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CD32

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ISSUE 3

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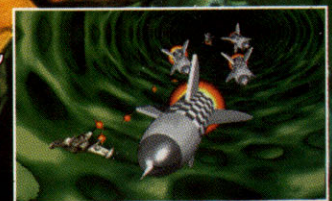
Gremlin deliver
HeroQuest II - Legend Of Sorasil,
and everyone starts swapping roles.
Exclusive review inside...

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

PREVIEWS

SUPER STARDUST

Simply unbelievable...



FOOTBALL FRENZY! HUGE GUIDE TO CD32 FOOTIE GAMES



contents

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AMIGA **CD32** GAMER



W

elcome to Issue 3 of AMIGA CD32 GAMER and here's hoping it's become a habit. Well there isn't much competition for us at the moment, but there certainly seems to be a market, so it's a shame that with summer upon us, the traditional summer slump has cast its familiar shadow over console land. Still, there's plenty of excellent software to keep us occupied over the dry months ahead, with Gremlin and Core continuing to show considerable support for the CD32 scene with

more excellent games. Gremlin arrived earliest with *Legend Of Sorisel*, which we immediately adopted for our cover, its role-playing authenticity causing many late nights. Then, at the last moment, Core delivered the eagerly awaited *Heimdall II* which exceeded all expectations and proved to be one of the best games we've seen on CD32.

Features wise, we take a look at the progress being made on *Beneath A Steel Sky*, score the obligatory goal with a footie feature and preview some promising new titles, including the stunning *Super Stardust*. Keep Buying!

mark wynne
editor

COVER GAME.....25

Legend Of Sorasil was the cause of many a late night this month. Huge solution starts next month!



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Because however good the now is, the future always seems better. To most.



Super Stardust



Cyber War



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CD

instructions

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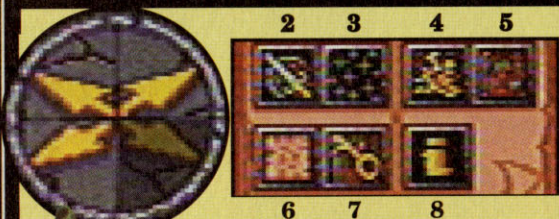
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WARNING! THE CONTENTS OF YOUR CD ARE CORRECT AT TIME OF GOING TO PRESS!
Mastering problems may cause some demos to be omitted. See CD for up-to-date info.

LEGACY OF SORASIL



- 1 - MOVEMENT 2 - COMBAT
3 - MAGIC 4 - SEARCH FOR
SECRET TREASURE
5 - SEARCH FOR SECRET
DOORS/TRAPS
6 - MAP 7 - OPEN DOORS
8 - CHECK INVENTORY



Featuring possibly the best CD32 soundtrack yet, *Legacy Of Sorasil* is one of the most playable and easily accessible RPGs ever. With nine huge levels to hack and magik your way through, it's packed to the brim with action and excitement. This superb demo cuts through all that character selection intro stuff and drops you straight in the action with Ravenslock The Magician and Grimbeard: The Fighter.

The game operates on a system of turns, you move your characters and then your enemies take their go. Each character has about twenty moves per turn, so you must be careful to plan out your actions, retaining enough points to attack with after moving a character. Remember a search costs no less than ten points. When all your moves have been spent, click on the corner of the page to go to the next character.

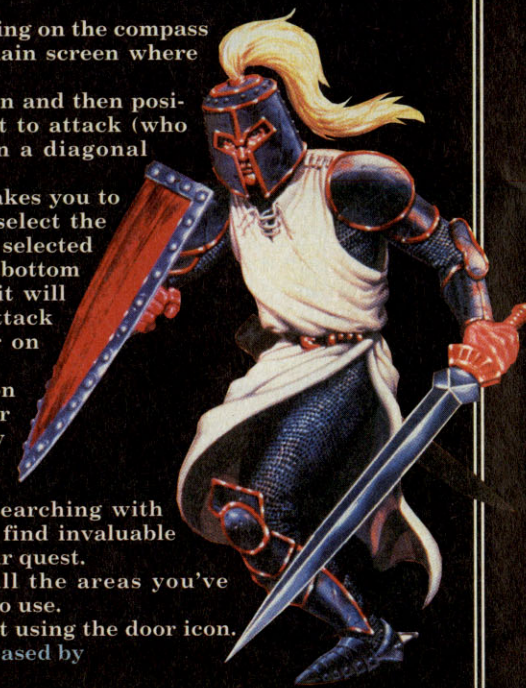
You can move your characters either by clicking on the compass for individual steps, or by clicking on the main screen where you want the character to move to.

To attack a character, click on the sword icon and then position your cursor on the character you want to attack (who must be immediately adjacent, and not on a diagonal square).

To use magic click on the magic icon. This takes you to inventory of magical items where you can select the spell or potion you wish to use. When you've selected the spell or potion click on the arrow at the bottom of the screen. If you've activated a potion, it will immediately take effect on you, if it's an attack spell you must place the pentagram cursor on the character you wish to hit.

To search for traps and hidden doors click on the door icon. A message will promptly appear to tell you've what's been found and any uncovered traps or doors will now appear on the main screen. To make traps safe use Grimbeard's toolkit. Treasure is found by searching with the treasure icon. Besides treasure you can find invaluable potions, spells and magical items vital for your quest. The map icon brings up a map showing all the areas you've explored so far. It costs no movement points to use. To move through a door you must first open it using the door icon.

● *HeroQuest II: Legend Of Sorasil* will be released by Gremlin in June.



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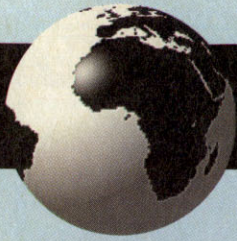
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NO NEWS IS GOOD NEWS?

A

fter a surge of speculation following the collapse of the US branch of Commodore, all has gone quiet while the firm gets down to serious negotiation with potential purchasers. Giant Korean company Samsung currently seems most likely to take the company over. Samsung are in almost every area of consumer electronics, other than computers, and would seem a perfect fit for Commodore. With massive manufacturing resources and a turnover approaching \$14 billion, they seem perfectly equipped to drive down costs and ramp up sales.

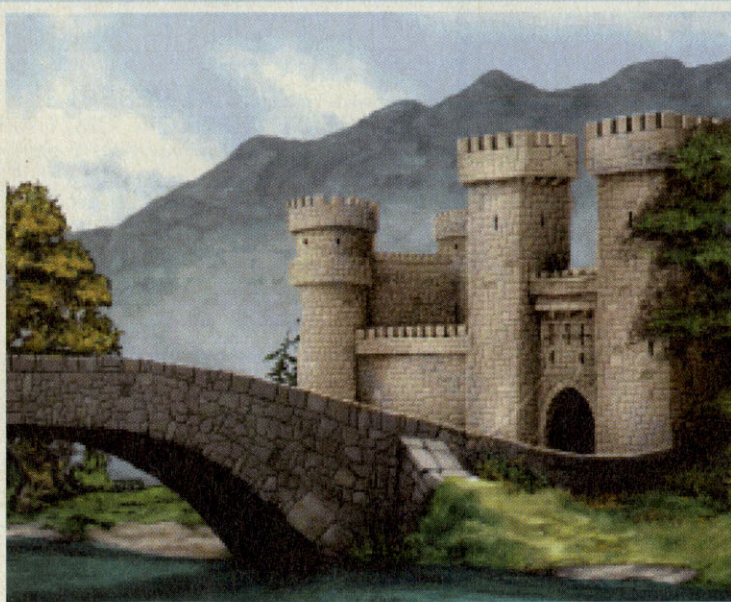
While Commodore UK officially has no comment on the ongoing talks, sources within the company professed to be very encouraged and optimistic about the eventual outcome. Commodore UK is still trading as normal and eager to get more product flowing through. Although the uncertainty does seem to be casting a pall over software distribution, most software houses seem confident Commodore will be bought out and are continuing with CD32 development. In fact, a glance at this month's preview pages (pages 11-14) will reveal software prospects keep getting brighter and brighter.

HOT GAMES!

Not content with two potential mega-hits on the way, *Tower Assault* (last issue) and *Super Stardust* (see page 13), Team 17 are hard at work for some autumn/winter smashes. The most heavyweight title is undoubtedly *King Of Thieves*, coming as it does from the programming team behind *Project X* and the *Alien Breed* series. Set in medieval times, this ambitious game incorporates no less than three game types. Strategy buffs are catered for with a *Risk*-style game where you attempt to seize control of the various warring counties of England. Arcade fans, on the other hand, can look forward to storming enemy ships (cue *Op Wolf*-style blast-'em-up) and battling through isometric 3D dungeons (*Sabre Team* goes retro).

Obviously it's going to take up a fair few megabytes and should be ideal for CD32. Due for a December release, Team 17 are currently keeping most of the game under wraps but were prepared to wet our appetites with a glimpse of one of the fine presentation screens.

Also fond of the old isometric 3D is Team 17's much anticipated racing game, now finally blessed with moniker *ATR* (All Terrain Racing). Looking somewhat similar to SNES mega-hit *Rock 'N' Rolling Racing*, the game will have a simultaneous two-player mode and boasts a superfast 50Hz screen update. Slick programming comes courtesy of Jamie Woodhouse (*Quak*, *Nitro*), while *Body Blows* graphics wunderkind Danny Burke is using an A4000 with



PIRACY AHOY!

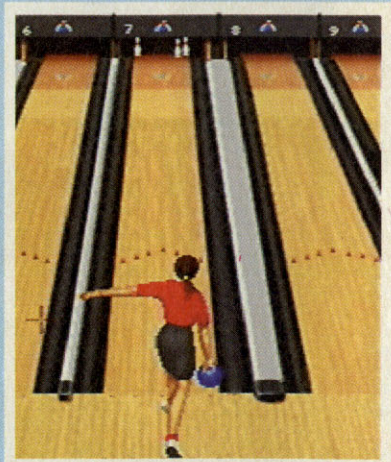
A series of raids have revealed CD-ROM piracy is on the rise with over £10 million of allegedly counterfeit goods being recovered. ELSPA, the software producers organisation, masterminded the raids and John Loader, of their Crime Unit, commented: "We warned last month that low-cost CD-R copying equipment could potentially lead to huge losses for UK software producers... The retrieval of £10 million of software on just 500 CDs perfectly illustrates the threat posed to the commercial software industry."

CDs packed with hundreds of PC games have long been rumoured to be in circulation and could raise the prospect of cumbersome protection systems returning to CD32 as well. This would be a pity as these mega-compilation disks, without any kind of instructions, hardly seem a serious threat to

mainstream software sales. While techies suggest encryption techniques and personalised software keys could provide a solution, a better solution might be taking a leaf out of the record industry's book. Copying a CD or a record couldn't be easier, but through attractive packaging, ease of use and relatively competitive pricing the music industry hardly seems financially troubled. Since games increasingly require huge manuals, people who like games and can afford them would seem most likely to actually buy the proper product. As for people who can't afford them, or simply prefer hacking protection systems to actually enjoying playing a game, do their activities really mean the rest of us must go back to suffering the sort of cumbersome protection systems that would make anyone want to hack a game open?

Deluxe Paint and *Lightwave 3D* software to whip up some awesome graphics. The finished game should hit the road running in November, at full price.

On the budget front *Kingpin* is rushing toward completion, with the team apparently hard at work sampling pins falling at the local bowling alley for the CD soundtrack! Although only budget priced, Team 17 promise comprehensive controls (including variable aftertouch), up to six player competition mode and even a choice of bowling balls! Expectations are high for another *Arcade Pool*-style bestseller this September.



THE CRYO GAME

W

hile Paris-based Cryo Interactive has long been dominating PC covers with its spectacular CD-ROM products, the company is no less enthusiastic about the CD32. PC bestseller *Megarace* is progressing nicely for Mindscape, programmer Lionel Guillaing believes the game will run as fast as the PC one with the addition of 4096 colour presentation screens as opposed to 256 on the PC. Like 3DO's much hyped *Crash 'n' Burn*, *Megarace* is a relatively straightforward shoot-'em-up cum race game which races ahead of the pack due to CD spoofed backgrounds. A series of stunning backdrops generated with 3D Studio on the PC are played movie style, while the action



And so Moorkus Rex continues his reign of terror! We are helpless against such force... Now you see why you must never leave the citadel, Adam!

going to be based on a book, but Cryo eventually decided they could come up with a better plot on their own. Fans of Infogrames' brilliantly unconventional *Captain Blood* and *Purple Saturn Day* will be pleased to know their designer, Philip Ulrich, is behind *Eden's* whimsical tale of humans and dinosaurs co-existing. To resist the evil rampaging T-Rex's you must harness the power of herbivores such as the huge brontosaurus. Fortunately, in this parallel world dinosaurs have learnt to speak and pterodactyl will prove an invaluable adviser.

unfolds with conventional sprites on the overlaid strip of road.

Even more dramatic use of 3D Studio graphics is shown in *Dune* and *Lost Eden*. Both games are basically strategy-cum adventure games, but with the crucial difference over less glamorous competition that key decisions trigger spectacular FMV graphic sequences. The basic game engine was first developed with *Dune*, which won rave reviews on PC late last year and is only now coming to CD32. The game was based on Frank Herbert's book and used footage from David Lynch's movie version. A SF masterpiece, the novel is the first in a series obsessed with the use and abuse of power, especially religious power. In the game you are charged with seeking to control the production of an incredibly rare and costly spice on the planet Arrakis, otherwise known as *Dune*.

Lost Eden was also



CD32 SNIPPETS

The truly humongous mail order operation that is Special Reserve is continuing its high profile marketing operation which has previous seen huge colour TVs and even a car up for grabs in their famous series of competition. Their current prize may not be in the same league, namely a Panasonic 3DO, but while CD32 owners are unlikely to be tempted into buying such overpriced, underpowered hardware it still makes a nice freebie if you win. Check out the ad for an entry form and a nice easy comparison between the numbers and pricing of CD32 vs 3DO software.

The VideoCD movie business continues to tick over with Philips announcing two more CD32 compatible releases. *The Krays* (18) is a violent recreation of the violent times of the infamous Kray brothers reign of terror in London's East End. The twins are ably played by Spaudau Ballet's Gary and Martin Kemp with the original 1989 release garnering significant critical acclaim. The other new release is *The Crying Game* (18), a highly praised movie about an IRA killer seeking redemption from the girlfriend of the Army soldier he was forced to kill. Both films cost £17.99 and are released by Polygram Video on the 29th of July. Dedicated VideoCD players from Panasonic and Technics are due this autumn and should hopefully mean a stepped up release program.

A1200 owners desperate to link up to a CD32 are finally getting the hardware they need. Brain Fowler Computers (0392 499755) are offering their upgrade for £29.99, which sounds reasonable until you realise you also need an additional null modem cable for around £10 and transfer software costing another £20. The lack of properly integrated software makes it fiddly to set up and in any case merely allows files to be transferred, you can't actually run software off your CD32 CD-ROM drive. Eureka's Communicator has yet to go on sale, and at £125 is pricey, but it does have integrated, easy-to-use software and gives you full control of the CD32's hardware. Optimised for multimedia presentations it will do well in its niche, but the device everyone wants - Microbiotics near-legendary SX1 full-scale keyboard/disk drive CD32 upgrade - still remains stuck in development.

CD32 PD and Shareware disks continue to proliferate with CD Exchange now entering the market with the imaginatively titled CD Exchange Vol 1. An interesting mix of the usual games, graphics and music demos with more serious applications, such as a powerful Twin Express CD32 to PC or Amiga program, this is well worth a look. We'll be having a full round-up of titles in this market next month, but in the meantime CD exchange can be contacted on 0603 666202.

The 3DO story continues with the news that Electronic Arts appear to be qualifying their support for the system. While EA has refused to back CD32 because of its massive commitment to 3DO, both as a shareholder and software developer, the company has signed up for the Sony Playstation. Since hot new EA software was a cornerstone of 3DO's promotion, the news that EA's hit titles will soon appear for the Playstation (almost certainly enhanced), casts a substantial cloud over 3DO's UK debut this September.

CHARTS

| | | |
|------------------------|------------|--------|
| 1. GUNSHIP 2000 | MICROPROSE | £29.99 |
| 2. ULTIMATE BODY BLOWS | TEAM 17 | £29.99 |
| 3. LIBERATION | MINDSCAPE | £34.99 |
| 4. WEMBLEY INT. SOCCER | AUDIOGENIC | £29.99 |
| 5. FRONTIER: ELITE II | GAMETEK | £29.99 |
| 6. JAMES POND III | MILLENNIUM | £34.99 |
| 7. THE CHAOS ENGINE | RENEGADE | £29.99 |
| 8. LAST NINJA III | SYSTEM 3 | £14.99 |
| 9. MYTH | SYSTEM 3 | £14.99 |
| 10. DISPOSABLE HERO | GREMLIN | £29.99 |

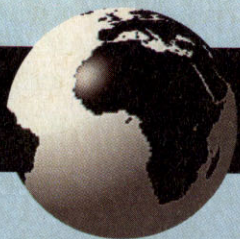


CHARTS
COMPILED
BY
GALLUP

GAME

Another big thankyou to Neil Longman at Bouremouth GAME 0202 311668 and Marcus at TORC SOFTWARE at 9 Wilton Parade, Felton High Street, Middlesex, TW13 4BU 081 8932100.





MULTIMEDIA YOUR CD32

While multimedia is going down a storm in newspaper headlines, the reality is proving somewhat slower to catch up to the hype. In truth, even the most state-of-the-art products aren't that glamorous to watch. Microsoft's excellent PC movie program is best considered as a huge textbook with various hypertext words providing a clever and sophisticated interlinking of information. A review on *Star Wars*, for example, would mention Mark Hamill. Since the name would be highlighted you'd know it was hypertext - clicking on it would bring up more information, eg a biog on Mark Hamill with all his films providing further jumping off points to yet more information. The video clips people tend to enthuse about with multimedia last mere seconds - since a CD can only hold about 60 minutes of video there simply isn't the space for that much interaction, especially when you've got a sizeable program on the disk in the first place.

Castle Multi Media has taken a very different and considerably cheaper approach than Microsoft. Their entire range of ten multimedia releases are all compatible with any VideoCD player, whether it be a PC with MPEG card or a CDi or CD32 with FMV module. This flexibility is made possible because their releases have minimal interaction. All of the packages we've seen basically consist of a conventional TV program split into various chapters. Although you can skip between the chapters at will, it's best to watch them all the way through like a normal TV show.

At just £17.99 each the various packages will mainly appeal to people who've got an FMV already and want something new to show it off. While overpriced as documentaries compared to VHS, the new VideoCD movies are all at this price so it seems to be the going rate at the moment.

□ Castle Communications © 081 9741021



Pavrotti: Nessun Dorma

As Pavrotti isn't exactly renowned for the acrobatic nature of his stage show, simply filming him before an orchestra in Milan doesn't possess much in the way of visual pyrotechnics. The



director seems content with alternating close-ups and crowd shots, doing little to entice non-Pavrotti fans. Yet despite this limitation, Pavrotti is actually a pretty good use of the format. With 60 minutes of footage and 16 different tracks, this

shows the potential for a video jukebox with the sort of rapid, direct accessing that's impossible with VHS. Unfortunately, neither CD32 nor PC CD-ROM formats will recognise the disk's CDi format indexing and index times are instead provided to allow for fastforwarding to the appropriate times.



History Of Aviation: Part I

This is a documentary the same as any you'd see on TV, albeit divided into segments to allow for accessing various sequences direct. Part One covers the period from the Wright Brothers to the period before WWII and is essentially a compilation of flickery black and white footage with your usual authoritative voice-over. While the camerawork is obviously basic, and there are occasional encoding glitches, some of the imagery is stunning. The Hindenberg tragedy is incredible (especially when you learn only 36 people died, with 56 somehow escaping) and there's lots of funny shots of quirky early aircraft. A prototype flying boat with tunnels to the engines, so they could be watched over by six engineers, was particularly worrying.



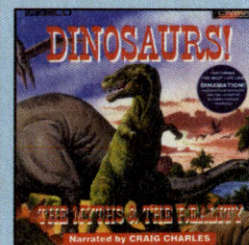
D-DAY

If you still haven't overdosed on the Normandy landings, this MOD endorsed documentary provides yet more monochromatic footage of the world's biggest amphibious assault. A few colour diagrams break up the newsreel clips and information on the disastrous Bolero campaign which preceded D-Day is interesting.



DINOSAURS!

