gave you some handy general hints on this spectacularly gory outing a couple of issues back, so this month we've decided to reveal the locations of those goodies. Here are the first few sectors. More next time!

OUTSIDE ... SECTOR 1



A —
AMMO



I —
INVINCIBILITY

M —
MED KIT



E —
EXTRA LIFE

K —
KEY CARD



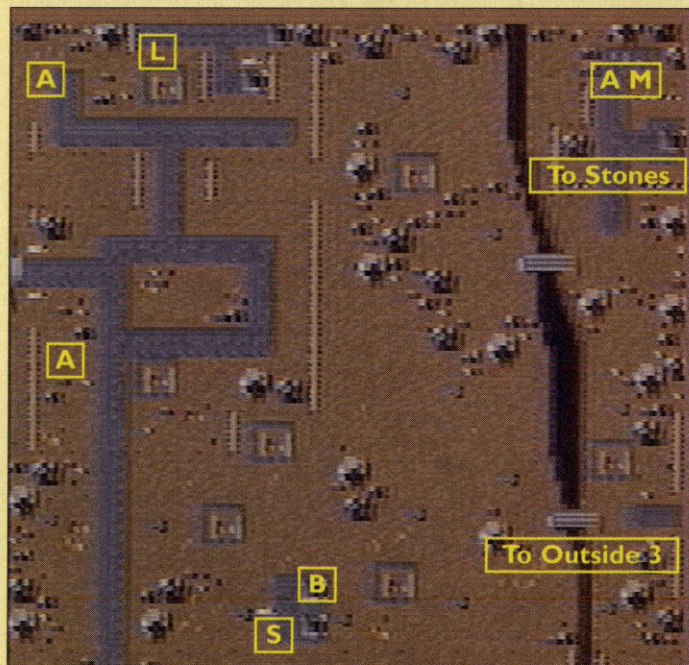
G —
GOLD CREDIT

S —
SMART CARD



C —
SCANNER

OUTSIDE ... SECTOR 2



B —
ENTRANCE TO
SECRET BIT

S —
SMART CARD



M —
MED KIT



A —
AMMO



L —
SPECIAL KEY

OUTSIDE ... SECTOR 3



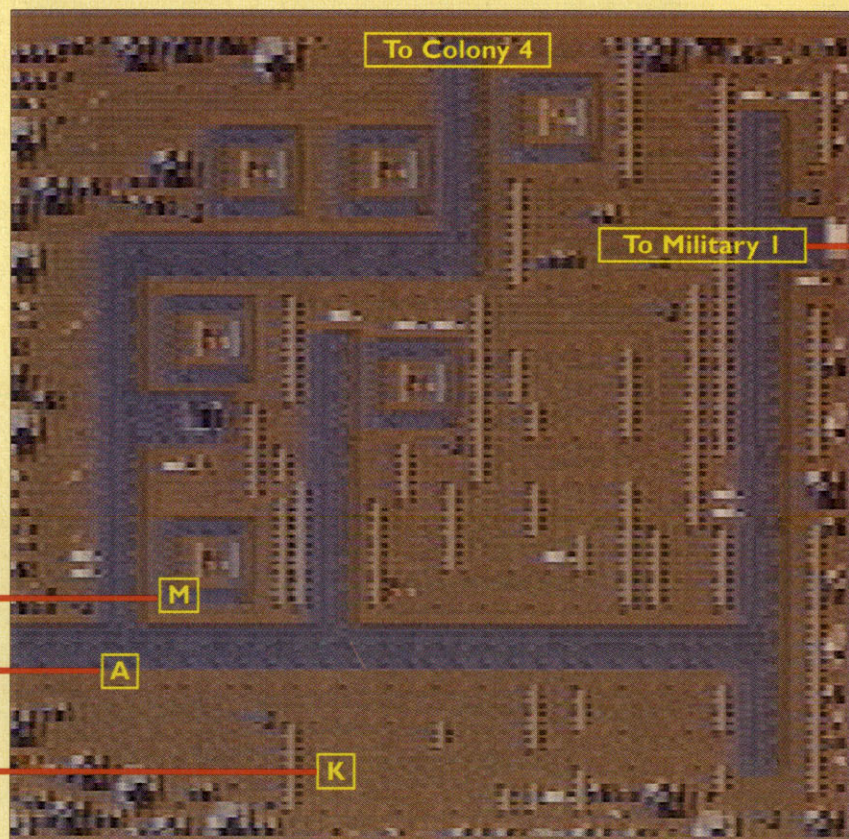
MED KIT



AMMO



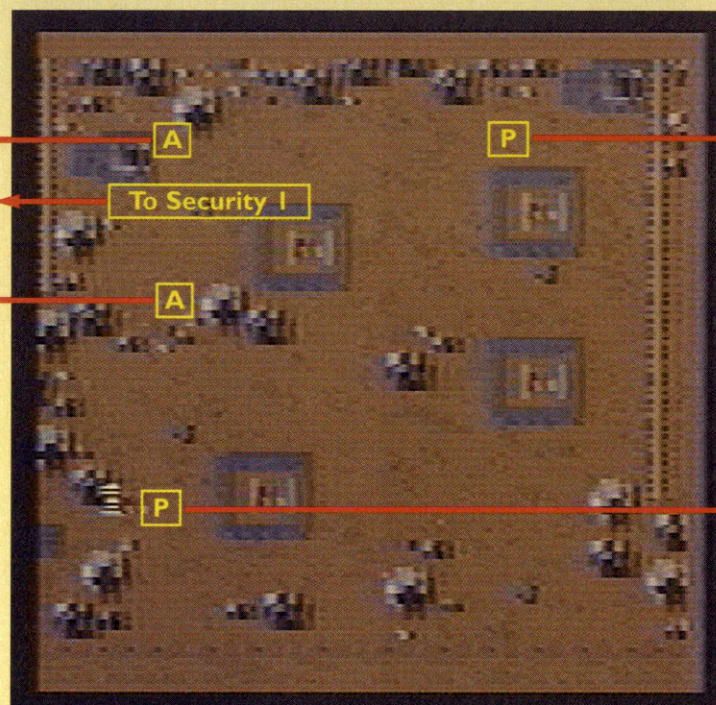
KEY CARD



COLONY ... SECTOR 3



AMMO



MAP

COLONY ... SECTOR 4