This is undoubtedly the most ambitious of packages here, simply by virtue of the number of different sources of film clips. Besides talking head interviews with various experts, there's some



computerised animation, footage of life-like mechanised models and, best of all, clips from a Ray Harryhausen epic. *Jurassic Park* it's not and most of the stunning new facts - such as the dinosaurs being quite smart and possibly warm

blooded - have already been popularised by TV documentaries preceding the Spielberg film. Craig Charles' narration is also something of a distraction, it's such a distinctive voice you keep expecting him to slag off Rimmer or at least provide more humour than the rather dry script provides. Nevertheless with its colourful clips and always popular subject matter this is undoubtedly the best pick for entertaining youngsters. □



PREviews



*The first casualty of SCI's new CD-ROM epic is its own Lawnmower Man mega-hit. Planned CD32 and 256 colour PC conversions have been dropped as the new game picks up steam. **Cyberwar**, it seems, takes no prisoner in its determination to be the CD-ROM game of 1994...*

CYBERwar



AMIGA CD32 GAMER

ISSUE 03

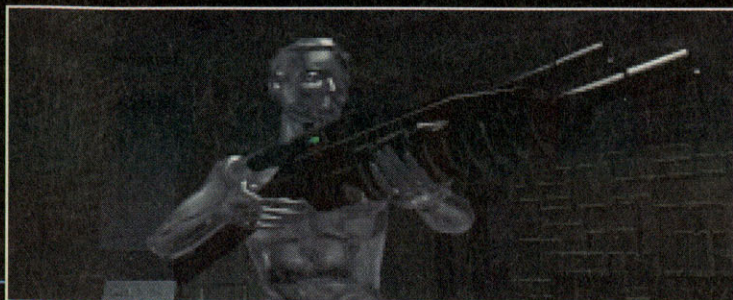


03 PREVIEWS ► 03 PREVIEWS ► 03 PREVIEWS ► 03

Originally SCI planned to call their first *Lawnmower* game after the forthcoming sequel – after all the original movie was already a year or so old when coding started. Marketing Manager Colin Brown soon changed that and it now seems likely a trilogy of games will be based on the first film, with *Cyberwar* as the middle instalment. While the movie's special effects hardly compare to *Jurassic Park* in technical terms, they nevertheless remain unchallenged as Hollywood's most dramatic vision of cyberspace yet. The weird binary reality created by the world's interlinked computer systems may never give you ESP powers, but *Lawnmower Man* certainly showed the potential for a fantastic videogame.

To recreate the movie's stunning graphic style SCI unsurprisingly turned to CD-ROM. Pre-rendered Silicon Graphics sequences, including some work from the movie itself, were used throughout the game. Massive sales were guaranteed by universal acclaim for state-of-the-art graphics, although some magazines complained about gameplay limitations – a rather ramshackle collection of simplistic subgame lurking underneath the stunning visuals. This yawning gap between graphics and gameplay applies to most 'state-of-the-art' CD-ROM games though, and SCI implicitly acknowledges the criticisms with its decision to focus on *Cyberwar*. This will, they claim, draw on all their pioneering experience from the previous game to offer a much more entertaining experience.

Like *Lawnmower Man*, *Cyberwar* will consist of a variety of interlinked subgames. The less than inspired plot has you tasked with destroying any "weapon systems left behind from your last encounter", which has to be the weakest premise for a sequel yet! However with the promise of 256 colours throughout, awesome flight and weapons simulations, stunning end-level enemies and some neat logic puzzles the plot is unlikely to provide much hindrance to humongous sales. Unbelievably, there's so much game code SCI are having trouble cramming the game onto three CDs! And you thought the days of disk swapping had gone forever...



● *Cyberwar* is due for an October release.

SPACE Academy

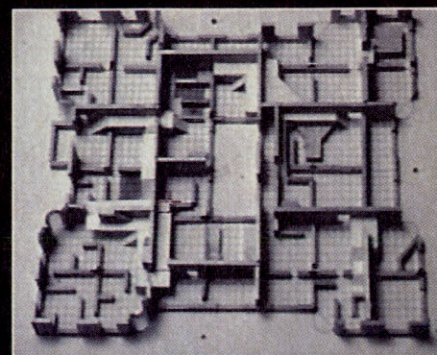
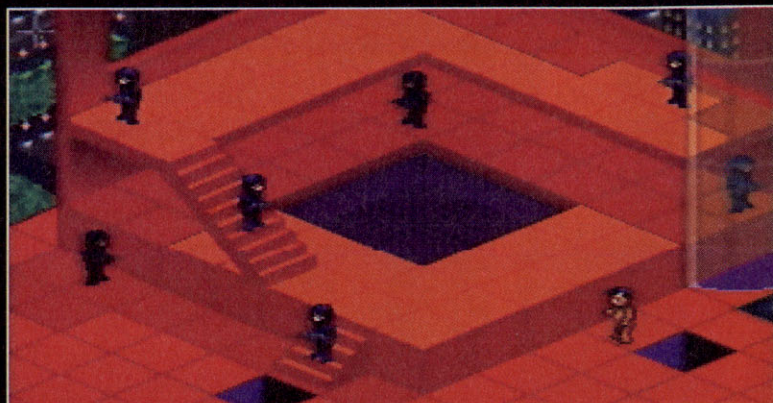
*Mindscape continue to lead the way on CD32, this huge new SF epic designed specifically for CD-ROM machines. Of course there's a glorious CD-spoiled intro for **Space Academy**, but the game itself will be over 50Mb in size when it finally arrives this Xmas.*

A

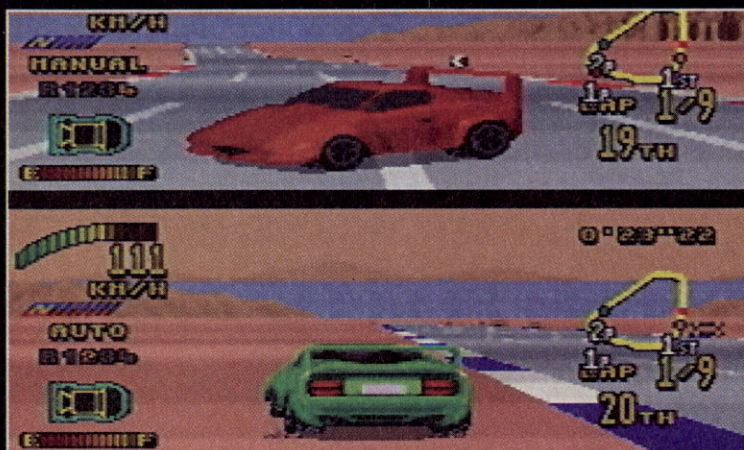
lthough programmed by a different team, *Space Academy* marks a return to the isometric 3D and intricate puzzles of late Eighties games such as the original *D-Gen*. The difference now is the vastly increased power of modern, 32bit CD-ROM machines. Set

in two buildings and a spaceship, *Space Academy* will have more than 700 rooms patrolled by cleaning droids, mutant insects and trigger-happy SAS squads. You're in control of no less than eight characters, each of whom has to be kept fed by visiting the various junk food dispensers. In outline, puzzles seem imaginative and varied with numerous different room types to keep reflexes and brain cells in shape. While graphics at this stage seem efficient rather than stunning, Mindscape plan to have ingame Video Walls running with CD-spoiled graphics for vital information. These ray-traced animation's mean the game could end up filling an entire 650Mb CD!

● *Space Academy* is due for release in December.



TOP Gear II



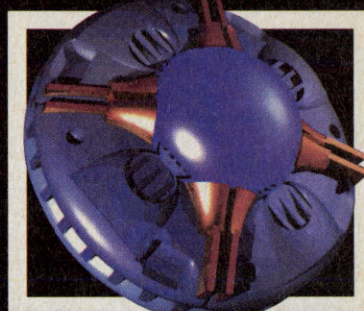
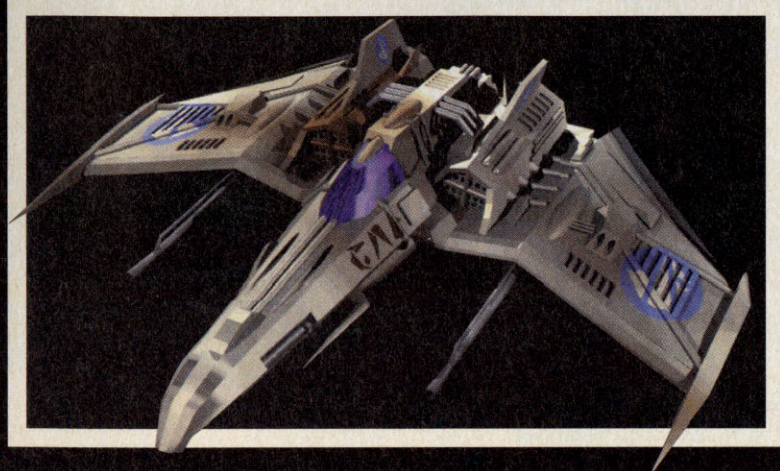
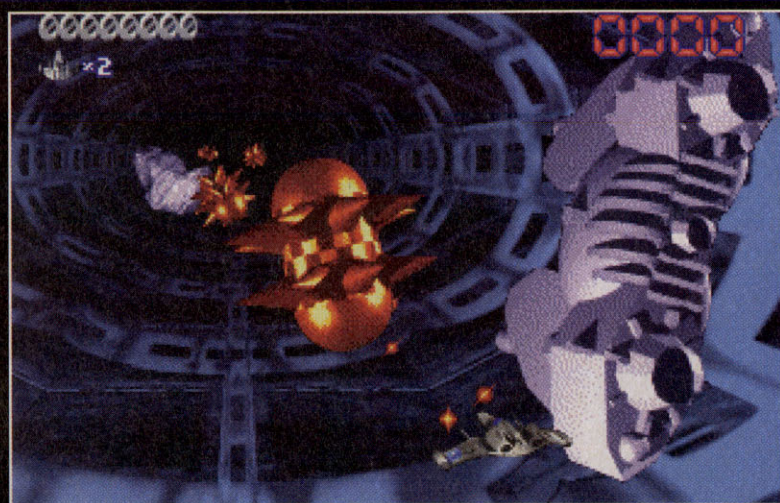
While the original Lotus trilogy now has a few rust spots, an all-new SNES game based on the same game engine has been well received and a faster, slicker **Top Gear II** is now on the starting grid for CD32.

The chart-topping appeal of the Lotus/*Top Gear* series is hardly difficult to spot. Grab a sexy top-of-the-range sports car, plonk it on a race track with some other cars, and get it all running as fast as possible with a two-player mode for long-term appeal. The underlying gameplay was never all that complex, no tire stops or car upgrades to worry about, just keep the pedal pressed to the metal and get across the finishing line first. *Top Gear 2* is faithful to this formula with a preproduction version running very quickly indeed. Crashes were impressively implemented with some nice 3D modelled spins and flip overs, while the variety of different tracks seemed almost endless - 64 cities in 16 countries, even if the backdrops on some could do with a little sharpening up. More interestingly there's options to upgrade your car's engine, armour, nitros and tires within a full championship season offering both points and cash. Racing conditions include night-time driving, snow, rain and fog. The competition between this and Mindscape's *Megarace* for CD32 racer of the year is going to be very hot.

● *Top Gear II* is due for release in September.

SUPER *Stardust*

Sad owners of *Microcosm* are best advised to stop reading here. Do you really want to know about a small Finnish programming team who, without a Silicon Graphics machine in sight, have created graphics which blow *Microcosm* away and throw in some good gameplay too? Cry to **Super Stardust**.



Programming geniuses Bloodhouse are Team 17's latest signing and could well be about to deliver the company's biggest selling game ever. The original game had a simple concept: dig up one of yesteryear's most fossilised blasters, *Asteroids*, and apply mindblowing programming. Despite being a 16bit, A500 game the visuals wiped the floor with *Microcosm* and the A1200/CD32 version is being massively enhanced over that.

The most impressive element of the game is an into-the-screen shoot-'em-up just like *Microcosm*. While the screen doesn't have the variety or twisted contortions of Psygnosis' game, neither is it confined to a small portion of the screen with minuscule sprites to shoot. *Stardust* rockets you down a beautifully animated tunnel (with a new parallax effect for CD32), and throws masses of huge, tumbling 3D objects at you. And these aren't just pretty scenery, they're fully interactive – either you dodge them or you shoot them, with the latter producing a satisfyingly dramatic explosion effect. When a mother ship flies overhead, then turns around for a fight it's an effect out of a movie not a videogame. Screenshots may convey the incredible scale of the action, but the most stunning element is the speed and smoothness. Basically, if it ran faster you simply wouldn't be able to cope! The tunnel game alone would ensure mega-sales, but there's also the main game which is *Asteroids* times a million. Besides stunning background graphics, there's incredible 3D rendered enemy graphics tumbling about and masses of power ups. The A1200/CD32 version is being thoroughly upgraded over the A500 original with redesigned gameplay, game engine reprogramming, enhanced sound and maybe even some underwater missions too! With a couple of month production still to go, *Super Stardust* blows away any blaster we've seen on any platform! Don't miss the exclusive CD32 demo coming soon...

● *Super Stardust* is due for release in September.

JULY

BANSHEE
Core Design
Vertically-scrolling shoot-'em-up.

BUBBLE & SQUEAK
Audiogenic
Cutesy AGA platformer.

BUMP 'N' TURN
Grandslam
Cartoon-style race game.

DARK SEED
Cyberdreams
Award-winning graphic adventure with new CD soundtrack.

GUARDIAN
Acid Software
Starwing-style 3D blaster.

KICK OFF 3
Anco
State-of-the-art footie.

LAMBORGHINI AMERICA

CHALLENGE
Titus
Fun racer with novel gambling aspect.

LIONHEART
Thalion
A slick platformer with great graphics.

LIVERPOOL FOOTBALL
Grandslam
Scouse footie action.

MAN UTD
Krisalis
Championship-winning footie action.

NO SECOND PRIZE
Thalion
Impressive 3D bike racing game.

PINKY
Millennium
256 colour platformer with slick intro sequence.

QUIK
Titus
Nesquik-inspired platformer.

SIMON THE SORCEROR
Adventuresoft
Tongue-in-cheek graphic adventure.

SKIDMARKS
Acid Software
Overhead-view race game.

SOCCER KID
Krisalis
Fun, original footie-inspired platformer.

WILD CUP SOCCER
Millennium
The USP here is violent animal players.

ZONKED
Rasputin
SF-themed platformer.

AUGUST

AKIRA

ICE
The Anime film becomes a CD32 game.

BENEATH A STEEL SKY
Virgin
Highly acclaimed PC graphic adventure.

EXILE
Audiogenic
Classic SF arcade adventure rewritten especially for CD32.

KINGPIN
Team 17
Fun bowling sim.

LITIL DIVIL
Gremlin Graphics
A Taz-like hero and masses of sub-games.

PUTTY SQUAD
System 3
Novel platformer with lots of puzzles.

SUPER LOOPZ
Audiogenic
Highly addictive arcade puzzler.

UNIVERSE
Core Design
Atmospheric SF graphic adventure.

SEPTEMBER

BENETTON RACING
Supervision
High-speed F1 action.

ELFMANIA
Renegade
Highly acclaimed A500 combat game gets upgraded for CD32.

CLUB FOOTBALL - THE MANAGER
Software Business
A comprehensive management sim.

DESERT STRIKE*
Ocean
Hugely popular Mega Drive shoot-'em-up.

EVASIVE ACTION
Mindscape
Dogfighting from WWI to the 21st Century.

GRAHAM GOOCH CRICKET
Audiogenic
Realistic bat 'n' ball fun.

JUNGLE STRIKE*
Ocean
A bigger sequel to Desert Strike.

KID VICIOUS
Ocean
More platform antics.

MARVIN'S MARVELLOUS ADVENTURE
21st Century Ent.
Huge CD32-specific platformer.

MUTANT LEAGUE FOOTBALL*
Ocean
Superviolent SF sports sim.

NHL HOCKEY*
Ocean
Classic Mega Drive ice hockey sim.

RUFF 'N' TUMBLE
Renegade
Platformer with Dolby Surround Sound.

SHAQ FU*
Ocean
Basketball star in martial arts japery.

SKELETON KREW
Core Design
Isometric 3D shoot-'em-up.

SKITCHIN*
Ocean
Skateboarding fun.

SPEEDBALL II
Renegade
Brilliant sports game upgraded for CD32.

SUPER STARDUST
Team 17
Asteroids, but with stunning graphics.

TFX
Ocean
Brilliant arcade-action flight sim.

TOP GEAR 2
Gremlin Graphics
One or two-player racing action.

TORNADO
Digital Integration
The world's most comprehensive combat flight sim.

ULTIMATE DIZZY
Codemasters
No less than ten Dizzy games on one silvery disk.

OCTOBER

ALIEN BREED II
Team 17
Overhead-view shoot-'em-up.

CYBERWAR
Sales Curve
Stunning CD-ROM only arcade game.

MEGAMORPH
Psygnosis
Arcade puzzler.

MEGARACE
Mindscape
Beautiful looking CD-ROM racer.

RISE OF THE ROBOTS
Mirage
Hi-tech combat game with great graphics.

SCAVANGER IV
Psygnosis
Microcosm 2, but better graphics and promising gameplay.

NOVEMBER

LOST EDEN
Virgin
Stunning CD-ROM-only adventure.

RACE GAME
Team 17
Still to be titled isometric 3D racer.

SIMON THE SORCEROR II
Adventuresoft
Gets bigger and, hopefully, better.

VIRTUA CHESS
Titus
Supremely sophisticated chess sim.

DECEMBER

KING OF THIEVES
Team 17
Overhead view shoot-'em-up.

FLIGHT OF THE AMAZON QUEEN
Renegade
Acclaimed graphic adventure.

PSYCHO PINBALL
Codemasters
Hi-tech, CD-ROM only steel ball action.

SPACE ACADEMY
Mindscape
Isometric 3D SF graphic adventure.

THE SENSIBLE WORLD OF SOCCER
Renegade
Massive upgrade of best footie game ever.

TONG DYNASTY
System 3
Ambitious arcade-adventure.

1995

ADRENALINE FACTOR - Mirage
SF adventure with fantastic 3D graphics.

BAZOOKA SUE - Krisalis
Oddball cartoony adventure antics.

FIST - Supervision
RPG based on Steve Jackson phone game.

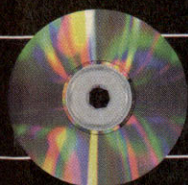
INFERNO - Ocean
Fantastic SF combat sim.

REUNION - Grandslam
Galaxy-spanning SF wargame.

ROCK 'N' ROLL YEARS - Supervision
Multimedia package, sound and vid clips.

ZOOL 3 - Gremlin Graphics
Yet more alien platformer antics.

* These six Ocean conversions of EA games are slated for release from September to December. As yet there is no firm news on the order in which they'll appear.



competition

WATCH MORE TV!

Win an *Incredible* SONY, Trinitron Tube Niacam Stereo TV worth more than you! *



(*probably)

Yes, Gremlin have gone absolutely mad. They're so over the moon with their well received *HeroQuest II: Legend Of Sorasil* (84% this issue!), that they're giving away this fabulous Sony Trinitron TV (worth £500!) to

whoever answers the easy question correctly *and* gets their name pulled out of the hat. Of course, you won't want such a fabulous TV just for watching *Neighbours* and *Babylon 5* - you'll want to play *Legend Of Sorasil*, so the winner will get a copy of this top role-playing game as well. And finally, five runners up will also get copies of the game to play on their small, not as good telly.



Tempted? Course you are. Prizes like this only happen once a month, and only in the CD32 magazine. And the question? How many characters are there to choose from in *Legend Of Sorasil*? Could it be easier? No. Pop Your answer and address on a postcard addressed to:

AMIGA CD32 GAMER
GREMLIN COMPETITION
PARAGON PUBLISHING LTD
DURHAM HOUSE
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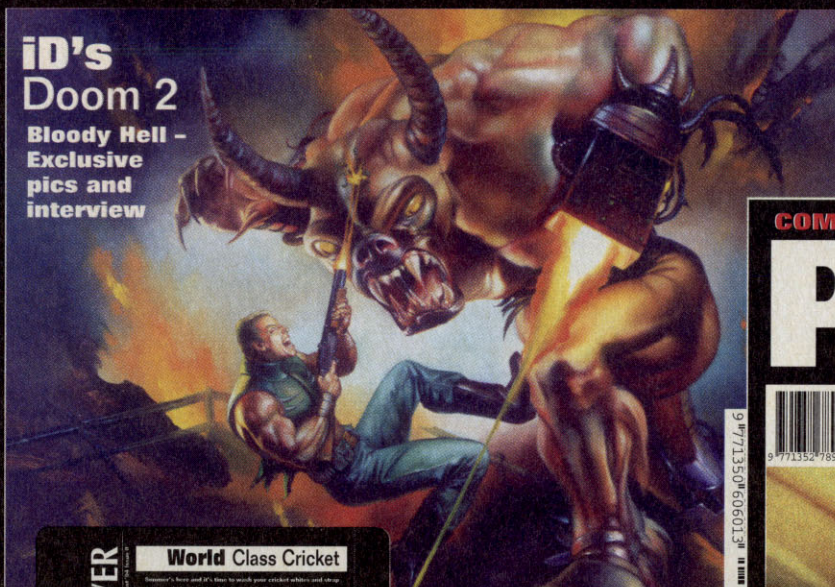
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STEEL DAWN

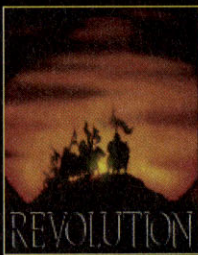
While Hull may not have the glamour of San Rafael, California, Revolution bow to no-one as far as video gaming's silvery future is concerned. Already acclaimed as one of the year's biggest and best adventures, the Amiga version of *Beneath A Steel Sky* is being substantially upgraded for CD32. Stuart Wynne went visiting.