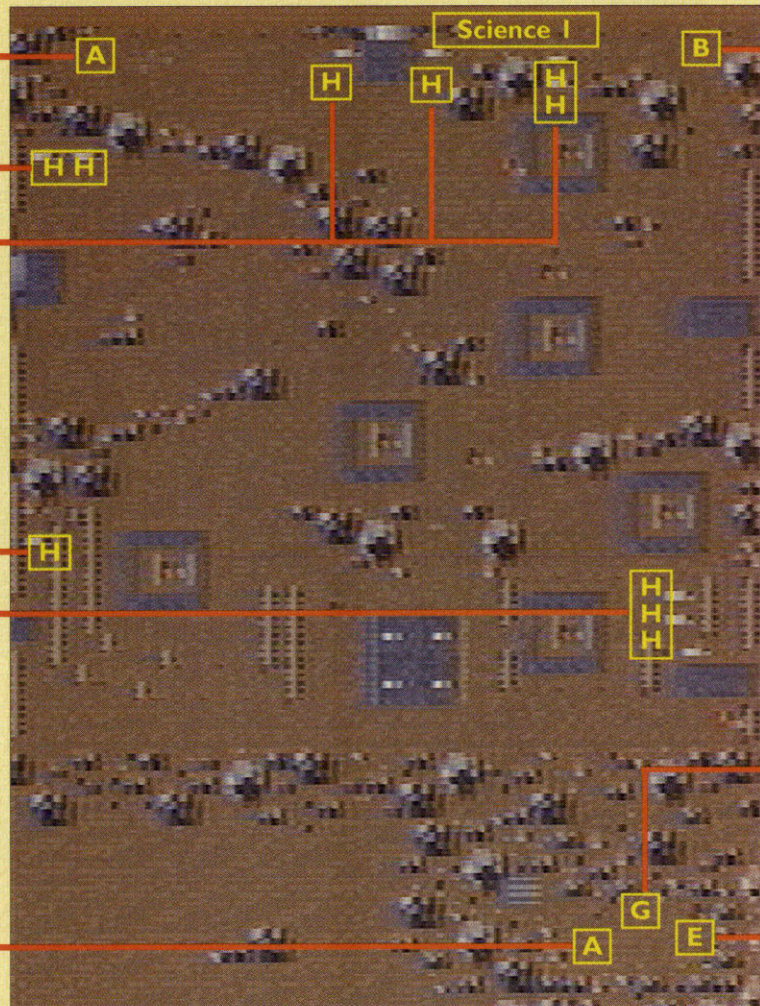
AMMO



GENERATOR



AMMO



GOLD CREDITS



LIFE

COLONY ... SECTOR 5



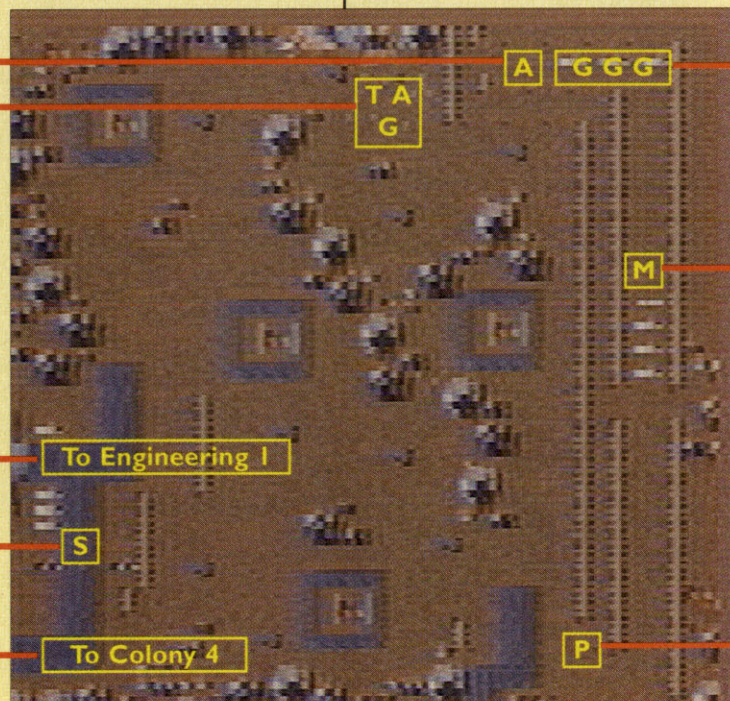
AMMO



TRI-LAZER



SMART CARD



GOLD CREDITS

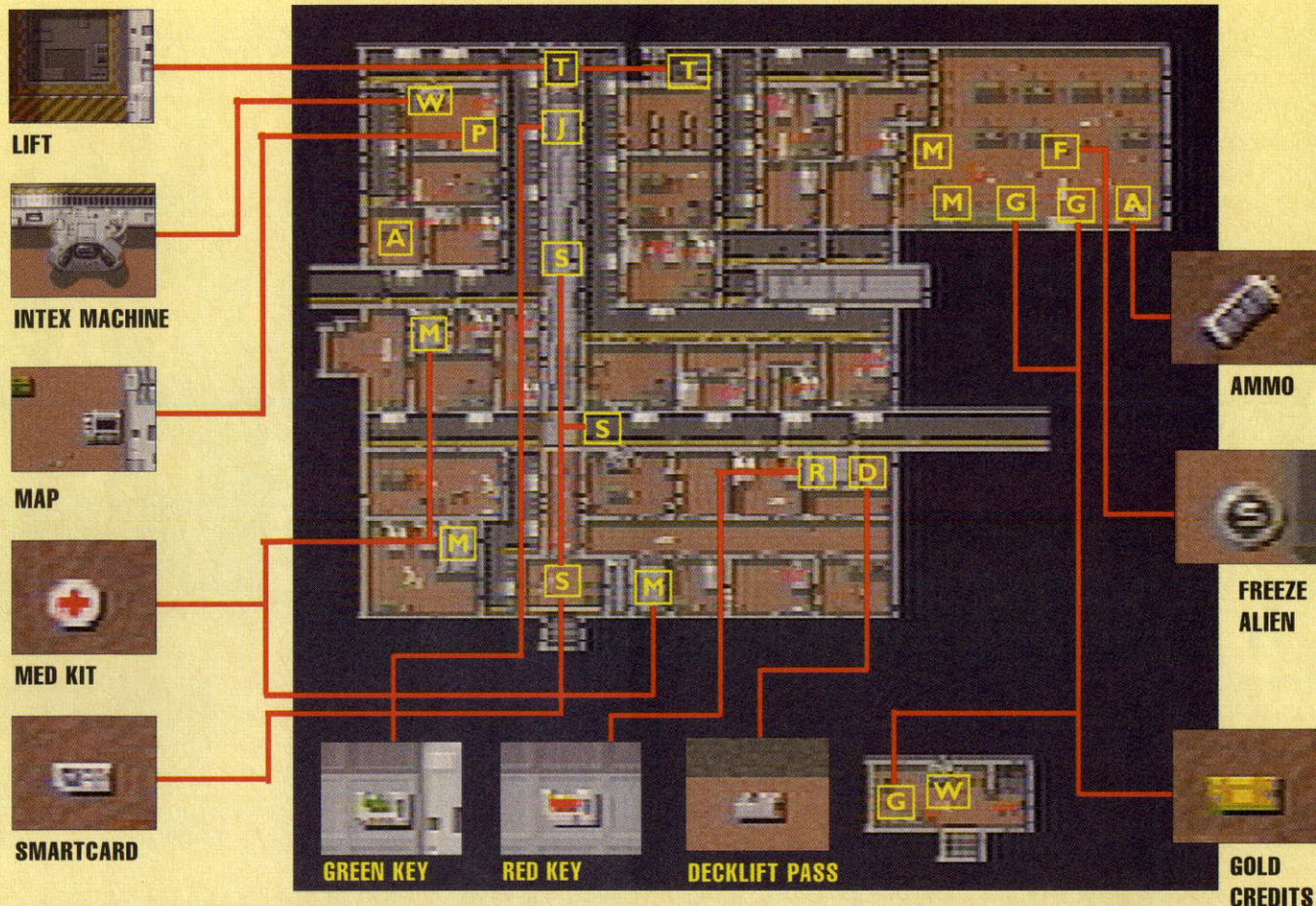


MED KIT

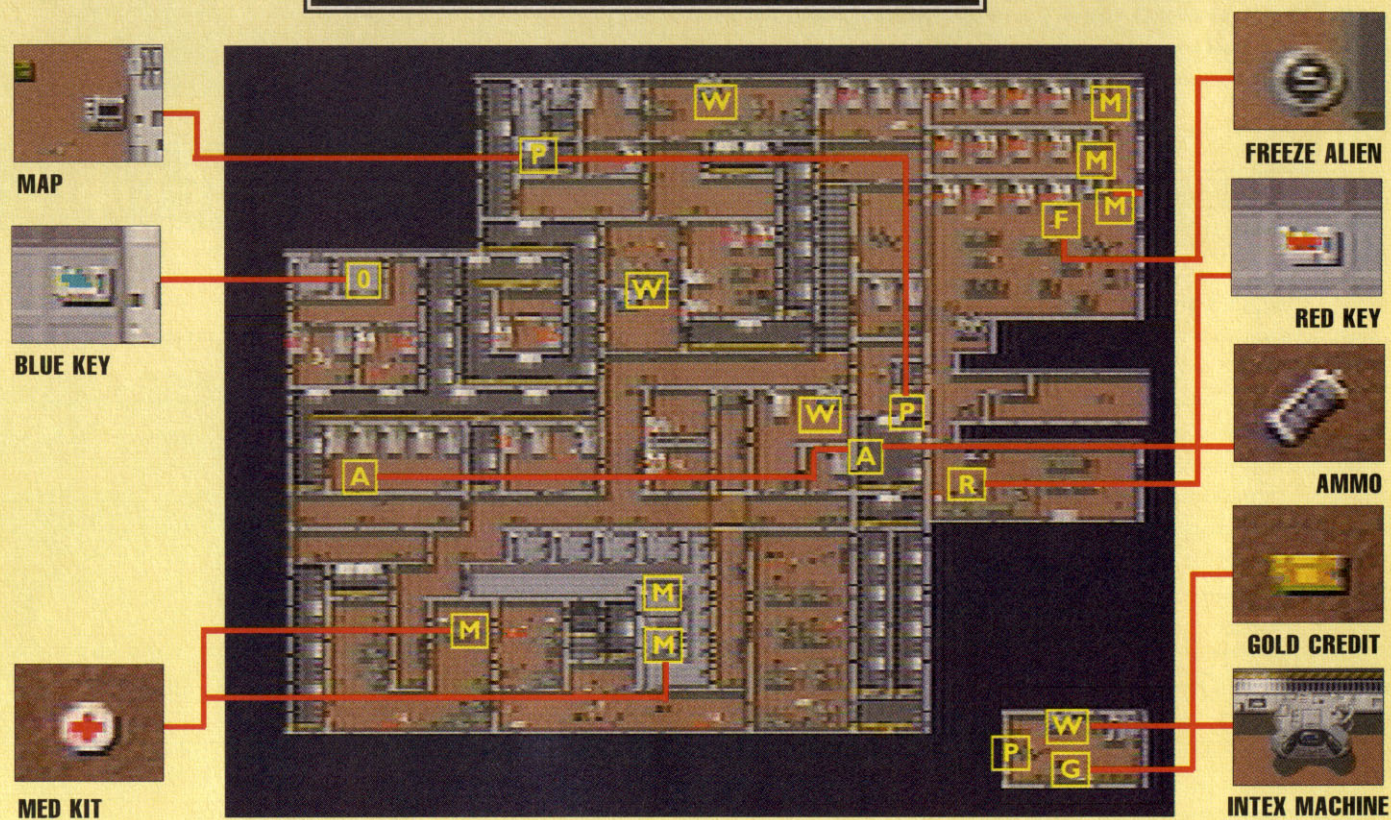


MAP

CIVILIAN ... SECTOR 1



CIVILIAN ... SECTOR 2



You may have noticed this 'un reviewed last issue when Jon didn't reckon it was up to

much. Sure it's not up to the standards of ATR or Super Skidmarks but it's kept a few office bods happy over the lunchtimes since. So we decided to let John do the tips just to make sure he really did get down and had a good play. Off you go John, and no stalling (snigger).

Power Drive

General Tips

■ PUBLISHER : US Gold ■ PRICE : £29.99
■ DEVELOPER : Rage ■ OUT : Now

Before we get down to the essence of the game, the driving, a few wise words of advice are in order. You start off with a measly £28000, which is just enough to get you a Mini Cooper, or Fiat Cinquecento. These are perfect for the early rounds, but by the time you get to the third and fourth stages, the qualification times will be getting faster. This is when you need to buy a Vauxhall Astra, or Renault Clio, but will you have the money?

Money can be made in three ways; first there's qualification. Each course has a qualification time the player must finish inside in order to progress to the next track. There are qualification bonuses for success ranging from £2000, to £6000.

Secondly, there's another cash bonus for breaking track records. Getting a few of these is almost essential if you're gonna be able to afford a new car.

Lastly there's the cash pick-ups that litter the streets. Each bundle of money that you drive over adds another £250 to your kitty.

Also littered around each course, you can pick-up speed boosts and clock-stops. These always come in handy, but especially if you're going for a track record. Quite often it's impossible to beat a track record without finding a few of these.

CARS

FIAT CINQUECENTO :

Good acceleration and a top speed in excess of 105mph make this a good buy for the early rounds. It's resilience and reliability also make it a good choice. Unfortunately, at £27000 it's a bit expensive and if you don't qualify for the first course your game is over before it even begins.

MINI COOPER : Not as fast as the Fiat, but boasts better acceleration. At £25000 it's also cheap but it's let down by it's weak frame and unreliability.



VAUXHALL ASTRA : The best car of the lot, the Vauxhall has it all. Acceleration, good top speed, reliability, a strong frame that prevents damage. The only weakness might be its poor handling at corners, but who cares? You'll be flying anyway.



RENAULT CLIO : Middle of the road job, with average speed and acceleration. It's main strength lies in its handling which is second to none. For tight, twisting corners this is your car.



TRACK 1 : MONTE CARLO

Entrance Fee: £1000

Track Record 0:43:12

Well, what better place to start than the sunny streets of Monte Carlo. Mark the ex-ed and a notorious gambler would be well at home here.

Racing around the golden paved streets of Europe's richest city, our little Fiats and Minis look slightly outta place matched against the glamour and riches of Formula One. Still you have to start somewhere.

As you'd expect the first track is nice and

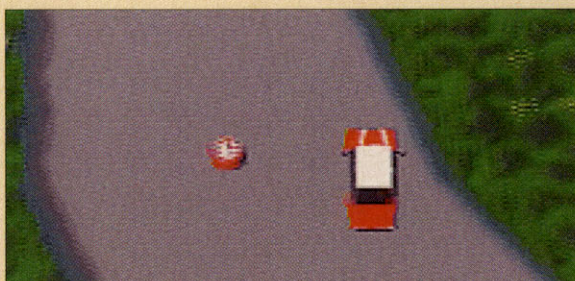




simple, gently coaxing you into the game with plenty of long straights and wide bends. If you take this course nice and steadily, you should have no problem beating the qualifying time of 1:30:00 and without any damage.

If you're feeling adventurous, the best time can be beaten, but you risk damaging your car. The only way to beat the best time is to pick up the speed boost on the second long straight and the stop clock bonus, just ahead of this at the next bend.

One thing to watch out for on this track is the bends. They're so wide that you can easily end up ahead of yourself, turning before you should and going straight into the hedge.



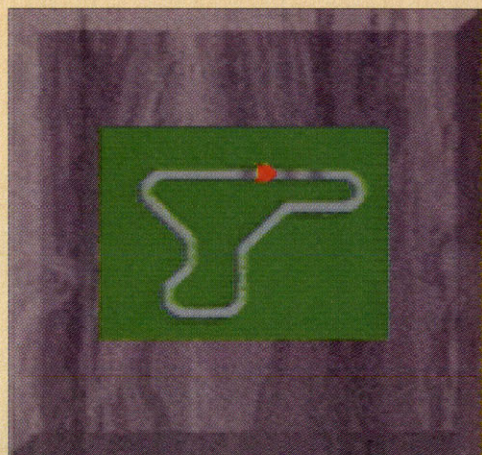
TRACK 2

Entrance Fee: £1000

Course record: 1:42:37

Qualifying on this track shouldn't be a problem for anyone. The 3:00:00 time limit should be well within everyone's reach. Unfortunately, beating the course record is almost outta the question, only a perfect race will do it.

If you don't think you can beat the course record and get the £2500 bonus, the important thing is just to take your time and make sure you don't sustain any damage. After all, there's no point tearing around in 2 minutes and having to fork out £1000 in repairs, when you can do the course in 3 minutes and not have any damage.



This circular track is a bit more challenging than the first, with some tricky 180 degree bends. Go into these high and take them late and you should be able to get round in one sweeping movement. Watch out for the hairpin bend just after the start as well, you can risk taking it at full speed, but generally, you're better off slowing down and taking it at half speed.

There's one or two things to look out for, like the speed boost just after the start, but the only thing really worth getting is the bundles of dosh that line the track. Worth £250 each, they'll provide a valuable boost to your funds.



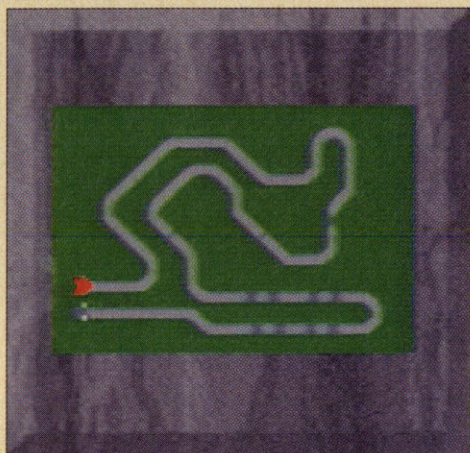
TRACK 3 : NIGHT STAGE

Entrance Fee: £1000

Course record: 0:53:06

Racing on your own again, this night-time speed trial provides the biggest challenge yet. Not really surprising, seeing as we're only three tracks into the game, but still. Before you start the race, if you've any damage to your spotlights, fix it! You'll need them in this race and the more damaged they are, the dimmer they are.

There's nothing too frightening about the course. The track is nice and wide, the bends aren't too tight, so the course record is well within reach, but



you have to be extra vigilant for the essential speed boost and stop clock. They appear about half way around the track. If you can pick 'em up, you're in with a chance for the £2500 cash bonus.

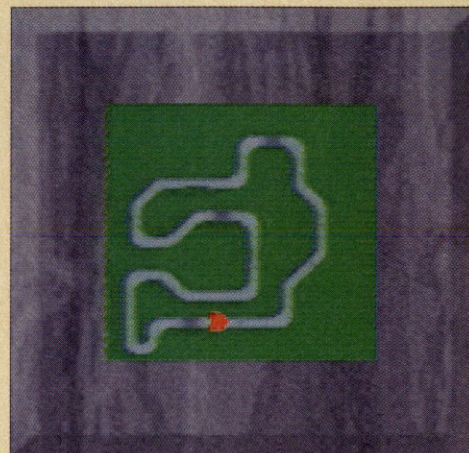
Again, if you're not going for the record, take your time. With 1 min 30 secs to do the track, it's not worth speeding around, doing loads of damage, when you can take your time and be careful.

TRACK 4

Entrance fee: £1000

Course record: 2:47:04

Four laps of a winding, twisting track, mean this course requires some skillful handling of the car if you're to keep it in one piece. The best thing to do is burn down the straights, and hand brake turn the viciously tight corners. Unlike other tracks so far, the corners on this one are quite tight, almost hairpin, and you really have to throw the car around if you're to stay on the track. Be careful though, it's so easy to oversteer that you could find yourself going almost around in a circle.



The track record on this course is difficult to beat, however if you can keep up with, or even beat the computer car, you should be on for a record busting time. Easier said than done though, any slight deviation of the track and you'll have lost too much time to do it.