Charles Cecil's Revolution was inspired by the belief that a small British programming team could match American giants such as Sierra and LucasArts. It was a belief fostered by long years working as a development manager, initially as an independent handling Spectrum conversions before moving inhouse for Activision and then US Gold. At the latter company Cecil had observed LucasArts adventures close up, but even he probably didn't expect to so quickly eclipse the American giant. The *Lure Of The Temptress* soon proved strong enough to overhaul even *Monkey Island* for Amiga sales, a magical mix of slick gameplay and lush graphics appealing to a far wider range of gamers than your usual graphic adventure.

A less ambitious company would've followed it up with a sequel, but Cecil insists Revolution isn't a company "driven primarily by commercial considerations. I can genuinely say what we're about is enjoying creating games which people like to play." For the second game this meant a sci-fi scenario, dropping amnesiac Robert Foster in a cyberpunk city with a head full of questions and plenty of enemies...

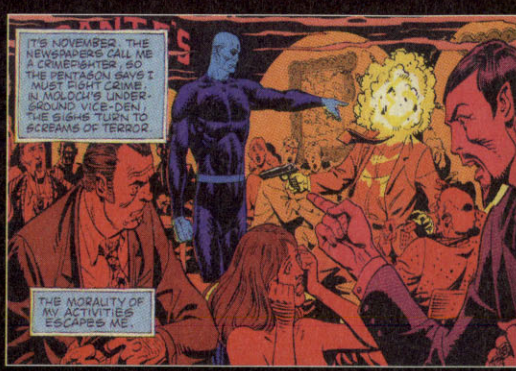
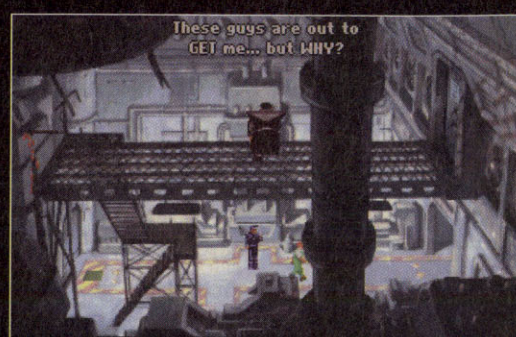
To provide the graphics for this ambitious new project Revolution



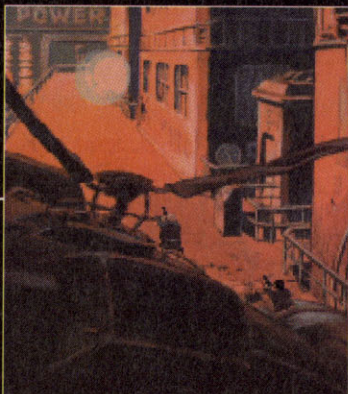
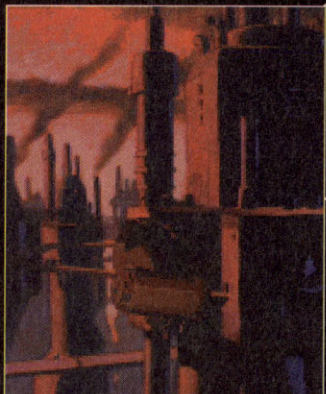
reached outside the industry to comics book artist Dave Gibbons. Renowned for his work with Alan Moore on the landmark *Watchman* series, Gibbons is one of the best in his field and represented a substantial investment for the company. "He could've been a real prima donna," company MD Charles Cecil admits, but in fact Gibbons turned out to be a delight to work with. All of the game's 75+ screens were drawn by Gibbons, then painted by Les Pace, before being scanned into an Apple Mac and retouched. The process is technically similar to how Cyberdreams approached HR Giger's work for *Dark Seed*, but here the artwork was being specifically created to Revolution's script. For both games, using outside talent has resulted in superlative graphics which overshadow all but the very best designs of people normally working in the field.

BINARY THEATRICALS

Underneath the stunning visuals, Revolution concentrated on refining the Virtual Theatre game engine first shown in *Temptress*. Cecil regards it as a worldbeater, easily outshining more heavily hyped offerings by the American competition. In VT computer characters aren't confined to single locations, but can wander about with the



DIGITAL REALITY
While the floppy disk intro featured a rather murky colour scheme, the all-new CD-ROM intro features artwork scanned in from the manual. Is it real or is it digitized? Can you spot the difference between game and manual shots? Dave Gibbons comic book style perfectly suits the 256 colour palette of VGA graphics and, of course, CD32. The intro tells how a helicopter crash left a baby of the city elite in the care of outlanders. Named Foster, after the beer, he is recovered twenty years later in a dreadful blood-bath. When a second copter crash leaves Foster stranded in the city, he resolves to uncover its secrets.



Dave Gibbons' comic book career began in 1973 and he has worked on *Dr Who*, *Green Lantern*, *Batman* and numerous 2000 AD strips. His most famous work is the brilliant *Watchmen* (written by Alan Moore). This vast experience is obvious in the visual flair of *Beneath A Steel Sky* with some imaginatively radical perspectives which really open the game up.

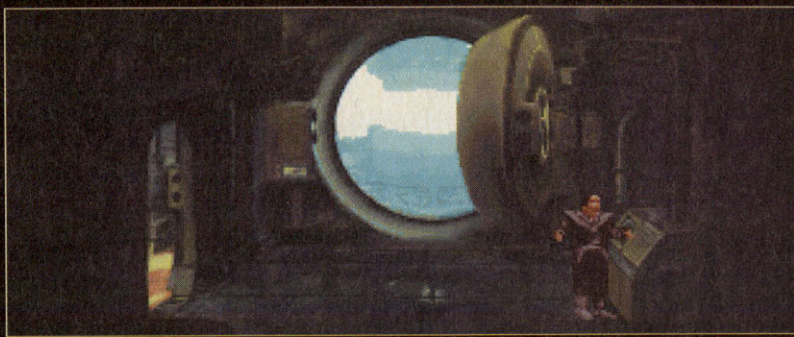


game engine designed to handle all sorts of interlinked happenings across multiple locations. It's an approach that exploits Gibbons graphics to the maximum with unusual, comic book-style perspective exploited by sprites which can scale from being a couple of inches tall to mere ants on a single screen. While most games suffer from a glaringly obvious gap between game environment and irrelevant background graphics, in *Steel Sky* skilful design and programming combine to almost completely dissolve this divide.

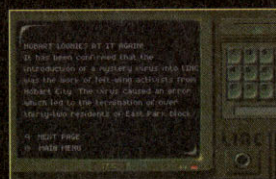
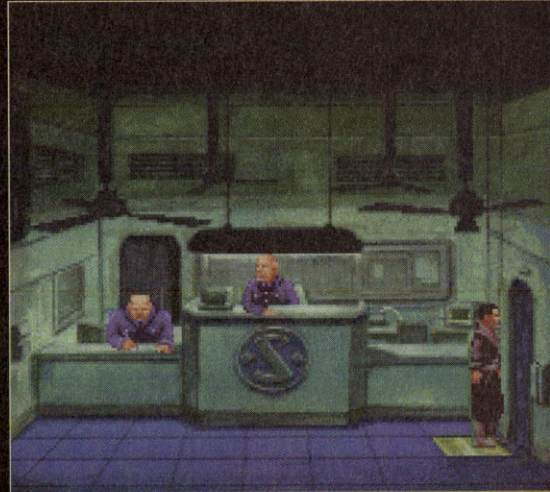
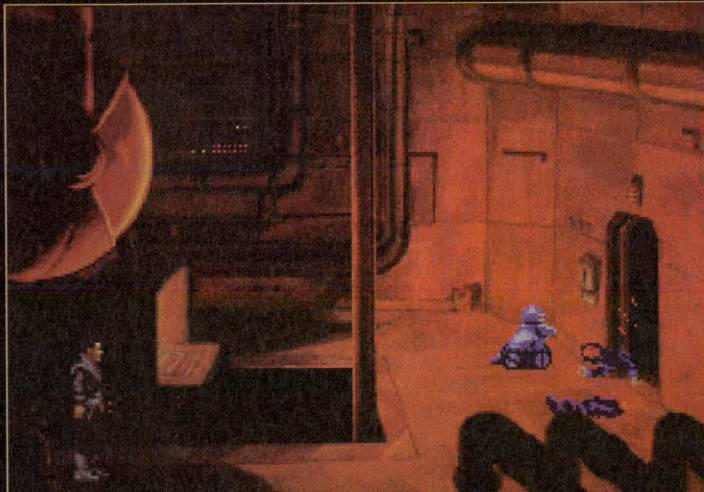
All this hard work was vindicated when the PC and Amiga games promptly soared up the sales charts as soon as they were released. Work immediately began on a PC CD-ROM version which would boast an ambitious new soundtrack and slick presentation sequences. Thankfully at this point Revolution also decided to do a CD32 version. As long-time supporters of the Amiga they were eager to develop on the machine even though it would involve a lot of work. Squeezing the original PC game onto an A500 with just 1MB of RAM had meant stripping out numerous animations, rooms and even some sections. Also the PC's 256 colour palette had to be stripped down to 32 colours for the A500. But for the CD32 Cecil is promising the complete game, restoring all the cut game elements and switching back to the PC's 256 colour palette.

These enhancements mean the new intro/outro sequences and soundtrack are just the icing on top of an already substantial reworking of the original Amiga game. There's also the not insignificant matter of eliminating disk-swapping - despite being cut down, the Amiga game still filled 15 disks! On the debit side the CD32's solitary 1K of non-volatile RAM for save games has been used as an excuse for many lesser developing teams to avoid the format. Considering the complexity of the Virtual Theatre game engine you might have expected Revolution to similarly claim it was "impossible" to convert *Steel Sky*. Cecil admits it was a difficult problem but through clever programming hopes to get around it. "Although the game is very non-linear, with lots of freedom for the player to go where he wants, there are certain nodes where we pull everything back together. When you enter these nodes there can only be a certain number of things which have happened. So on the CD32 when you enter one of these nodes a code will flash up allowing you to save the game. We think there'll be about 200 codes to cover it all. It's quite a sophisticated system to program, but the player should find it all very straightforward in play."

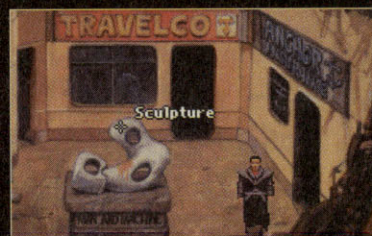
Given this level of commitment Cecil is more than justified in his criticism of other teams. "I think a lot of the UK developers haven't



After escaping into the furnace, Foster and Joey are confronted by a security guard. All seems lost until the globe-shaped security camera lasers the guard in two. As blood sprays through the air, you realise this is no Nintendo game! Search the card to find an ID card which will enable you to exit the Furnace.



By using the Security Guard's ID you can access LINC, the electronic network which binds the city together. By scanning its pages you can find lots of useful information, as well as plenty of good jokes! Gaining access to the security system will take some thinking about though.



really utilised the CD32. Too many games have been just A500 ports. However our games are tailor-made for CD and we're putting a helluva lot of work into the CD32 version because of this. We don't want to just shovel it out. We think CD32 is a very worthwhile format to support."

CUE VACTORS

Revolution's cutting-edge ambitions also manifest themselves in the company's approach to the soundtrack. Rather than grabbing people off the street, Revolution went to the country's top theatrical group - the Royal Shakespeare Company. Over two days were spent recording over five thousand lines of dialogue, a huge undertaking but one which Revolution didn't let intimidate them. When they didn't like the results, they decided on lengthy (and costly) re-recording. "In retrospect it was a mistake to expect normal actors to do the work as they're used to using everything in a performance - their faces, their bodies, the works." So Revolution went to voice-over people and, again, went for the best ending up with about half the *Spitting Image* cast contributing.

All this effort makes sense because there's so much dialogue in the game. Foster's sidekick is Joey, a sarcastic droid who is forever

belittling his best efforts. Other characters are no less talkative, a pair of bored security guards turn your questions into an excuse for a hilarious comedy routine.

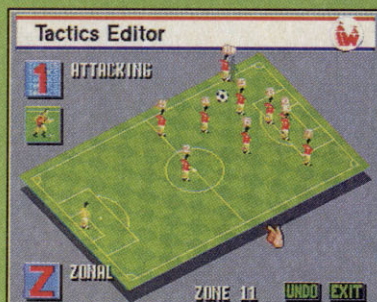
Thankfully, *Beneath A Steel Sky* will get a sequel, but while the scenario is preserved the game engine will be 'Revolutionised' with a radical new 3D approach. As Cyberdreams plan with Giger for *Dark Seed II*, Revolution hope to move their heavyweight artist away from simply "sitting on sidelines doing his artwork" and into the 'creative heart' of game design. Cecil admits the industry is very much in its infancy, "we have a lot of experience in interactivity, but there's a lot of creativity out there which we can use. Just recently we hired an artist away from Sullivan Bluth's film company to help bring in a different perspective." Yet at the same time Cecil sees videogames as having a lot to offer too. "If you look back at those early films, work by the Lumière brothers for example, it all looks very crude nowadays. However, the film techniques which were evolved then haven't really changed much over recent decades. I think cinema has got a bit stale and maybe they need to look outside their industry for new ideas." If Revolution have their way, future Spielbergs may well be studying in the Virtual Theatre! □ SSW



feature

Football fan, Arsenal diehard and CD32 correspondent Mark Smith has never had it so good. Or so they tell him. Arsenal win the Cup Winners Cup, Spurs get docked twelve points and get kicked out of the FA Cup (absolute bliss!) AND a whole new regime of soccer, sorry football games, have or will hit the CD32. Is this really a match made in heaven?

UP THE ARSENAL



Football. The thinking man's chess. CD32. The thinking man's console. A tenuous link, but a link all the same. In fact, you'd be surprised at how many similarities there are between the two pastimes. Both are in the doldrums right now. England have hardly excelled at the national game, while Commodore couldn't survive the national recession. Yet still we persist in singing the praises of both, and now that the two are coming together in perfect harmony, does it mean that the CD32 is coming of age?

■ It's A Screamer:

SENSI SOCCER (Various Editions)

PRODUCED BY: Renegade

PUBLISHER SAYS: "Its attraction is its total playability, and that is how it stands out from the crowd!" WE SAY: GOAAAAALLLLLLLLLLLLLLLLLL! Probably the best football game in the world. Has completely changed the face of football games across every format, and has stood the test of time. A classic.

ISSUE/RATING: One — 9/10



■ Plodding down the wing

WEMBLEY SOCCER

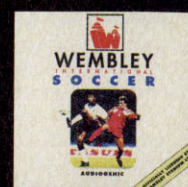
PRODUCED BY: Audiogenic

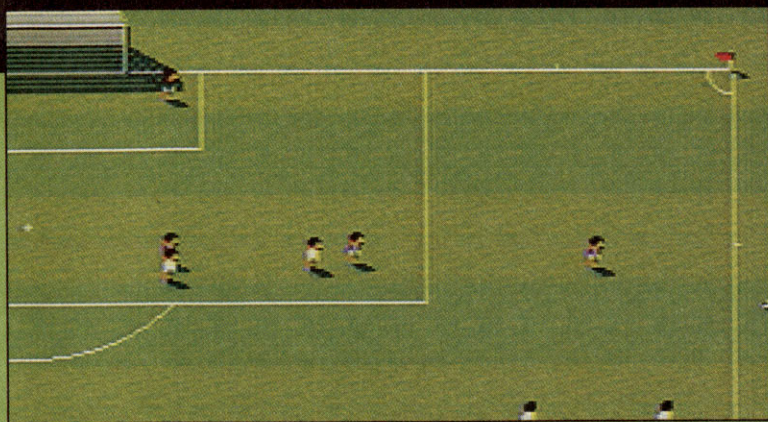
COMMENT: Reviewed this issue...

ISSUE/RATING: Three — 76%

PUBLISHER SAYS: "Wembley — The most famous soccer stadium in the world. *Wembley International Soccer* is the best soccer simulation that you'll ever play." "Wembley Soccer — so good you'll want to show all your friends."

WE SAY: It's okay; top marks for hyperbole!





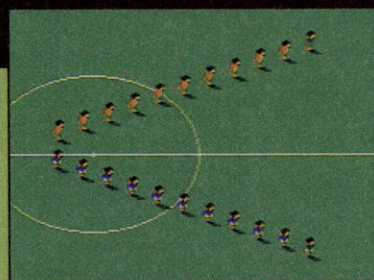
■ Get the bandwagon rolling...

The most important point is not just the quantity of games due out for the CD32, more the fact that the CD32 enjoys a pretty positive following from many of the major software houses — both the major soccer releases and some of the less known titles are winging their way to the machine over the next few months. Is this due to a short term cash-in venture, or are the plans more long term?

"We have the utmost confidence in the CD32," commented Tim James of Krisalis, responsible for Man United's new game, "because it obviously isn't going to go away overnight. It's certainly in our plans over the next twelve months." These sentiments were echoed throughout the computer industry. Tom Watson of Renegade confirmed that the format "is currently included as a standard format for all Amiga product"; Ocean's Stephen Hay pointed out that some of their major games were planned on the CD32 too (although no footy games unfortunately). Grandslam pointed to the UK market as the mainstay of their CD32 sales, adding that they're "perfectly happy" to continue to support the machine.

Infogrames' Beverly Gardiner cites the lack of save game function which means that many of the French outfits games aren't feasible on the CD32; passwords obviously can't replace the all important save-game feature. "Releases on the CD32 will depend from product to product. Obviously, due to the fact that the majority of Infogrames' games are of the adventure genre, they do not lend themselves to the CD32 as it has no save function and this is necessary when playing such involved games."

Graftgold, though, are aiming all their new titles at the A1200 and the CD32. "We're planning to put all current and forthcoming projects onto the CD32, such as *Empire Soccer*, DAVE for Renegade and KTM MotoX also for Renegade," they offered. "We all need a machine which can create games for without the editorial control of the hardware manufacturer. The CD32 offers us that opportunity".



| No | Team Name | P | W | D | L | F | A | Pts |
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| 1 | Amiga United | 10 | 8 | 0 | 2 | 20 | 10 | 16 |
| 2 | Manchester United | 10 | 7 | 1 | 2 | 18 | 12 | 15 |
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| 4 | Sheff City | 10 | 5 | 3 | 2 | 12 | 10 | 13 |
| 5 | Everton | 10 | 4 | 4 | 2 | 10 | 10 | 12 |
| 6 | Wolves | 10 | 3 | 5 | 2 | 10 | 15 | 9 |
| 7 | Sheff Wednesday | 10 | 3 | 4 | 3 | 10 | 15 | 9 |
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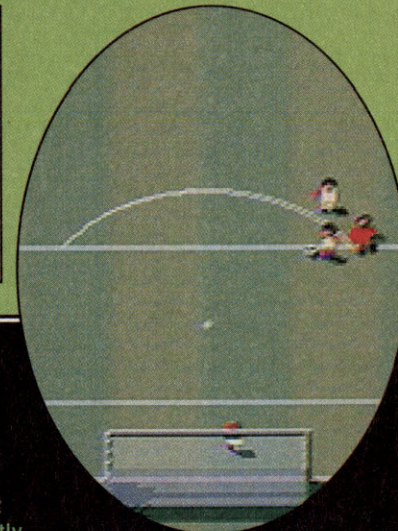
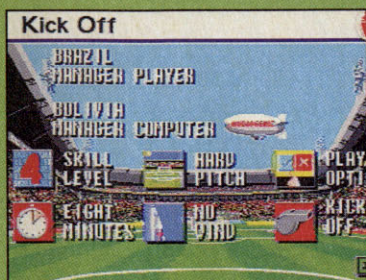
■ Smash and Grab

So the CD32 is far from being written off with the company that originally made the machine. And by the time you read this, a new buyer should have been announced. But, in the light of all these new platforms being promised, is the CD32 in danger of being left behind? With all the Saturns, Jupiters and Uranuses (hur hur) being touted, maybe the CD32 just hasn't the technology to keep up. Empire Software:

"Being closely related to the A1200 is a great advantage in that we are already familiar with the machine and can get to grips with it immediately. The CD32 is a very flexible piece of hardware which allows us to create quite diverse games rather than games of a very fixed format. It offers great value for money and being a CD based system it has plenty of potential for the future."

Renegade's Tom Watson was somewhat more direct. "It doesn't have the obvious appeal of some of the machines that are currently being promoted but at least it's in the market".

Succinctly put. Much of the appeal he rightly points to, though, derives from plenty of hype but little in the way of results.



■ On the sidelines:

JOHN BARNES SOCCER
 PRODUCED BY: Krisalis
 PUBLISHER SAYS: "Action packed arcade simulation of the European Championships"
 WE SAY: The game, like the player, is long past its best.
 ISSUE/RATING: One — 3/10



■ Rising from the ashes?

KICK OFF 3
 PRODUCED BY: Imagineer
 AVAILABLE: September
 PUBLISHER SAYS: No comment
 COMMENT: Predecessors recently overshadowed by *Sensi*. Can the boys make a comeback? Console versions look promising...



feature

■ WORLD CUP WINNERS

After all the boring bits were out the way, we had to ask some of those involved the most pressing of questions: Just how will Nigeria fare in the World Cup? The beauty of this, of course, is that you'll know the answer in the very near future...