To be able to get the top time, you'll also have to pick up the speed boost and stop clock. The speed boost comes up just after the start and gives you a useful head start on the CPU car, whilst the stop clock comes up at about half way around the second circuit. Watch out for the speed boost though, it comes right at the bend, so if you're not quick with the steering you just go straight off the track and do considerable damage to your car.



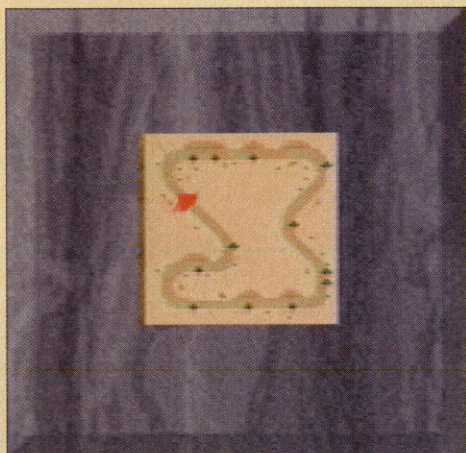
TRACK 5 : KENYA

Entrance Fee: £1500

Course record 1:50:82

After the glitz and glamour mingling with the high life in Monte Carlo, it's on to the dusty, winding roads of Kenya. On these hot, desert tracks, the loose sand makes turning corners that little bit harder. The car has slightly less grip than on the tarmac and skids around. This can cause a few problems with the tight corners and narrow tracks, but just ease off the gas when you come to a nasty bend and let the car slide round.

The Kenyan tracks are littered with more money than most, so make sure you pick up those valuable piles of notes. Also look out for the speed boost, unless you're going for the course record it's best left alone. All it does is throw you at a corner at a ridiculous speed and you'll have great difficulty controlling the car.



FUNDS
\$5688
COST
\$1045

VEHICLE COMPONENT CHECK		
ENGINE DAMAGE	11%	REPAIR
TYRE DAMAGE	14%	REPAIR
SHOCK DAMAGE	11%	REPAIR
GEARTRAIN DAMAGE	14%	REPAIR
SPOTLIGHT DAMAGE	14%	REPAIR
EXIT		

TRACK 6

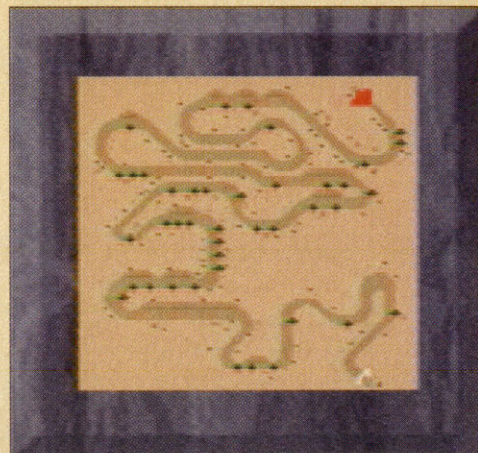
Entrance Fee: £1500

Course record: 1:33:56

After the thrills and spills of the last race, it's time for a tortuous time trial. This one's a lot harder than any before and with only 2:14:00 to complete it in, it's probably the hardest challenge yet. Anyone who can break the course record is a bloody genius.

There's tons of tight, tricky turns to negotiate and the track is extremely narrow meaning you have to find near enough the perfect line around the corners or you end up running of the track.

The thing to do is ease off the gas as you go into the bend and try and skid around 'em. If you think you are going to run off the track and hit the side of the road, try and turn the car so that you collide with the side of the car and not the front. If you hit anything with the front of the car you cause engine damage which is effing expensive to repair.



Something else to watch out for are the police cones lining the edge of the track. Each time you hit one of these time is added on to your score. Obviously if you hit too many you're not going to get around the track in the qualified time. ■

890.88
+0:36.24
1:33.56

135
248
2:14

BENEFACTOR

Patrick Bayliss and mate David 'Mad' Magee from north of the border (och-aye the noo, haggis, bagpipes etc) have nicely compiled this bumper bundle of *Benefactor* codes.

The Underworld

Level	Code
2	3213J2HPQL
3	3MQL4PSNQR
4	ORB1BBB1BB
5	3LQLF4PK2N
6	1NQDLQV3QV
7	3BQPR3P4QH
8	3MQQM5MM3Q
9	Q5J2L3LGNK
10	6KB3MKFMQK



Tomb of Egypt

Level	Code
11	G2B342DKQG
12	1VQ23JPDH3
13	QPHDJSKGMV
14	3NQQ5VMMQR
15	6NB3PNCJQ4
16	MGQTHNJMI G
17	M51MD2C4FG
18	2MQ3NQTLQT
19	5CJ34GLKQ3



The Treetop Rescue

Level	Code
20	MJ3QFNFNCK
21	5PHHFSGG2R
22	MD1M3D35QL
23	MHQTR4PSQN
24	5QB2F1F3J2
25	MQ3QK2JRLF
26	M21MN2DPQH
27	MMQPS4NQN
28	MLQPH4RQ3P
29	2XQM4PNJLM



Stones 'n Bones

Level	Code
30	MNQ55VMQQR
31	QMFC24FC24
32	Q5NGHKH1B2
33	QMFC24FC24
34	31Q4PGRPQH
35	3MQJMN5NQR
36	1NQCDPPBC4
37	QTNG3J3BD2
38	1HQG4NS3QP
39	QNDBM4HFQS



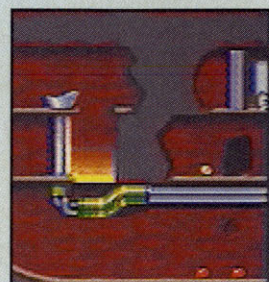
Merry Winterland

Level	Code
40	QKDBFLG234
41	Q5DBHFHFLJ
42	6CDJNDGMQ6
43	6KFKQMFQKQ
44	6PN4KVL3T
45	QVNGNLNGL
46	QPLFR5KQT
47	3NQJQ4QJQ4
48	2MQFBNP21M
49	5MFG24FG24



The Techno Treat

Level	Code
50	5CLJNH4MQK
51	MMQNMN5RQR
52	MNQNC4QNC4
53	5JFGFLGHGM
54	5PLJN54MQX
55	MO24MF35QJ
56	2QQFGBT3J2
57	M5QNH5RLJ
58	MCQ442SQQ6
59	23QJTNNQK



To Hell With Minniat

Level	Code
60	MV24HHGQJJ

SUPER STARDUST

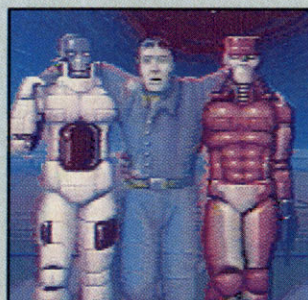
Steven Brown from Glasgow provides us with these passwords to that most beautiful of classic arcade clones Super Stardust...

Level	Code
1	AAAAAAAAAAAA
2	BDSUAAAADGB
3	CFSUUAFAFL
4	DFSUUUARGWR
5	EFUUVXQSGLR

LIBERATION

It's not actually a cheat, this. In fact it's a natty trick perfected by Simon Hood of Southampton. To use it you'll need a copy of *Liberation* plus the Pandora CD.

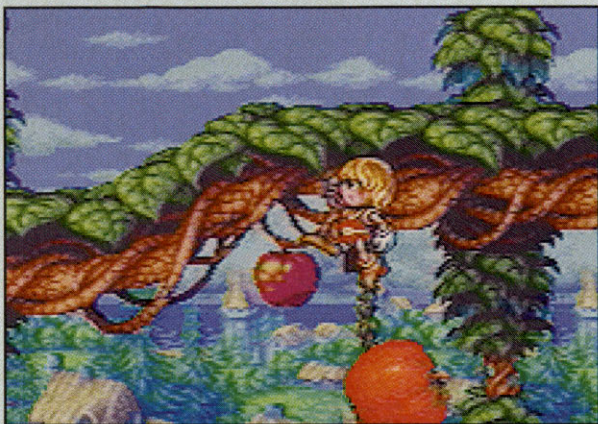
First load *Liberation* and when the intro sequenced starts reset the CD32. Hold down both mouse buttons and you will arrive at the Amiga early start-up screen. Click on boot options and disable the RRD by clicking on it once.



Click on 'use' the boot and wait until the system message 'no disk present in device CD0:' appears then insert your Pandora CD and load up the program. You can lift the CD lid (the Liberation RRD prevents the CD32 from resetting) and change CDs to find what's tucked away in your game CDs (endings, hidden levels etc). On the *Wing Commander/Dangerous Streets* disk I found a stunning Inferno demo which you cannot access any other way. There are also lots of things on the ACG cover CDs.

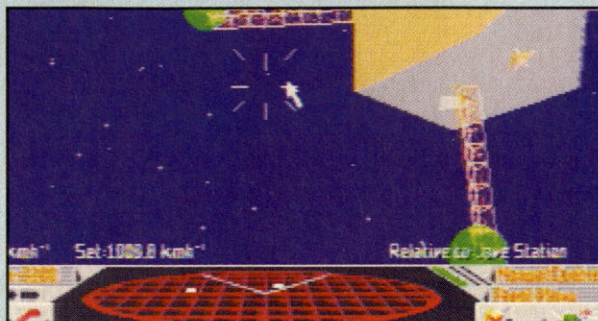
FLINK

Steven Sharrat has this natty cheat for Flink. First start the game as normal then press the start button to call up the spell selection menu together with the down button, which makes Flink kneel. Don't let go of the start button on the spell screen. Now key in the following on the D-pad: RIGHT / RIGHT / RIGHT / LEFT / LEFT / LEFT / RIGHT / RIGHT / LEFT / LEFT / RIGHT / LEFT. This should bring up a cheat menu which allows you to skip levels.



FRONTIER

David Normington from Nottinghamshire is responsible for this final batch of handy little helpers, the first being for David Braben's monster. For more cargo buy at least one tonne of rubbish and go to a system where you won't be caught for dumping it. Then go to the cargo screen and click a bit below the rubbish box. You should notice that the remaining cargo has gone up but the amount of rubbish has stayed the same. Keep doing this and soon you'll have enough cargo space to get a large plasma accelerator. If you do this in a small ship, eventually you'll be able to buy a class 7 hyperdrive and jump a long way across the galaxy with somewhere around 50 tonnes of fuel.



TOWER ASSAULT

To see the end sequence enter the following code on the password screen. LFBHIDSSS-BAAAAABH then start the game and quit. Now enter this code — MAFHIDSSSBAAAAABH then start the game. Eventually the end sequence should start. Don't worry about the corrupted graphics. You may also need to press fire a few times while waiting.



ALIEN BREED SPECIAL EDITION

Just a few codes to keep you going...

- 55955 — Power sub-system deck two
- 48361 — Oval zone deck four
- 63556 — Engineering sub-system deck six
- 86723 — Powermech systems deck eight
- 25194 — Reactor core deck ten

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

ALL FORMATS CHEATLINES JUST SAY "YES" FOR YOUR SYSTEM

01891 101 234

IF YOU MISSED LAST WEEKS MESSAGE CALL 01891 101 235

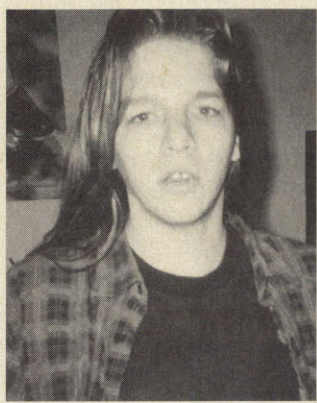
- NEW!** The Sega Megaline - Mega Drive Mega CD..0891 445 787
- NEW!** Gamegear/Gameboy Portable Cheat Line ...0891 445 771
- NEW!** The Sega Spot - Cheats, News, Hot Tips.....0891 445 933
- NEW!** The Console Cheatline (If it eats Carts it lives here!) ..0891 445 991
- NEW!** The Super Nintendo Games Line0891 445 913
- NEW!** The Amiga Gameline - Featuring CD320891 445 786

Are you stuck in a game? Who ya gonna call? **PROBLEM BUSTERS** Question N' Answer Service **01891 445 977**

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- LION KING**.....0891 445 951
- SONIC 1,2 & 3**.....0891 445 941
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If you are under 18 please ask permission to call. Maximum call charge at peak rate £3.00. Calls cost 39p per min cheap rate, 49p per min at all other times.

mail Section



Hello. You know something — I've been looking at that picture of me over there on the left and I've decided it just doesn't do me justice. Honestly. I really am loads better looking than that.

But to the business at hand. Your letters continue to flow in, covering a wide variety of subjects. I've begun to notice of late the large amount of mail arriving from overseas. I don't just mean France and Belgium either. Canada, the States and even Australia have all been represented in recent mailbags so you see, the CD32 is a world-wide club!



nly a short letter, just like to say the regular feature on the FMV front is an excellent idea and should definitely be continued.

Jonathan Gowar.

... er, sorry. That caught me a bit off guard actually. That must be one of the shortest letters ever to appear in print anywhere. Well, never let it be said that this mag doesn't break new ground, pushing back the boundaries of publishing convention, daring to be different in the face of conformity.

Yep, it doesn't get much more radical than this, folks. And if you just flip over to page 18 you'll find a whole load more FMV reviews from that man Derek dela Fuente — he of the advancing years and large hard disk capacity.



I have a very big problem with my CD32. The power pack has broken through no fault of my own. I have been in lots of shops but they all say:- Too hard to get hold of, they are not made separately.

Please could you tell me the truth because I am missing my computer. How could I sort this problem out without buying a new computer.

**Vincent Hamilton,
Middleton, Manchester.**

For Vincent and anyone else having trouble tracking down any CD32 related doobridges, try writing to: Paradise Isle, 70 Standfast Road, Henbury, Bristol BS10 7HJ. They can supply all sorts of odds and ends at very reasonable prices.



i, to kick off with, good mag, keep those reviews and previews coming.

Right, down to the knitty-gritty. I have a problem with PGA Euro Tour for the CD32. When I got the game I loaded it up

and created my own player called STUART, and then one or two days later I created a player called NICK FALDO. In the booklet it says that you can store 4 players on it, with this in mind I stored my friends name. When we had a go I turned the CD32 off without finishing the tournament. The next day my friend's name had vanished, only STUART and NICK FALDO remained. I repeated it again but this time completed the tournament, but it still vanished.

Next I tried deleting STUART then adding my friends in, it came to no surprise to see that STUART had re-appeared and my friend's name gone yet again. If it has anything to do with my memory then here's my stored stuff:-

Pinball	-	Highscore	26
PGA Golf	-	Set Up	1
PGA Golf	-	Players	43
Defender	-	Highscore	8
Skidmarks	-	Config	8

Uh oh, technical questions designed to make me look a dunce. The best advice I can give is to erase anything you don't really need from the CD32's RAM. The reason your friends name disappeared and yours stayed in memory after you deleted it is probably that the file holding your name is locked. Try unlocking it then erasing the name from within in the game.



ight I'm going to get straight to the point. What did you say about Alien Breed 3D and Lost Eden? If you'd just look at the special reserve section of Issue 12 it clearly shows both of these games for sale, and you haven't even had a review. So thinking that they weren't for sale I went and brought Death Mask, and I must say I'm disappointed, it's got a good 2 player mode but in 1 player mode it uses only half of the screen. Please could you at least get some playable demo's of these two brilliant looking games.

J. Lock, Cardiff.

P.S. Is the demo of *Limbo of the Lost* meant to end after you go out of the locked door?

Alien Breed 3D and *Lost Eden* are definitely not for sale yet, believe me. Special Reserve often take orders for titles in advance to avoid an order pile up when the stock eventually arrives. Neither of the titles are even ready for pressing as yet so don't get your knickers in a twist. I've been in almost solid contact with Team 17 for the last two months and you can rest assured we'll have the reviews just as soon as the games are reviewable.

By now you'll have seen the brillo rolling demo of *AB3D*. Unfortunately there's no *Lost Eden* material available just yet but I'll continue to badger on your behalf so keep your fingers crossed.

As for the *Limbo* demo, it only runs for a limited amount of time before returning to the title screen so get your skates on if you want to finish it.



Okay, so Escom have it all, and they are not going to re-release the CD32 (or so I've heard). So what's going to happen now, well hopefully most or some CD Software for the A1200 CD may state if they are CD32 competitive or not, but failing that then it's all up to you to keep us happy. So 'what can we do' I hear you cry. Well how about some CDXL stuff, even if it's something recorded off the TV (if you are allowed to do or can do that), and some good PD games and music etc. I know that would keep me happy and I'm sure other readers, as it may be the only thing left for us to buy. Not that that's bad because you are a very good mag, and in your mag you can have reviews of A1200 CD Software that is compatible with our CD32.

Lets just wait and see, but I hope you can use some of these ideas to work something out.

Here's to the hopefully good future for us and your mag. Don't give up.

Andrew Kelly, Castle Town, Isle of Man.

We've all heard a lot of things. Rumours abound that the Amiga is to be phased out. Rumours that the machines are to be given a face-lift and relaunched. Even suggestion of an Amiga-compatible PC. The fact remains however that getting any thing concrete out of Escom at the moment is like to stick a fridge to the ceiling with Pritt Stick. They'll let us know when they're good and ready, and we'll pass it on to you. Hopefully we'll have an in-depth profile on the company along with an outline of their plans for the Amiga but that's something we can only do when Escom decide.

We certainly can't just record willy-nilly from the telly due to a certain something called copyright. Besides, what would be the point?

One idea which has been kicked around recently is to introduce an Amiga 1200 aspect to the magazine. We'd therefore continue being the only 32-bit-dedicated Amiga magazine. On the practical side there are a lot of Zappo owning readers out there who would be more fully catered for. The other important point to bear in mind is there's a lot of A1200 stuff coming out at the moment which is pencilled in for CD32 release but only if and when Escom commit themselves to backing the machine.