Tom Watson, Renegade (*Sensi*): 'Huge'

Carol, Empire (*Empire Soccer*): 'Better than Englands!' (A real football purist, there. People have suffered greatly for saying much less).

Bev Gardiner, Infogrames (*Planet Football*): "Personally, I'll be supporting Ireland and Cameroon."

Mark Wynne, CD32 Gamer (Editor): Refused to speculate for fear of being found out as a miserable Smiths fan. Which he is.

Sad American, USA: Isn't soccer that game where the men wear stockings and kick a pigs bladder?



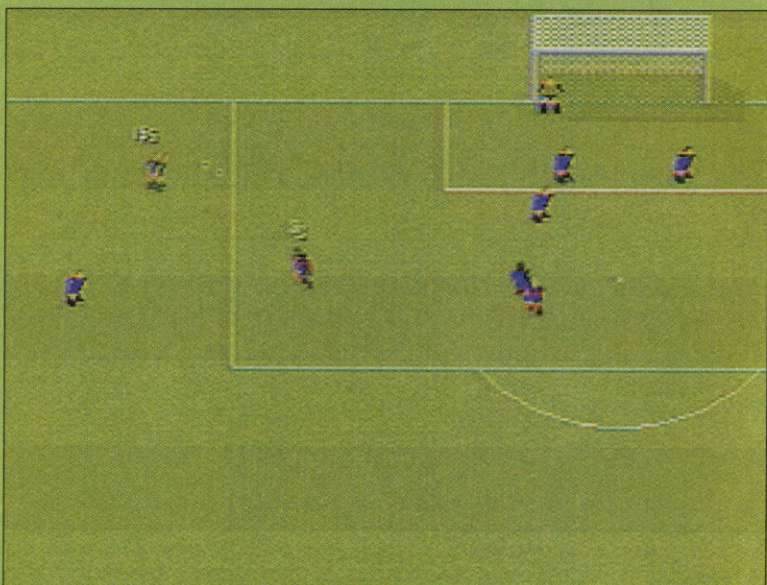
■ A Question of Economics

It's pretty fair to deduce that the CD32 isn't being treated as a flash in the pan, and that the soccer games are here on merit of the machine rather than just another platform to exploit for the duration of the world cup. Which is great. But scepticism doesn't end there. Because we're talking CD, and as CD is a more viable media than disk in terms of information it can store, surely all the CD32 games will be vast improvements over their Amiga counterparts. Even if they're not vastly improved, there must be the odd tweak?

Infogrames opted for the easier route, with their CD32 version of *Planet Football* being the same as the PC and A1200 version. *Sensible Soccer* is £1 cheaper on the CD32 and has improved sound, as does *Man U Premier League Champs*. Krisalis have also managed to feature some digitised pictures, although you only get to see these if you play as *Man United*. All go a little way to make the CD32 version that little bit more worthwhile.

Empire Soccer goes even further. "The CD32 version will have more colours, more music, more in game sound effects, parallaxing stadiums, longer replays and enhanced intro and outro sequences," explained Empire Software. "The player control method will be expanded to make full use of the extra buttons on the joypad".

Obviously, this all costs extra — it will be very interesting to note the improvements over the Amiga version.



■ It's a GOAL!

Football games in general have improved greatly over the years — many moons ago, when rubber keys and in-built speakers were the order of the day, you were lucky if you could head the ball let alone get sent off for hacking down a fellow player. *Matchday II* changed much of that, while Commodore's *International Soccer*, while hardly the best looking game of its day, managed to combine large blocky graphics with some semblance of gameplay.

Now, though, the current and future line-up of soccer sims makes those 8bit wonders seem prehistoric. There's *Sensi's World Of*

Soccer, with over 1400 football teams, with real player names, numbers, faces, kits, skills and values, over 22000 real players, every major professional team, player and football competition in the world, a world transfer market, individual player skills and just about everything else that you could think of. Back in 1984 this would have been a rather far fetched dream. In 1994 it's months from reality.

Then there's *Planet Football*, Infogrames surprising late entry to the football market. 3D images like this would have been impossible until recently, and its testament to the power of the CD32 and A1200 that these are the two machines alongside the PC that the game will be released on. 6000 animations, various camera zooms and realism are at the top of the agenda with this one.

■ Left Back:

EMPIRE SOCCER

PRODUCED BY: Empire

AVAILABLE: Soon

PUBLISHER SAYS: "Empire Soccer is FUN to play and allows players of all skills to compete. Large, detailed player sprites together with tongue in cheek rule adaptations create a fast moving arcade feel to the game."

COMMENT: Takes the arcade rather than the authentic route. Could yet surprise us all.

■ In off the bar

PLANET FOOTBALL

PRODUCED BY: Infogrames

AVAILABLE: September

PUBLISHER SAYS: "The main feature of *Planet Football* is realism, with detailed animations and a revolutionary 3-D on pitch view... When computer controlled, the various teams will play to their countries style, eg, Brazil have good ball skills, England kick and rush, Germany short pass."

COMMENT: Looks the business, and seems to have all the moves.





■ Save Me!

In all the conversations I had with all the various software houses only one sore point really cropped up. Saving the game. Some software houses had managed to get by the problem with little fuss — in *Planet Football*, for example, you can save the game with little problem, although the players won't evolve as in the other versions. However, one game, *Grandslam's Liverpool*, was cancelled altogether simply because the memory available wasn't enough to allow the saved game function to work properly. Krisalis have a similar problem. "If you have a full season, saving the game will be virtually impossible since there are simply billions of permutations for league positions," commented Tim James. "And you can't save the all important information on a password". Yet they're tackling the problem as I write, with a solution more or less in the offing.

Of course, with other games, it's quite simple to save the game with passwords. Arcade games lend themselves perfectly, while others, such as *Frontier* (surprisingly) need only the smallest amount of memory to save their data. However, use another game and you could wipe your saved position forever.



■ ALL-TIME FAVES

We've already got the greatest footy sim ever in *Sensi Soccer*, but what of the rest? What are the chances of seeing some of the other Amiga and console games hitting the CD32? We investigated...

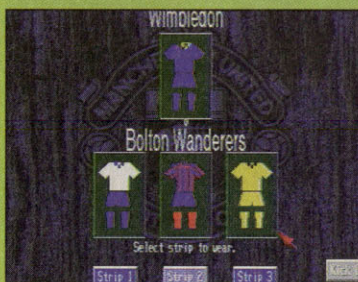
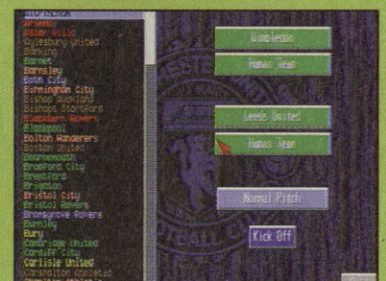
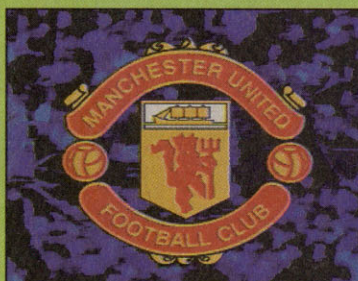
FIFA International Soccer — Lobby your politician, write to the Prime Minister, send thousands of signatures to EA — whatever you do, pray for a CD32 version of *FIFA*! While it seems unlikely that EA will increase their support of the CD32, Ocean have picked up the rights to other games from the American giants, including *FIFA* on the SNES, so it's not completely out of the question.

Premier Manager — Having spoken to Gremlin, I can say without fear of retribution, that *Premier Manager* will not make it to the CD32. It's not that it's an impossible conversion — after all its completely menu driven — it's that ugly problem of saving the game again. Anybody for a floppy disk add-on?!

World Cup USA — Seems unlikely, since there's little support from the Brummie company right now. A few more CD32 users, though...

■ A Game of two halves

There you have it. Football games are on the increase. Commodore's collapse hasn't necessarily sparked off the CD32's slide into obscurity. And, with Spurs out of the FA Cup before it even starts, the next twelve months look pretty good all round. Lets avoid the appeals, eh? ■ MS



■ Surely a goal:

SENSIBLE WORLD OF SOCCER

PRODUCED BY: Renegade

AVAILABLE: New Year

THEY SAY: "The *Sensible World of Soccer* is the next logical step in the *Sensible Soccer* dynasty. While retaining the inimitable playability of *Sensible Soccer*, it also has many extra features"

WE SAY: "If their player manager sim is half as good as their normal football simulation, this will be one of the biggest releases of our time."

■ Storming down the wing:

MAN UNITED PREMIER LEAGUE CHAMPIONS

PRODUCED BY: Krisalis

AVAILABLE: Soon

THEY SAY: "We've got it all — full seasons, 2500 players all with accurate skills, league and coca-cola cup, you can even configure your own league."

WE SAY: Looks very promising, even has CD enhancements.



SEGA

XS

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SEGA

XS

ISSUE 8 ON SALE 23 JUNE



review

While boardgames usually make poor videogames, *HeroQuest* is more a cut-down RPG than anything else. Now thanks to Gremlin the game has really come to life, a single cramped board magicked into ten varied and sprawling mazes. Plastic characters are transformed into beautifully detailed and animated sprites, while the rules have been seamlessly integrated into an intuitive control system.

Legacy Of SORASIL *HeroQuest II*

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





review

Although anyone who's tried to explain *HeroQuest* to *Monopoly*-fan parents might disagree, the boardgame was obviously designed as a simplified introduction to RPGs and the videogame is even easier to get into. With the computer there to handle the drudge work of calculating enemy movement and hit points, you can dive straight into the action with scarcely a glance at the manual. This is nothing short of miraculous, as demonstrated by the super speed with which are our *Ultimate Body Blows* fan editor picked it up.

To further attract beginners Gremlin have excelled on the graphics. The characters are big and beautifully detailed: I just love the way the wizard's staff catches fire when he attacks someone, the slick animation on the lightning spell and the cape on the evil vampire. Such splendid graphics are more than simply superficial, with a single go lasting an hour or so it's vital that the characters mean something to you. *Sorasil* offers you eight top characters to choose from and you're soon worrying over their every little wound, significantly ramping up the tension. Background graphics aren't quite so impressive, and in any case with isometric 3D many maze walls usually disappear so that you can still see your characters. Nevertheless they're well done, while exterior landscapes and later levels such as the mystic temple provide variety, further rewarding long-term play.

Even more impressive than the graphics is the soundtrack. There's over thirty minutes of a brilliant classical score which sounds as if it's been lifted from some epic 1950s costume drama. It really does make a massive difference to the whole feel of the game and, thankfully, the soundtrack doesn't eliminate sound effects like previous Gremlin games. Besides sharply sampled swordfights and foot-

falls, there's more imaginative touches such as spinechilling incantations before a spell is cast. All these elements combine to give the game that elusive feel good factor, you sense that the development team have genuinely troubled themselves to make you feel involved.

For RPG fans the game's simplicity will be disappointing. Too much of the gameplay revolves around simply finding objects by virtue of repetitive searching of every location. No clue is given of possible hidden object locations, everywhere must be searched and it must be done twice - once for treasure, once for doors and traps. The game engine's simplicity can also seem restrictive, as characters can only be moved in rigid order, one after the other, whereas in *Sabre Team* you can endlessly swap between characters making tiny moves. However for newcomers this simplicity could well be a bonus and, unlike the admittedly more sophisticated *Sabre Team*, your characters move like lightning.

Overall though, *Sorasil* is a quick, pacey game and those superbly detailed characters make you feel about them and keep you playing late into the night. As Gremlin talk about developing CD32 specific titles for later in the year, *Sorasil* a most encouraging pointer toward things to come. The future for role-playing games on the CD32 certainly looks bright. **SSW**



WE NEED Another Hero

Before your adventure begins, it's time plan your strategy, by choosing just four of the eight characters available. It isn't that difficult, as there are basically two types of each character, with slight individual quirks. One of each type should be picked...

ANGOR: The Barbarian
Strong and equipped with an enormous broadsword, he doesn't bother with armour, and is therefore an ideal scout and fighter.



GRIMBEARD: The Fighter
Although short, Grimbeard the Dwarf is a strong warrior, handy for spotting traps. This is intuitive though, as he's not that clever.



OAKHEART: The Ranger
Medium strength and defence, but Oakheart is a superb tracker and has great perception for things amiss in the forest



RAVENSLOCK: The Wizard
Although weak and slow, the Wizard is obviously imperative if magic is to be well used. The most intelligent of the lot, with Celeste.



HAXAR: The Paladin
A noble knight, Haxar is an excellent all round player, speedy over ground, a good fighter but lacking any spectacular individual traits.



STORMBOW: The Adventurer
A good swordsman and spell caster, Stormbow stands with Angor as a good all round soldier to take on your mission.



CALORFLAME: The Cleric
A not unattractive priestess, Calorflame is a powerfull ally with her knowledge of magic. However, she cannot carry any weapons.



CELESTE: The Mystic
Like Calorflame, Celeste is not suitable for hand-to-hand combat, but her magical abilities cannot be underestimated.





Early on, when a skeleton or any other foe comes looking for trouble, it's easy to take your pick of warriors or magicians to wipe them out. However, as your team split up (as they must), later on, every battle becomes charged with tension as even fairly weak baddies chip away at your energy bars.



"I just love the way the wizard's staff catches fire when he attacks someone, the slick animation on the lightning spell and the cape on the vampire. Such splendid graphics are more than superficial, with a single go lasting an hour or so, it's vital that the characters mean something to you."



Above, Ravenslock, The Wizard is being harassed by two ghosts that wander around the early levels. Haxar is coming up from behind to help, and Calorflame is standing guard in the corridor. A quarter of Haxar's movement time has been used, and he has just five steps left to either exit or defend Ravenslock.

The cut-away 3D graphics are very well implemented, to make your location and surrounding area readily visible, with walls becoming semi-transparent if covering a character. Similarly, the simple control panels below the view screen mean that you can take action quickly and effectively, although mouse control is preferable.

STEAL From the Dead



When one of your characters dies, you are automatically taken to a redistribution screen. Here, you can choose which of your surviving team members will receive the available booty, weapons and potions.

WALKING In Time



① A countdown of steps left for your chosen character.

② The compass, which can be clicked on to move your people. Dimmed shows no access.

③ Combat, Magic, Search For Treasure, Search For Traps, Doors, Look At Map, Open Door and Inventory icons.

④ The rat and stone dial show the amount of time left for you to make your move before the computer controlled enemies make theirs.



The flying skull is another enemy decapitated, leaving the chest free for plundering



Haxar has eliminated one skeleton, but two more are paroling the coffin.



Profile

1 PLAYER
1 SKILL LEVEL
✓ SAVE GAME
Into the CD32 memory
✗ CD32 ENHANCED
CD soundtrack.

PROS: Excellent character graphics and brilliant soundtrack really pull you into the game which, for an RPG, is very easy to get into and pacy to play. Automap feature is a boon.

CONS: Gameplay is simplistic and the search routine is repetitive. Inability to save until level end is annoying.

GRAPHICS

SOUND

GAMEPLAY

84%



review

It's ironic that as the final instalment in System 3's *Last Ninja* trilogy arrives on CD32, so should *Second Samurai*. Vivid Images was formed by a group of ex-System 3 people and their hit platformer was an obvious jibe at the old company.

W

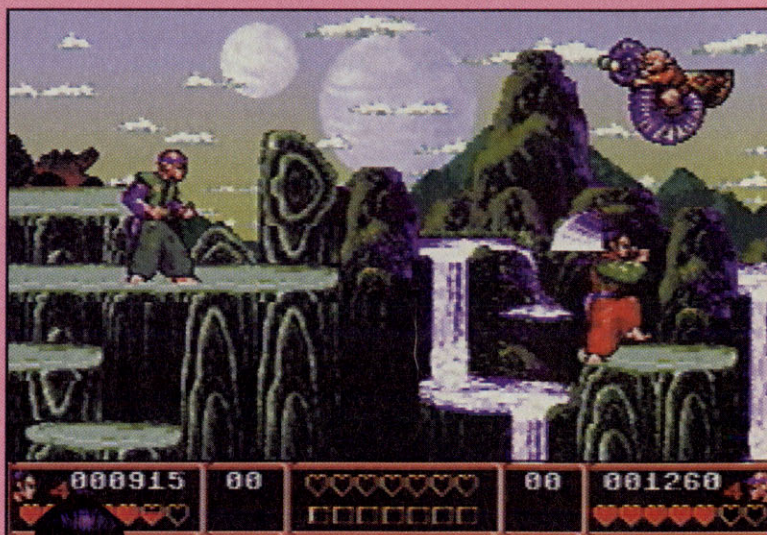
hen *First Samurai* was launched there was a strong effort to play down any similarity with the *Last Ninja* trilogy. After all, one used isometric 3D while the other adopted a conventional side-on view. In retrospect, junking the 3D was a smart move. At a stroke a demanding graphics system and an overly complex control system were dropped, making for a

much more immediately accessible game within which *Last Ninja*'s imaginative approach to puzzles could be more effectively reworked. *First Samurai* was a big hit and its sequel offered more of the same; bigger, brighter, smarter and with a two-player option.

As with *Last Ninja* games, the *Samurai* series takes care to place the game in Japanese mythology with an enemy (the Demon King) who always seems to escape at the last minute like a B-movie villain (so there can always be a sequel). In *Second Samurai* the Demon King resides at the end of three worlds, each with several levels each and their own distinctive graphic style. Levels are large and include a least a couple of puzzles to figure out, but fortunately there is a password save at the end of each one.

The control system, whilst much simpler than *Last Ninja*, retains a similar obsession with complexity: there are no less than fourteen combat moves and three defensive ones. You can also throw weapons which can be collected along the way. This sophistication doesn't stop you diving straight into the action - the moves are fairly instinctive - but occasionally you'll fumble a wrong one and the joystick-designed system can be awkward on joypad.

Yet more weaponry comes in the form of various objects and collectibles, including Bombs, Seeker Skulls (mystical homing missiles!) and Spell Books (for



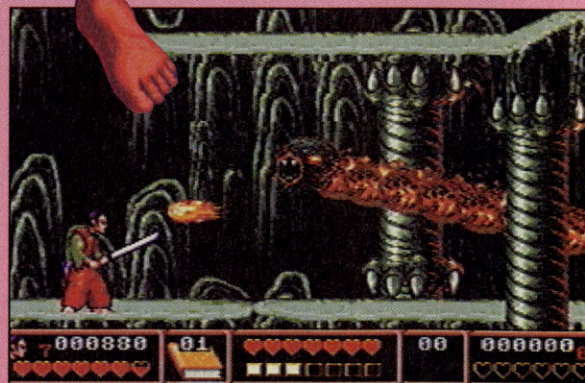
smart bombs, temporary invulnerability and a magical sword). As you'd expect with such a formidable array of firepower, enemy forces are numerous, varied and very aggressive. Of course there's end-level guardians, but there's also mid-level guardians which can pop up when you least expect them.

The game's mystical atmosphere carries over into some witty problems, like the way you can use discarded god statues to substitute for gold ones, fooling the weight-triggered traps just like in *Raiders of the Lost Ark*. Above average game design also applies to the two-player mode. Get a friend to join in and you can choose between three different modes: Friends (can't harm each), Stun (freeze your friend with no energy loss) and Enemies (it's war, with full energy loss!). And if your friend is lost off screen, the game automatically rematerialises him (or her) nearby with no energy penalty.

Overall, *Second Samurai* is a big, ambitious platformer with plenty of imagination and novelty. There's also a massive challenge with loads of secret levels, including a shoot-'em-up level! Sonics are above average - considering the CD isn't used - with plenty of great effects. Graphics are perhaps more a question of taste, while technically very good they betray their A500 origins with a certain coarseness at times. Whilst a little sluggish in places, this is still one of the best CD32 platformers around. ☐ SSW

JAPANESE Asteroids?

Strange but true. There's a rather strange and rather fun *Asteroids* game wrapped in this varied package. It's strange, because you punch and kick asteroids rather than shoot them, yet it plays like a perfectly reasonable clone other than that, with the same wrap-around screen. It is considerably easier, however, as your fighters aren't inertia plagued spaceships. Odd, really.

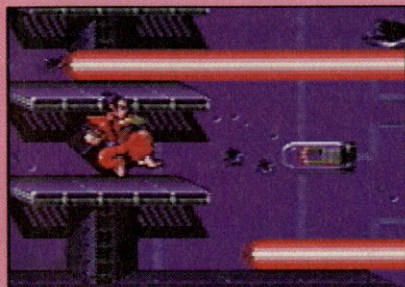


The first major meanie is a thoroughly ugly snake monster, spitting fire and making a hell of a racket. A few swipes (quite a few) polish him off.

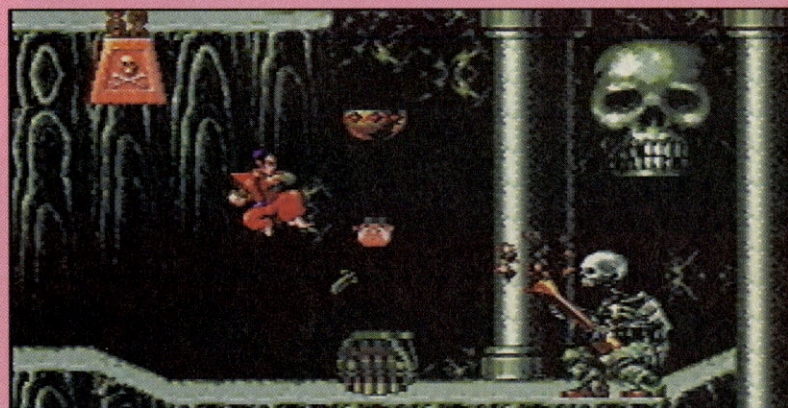
SECOND SAMURAI



"Overall, *Second Samurai* is a big, ambitious platformer with plenty of imagination and novelty. There's also a massive challenge with loads of secret levels, including a shoot-'em-up level!"



● PUBLISHER: *Psygnosis* ● PRICE: £29.99
● DEVELOPER: *Vivid Image* ● OUT: Now

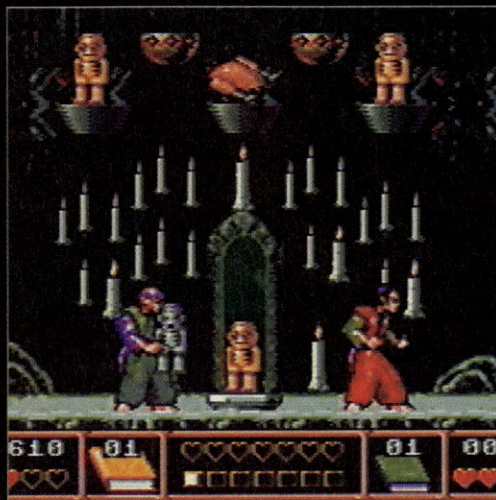


One of the first cronies that needs a bit of thought. Skeleton bod must be squashed by jumping on the face button (centre) that drops the weight. It takes quite a few goes to flatten him for good, and a second player helps. Below, a few more of the meanies that parole this strange game.



WEIGHT For it...

This booby-trapped treasure room needs a touch of Indiana Jones thought. A replica of the gold idol must be pushed onto the pressure pad beneath it before it can be removed, or else it starts raining spears. This tactical element to the game is great fun, and as the problems are usually physical ones, solutions are often impressive, visually, and usually worth the frustration...



Profile

1-2 PLAYERS
4 SKILL LEVELS
✓ SAVE GAME

Essential passwords.
✗ CD32 ENHANCED
A1200 port pretty much.

PROS: It's a huge, sprawling challenge, packed with oodles of variety, imagination and secrets. The game design is surprisingly novel, with lots of surprises.

CONS: Unfortunately, the ambitious graphics look a little coarse as they don't appear to use 256-colour mode. Some of the puzzles can be rather obscure...

GRAPHICS

SOUND

GAMEPLAY

85%



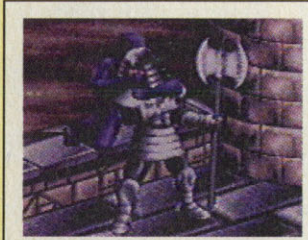
review

They may not make games like used to, but thankfully they do re-release them. The C64 *Last Ninja* trilogy was truly legendary in its day, offering cinematic intros, intricate puzzles and a mature atmosphere so rare these days. Once the prettiest set of sprites around, the trilogy's final installment arrives on CD32 via a stylish A500 update.

The original game took seconds to draw up each new screen, a painstaking process which everyone accepted because the graphics were so good. On CD32 the graphics still have their charm, even if they're no longer state-of-the-art, but the most noticeable element is just how tough the puzzles are. Combining nails and gloves to create climbing gloves, making up bombs and so on are a world away from the simplicity we've come to expect from arcade games today. Games like *Mario* and *Sonic* almost always have even the simplest puzzles contained within a screen or two, having to work out problems spread out over an entire level is judged to be too much for your average console owner. Whilst British games used to be much more complex, nowadays everyone wants their game to go onto console so it's a surprise to rediscover this level of challenge.

Exploring the still attractive world of *Ninja III* is quite good fun, surprises still seem to be possible and you're eager to explore. If only System 3 had persisted with the game type maybe today *Ninja VII* would compare with the PC's *Ultima* series for complexity.

Unfortunately they didn't and the game's age does show in places. The control system which was simply murderous on joystick, is easier on joypad but remains a little awkward - falling off cliffs is all too easy and success in combat is rare without



"While British games used to be much more complex, nowadays everyone wants their game to go onto console, so it's a surprise to rediscover this level of challenge."



LAST NINJA 3

● PUBLISHER: *System 3* ● PRICE: £14.99
● DEVELOPER: *In-house* ● OUT: *Now*

taking at least some damage. The game certainly feels compelled to constantly crowd you with enemies which can be frustrating when you're trying to figure out the latest puzzle.

Overall, *Ninja III* does feel rather dated and limited. It wouldn't stand up at full price, as this is just too old-fashioned to justify £30 being spent on it, and the quirky (to put it politely) control system and perplexing puzzles would almost certainly put off many younger players. However at a budget price its unique style and occasional moments of genuine magic make it worthy of consideration. It's tough, awkward and not all that big, but if you fancy something different, give it a go. □ SSW



Profile

1 PLAYER
1 SKILL LEVEL
✓ SAVE GAME
Password
✗ CD32 ENHANCED

PROS: Isometric graphics still have a certain charm and the serious tone is a pleasant contrast to so many more infantile games. Puzzles are imaginative, varied and unusual - sometimes frustratingly so.

CONS: The quirky controls take some getting used to, and the game's size is more 8bit than 16bit. The feel is a little sluggish too.

GRAPHICS

SOUND

GAMEPLAY

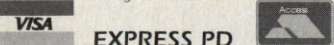
68%

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Amiga Computing - 90% / GAMER GOLD.
The One Amiga - 84%, Amiga World - Grade "A".

CLOCKWISER.... time is running out...

Amiga - June 1994.

Amiga AGA -
June 1994.

CD32 - July 1994.



Clockwiser is an
infuriating, addictive,
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puzzler with over
100 levels of mind-
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with a puzzle editor -
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RASPUTIN

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Orpington, Kent BR6 6BJ. Phone: 0689 - 850770



review

Swapping his extending robosuit for a pair of *Sonic*-styled trainers, James Pond is back in a new, arcade adventure with a SF theme. Accompanied by more FI5H merchandise than you could dream possible, Pond is on a mission to thrill.

R

reading *Pond* instruction manuals is getting to be a serious job hazard with the latest reaching some kind of landmark for groan-inducing hamminess. But if you're under ten, you'll doubtless be impressed not only by the enormous instruction booklet, but also by the wedge of flyers and brochures packed with the game. There's Pond stickers, agent training

books, identity cards and even a Pond mask for all those Method game players in need of psychiatric help.

What isn't disguised is that Pond has had a major facelift, both in gameplay and style, which is a pleasant surprise. Pond's RoboCod Expansion suit has been discarded, and replacing the rather minute, minimally animated hero of yesteryear, is a large, amusingly rendered fish who rushes about like a second cousin to Sonic, and even has the trainers to match. Unlike Sonic, he's practically bursting with special abilities. As well as being able to punch, crouch, leap and run around in 360° circles without falling victim to gravity, Pond can arm himself with a rapid firing Gateaux Gun, throw dynamite and even disguise himself as a piece of fruit (if a fruit suit is available). Millennium have gone to town on reinventing Pond as a plausible hero for the mid-90's, and their efforts are commendable.

The story, however, is irrelevant. The action is simple, initially at least. There are a large range of graphically themed areas spread across the moon (cheese background, banana splits background) each with about six or seven mini levels to be traversed. To begin with, it's just a question of running right, avoiding meanies, and reaching the end level beacon which, when bashed, completes the section, but things soon get more complex.

Each level is made up of familiar platforming hazards and objects. Platforms can be head butted, *Mario* style, to release power-ups,

extra lives and other treats. Distortions in space can reveal warps to bonus levels (see P-p-p-penguin box out), and sometimes there are more than one beacon per level, each offering an exit to a different level. Where *Operation Starfish* leaves *Zool* and *Sonic* terrain though, and moves onto *Bubba* turf, is in the variety of objects that can be picked up and used to solve various physical problems. Umbrellas can be used to float across craters, rocks can be used both as weapons and plinths, X-ray specs reveal previously invisible headblocks, ton weights crush enemies (but also make Pond fall faster when he's carrying one), spring boots are self-explanatory, as are jetpacks... Whilst most have fairly obvious uses, some are more obscure. For example, smashing open a TV set unleashes a poltergeist which, if you carry the wreckage to lure it with, will carry you up to the higher parts of the maze. Such odd puzzles help give the game a satisfyingly different feel.

Graphics perfectly complement the gameplay with some neat animation. The cheese throwing mice are brilliant, but better is the mouse with the oversized gateaux gun, who stumbles back when he fires at you.

Thieving weapons from the enemy to use against them is also rewarding, especially when they're bigger than you. One particularly aggressive enemy is a car which keeps trying to run you over. Blowing it up is particularly enjoyable, although throwing sticks of dynamite is a skill itself. Once picked up, the fuse ignites, and Pond has only a few moments to lob the sparkly firecracker before a large crater is created in its proximity.

It's the large injection of humour that makes Pond almost immediately addictive. Over the long term, however, game design does sag in places – the banana level, for example, dispenses with more interesting aliens in favour of lots of pixel perfect jumps and is much less fun because of it.

The save game option is also quite difficult to reach and, in common with all CD32 games so far, gives no warning beforehand if you've got enough memory left to save in. Keeping that 1K of

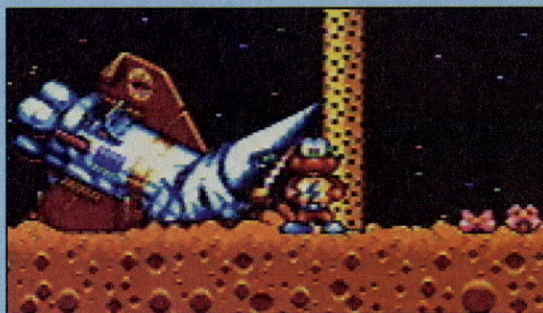
memory free of unnecessary data is essential housecleaning for all CD32 owners!

Pond III is undoubtedly one of the fastest platformers on CD32, and it certainly pastes the insipid, 8bit design of *Zool II*. While the imaginative puzzles aren't quite consistent enough to push *Pond* into the mega-icon league, there's certainly plenty here to keep younger players in particular entertained for absoulutley ages, as the moon is a huge play-pen for this fishy adventure. ■ MCW

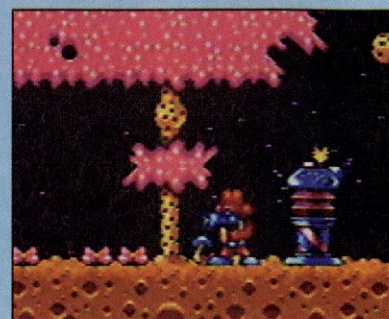


P..PICK Up A Bonus

Bonus levels (found by spotting distortions in space) offer little crucial to gameplay, but lots of witty(?) references to Ponds previous exploits and plenty of fish power-ups to build up your strength.



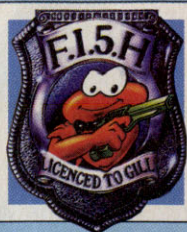
Left, Pond and his rather wrecked spacecraft. Below left, a tin-hatted rodent, one of the most frequent foes Pond must bash or jump in the early levels. Below, an early beacon, exposed for a good bashing.





JAMES POND 3

OPERATION STARFI5H



"It's the large injection of humour, and the knowing appropriation of a lot of good platform elements that make Pond almost immediately addictive. Over the longer term though, the game does sag in places."

● PUBLISHER: *Millennium* ● PRICE: £29.99
● DEVELOPER: *In-house* ● OUT: *Now*



Above, a variety of goodies for Pond to appropriate. A teacup for points, a bomb for vicious assault or cheese, to use as an infinitely throwable weapon.

Above right, the bizarre and rather boring banana level and far left, a selection of the great intro stills.



SONIC BOOM Pond...

James Pond is without doubt one of the most adaptable little sprites around, able to make use of a whole host of handy objects to make life on the moon-cronies tougher.

As well as the umbrella, gateaux gun and spring heels, the most cute just *has* to be the superb Fruit Suit. As well as protecting Pond against enemy damage, it also allows him to roll over and squash his numerous foes! In fact, so good is this disguise, that at times, you'll lose yourself, convinced that it's just any old strawberry sitting in the middle of the screen, rather than your hero. He's a card, Pond, make no mistake, strawberry or not...



The old...



the new!



Umbrella...



springed...



before...



afeter!

Profile

- 1 PLAYER
- 3 SKILL LEVELS
- ✓ SAVE GAME
- Rather rare but welcome save.
- ✓ CD32 ENHANCED
- Audio intros to levels.

PROS: Great new incarnation of Pond. Nice speech, novel puzzles, a few great sprites and a huge challenge. The mix of formats works well at times.

CONS: But some levels are basic, and this makes progress less exciting than one at first hopes. The sporadic save points are annoying. Why not passwords?

GRAPHICS

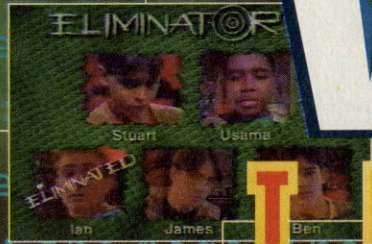
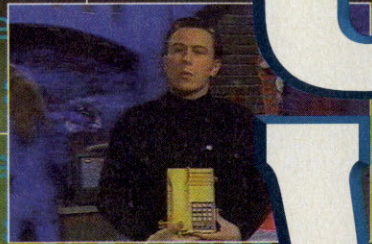
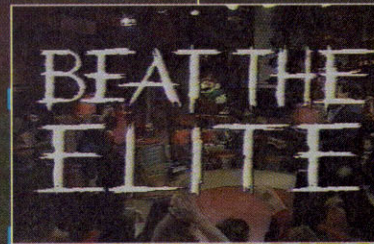
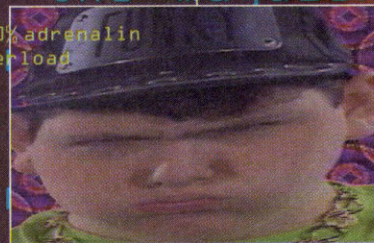
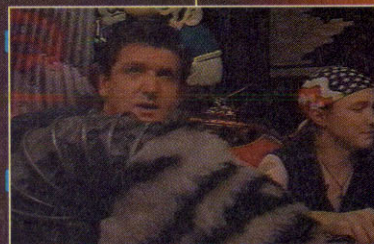
SOUND

GAMEPLAY

78%

ISSUE 2 OUT

danger...dange
...danger...d
anger...dange
...danger...da



GAMES WORLD

THE

JUNE 30TH!



SNES
WORLD

GAMING



THE
ONLY
MAGAZINE
THERE IS



review

Despite the promising title, there's not a hint of titillation or political incorrectness in Interactivision's first CD32 release. Rather, it's a rather sparse one or two-player *Bubble Bobble* clone, low on originality but high on frustration – if my jangled nerves are anything to go by!

Even Interactivision themselves seem to have lost the battle for enthusiasm with the *Naughty Ones*' storyline, and their briefer than brief synopsis doesn't tax the brain at all. John and Jim (imagination in abundance) must fight through five platform adventure worlds and defeat the baddie king (he's evil) in order to return to their normal world.

The mazes are familiar fare for those used to the genre; the usual surreal combinations of everyday objects come to life and outsized pieces of furniture imbued with menace. The Mad Mechanics World has various tools and appliances whizzing about in a mainly sparse and barren scene. Crazy Clock looks like Ocean's *Dennis* with huge sofas and clocks dwarfing the bros, while Foreign Affairs is a Cold War kaleidoscope of odd Russian paraphernalia. Furious Fire and Evil Egypt, the last two levels, are more successfully themed areas – the various sights and sounds of a Hammer Tutankhamen movie entertainingly spoofed and caricatured.

John and Jim are reasonably well-animated sprites but their design is remarkably bland, tot-sized versions of the Blues Brothers with none of their charm or humour. They hop and bound about quickly enough, but with only bouncing grenades as defence (unless a rare zapper gun is collected), they're hardly going to satisfy anyone's latent psychopathic urges. You can't even use more than a single grenade, only when the grenade has exploded can another be thrown – any more than that would be irresponsible, children! So you have to take a more tactical approach, planning every attack since just jumping in will usually get you killed.

There are only a few power-ups to be collected, such as extra lives, extra speed and invulnerable pills, and this stinginess adds to what's already a tough game. Each world is made up of twenty odd single screen challenges, most of which need to be solved to reveal a key and an exit. The puzzles are very simple – avoid the baddies, traverse large gaps, press buttons to activate elevators and winches – and the problems tend to revolve around the scenery rather than the enemy creatures. Certainly, none of the aliens are overly intelligent or mobile. Nearly all of them have set routines, small patches of turf that they patrol relentlessly, the

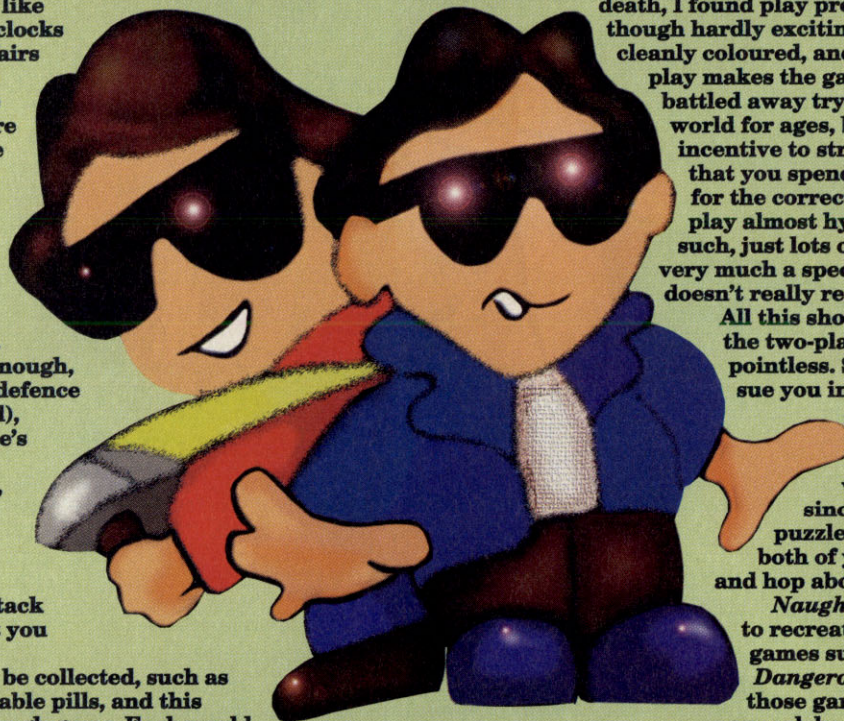


only challenge is to memorise their movements so that you can hop up and blast them before they get you. If you've got the patience, *Naughty One's* toughness soon fades away. Problems come not from surprising game developments, but from over-eagerness and the fiddly control system – which uses 'up' for 'jump' rather than the more accurate arcade method of using a button. All too often, accidentally hitting a diagonal instead of a simple left or right ends up with a fatal jump into an enemy. Success comes not from exciting new tactics, but rather a patient following through of obvious plans – waiting for enemies to get into the right position and so on. The password system only saves when you enter a new world, and getting there takes much painstaking replaying of earlier sections which weren't that thrilling the first time.

In one-player mode, despite the endless annoyance of accidental death, I found play pretty good fun. The graphics, though hardly exciting, are crisply animated and cleanly coloured, and the very simplistic game-play makes the game compulsive for a while. I battled away trying to complete the first world for ages, but once accomplished, the incentive to struggle on vanished. The fact that you spend most of your time waiting for the correct time window to open makes play almost hypnotic, with no real action as such, just lots of avoidance, and you feel very much a spectator on a mad world that doesn't really register your existence.

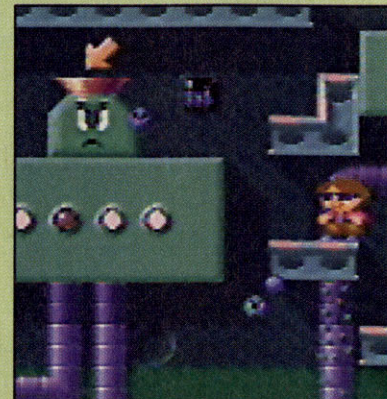
All this should have been addressed by the two-player mode, but this is quite pointless. Since the aliens seldom pursue you intelligently (most baddies come in the form of drips (!) or spikes), the second player cannot be used as bait whilst you do the solving, and since each room is such a fiddly puzzle to traverse, the irritation of both of you having to pause, jump and hop about is agony.