Write in and tell us what you think about going A1200 compatible and we'll take it from there, eh?



Hello for the third time! I'm glad you've printed my last two letters (please print this one). I would like you to answer these questions.

1 Were there any interactive movies on the CDTV? If there was do they work on a CD32.

2 Are there any interactive movies planned for the CD32? Why has the Mega-CD got them and it is rubbish.

3 Can you 'go onto' the rides on Theme Park like on the PC version.

4 In issue 12 you said that Demolition Man was coming out. Is it the 3D version or a dull 16-bit Amiga version.

As you can see I love interactive movies. As I am a great fan of Ground Zero, Texas and I would love to see it on the CD32, so please answer my questions thoroughly.

Matthew McGarr, Falkirk

Whaddya know? It's third time lucky!

I Give Capri CD Distribution a ring on (01628) 891 022. They have a large range of CD32 compatible CDTV titles and will be able to tell you a lot more than I can.

2 None I'm sorry to say. Despite the Mega-CD's inferior spec the high profile and marketing muscle of Sega is the reason for its support, plain and simple.

3 'Fraid not.

4 *Demolition Man* was locked in contractual negotiations at the time and nothing's been heard since. I'd cross it off the list if I were you.



I have bought your mag since I first got my CD32, and every mag you have brought out from issue 2 I have read from cover to cover.

I have a few questions I would like to ask you to

answer for me please:

1 Are there any famous arcade games coming out for the CD32 like *Ridge Racer* or *Daytona*?

2 I have been trying to get my hands on a copy of *World Cup Golf*, and have asked many of the stores around Leeds if they had it and they all replied 'NO'. Do you know of any store that sells this game?

3 I am very interested in buying an FMV modulator. Are the digital videos on CD as good quality as a standard VCR?

Thank you very much for your help!!

Richard Hammond, Leeds.

I At the moment most companies developing for the CD32 are of the smaller persuasion and so big money licenses are unlikely to appear in the near future.

2 You're probably getting a bit bored of hearing this, but *World Cup Golf* has been indefinitely shelved. Still, I doubt it would have been as good as *PGA Euro Tour* anyway so you shouldn't be too disheartened.

3 Our regular video CD features give you the lowdown on individual titles but generally CD movies are of at least comparable quality and suffer far less from the ravages of time.



First things first, I would like to thank everybody at CD32 Gamer for being the only magazine to dedicate it's pages to the best console around for miles. My only concern being the £5.99 price tag which, I think is a bit expensive although it doesn't deter me one bit from buying your excellent mag. I do have one or two questions to ask, and hope you can help.

1 I remember reading in your mag about a game called *Cyberwar* that was going to find it's way on to the CD32. What happened to it?

2 Will we ever see the likes of *Primal-Rage* or any of the Star Wars games that are such a big hit on the PC come on to CD32 format?

3 I also own an Amiga 600 and would be reluctant to sell as I still enjoy playing many games on it, would buying an SX-1 be of any help to me?

4 Is there any reason why I can't get any of the passwords to work on *Mean-Arenas*? They never seem to work.

Mikey, Edinburgh.

1. *Cyberwar* is yet another of those games promised at the CD32's launch but which has since slipped into that seemingly bottomless void that opened up in the market as Commodore's plight came to light. The chances of it ever seeing the light of day at this stage are negligible.

2. See part one of the last letter.

3 Again, have a look at question two above. You can connect the CD32 to your A600 using a serial lead plugged into the keyboard port. This will allow you to save games to the A600's floppy drive provided the game runs Workbench and provided it has provision for saving to floppy.

4 Haven't got a clue mate. The office copies gone AWOL so all I can suggest is you get in touch with Ice themselves.

I look forward to your magazine each month. I love it, good job. I understand your problems with so few reviews and demos, but I was wondering maybe you could review new PD stuff especially the stuff on your cover CD. You know your thoughts on each game. You should also pick CDTV titles that work on CD32 and give them a small review. I have a few which aren't too bad (aren't too good either) but would be interesting to read about.

About the demos — maybe companies that have had games out for a few months, but aren't selling well could put together a demo for you to raise the buyers interest (eg *Theme Park*, *Soccer Kid*, *Skeleton Krew*, *Flink*, *Death Mask*) just to name a few. I know this helps my buying. If you just had one or two holes from *PGA Golf* I know many more people would buy it (what a great game).

While I'm talking to softies lets talk about our lack of save space. Why can't the games just have huge passwords, who cares how many letters or numbers and just save the password itself. Then instead of typing it all in just load the password which will load the game. (I think this would be an easy solution for saving some games).

While I'm giving advice, maybe the new Commodore owner is reading, please push the CD32 even in America. It's a good machine far superior to the SNES and Megadrive. The 3DO seems okay with 15-20% of its games half way interesting, but the price of the games is outrageous. When you (Commodore) market the CD32 have different packages. All should include a cool black (grey) mouse, while others could include a keyboard, extra memory and the FMV cart. (If the FMV Cart were standard wouldn't this raise the quality of the games, or at least the graphics. If it can run a movie with no slow down what could it do for video games?)

I miss your 'Release Dates' page. What is going on with the following CD games, *Flight of the Amazon Queen*, *Simon the Sorcerer II*, *Mega Race*, *World Cup Golf*, *Blood Net*, *Cyberwar* and *Putty Squad*. Will *Novastorm* ever come back?

One last thing, what happened to the close up of my dying father at the end of *Beneath a Steel Sky*. I saw a picture in a PC Magazine and when I got to that part it wasn't there, was anything left out? It

was one simple close up, I don't know why it couldn't be included. Oh well, thanks for your time.

Chris Howard, North Ridgeville, Ohio, USA.

We'd like to put older demos on the cover but by now the programmers have moved onto new projects and don't have the time or inclination to go back and put together such things. Believe me we've tried.

You're not the first person to suggest having huge long passwords which could be saved straight into the CD32's RAM. Any software companies reading this, please take note.

Of the game's you mention, only *Simon II* and *Putty Squad* have a realistic chance now of appearing. In both cases the respective publishers are currently weighing up the potential profit margins for a CD release.

We're doing our best to buck their ideas up but why not try writing to System 3 and Adventuresoft to show how high interest really is?

Firstly, congratulations for producing a brill mag with the best front cover. Whenever I walk into my newsagents, your mag stands out the most with it's brilliant front cover design and bright colours. I am interested in design; that's why I am planning to buy an SX-7 so I can run Amiga design and paint packages on it. But now to some of my questions....

1 What paint package or design package does your designer use to design the magazine, and is it done on a PC or an Amiga?

2 When I get my SX-7, what paint package do you suggest I buy out of *Brilliance 2*, *Deluxe Paint IV* AGA or *Photogenics*.

3 I am a proud owner of *Syndicate* but cannot get passed the second mission, what should I do. I think it would be a good idea if you had a *Syndicate* player guide next issue.

4 If you know, what are the official release dates for *SSF2* and *Primal Rage*? When *SSF2* comes out, will it be *SSF2* or *SSF2 Turbo X* like the PC and 3DO versions?

Although everyone is getting really excited about Escom, I don't think CD32 owners should be. I have a bad feeling that Escom are not going to support the CD32 at all.

This is what I think Escom should do.....

1 Re-release the A1200 with 4mb RAM, 33Mhz and a built in/fitted 3.5" IDE 420mb Hard Disc.

2 Release some form of Multi Expansion card for CD32 that upgrades to 8mb RAM, 66mhz and 64-bit graphics accelerator that fits in the expansion port.

3 Release another expansion for CD32 simulator to the SX-7 except that it fits under the CD32 and offer more ports than the SX-7.

And now the CD32 can beat all the other next generation machines.

But the chances of all that happening are about a million to one. Anyway, lets hope for the best. Thank you.

Mike Antoniou, London.

1 CD32 Gamer, as with all major newstand publications these days, is put together on Macintosh computers running *Quark Xpress*, *Adobe Photoshop* and *Adobe Illustrator*.

2 *D-paint* has always been the top Amiga art package and just gets better with every upgrade.

3 Second mission, hmm, lemme think... oh yeah! To kidnap the scientists, right? Firstly make sure one of you're people has the persuadertron. One of the scientists is in the building with the three guards outside, one of which has an Uzi. The second scientist is in the building to the north-east. Remember to select the persuadertron as you would a gun.

4 *Primal Rage* isn't coming out and we still awaiting confirmation on a date for *SSFII*.

Everyone has their ideas about what should be done to resurrect the Amiga's fortunes but whether or not they coincide with Escom's plans remains anyone's guess. Anyway, you're welcome.

God I'm glad there's still a dedicated CD32 mag out there. We need someone to provide us with game demos etc. The only other magazine to have provided a CD on the cover was Amiga Power but that was just a one off. I would like to see more demos on the cover CD however. When you started out there were plenty but it's deteriorated month by month.