Naughty Ones is a worthy attempt to recreate the classic addictiveness of games such as *Bubble Bobble* and *Rick Dangerous*. If you haven't played those games it might have some appeal, but if you have enjoyed them this will seem a rather uninspired copy. There's too little variety in graphics and gameplay, and the need for painstakingly patient tactics actively punishes zestful gameplay rather than rewarding it. Set against the manic fun of Team 17's *Quak* or Apache's *Super Methane Bros*, *Naughty Ones* seems positively pedestrian, but if you prefer your action a bit slower paced, check this out, as there's plenty to keep you occupied for quite some while. □ MCW



HAVE A Heart...

The bonus rooms (they're not hard to find) offer plenty of hearts but seven falling platforms. Trouble is, you don't know which ones will fall the furthest, quickest. The orange one I've leaped upon in this shot, doesn't seem to be a good bet. At all.



NAUGHTY ONES



"The fact that you spend most of your time waiting for the correct time window to open makes play almost hypnotic...you feel very much a spectator on a mad world that doesn't really register your existence"



They're identical twins. They both wear shades and they're as interesting as Steve Davis. The start of level 2 below (TEATIMER), and it's the old household objects gone loony scenario. You know, killer clocks and the like. The key at the top left opens the next room up. Red brother is in action. Blue isn't. Stuart must be the blue one.



● PUBLISHER: *Interactivision* ● PRICE: £29.99
● DEVELOPER: *Inhouse* ● OUT: *Now*



Above, near the end of level one and things are getting trickier with green water drowning our brothers after a few seconds. There's a few power-ups to the right, but it's best to whiz to the end level baddie on the right, jumping over metal head rather than scrapping with him.



Profile

1-2 PLAYERS
1 SKILL LEVEL
✓ SAVE GAME
Essential passwords for each of the five levels.
✗ CD32 ENHANCED

PROS: Simple gamestyle and reasonable presentation make *Naughty Ones* initially good fun. The urge to thrash the first world is high as it looks so easy...

CONS: But the game mechanics are poor, with bad sprite control making play frustrating. The two-player option is useless as well.

GRAPHICS



SOUND



GAMEPLAY



65%



review

Puff and Blow, surely the most imaginatively named heroes of the year, are here to inject (literally) some much needed arcade style action to the CD32's sombre software line-up with their powerful, pump action gas guns. Armed and dangerous, their PR pamphlet promises hours of solid blasting and sucking. Now who could turn their backs on an offer like that?

Hot on the heels of Interactivision's *Naughty Ones*, *Super Methane Brothers* dramatically wrestles the idolisation of *Bubble Bobble* from its rival, and boldly establishes itself as the brightest and most noisy homage to that arcade classic. Whereas *Naughty Ones* sprites are small and simple, *Super Methane Brothers* features huge, well animated sprites and garish, hyper-active levels. The two brothers themselves, however ugly and unlovable, are superbly realised characters, who shuffle about with numerous frames of animation, their methane gas guns pumping realistically when fired, and jostling up and down in their arms when the brothers fall from



ledges. This high quality animation also applies to the enemies, blessed with names such as Buggs, Whirlgigs, Suckers and Mechabugs. They're all wonderfully big, colourful and possessed of distinctive attack patterns - making capturing them and blasting them much more fun.

For all its cuteness, *Methane Bros* is a game with a real mean streak. Rather than simply, unimaginatively lasering baddies you must first blast them with a cloud of gas - to stun them - then while they float about you can suck them into the methane gun itself. Here they can be held for up to ten seconds, before you must eject them. Fire them across the screen and they spring back into life at double speed, often instantly killing your bro! Far better then to blast them against a wall, smashing them into a cluster of toys. In most games these would just wait around, passively awaiting collection. In *Super Methane Brothers*, each bonus is a tiny, beautifully animated and extremely noisy treat to be caught. Mini boats, ducks, balls, tanks, UFOs and cars are just a few of the many goodies that bustle around the screen, wilfully distracting you. Boats bounce around hooting, cars drive about tooting, ducks quack and waddle, telephones ring... it's just too much! All these delightfully animated, boisterously noisy objects fight to be heard above the fantastic, joyous CD tracks, which rank with the very best CD32 music available.

The abundance of bonus items, plus the scramble to be positioned for end-level bonus items, makes for complete chaos in two-player mode. You always solemnly promise to co-operate, but within seconds are tearing about trying to grab the most bonus points. It's enjoyably different and on later levels the ability to contain the villains in your methane gun becomes more important. Walls can be in short supply, requiring good aiming, while monster generators can only be destroyed by being shot with stunned enemies. You can even use the guns to suck in and shoot out building blocks, springs and various other vital items.

Aside from the gas gun tricks this is, of course, very much a *Bubble Bobble* clone. The AGA graphics are a lot bigger, brasher and more impressive but this can make gameplay rather claustrophobic at times. *Bubble Bobble's* tiny sprites allow room for more complex puzzles than are on offer here. But if *Methane Bros* doesn't quite dethrone *Bubble Bobble*, it comes close enough to be a lot of fun in its own right and gives *Quak* very tight competition for the best CD32 BB clone yet. As with all these games, they can become ultimately a bit boring in one-player mode, especially as *Methane* is easy enough to make getting quite far easy. But overall this is one game we keep returning to after slogging through reviews of more pedestrian games and is definitely worth a go. Recommended. ☐ MCW

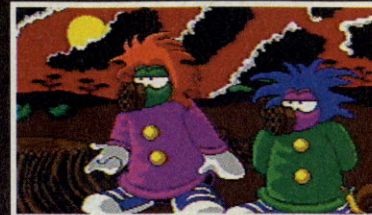
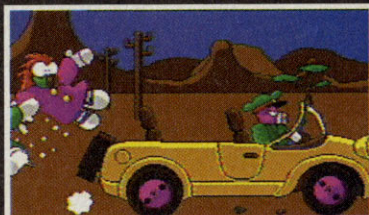


The juggling clowns, who arrive about ten levels in, are some of the nastiest sprites in the game. They pace about in small groups, making collection in your methane gun very difficult. There doesn't appear to be much team work going on in this shot, with poor old Puff looking rather trapped.

PUFF

& Blow

An odd introduction to the game, much like an episode of *Trapdoor*.



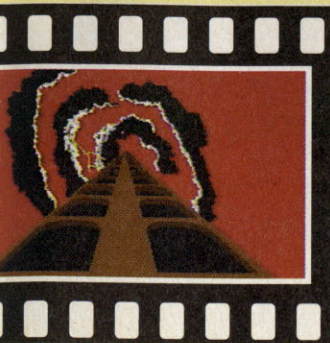
SUPER METHANE BROTHERS



"Boats bounce around hooting, cars drive about tooting, ducks quack and waddle, telephones ring... All the delightfully animated, boisterously noisy objects fight to be heard above the fantastic, joyous CD tracks, which rank with the very best CD32 music."



Every bonus in *Super Methane Brothers* is a treat to collect, and the extra life rewarded for collecting all four cards at the end of each level is suitably thrilling for all greedy games-players. Below, the music bonus is reminiscent of *Zool*, graphically, only it's rather good.



● PUBLISHER: *Apache Software* ● PRICE: £29.99
● DEVELOPER: *In-house* ● OUT: *Now*



Above, level 25 and the first major nasty. In theory, it's pretty simple to suck of the apples from the top of the screen and fire them into the mutations head, but in practice, it's all rather annoying, as there's no logic or routine to its movements. This is the first time your lives start clocking down, rapidly, so be prepared.



Profile

1-2 PLAYERS
1 SKILL LEVEL
X SAVE GAME

But there are 3 continues.
✓ CD32 ENHANCED
Fabulous CD tunes.

PROS: Over 100 levels, 55 secret rooms, 11 music tracks, great baddies, mega-monsters every 25 levels and furious two-player action. Huge fun for a quite a while.

CONS: But it does get repetitive quickly, and the large scale of things makes individual rooms much less sophisticated than *Bubble Bobble*.

GRAPHICS

SOUND

GAMEPLAY

83%



review

In the season of football craziness, Audiogenic have launched a comprehensive new sim of our national sport that's bursting with stats, menus and user definable options. As much a managerial sim as a football game, this could teach Graham Taylor a thing or two about the fine tuning of a football team...

W

hile Wembley might not have the pizzazz of more famous licences, Audiogenic haven't let it hold them back: this is a virtuoso demonstration of visual razzmatazz. Besides the essential slow-mo option (complete with a full suite of controls), there's a novel 'Picture-In-Picture' display which has a window showing the player the CD32 thinks you should pass to. A nicely sized radar scanner shows the entire pitch and by pressing the green button you can change the 'PIP' to show another player. It's all well thought out to aid skilful passing play rather than Wimbledon-style walloping the ball up the pitch and running after it.

The game's sophistication is nowhere more apparent than in the pre-match tactics selection. There are ten basic team formations to choose from: two each of Continental, British, Defensive, Wingers and Attacking. If you're more independent minded you can design your own formation from scratch, placing each individual player exactly where you want. Best of all, your world beating idea can be saved to the CD32 for future matches. And if that's not enough, how about 17 different formations for every possible set-piece from free kicks to kick-offs. You also have full stats on each player showing his speed, tackling ability, agility and goals. Select 'Individual Skills' and players tire through the match, further emphasising the importance of careful team selection.

If strategy isn't your thing you can skip these options, although it isn't advisable as in game there is very little control available over set-pieces. There's some crude aiming and strength controls but nothing very accurate - if you haven't planned ahead, valuable opportunities may be wasted.

Pre-game options also let you choose your ref, whether you want to watch matches being played in your league that don't involve you and whether you want team play (two humans collaborating on one side) or normal competitive play, and what skill level. There's also a practice mode where you can just experiment passing with no opposition other than a goalie, and, of course there's few varied pitch conditions thrown in, from Manchester-inspired wet and soggy, to Madrid-style, sun-baked hard.



It's penalty time, and oops! It all seems to have gone terribly wrong, with a muddle and confusion everywhere. The rather crude penalty control system makes success unpredictable, as do the duff computer goalkeepers.

In game, the biggest revelation is the ability to flick between overhead and side-on views. Both are adequate graphically, and the players are intelligently sized, more impressively large than *Sensi* yet not so big as to restrict the overall pitch view available. But instead of keeping the player on the ball central, the computer waits until he's near the edge of the screen before tracking to keep up. In the

side-on game, this isn't too distracting, but in overhead view, it's very annoying as you can't see far ahead of you unless you're referring to the scanner. The principle of two views is excellent, for example goal kicks are best viewed from above where the height of the ball can be more easily judged, and the delay in flipping between then is hardly noticeable. Unfortunately, all this sophistication is undermined by several flaws. For example, the screen is sluggish to keep up with the action and tackles are difficult to judge, both due to the slowness of your players' responses and the tendency to perform

unwitting fowls. The instructions outline how you can sidestep, barge and tackle but in practice these movements are overly difficult to implement. Possibly the most annoying fault is how the computer keeps trying to grab control. If you stop moving your chosen player for just a second, the computer will begin dragging him off somewhere else, and it becomes a tug-of-war battle to win control over the computer for your own players!

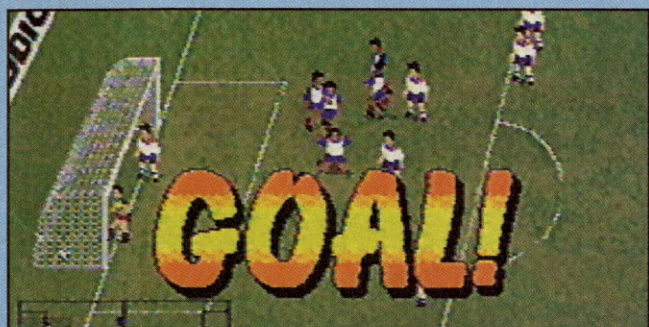
Audiogenic themselves probably didn't expect to topple *Sensible Soccer*, with its near-perfect controls and intelligent tactical play, and like every other footie game this lives in its shadow. The wealth of options are impressive, easy to access and give plenty of scope for play. Gameplay is entertaining with several original, enjoyable aspects and while the occasionally sluggish responsiveness can be irritating - especially with minimal after-touch - it certainly outclasses opposition such as *Striker* or *John Barnes Football*. Overall a brave, ambitious effort which is also good fun. ■ MCW



WE'RE on our way... ■

Competition wise, you can choose to play in either a 24-team battle of the stars (and England), or in a league of up to eight teams. There's no limit to the number of teams that can be controlled by a human, so up to 24 people could play, theoretically (I don't know about you, but I know I haven't got 24 friends). If you just want to kick a bloody ball about though, select the FRIENDLY icon on AUTO and START MATCH. We're on our way, to Wembley...





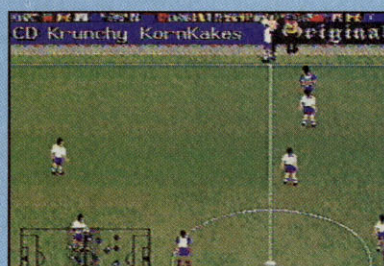
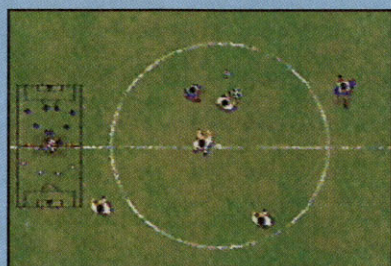
WEMBLEY

INTERNATIONAL

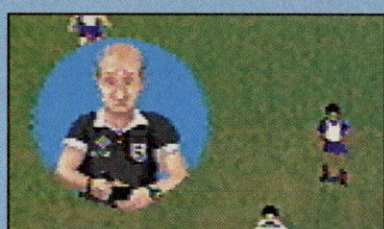
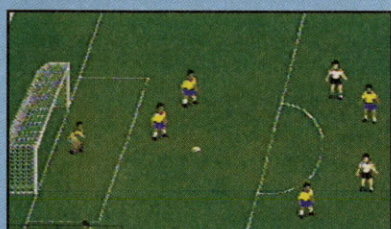
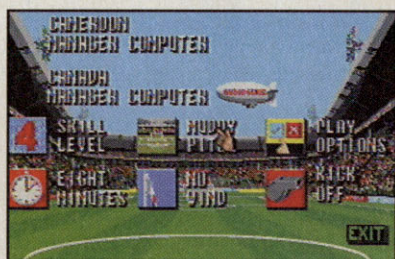
SOCCER



"If you stop moving your chosen player for just a second, the computer will begin dragging him off somewhere else, and it becomes a tug-of-war battle to win control for your own players!"



Skill settings, pitch type, match length, wind, kick off plus a sub menu option, you can't fault this game for attention to detail. The action replays can be turned off, as can wear and tear on your players, if you want them all to be super athletes. Above, kick off from both views. Below, set pieces.



UNDER The Weather

Wembley International Soccer generously provides simulations of a wide variety of pitch conditions. As well as the normal, firm pitch, muddy, wet, hard and Wembley are available. Hard is best for fast play, the ball whizzing about at an incredible pace, whilst muddy and wet conditions slow everyone down, an advantage possibly if you're playing someone *really* good.



Muddy



Wet



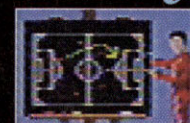
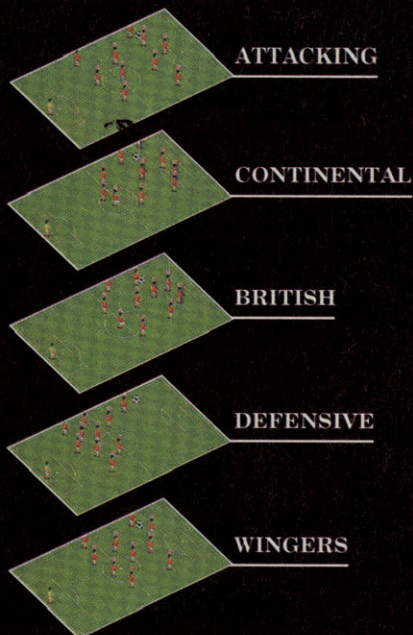
Wembley



Hard

● PUBLISHER: Audiogenic ● PRICE: £29.99
● DEVELOPER: In-house ● OUT: Now

MAKE Your Play...



Before the match there are 10 preset team

formations (two of each style, left) as well as the ability to create and save your own set-up. Psychotic football fans drool on. There are also a huge variety of set-ups available for set pieces, which should be selected according to the style of play and history of your opponents. Below, the individual stats of all your players are available for assessment

| BARCEL | |
|-------------|--|
| 1 OSCAR | |
| 2 JEREMY | |
| 3 ROSTRO | |
| 4 ADRIAN | |
| 5 F. PABLO | |
| 6 BOB | |
| 7 ZHON | |
| 8 L. SANTOS | |
| 9 HERALDO | |
| 10 | |
| 11 | |
| 12 | |
| 13 | |
| 14 | |
| 15 | |
| 16 | |
| 17 | |

| K. FRELLINI | |
|-------------|--|
| FITNESS | |
| SPEED | |
| TACKLING | |
| ABILITY | |
| GOALS | |

Profile

1-2 PLAYERS
8 SKILL LEVELS
✓ SAVE GAME
Formations can be saved.
x CD32 ENHANCED
PROS: Pre-match, everything's superb, with enough options to keep you busy for ages. The two game views are a good idea, and with practice, proficiency can be gained. Good sound FX.
CONS: Joypad responses are poor, making play much less fun than it should be. Neither full sim nor great football action, this is difficult to love.

GRAPHICS
SOUND
GAMEPLAY

76%



review

Sabre Team is a game of several 'borrowings'. The heroes and scenarios owe a clear debt to the Special Air Service, while the game itself is an obvious development of *Laser Squad*. Nevertheless, on the PC and Amiga it's won a fair measure of acclaim, so expectations were high for the CD32 version.

W

hile strategy games usually get people running for cover – in case anyone asks them to play one – Julian Gollop's *Laser Squad* was different. A strategy game as addictive and as exciting as any shoot-'em-up, it's an obvious inspiration for *Sabre Team*. Rather than simulate world-spanning battlefields, both games concentrate on small combat zones within which

your team engages in quick, intense battle. The basic gameplay can be grasped by anyone – no intricate logistical problems here – just manoeuvre your troops into the best firing positions and wipe out the enemy. It's the perfect type of game for CD32 owners hungry for games with a bit more depth than normal

fare, but still retaining enough excitement to keep the adrenaline going.

The advantage of a game like *Sabre Team* over a shoot-'em-up like *Cannon Fodder* is the control it gives you. By breaking game time into 'turns', you can move each of your four-man squad individually and (hopefully) intelligently. When an enemy attacks, you could respond by sending two soldiers one way (in case heavy reinforcements are on the way), while the remaining two troops respond with say a silenced machinegun and stun grenade.

The atmosphere as you sneak around the embassy, searching out hostages and taking out terrorists is wonderfully tense. One nice touch is how every weapon has a 'noise radius' – an M16 can be heard a long way away, but is also very lethal over long distances. A silenced MP5 is less accurate, but gives you more chance of proceeding stealthily. Other problems to

keep your mind ticking over are the strengths of individual soldiers. To see you through the entire game you have just eight of them, making the best use of their varying talents (such as speed, strength, marksmanship etc) is critical to success.

The game features five missions, beginning with the embassy siege (of course), then progressing through a jungle POW camp, an underground bunker, a hijacked ocean liner and finally a missile factory. Plans to include two extra missions as reported in previews have, sadly, been dropped, but there's still plenty of challenge here.

Overall, the game plays well and is very addictive. However, for *Laser Squad* veterans used to the game-style there are some problems, the most obvious of which is the way soldiers' vision operates. *Sabre Team*'s sprites are a lot larger than *Laser Squad*'s, which makes them nicer to look at but is much more restrictive of how much of your surroundings can be seen on screen. For example, you can enter a long hallway and be able to see only the half of it which appears on screen. An erratic danger indicator and a map (which costs Action Points to use!), provide scant compensation – especially as you can only shoot at what is on screen (regardless of the telescopic sight on your sniper rifle!).

Turns themselves are another problem. Each soldier is allocated a number of Action Points per turn and everything you do costs Points. Loading guns, switching weapons, picking things and even turning around costs Points. This is fine, but movement is obviously one of the most important things to do and it's poorly worked out. If you want, you can laboriously click on the compass and take each footstep individually. This is painfully slow though, so usually you adopt the 'go-to' function which sends you marching to where you click.

Unfortunately, the game doesn't give you a read-out on how many Action Points this will use before you activate the move, and is occasionally erratic in how it moves you anyway. It's obviously a tad annoying manoeuvring to get a shot on an enemy only to arrive with no Action Points left with which to shoot them. Other quirks include the fact if one soldier's left near a doorway it's blocked to your other troops, soldiers can't kneel (to take cover or allow other soldiers to shoot over their heads at a target) and just four soldiers per operation does rather limit the tactical element.

These problems by no means ruin what is a very tense, challenging game. While not spectacular, the AGA graphics are effective and realistic with fantastic attention to detail. Sound effects are similarly workman-like with some realistic gunshots, although there's a lack of general background effects like *Cannon Fodder*'s birdsong.

If you haven't played *Laser Squad*, the style will certainly seem original enough and very addictive. The problem is the prospect of *Laser Squad* sequel *UFO*, which we're hoping to have in this issue. If this very much more sophisticated game lives up to the promise of the PC original, *Sabre Team* may end up looking rather like the *B-Team*. ■ SSW



ATTRACT Mode

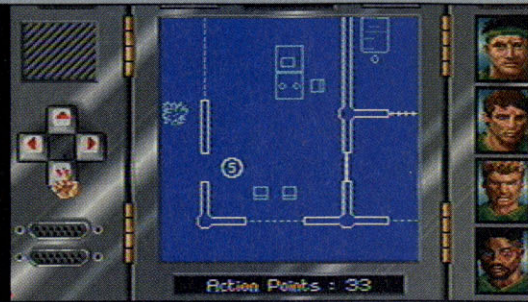


Before each mission, you choose your team from eight men. Armstrong is a good marksman, but lacks strength.

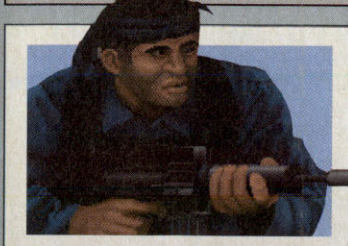
Equipping your squad is a long and laborious process. As you'd expect, there's a huge range of guns to choose from, but don't forget ammo, bullet-proof vests and gas masks.

Name: SR-80
Type: Assault rifle
Calibre: 5.56mm Range: 400m
Mag capacity: 30
Rate of fire: 800rpm (cyclic)
Weight: 4.68kg Length: 780mm

In-game you can consult blueprints of the combat zone, but scrolling around costs plenty of Action Points and is thus rather user-unfriendly.



SABRE TEAM



"Overall, the game plays well and is very addictive. However, for *Laser Squad* veterans used to the game-style, there are some problems ..."



A lot of effort is spent on simulating troops' vision. Here enemies magically appear through the 3D walls as they're in your line of sight. More bizarrely, if you turn your back on a previously seen man he disappears from the screen, even if only just a few feet from your man.

ACTION Men...

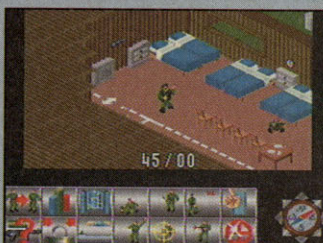
- 1: Swap between control of each soldier.
- 2: Health status of the player you're controlling.
- 3: Access a map screen. Scrolling about costs Action Points and it won't pinpoint people.
- 4: Pick up an object at your feet.
- 5: Drop an object at your feet.
- 6: Move soldier in one go without using compass.
- 7: Open or close door.
- 8: Choose a weapon.
- 9: Prime a grenade.
- 10: Load the gun in your hand.
- 11: Throw a primed grenade.
- 12: Select a target to shoot. Make

- sure it's within range of the weapon you're using!
- 13: Spray bullets in specified direction.
- 14: End your current turn.
- 15: Click on compass directions to move a soldier.
- 16: The number of Action Points it would take to move in the direction you're currently facing.
- 17: The number of Action Points remaining for this round.

15 -  -16
-17



- PUBLISHER: *Krisalis* ● PRICE: £29.99
- DEVELOPER: *In-house* ● OUT: *Now*



Profile

- 1 PLAYER
- 3 SKILL LEVELS
- ✓ SAVE GAME
- Password
- ✓ CD32 ENHANCED
- Additional speech

PROS: A gripping mixture of tactical depth and shoot-'em-up style intensity. The atmosphere and realism are well implemented and very compelling.

CONS: The control system has a few niggling quirks which undermine the realism considerably. The rather slow pace may be off-putting to some.

GRAPHICS



SOUND



GAMEPLAY



78%



review

With a host of groundbreaking CD32 titles in the works, Mindscape show another side to their innovative ways with this surprise release. Actually based on *Battletoads In Ragnorak's World*, this appears to be pioneering NES to CD32 porting. Only it's not as good as the 8bit original...

T

he Battletoads bunch may not mean much to Amiga owners, but in the world of Nintendo they're huge stars with a series of raved over NES and Gameboy games. That's no surprise when you consider the people behind them are Rare, formerly known as

Ultimate: Play The Game when they utterly dominated the Spectrum scene. In my opinion, even a straight NES port would almost be welcome because the games really are *that* good.

Ragnorak is the second in the Battletoads series and features our mean green team once more combating the evil plans of the curvaceous Dark Queen. It's a quest which will take them over no less than twelve exceptionally varied levels, complete with a neat simultaneous two-player option. Levels include a *Golden Axe* beat-'em-up variant, a side-scrolling *Penetrator*-style blaster, a blisteringly fast race game and much, much more.

The first level alone is packed with innovative touches such as the way you can jump on a stunned dragon, then

ride it to blast your enemies. Or the end-level guardian which you take on from its perspective as it aims lasers at you. One neat macabre touch is how power-up weapons are made up of the bodies of fallen foes – a walker's legs and a bird's oversized beak serving as a club and sword respectively.

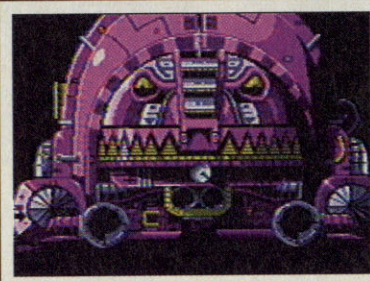
Leaving aside the fact that state-of-the-art 8bit NES graphics aren't quite suitable for 32bit CD32, *Battletoads* falls apart on the most fundamental problem any game can suffer – its control system. Nintendo variants of *Battletoads* invariably use two buttons: one for jump and one for punch. Since the CD32 pad has six buttons you wouldn't have thought this a problem. Amazingly, the programmers have decided to go with one button and turn the game into a nightmare. For instance, on the NES when you're battling the Psycho Pigs on the first beat-'em-up level, you can manoeuvre into place whilst making a flurry of punches. On the Amiga, if you press up to manoeuvre whilst pressing fire, you trigger the jump move – sending your toad bounding into the air to be bashed on the head by your target. Since *Battletoads* is a notoriously difficult game, this painfully clumsy system is a disaster and most people who gave this a casual go soon walked off in disgust. If you persist you can progress, but the zest of the original is diminished to a finicky perfectionism. The tunnel descent plays better, but still lacks something in the feel while a shoot-'em-up level is painfully sluggish. Drab to look at, awkward to control and ridiculously difficult, *Battletoads* is an astonishingly comprehensive failure. Even the music is badly sampled! ☐ SSW



NICE INTRO *Shame about the game...*



The Battletoads series pits the Dark Queen and her rodent allies against Prof T. Bird's Battletoads. The latest mission begins when battletoad Pimple and the Princess Angelica are kidnapped by the Dark Queen's latest war machine, the fearsome Gargantuan.



BATTLE TOADS



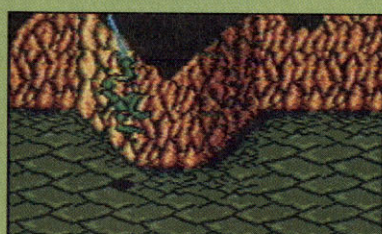
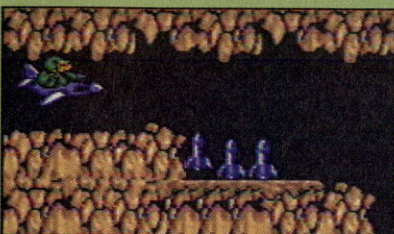
"Leaving aside the fact that state-of-the-art 8bit NES graphics aren't quite suitable for 32bit CD32, *Battletoads* falls apart on the most fundamental problem any game can suffer - the control system... with just one button the game is a nightmare."



Rash - or is it Zitz? - prepares to bash a Psycho Pig with a club made up of the legs of a previously smashed Walker creature. Ultra-violence, a sexy opponent and bags of variety, this game has it all... except good graphics, sound and gameplay, of course.



This is the plan, right? We drop you and a fellow Battletoad into Ragnorak canyon jam-packed with Electro-Zappers, Spike Balls, Snotballs, Snowmen, Rat Rockets, Hammer Fish and Techno-Droids (to name just a few), but all we're giving you is this irritating T-Bird who says things like "Go Battletoads!" between levels, and quite possibly the worst control system yet to appear on CD32. Top!



End of level one and you're in the infrared targetting sights of one mean robo-monster. Dodge his laser fire then nip in and grab a stone to throw at his view-screen. Keep your nerve and it's pretty easy. Such imaginative touches could've made for a great game.



● PUBLISHER: *Mindscape* ● PRICE: £29.99
● DEVELOPER: *In-house* ● OUT: *Now*



Saturn Toadtraps snap at the heels of our gallant toad in Wookie Hole. Later on there's Retro-Blasters which come bursting out of the wall to deliver lethal energy bolts, Electro-Zapper which give you a very nasty shock if you're not quick to react and, worst of all, Mutant Ravens who, with a snip of their beak, cut the toad's cable and sends him plunging to his death. As you start the game with a mere three lives, only the most determined need apply...

Profile

1-2 PLAYERS
1 SKILL LEVEL
X SAVE GAME
X CD32 ENHANCED

This is quite dramatically inferior to any other versions...

PROS: The intro is reasonably slick, with some great Rare artwork. The game itself is certainly a challenge with twelve varied and imaginative levels.

CONS: The control system is clumsy, the graphics 8-bit, the shoot-'em-up level limited and everything contributes to a huge blotch on Rare's reputation.

GRAPHICS



SOUND



GAMEPLAY



22%



review

Many years ago a man dreamed of a game inspired by the most spectacular of Greek legends. To write this mega-game, System 3's Mark Cale assembled some of the most talented people in the industry. The game was *Myth*, the machine was the C64...

The original *Myth* was a legendary game which turned ancient mythology into some of the most stunning graphics and intricate puzzles there's ever been on an 8bit computer. Sales were spectacular and an Amiga conversion was inevitable. This hardly pushed the Amiga as much as the C64 version had, but still won rave reviews and the unchanged CD32 version is at least budget priced.

What sets *Myth* apart from most platformers as much as when it first appeared is the breathtaking ambition. In a world of insipid clones, *Myth* is dramatically different with each of its levels inspired by some spectacular Greek legend. Often, in fact, numerous legends are melded into a single action-packed level. Gameplay varies from level to level, whilst the puzzles are as imaginative as you might expect from a composite of some of the best stories there's ever been. At the end of it all there's even a spectacular shoot-'em-up.

While there's no CD sound, *Myth* goes some way to reminding people just how good the A500 sound chip is. Graphics are similarly impressive, whilst a few sprites look a little 8bit, for the most part the imagination, variety and attention to detail outclass most AGA games. In short, *Myth* appears a real treasure.

Unfortunately, this legend isn't without some elements of tragedy. All those fantastic graphics meant

MYTH

History In The Making

● PUBLISHER: System 3 ● PRICE: £14.99
● DEVELOPER: In-house ● OUT: Now

the original *Myth* wasn't a huge game, and to compensate the difficulty was set quite high. The Amiga version is no easier, which would be fair enough except that the control system is seriously flawed. On a one-button joystick using up for jump is bearable, but on a six button joypad it's a nightmare – it's far too easy for a left/right punch to slip into a diagonal causing you to leap. This problem is further emphasised by a surprisingly slow control response – the game feels as if it's being played through treacle. The final turn of the screw is the agonising slowness of the presentation, getting back into the game after you've lost all your lives takes far too long.

If you've the patience this can certainly be overcome. A500 owners way back then certainly coped and without doubt there is a quite magnificent game in here, the depth and variety of its gameplay often very impressive. The persistent and the nostalgic will probably insist this is still the classic it once was, however, for anyone who's grown accustomed to slick, fast controls this *Myth* may seem more of a nightmare than the inspirational dream it once was. Make sure you try before you buy. □ SSW



"Gameplay varies from level to level, whilst the puzzles are as imaginative as you might expect from a composite of some of the best stories ever."



Profile

1 PLAYER
1 SKILL LEVEL
X SAVE GAME
X CD32 ENHANCED

PROS: One of the most imaginative platformers ever. Classic mythology is ransacked for imaginative graphics and brain-aching puzzles. Varied and challenging.

CONS: Difficult and frustrating control system makes play sluggish. You'll need plenty of patience and determination to get the most out of this unusual platformer.

GRAPHICS

SOUND

GAMEPLAY

71%



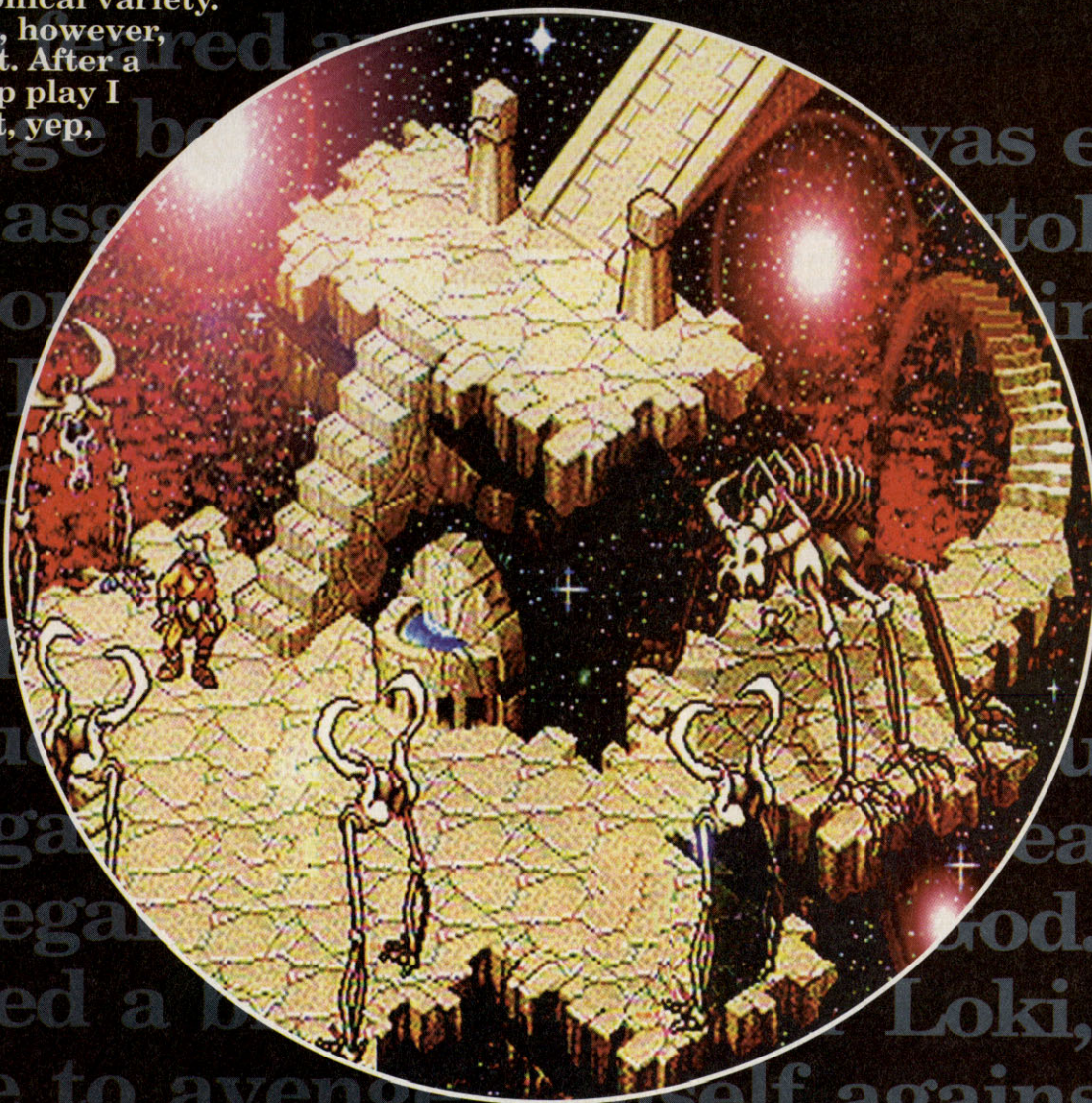
review

HEIMDALL 2

Into The Hall Of Worlds

● PUBLISHER: Core Design ● PRICE: £29.99
● DEVELOPER: In-house ● OUT: Now

While last month's demo had a certain charm, I wasn't really looking forward to a full scale version. Adventures are too often taken as an excuse for unfriendly control systems, illogical puzzles and minimal graphical variety. *Heimdall 2* is, however, very different. After a day's non-stop play I have to admit, yep, I'm addicted.



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Once
turned
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Loki, who
swore to avenge himself against his
eternal enemy, *Heimdall...*



review

The biggest surprise with *Heimdall 2* is how quickly and smoothly it all opens up. Of course, you spend the first fifteen minutes fiddling about with the control system and getting nowhere, but after that a brilliantly judged difficulty level keeps the thrills coming thick and fast. While the intro is Spartan to say the least, the first clue to the thrills to come is the Hall Of Worlds where you begin. The soundtrack opens with some delicate strings reminiscent of the start of *Empire Strikes Back*, while galaxies whirl about on the twinkling starfield behind beautifully drawn stone doorways, each of which leads to a separate world. Initially, just one doorway is open but within an hour or so you're soon hopping between them on your epic quest.

You play a neophyte Norse god, Heimdall, who has been tasked by Odin with recovering the pieces of a powerful amulet. Scattered across the six worlds to ensure it was never misused, Odin now feels it's time to reforge the amulet and use it against the evil god Loki. Finding the amulet piece in a world is a quest all of its own, with yet more sub-quests piled on top of those.

Helping you on your quest is Ursha, a female god, and you can magically swap between her and Heimdall at any time. They don't seem to have much difference in capabilities, but they do give you twice as much energy and storage space. The latter is important because there are so many items to collect. Besides an imaginative array of puzzle items, there's lots of different protective armour and weapons to build up, plus a surprisingly imaginative and sophisticated magic system. Throughout the game you can pick up runes (magic ingredients) and scrolls (magic recipes). By assembling the runes in the correct order you can cast spells such as heal, temporary shield, paralyse and firebolts. You can also experiment mixing up the runes to your own design, but such makeshift spells can rebound on you!

On the Amiga *Heimdall 2* had a mixed reception, in part because the game is so huge there was masses of disk swapping. The CD32 is perfectly designed to get around this, disk accessing can be lengthy, but when you're getting such an enormous game you can't complain. Another complaint was that the puzzles can be obscure, which I suppose is personal taste because I found them good fun. There are one or two obscure problems, like the invisible button in the king's bedroom, but there's always Gremlin's helpline if you get really stuck. My only serious complaint is that it you can only save the game when you complete a world - no mid-level saves are possible. This can be frustrating even if the game is sparing in sudden death traps.

Overall I found *Heimdall 2* something of a revelation, thoroughly addictive and enthralling. The attractive graphics impress with their stunning variety and are often quite excellent, while the CD soundtrack is simply majestic. Firmly recommended for anyone with adventuresome inclinations. ☐ SSW

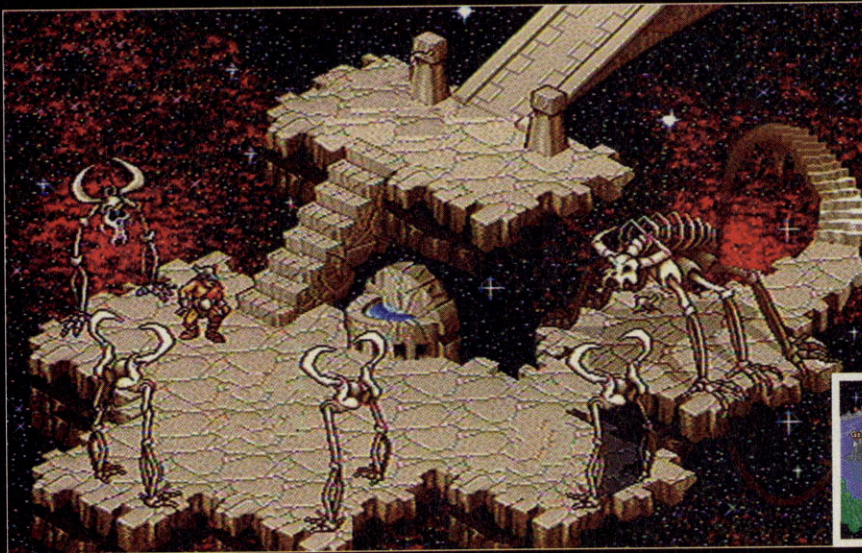


In the hall of a Dwarven king you tell him and his advisors of his army's massacre. A large part of *Heimdall 2* is brokering peace deals between allies tricked into conflict by Loki.

The fine detail of *Heimdall 2*'s graphics is amazing. In the kitchens a cook plucks a bird and feathers flutter through the air, whilst in the fireplace flames flicker under a boiling cauldron.



HALL OF THE Worlds...