The real reason I'm writing to you is because developers for the CD32 seem to have forgotten all about its 'chunky to planar' chip which Commodore raved about when it was first released. This is a special chip which is supposed to make 3D graphics faster than on the A1200 (a bit like the one in a PC).

However all the games we have seen so far have been identical to the A1200 versions. Hopefully someone will realise this in the mad dash to produce a *Doom* clone.

Whatever happens though I will always be a fan of the CD32. No other games machine can combine the graphics power and playability at such a low price. I have a collection of over 20 games and never once have I spent over £20.

Lastly, I am thinking of buying a Communicator III for my CD32. Now I know that in ish 9 someone said how terrible it was but in other mags it has received good reviews. What do you think?

I think the problem lies in the fact the CD32 has never really been accepted as a machine in its own right. It's always been thought of as an Amiga. For that reason very few games have been developed with the CD32 only in mind, *Microcosm* being a notable if slightly poor exception. Software houses have been reluctant to let programmers loose on CD projects which would be impossible to port down to lower end Amigas. Instead we've seen development on standard and AGA machines which then gives them the relatively simple task of porting up to the CD32. Soundtracks and the odd intros notwithstanding.

On the subject of *Doom* clones, this month's *Gloom and Fears* together with the forthcoming *AB3D* will I'm sure fill the niche more than adequately.

The letter you refer to, if I recall correctly, was actually concerned with the Communicator II. Though we haven't got our own CIII at the moment I'm sure it's a vast improvement so you're probably best off going by the reviews you've already read.

Hi! I'll dispense with all the niceties (you know you're a great mag so I don't need to tell you) and get right down to the point.

I walked into the local Escom main street shop and enquired about the future of the beloved Amiga and was told that the idea was to eventually phase them out over the next few years. I was even told that my CD32 is going to bite the dust because Escom have no plans to distribute any of these machines. After walking home with tears running freely from my eyes, destroying my street cred, I decided to write to you guys so that you can tell me it's not true.

The thing is I usually have kids round my house playing all sorts of games on my CD32 and saying it's great and agreeing that it is not inferior to most other gaming machines but they just wouldn't buy it because it's not popular enough. Everyone seems to be prophesying its doom so what do we do?

Up to now I had not worried about the machine's future but I think a few suggestions might help:

1 Try to convince software houses to do more discs with more than one title on them. They can be straight ports from old games as long as they are value for money. For example *Psygnosis* could put two *Shadow of the Beast* games on one disk. You get the picture?

2 That the price of the beloved CD32 is mentioned very often as well as the cost of the games. Most people cannot believe that I have paid £10 to £15 for some very competent games. Many kids sponge off others to use their machine but would

prefer their own really. Mothers are more likely to pay £170 for a machine with a CD base than the £500 touted for the supposedly superior models. A little bit of advertising goes a long way.

3 That as more CD-ROM drives are bought for existing Amigas, and SX-1 modules also, we can get more people buying disk based games thus encouraging the computer software companies to support us.

I've got to admit that what p***** me off most is the fact that software companies treat us almost as an afterthought. Their best games are reserved for PCs and the like despite the CD32's capabilities and they haven't the foresight to realise that if you put the best games on a format it would encourage more people to buy that format and eventually will result in more sales.

Well anyway, I'll support the CD32 as long as I live and I'm glad that you guys are around. Sorry about the doom and gloom in this letter. It's just that I went down the high street to Escom...

M. Roberts, Brixton

I should think the CD32 will be phased out over the next few years, as will the Saturn, 3D0 and almost any other piece of technical wizardry you care to mention — that's progress! But seriously, there has been no official announcement from Escom so don't hit panic stations.

Commodore's problem for many years was their marketing philosophy and that's probably why they are where they are today. Unfortunately publishers don't produce software to boost a particular format. They leave that to the hardware manufacturers, knowing if they do their job properly the games can be written with minimal fuss and guaranteed profits.

Hi there! I'm writing to you from a great distance, and I'd like to say that I love the Amiga with all its ups and downs, even though we do not have many computer stores that stock or sell Amigas in Québec, Montreal.

We (myself and a couple of friends) have been Amiga fans since the early days. We have even organised our own convention on two occasions, and they went very successfully. Last year we had users from all over the surrounding regions, and it was great! So please stop whingeing that the Amiga cannot do this or that, and turn it around so you can say that a PC is not capable of true multi-tasking and so on.

I For the friend in trouble (Philip Ebbans from Walsall) here are a few ideas: On this CD network from Wierd Science or the disk version it the same you will find both parnet and sernet; parnet works by the parallel port on both machines and is perfect

for your question 1. As for the sernet it is by the serial port with a special wire that converts the 9 pins in serial RS 232 standard, so all you have to do is plug in between a box that says nul modem. Is that easy, or what?

2 The review CD is almost empty ... come on, fill it up a little with good mod, pictures, animation (*Star Wars/Star Trek*) for example, then we need a dos or just a little programme to use the stuffs that you give us on the CD. Ex workbench, non-registered version of main actor for the big animation and some PD mod player ... because it is beginning to get boring!

3 I've you even the ideas of what your subscription costs me 78 if you add up the 12 months at £5.99 then I get £71.88 ... in Québec it costs me \$13.66 so if I add up 12 months it comes to \$163.92 in Canadian money. And your 78 come up to \$172 in Canadian funds so could you at least try to do something about it. I will still buy CD32 Gamer, but I have to wait 1 or 2 weeks and then I have to go and get it.

4 Is there any chance of a TFX version for the CD32, even if it has no something special for the version. It would just be a port of the disk version to the CD format.

My last word is: keep up the good work for the review and on to the next month with at least a little hope. And, people, please stop crying and use this machine that God has given us to the best of its uses.

Benoit Chaput, Montreal

Since when have I ever accused the Amiga of not being able to do certain things? It doesn't take Poirot to see it has its limitations but I'm still a great fan, otherwise I wouldn't be in this job. It's been the most versatile and affordable games system for years now and that's not a situation that's going to change with the arrival of the Saturns, PlayStation, not to mention the ever-progressing and omnipotent PC market. A market in which a £1500 machine can be obsolete and worth half that within the space of six months. Have you heard all the hype surrounding Windows 95? As it turns out the vast majority of present PCs will be too slow to run the damn thing without vast upgrading. At least with the Amiga you know what you see is what you get.

Send your brickbats, bouquets and any spare cash you may want to push our way to:

**Mail Section, Amiga CD32 Gamer,
Computerfacts, 14a Union Street,
Newton Abbot, Devon, TQ12 2JS**

A to Z

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

❖ The Definitive Guide To All CD32 Software ❖

A B

AKIRA Neo

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

ACG Rated 60% (Issue 10)

ALFRED CHICKEN Mindscape

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

ACG Rated 78% (Issue 1)

ALIEN BREED Team 17

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

ACG Rated 77% (Issue 1)

ALIEN BREED 2 Team 17

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

ACG Rated 72% (Issue 7)

ARABIAN KNIGHTS Buzz

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

ACG Rated 74% (Issue 1)

ARCADE POOL Team 17

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

ACG Rated 88% (Issue 2)

BANSHEE Core Design

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

ACG Rated 88% (Issue 4)

BASE JUMPERS Rasputin

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

ACG Rated 79% (Issue 13)

BATTLE CHESS Interplay

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

ACG Rated 76% (Issue 1)

BATTLETOADS Mindscape

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

ACG Rated 22% (Issue 3)

BEAVERS Unique

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

ACG Rated 75% (Issue 2)

BENEATH A STEEL SKY Virgin

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

ACG Rated 90% (Issue 7)

BENEFACITOR 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 buckloads of originality, playability and blood-spattered 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 steam-punk-styled blast-'em-up with masses of mazes and monsters. Rather un-original, but furious action should keep you occupied.

ACG Rated 72% (Issue 2)

CHUCK ROCK Core Design

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

ACG Rated 57% (Issue 1)

CHUCK ROCK II : SON OF CHUCK Core Design

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

ACG Rated 86% (Issue 2)

CLOCKWISER Rasputin

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

ACG Rated 81% (Issue 6)

DANGEROUS STREETS Flair Software

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

ACG Rated 22% (Issue 1)

DEATH MASK Alternative

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

ACG Rated 88% (Issue 9)

DEEP CORE Ice

Nice intro soundtrack and good in-game graphics can't disguise uninspired arcade-adventure gameplay.

ACG Rated 42% (Issue 1)

D/GENERATION Mindscape

Crude graphics and minimal sound fail to disguise one of the most atmospheric and fun games on the CD32. An addictive mix of arcade action and brain-twisting puzzles.

ACG Rated 90% (Issue 1)

D-HERO

Gremlin Graphics

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

ACG Rated 85% (Issue 2)

DARK SEED Cyberdreams

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

ACG Rated 90% (Issue 4)

DENNIS Ocean

Slick, 256-colour graphics, but the gameplay is as tired as the uninspired platforming format.

ACG Rated 37% (Issue 1)

DIGGERS Millennium

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

ACG Rated 56% (Issue 1)

DONK

Supervision

Yet another cute platformer which sadly doesn't play as good as it looks. However the simultaneous two-player mode is reasonable.

ACG Rated 58% (Issue 2)

DRAGONSTONE Core

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

ACG Rated 87% (Issue 10)

EMERALD MINES

Alamathera

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

ACG Rated 85% (Issue 10)

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)



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, uninvolved 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)

HEIMDALL II Core Design

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

ACG Rated 90% (Issue 3)

IMPOSSIBLE MISSION 2049 MicroProse

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

ACG Rated 40% (Issue 4)

INTERNATIONAL KARATE PLUS System 3

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

ACG Rated 44% (Issue 1)

INTERNATIONAL SENSIBLE SOCCER Renegade

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

ACG Rated 92% (Issue 4)



JAMES POND III : OPERATION STARFISH Millennium

A slick addition to the *Pond* legacy, with bigger sprites, more challenging puzzles and heaps of places to explore. Fast 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

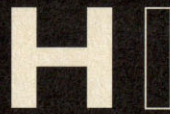
Unchanged from its A500 origins, this is showing its age with an awkward control system and dated, graphics. Varied puzzles and a budget price make it worth a look though.

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

Millennium

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

ACG Rated 84% (Issue 6)

PIRATES

MicroProse

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

ACG Rated 79% (Issue 1)

POWER DRIVE

US Gold

Isometric racer made frustrating and irritating by the dodgy control. Lacks graphical and sonic sparkle as well. A non-starter alongside *Super Skidmarks*, *ATR* and *Roadkill*.

ACG Rated 68% (Issue 14)

PREMIERE

Core Design

A varied and imaginative platformer flawed by awkward controls. Some of the puzzles are imaginative and it's worth a look if you can't get enough of them.

ACG Rated 65% (Issue 2)

PROJECT X

Team 17

A classic side-scrolling shoot-'em-up with masses of power-ups, fast-moving enemies and slick backdrops. Unoriginal, but as playable as it gets. (Available in Doublepack with *F17*.)

ACG Rated 89% (Issue 1)

..... Q R

QWAK

Team 17

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

ACG Rated 84% (Issue 1)

RALLY CHAMPIONSHIPS

Flair

Excellent arcade racer which utilises an unusual 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 playability extensively.

ACG Rated 85% (Issue 3)

SEEK AND DESTROY

Mindscape

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

ACG Rated 62% (Issue 1)

SENSIBLE SOCCER

Renegade

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

ACG Rated 91% (Issue 1)

SHADOWFIGHTERS

Gremlin Interactive

The best beat-'em-up on the CD32, with loads a 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 audio enhancement and graphics using the CD32's vast palette, this plays identically to the 16-bit version.

ACG Rated 90% (Issue 12)

STRIKER

Elite

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

ACG Rated 43% (Issue 2)

SUB WAR 2050

Microprose

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

ACG Rated 82% (Issue 8)

SUMMER OLYMPIX

Flair

Games such as kayaking, boxing and archery ruined by lacklustre programming. Too bad to think about.

ACG Rated 37% (Issue 2)

SUPERFROG

Team 17

While hardly pushing the CD32, this budget priced platformer plays well with lots of variety and challenge and a lot of platforms to leap. Cute hero.

ACG Rated 85% (Issue 2)

SUPER LEAGUE MANAGER

Audiogenic

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

ACG Rated 90% (Issue 11)

SUPERLOOPZ

Audiogenic

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

ACG Rated 82% (Issue 11)

SUPER METHANE BROTHERS

Apache Software

Great two-player action in this slick, noisy *Bubble Bobble* variant, but lack of variety and passwords means this can fall in one-player mode.

ACG Rated 83% (Issue 3)

SUPER PUTTY

System 3

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

ACG Rated 70% (N/A)

SUPER SKIDMARKS 2

Acid

Rip-roaring racerama with splendid 3D sprites and 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 uninvolved 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 collision detection and a lousy control system. A truly 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)

..... U W

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

Millenium

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)

..... Z

ZOOL

Gremlin

Masses of onscreen colour, a great intro and impressive soundtracks. Shame 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)

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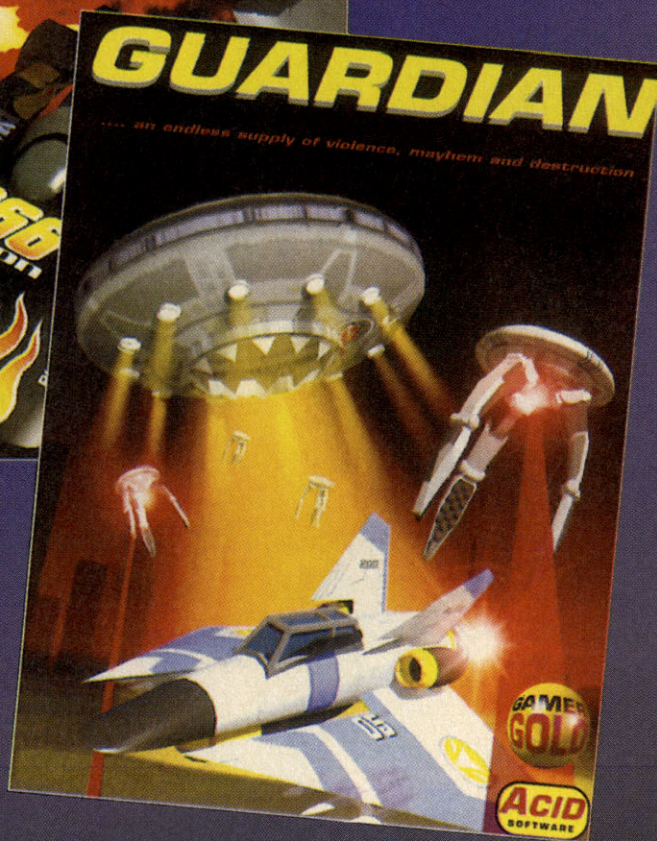
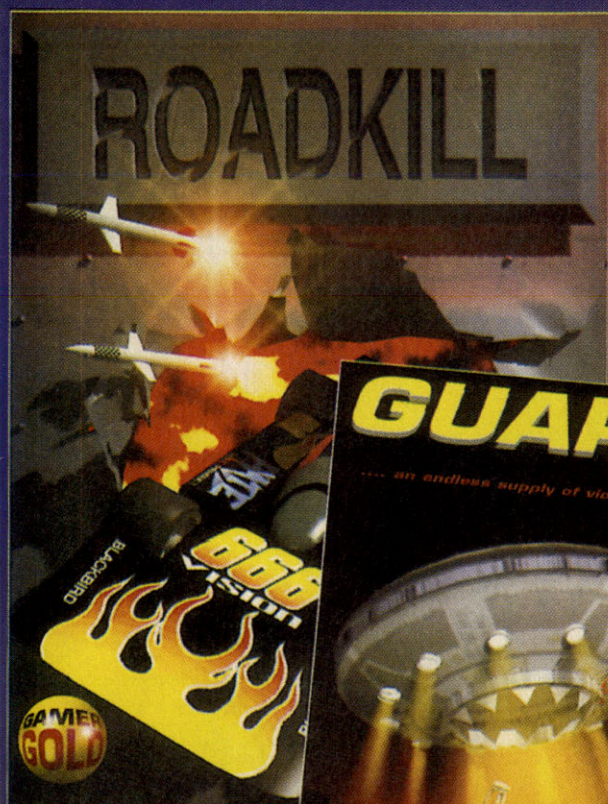
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issue 7

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

issue 7 SPECIAL

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

issue 8

At last - *Theme Park* arrives! Also reviewed - *Pinball Illusions*, *PGA Euro Tour* and *Subwar 2050*. Preview of *Frontier II* plus David Braben interview. Tips include a *Beneath a Steel Sky* solution. Cover CD features our most popular cover demos

such as *Banshee*, *Body Blows*, *Chaos Engine* and others, and also features a new *Clockwiser* demo.

issue 9

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

Disks only

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

Packed cover disc featuring *Cannon Fodder*, *Heimdall II*, *Ultimate Body Blows*, *Fire and Ice*, *The* ... more P ... shake a rubber chicken at.

issue 2

SOLD OUT!

Aha! Enter the realms of the *Legacy of Sorasil* with our cover disk from Issue three. Other good ... *Chall* ... and *Nigel Mansell*. Lots more PD and shareware too.

issue 3

SOLD OUT!

Eek - the *Litil Devil* found his way onto this month's cover disk, being one of the best looking ... *Arcade* ... shareware and PD decided to join him too.

issue 4

SOLD OUT!

Rise to the occasion with *Rise of the Robots*, the main feature of this cover disk. *Bubble and Squeak* and a ... *Soccer* ... PD can ... languishing here too.

issue 6

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Issues 10-14 still available with discs!

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