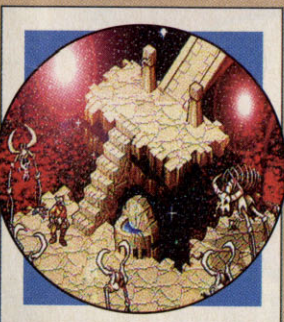


The beautifully drawn Hall Of Worlds is the link between the game's six worlds. It's also where the book appears enabling you to save the game when a world is complete. This infrequent save system is the game's only serious flaw.





In Utgard the dead are left to rot on an arrow strewn battlefield. One dying man has a message for his king, but to hear it you will have to follow him into the half-world where he hovers before going to Asgard. Fire an arrow over a burning circle on the previous screen to visit the grey half-world.



"The first clue to the thrills to come is the Hall Of Worlds where you begin... galaxies whirl about on the twinkling starfield behind beautifully drawn stone doorways, each of which leads to a separate world. Initially, just one doorway is open but in an hour or so, you're soon hopping between them on your epic quest."

Cool the Fire God to unlock the secrets of his crumbling companion, the Ice God.

However many wars rage in the six worlds, business goes on and shops are scattered throughout the game. Extra weapons, food and magic potions are all on offer, while a fair price is paid for found objects.



A Druid spirit asks your help in the world of Her' Ker' Yn. Your battle to defeat the trickster god Loki is filled with imaginative sub-quests.



Loki's evil daughter is one of the most formidable opponents on your journey to confront him. A sea of lava surrounds the witch and your arrows are vapourised before they can touch her.



Profile

1 PLAYER
1 SKILL LEVEL
✓ SAVE GAME

Onto the CD32 every world.
✓ CD32 ENHANCED
Excellent CD soundtrack.

PROS: A big, bold adventure with six worlds crammed with imaginative quests and puzzles. Control system, graphics and sound are absolutely excellent.

CONS: The gaps between save points are rather large, which can be rather frustrating, even if it's more the CD32's fault than than Core's.

GRAPHICS

SOUND

GAMEPLAY

90%

ABLAZE

SEGA PRO

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SATURN

QUESTIONnaire

After a decidedly brief readers' survey in issue one, the powers that be have invited us to offer a rather more thorough questionnaire to find out exactly what it is that makes you, the esteemed reader, right all the time. Any features you don't like, any features you'd like to see more of, any information you think is lacking... it's up to you to put pen to paper and let us know *your* opinion. We've had mountains of letters and competition entries, and we know how many of you are out there, so get your thinking hats on and write away...

YOU

Name ARON TAYLOR

Address [scribbled out]

..... [scribbled out]

..... [scribbled out]

..... 57 WILKINSON RD

..... BIRMINGHAM, EDGBURY B16 0JA

How old are you? 14

Are you male ☒ or female? ☐

Are you at school ☒ college ☐
employed ☐ or unemployed? ☐

If employed, what is your job?

..... [scribbled out]

..... [scribbled out]

What leisure activities do you get involved in?

- Listening to Music ☒
- Cinema Going ☒
- Creating Music ☒
- Theatres ☐
- Golf ☐
- Motor Sport ☐
- Eating Out ☒
- Car Mechanics ☐
- U.K. Holidays ☒
- Team Games ☐
- Foreign Holidays ☐
- Just Play Games All Day? ☐

Please tick appropriate boxes or answer questions in spaces provided, or send additional sheets if you feel so inclined. Feel free to ignore any questions you don't wish to answer. This will not disqualify you from the random prize draw. Prize? What prize? See over...

What magazines do you buy regularly and how do you rate them? (Please name magazine and rate)

| Magazine Title | Good | Average | Poor |
|-------------------|-------------------------------------|-------------------------------------|-------------------------------------|
| <u>AUI</u> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <u>ONE AMBA</u> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| <u>CD32 GAMER</u> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <u>CD32</u> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <u>AMBA WORLD</u> | <input type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> |

I own ☒ rent ☐ a property (please tick)

I do ☒ do not ☐ live with my parents

I do ☐ do not ☒ own my own car

YOUR CD32

How many people are there in the household?

1 ☐ 2 ☐ 3 ☒ 4 ☐ 5 ☐ over 5 ☐

How many of these use the CD32?

..... JUST ME

What are their ages? (Please list)

..... ME = 14, MUM = 50!!!

..... SISTER = 10

Do you have a CD32 yet?
☒ / N (please circle)

Which other consoles or computers do you currently own? (Please list)

..... AMIGA 500 & A570
..... SEGA ~~MEGA DRIVE~~
..... NES, GAME BOY, DXN
..... GAME GEAR
.....

Do you intend buying an FMV unit?
☒ Y ☐ N (please circle)

Do you intend buying a disk drive/
keyboard upgrade for your CD32 if it
becomes available?
☒ Y ☐ N (please circle)

How many games do you buy a month
(on average)?

..... 2 OR 3
.....

How much do you envisage spending in the
next six months on software?

£ 150.00
.....

Which future releases are you most looking
forward to? (please list)

..... RISE OF THE ROBOTS
..... CYBER WAR,
..... TOP GEAR II
..... SUPER STARWARS
.....

How many people read your copy of Amiga
CD32 Gamer?

..... JUST ME
.....

What are their ages? (Please list)

..... ME = 14
.....

THE MAGAZINE

If you could change one thing about
Amiga CD32 Gamer, what would it be?

..... TRY PUT DEMOS
..... ON CD & NOT ON
..... DIFFERENT MAGS
.....

And what would the second thing be?

..... PUT A SPINE
..... ON THE THING
.....

Would you like ☐ dislike ☐ or not care ☒
about A500 or A1200 reviews?

To get an idea of the balance of articles
you like to see in the magazine please
judge

| | Good | Average | Poor |
|-------------------|-------------------------------------|-------------------------------------|--------------------------|
| Software Reviews | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Software Previews | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Interviews | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
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| SuperSavers | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
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| Busters | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

What sort of articles would you like to see
in the magazine (within reason)?

..... ARTICLE ON CBT
..... FUTURE WITH
..... CD32
.....

What sort of items would you like to see on
our cover disks?

..... HOW ABOUT VIDEO
..... REVIEW, MOVIE
..... PEOPLES AT 50
.....

Remember, you don't have to answer all of
the questions to be eligible for the prize
draw, although doing so provides us with
valuable feedback and will help us to
produce the magazine you want to read.
The address for returning completed
surveys (or photocopies) to, is:


CD32 Gamer
Reader Survey Competition
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124 Old Christchurch Road,
Bournemouth, BH1 1NF

The closing date for the competition is 31st August 1994

Oh yes, the
prizes. There will
be five, 12-month
subscriptions
given to the
owners of the
questionnaires
pulled out of the
bag. That's not
bad for
scribbling a few
answers, is it?



50+ CD32 REVIEWS! OVER 70 CD32 PREVIEWS!



CD32 GAMER GUIDE

I N D E X

- 54** SUPER METHANE BROS.
The Bros are busted in our playing guide!
- 56** CHEATS
From *Lemmings* to *Zool*, we've everything you ever needed to know...
- 60** BODY BLOWS
Team 17 show us how it's really done....
- 66** BUBBA N STIX
They think it's all over...
- 68** CHUCK ROCK 2
It is now!
- PLUS** FRONTIER & CANNON FODDER



play guide

Having trouble with the farty partying of the Methane Bros? Well fret no longer! Just allow these words to pass across your eyes at leisure and take in what you will.

SUPER METHANE BROS

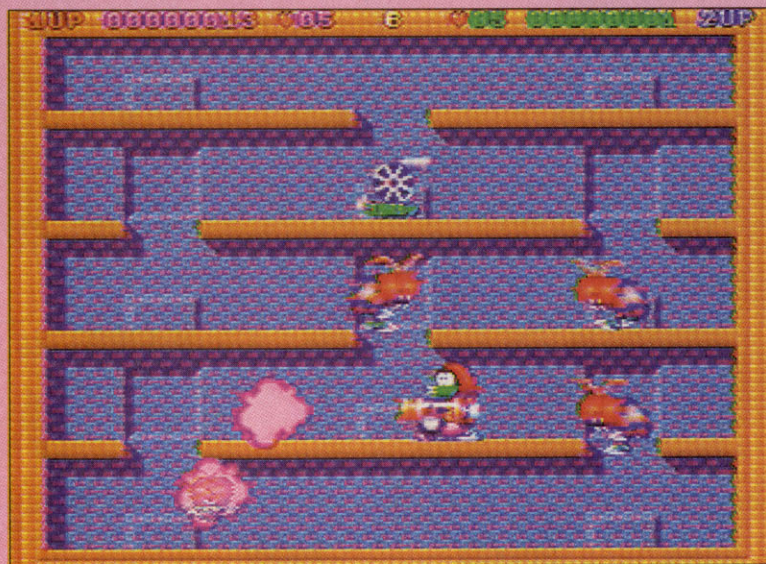
SUPER METHANE BROS



GENERAL HINTS

HIT THE GAS

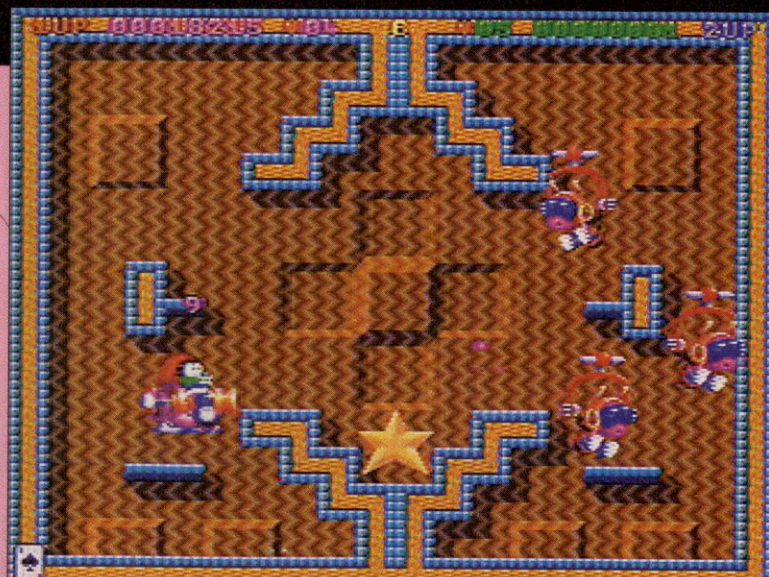
At the start of each level you'll be presented with your character on screen, but the platforms are devoid of nasties who appear a few seconds later. It's possible to move around at this point, but ill advised. If it's your first time on a particular screen you'll have no way of knowing where they appear. If, however, you've played a section before, you can anticipate their arrival and position yourself accordingly. This will allow for speedy completion of previously trodden ground.



SLIDY PUMP ACTION

To complete a screen all the nasties infesting its platforms must be destroyed. A swift puff on your handy gas pump will trap them in a cloud of vapour, then release and press fire again. If you're close enough the hapless creature will be sucked into your gun. Releasing fire launches the creature about half a screen width. Send the creature hurtling to its doom by firing at a wall or solid block.





■ GONE WITH THE WIND

If there's baddies coming from both sides you might not have time to kill one without the other getting you. Fortunately, while they're trapped in gas they're harmless so hit one and leg it. Be careful though as they only stay paralysed for a few seconds.

Certain blocks can be sucked up and relocated to provide steps to higher parts of the screen or open up new sections.



■ BOGAS

Many screens contain hidden switches. There's no way of seeing them, but touching one will trigger it. Usually they'll open up previously sealed rooms.



■ FRUITY ONE

Hitting certain parts of the screen will reveal heaps of hidden fruit to be collected. If you manage to find all the hidden parts you'll be transported to a bonus screen.

■ NOBODY SPARK UP A FAG

Complete a screen without collecting any extras to get a different bonus level.

■ WHO'S DROPPED ONE?

Should player one and two complete a screen with identical points you'll both be transported to the 'food fight' in which you can scrap each other for points and bonuses.

■ GAS BORED

If (heaven forbid) at any point you find yourself getting a bit narked with the whole thing there's an odd feature built in to mess about with. Pause the game and waggle the pad a bit until one of the letters in the word 'pause' becomes highlighted. You can now use LEFT and RIGHT to select a letter and UP and DOWN to cycle through the alphabet. All well and good, you may think, but what's the use in that? A quick look in the manual will reveal a series of code words at the bottom left of each page. Simply substitute PAUSE for any of these for a different effect. There's over 100 to choose from, only about thirty of which are in the manual, so experiment a bit. Just as an appetiser, try SAUSIES (the screen gets covered in sausages), MAT (see an odd message about moustaches) or BLUE (turns the screen blue). If you're not particularly bothered about retaining your sight try CRAZY — mad, rad and very bad for the eyes.





play guide

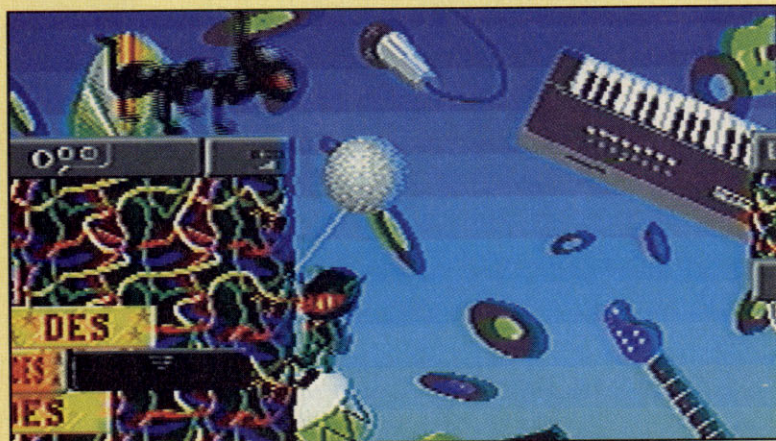
This is the mini-tips section, aptly titled since it features lots of tips in miniature. All pretty darn useful, though, allowing you to experience parts of games that you thought you'd never reach. If you have any mini-tips, send them in — the best one wins the game of your choice!

■ ZOOL - BEAT THOSE END O' LEVEL DUDES

■ SWEET WORLD

You don't actually have to tackle Sweet World's boss if you don't want to. Once the timer gets down to 50 go back and hit the first right hand wall you come to on the level. This should open up a secret room containing two lives and a time bonus. Collect them then go through the exit and straight on to level two.

Should you choose to fight the boss, stand to the left of the screen and keep firing as rapidly as poss. Leap to avoid his shots when necessary.

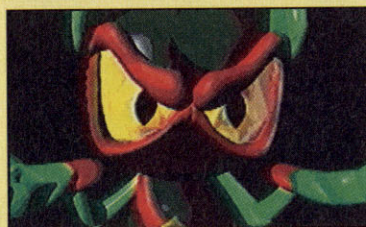


■ MUSIC WORLD

The demon guitar is vulnerable only when it opens its eye. Get as many shots in when it does. While closed all you can do is dodge or shot the various articles it fires your way.

■ FRUIT WORLD

Shoot the alarm clock to wake the sleeping banana then keep left and continue to shoot him. Should you be killed you'll return to the start of the level but this is no great hardship. Having already got all the good stuff you can just run right while repeatedly pressing fire to set up a quick rematch. Look out for the alarm clock after the banana is dead.



■ TOOL WORLD

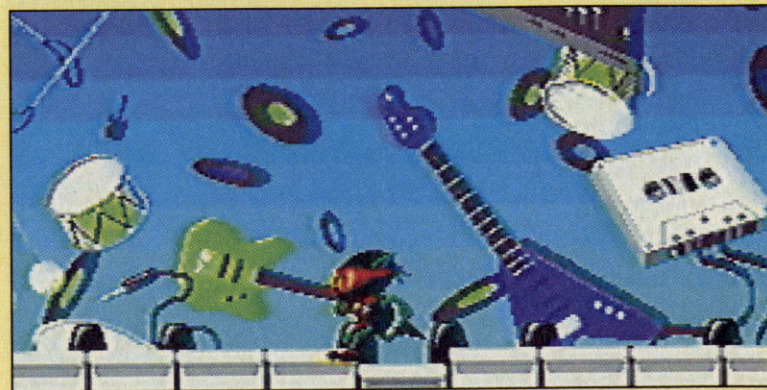
As soon as he appears try and get in as many hits as possible on his eyes. Provided you have plenty of energy to spare it might even be a good idea to absorb some hits in order to do as much damage as you can in the short time available. Time's short as the drill continually digs away the ground.

■ TOY WORLD

The robot guardian must be hit in the head if you're to defeat him. Your only worry is when his chest opens and he returns fire.

■ FAIR WORLD

The last great adversary Zool will face in his first quest doesn't actually turn out to be that great at all. Jump onto the first platform and crouch down. Now just keep shooting him in the and you'll soon be singing merrily in an 'I've just completed Zool' sort of way!



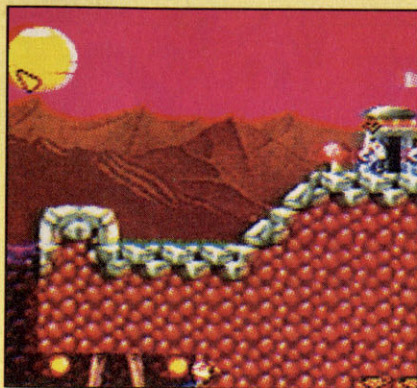
■ ZOOL 2



Zool 2 is big, Big, BIG and hard, Hard, HARD. Check out these happy host of hints and you might get a little bit further (but probably not, ahem).

1. Spin attack into the egg-cup bound eggs dotted around to smash them and release loads of extra sweets an' that.
2. Keep a sharp look out for the stripey poles and hit 'em when you find 'em. They're restart points for when you die.
3. Don't assume that a wall means no go. Shoot them to reveal many hidden passages. Look for clues in the graphics, ie a slight pattern change, if you're having difficulty.
4. On the bonus levels it's sometimes wise to sacrifice the ball enabling you to reach better bonuses. Extra lives and more are for the taking if you're willing to pay the price.
5. How about a natty way to get more height off a jump? Just look for a vertical, icy wall and jump up — you should slide on the ice slightly further than you would normally.
6. Defeating the guardians depends a lot on working out an individual technique for each one. Generally though, it's a good idea to keep jumping and firing at the same time.
7. When a level ends and the coins appear, jump into them and keeping going back and forth to maximise your points haul.
8. Keep one eye on the timer as the further you get the tighter the limits become. It's better to finish a level without getting every single bonus than to lose a life.

■ DIGGERS



One of the first CD32 games any of us had the chance to play will seem a whole lot less hassle-some if you follow these simple words of wisdom. For loads o' money and access to all game levels just go to the map screen and click on FUJALE, CHONSKEE and then DEENA in order. If you've done it right the pointer will change allowing you to play any level you wish. And, just for good measure, there'll be a whacking 599 credits available interest free!



■ JAMES POND II: ROBOCOD

You might remember the cheat printed last month (collect tap, apple, globe (Earth), hammer and cake — initials spell CHEAT backwards). Well it does something else which we didn't tell you about. Not only are you also invincible for ten minutes but all the castle doors are opened up to boot.

■ ALFRED CHICKEN



Alfie's levels can be a bit large and laborious to wander around, especially if you've played them before so you'll be pleased to hear that there's a highly handy warp screen concealed on level one. Unfortunately finding it is a bit complicated so take a deep breath and listen carefully... done that? Right, now read these tips:

Find the telephone on level one then jump up and and down against the right hand wall while holding right on the pad until you enter a secret passage. Having done that work your way up to the top left of the level and hit the highest, leftmost block — a passageway should reveal itself. Are you with me so far? Okay then. Now work back across to the right and shoot the wall at the top. At this point a block will (should) appear. Leap onto the new block and then jump again. No you should be able to walk across the top of the level, though you won't be able to see Alfie. Use the springs to get to the top of the play area ignoring the collectables as you don't have much time then enter the tunnel and wow mungo — warp screen! Got all that? Phew!

■ DISPOSABLE HERO



This super looking but blindingly difficult blasterama is without doubt one of those games that takes language to its basest level. So frustrating in fact, you might be forgiven for wishing there were a handy cheat mode that could be activated by pressing the buttons in a special sequence. Well, guess what. That's right — there is! It goes something like this.

First up select ARCADE mode and turn off sound FX on the option holding down the blue button. UP, DOWN, FF, RW, YELLOW, LEFT, RIGHT, PLAY.

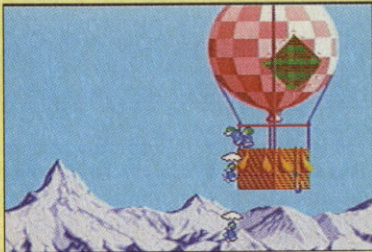
When you've done all that go back to the option screen and turn FX back on. As if by a magic a new option should appear called CONFIGURATION. Select for a menu of possible cheats.



play guide

LEMMINGS CODES

Good news from the Psygnosis front — all codes for CD32 Lemmings are identical to the original Amiga version. Unless you're Yun Sung No-Life Chong however, the chances are you probably haven't memorised 'em for a doss so here's a selection to get you going.



LEVEL CODES

FUN

| | |
|----|------------|
| 5 | LDLCAJNFCK |
| 10 | IKHMDLCKCT |
| 15 | LCAOLMDPCY |
| 20 | JLFLCKNEDW |
| 25 | CCJMFLLJDQ |
| 30 | FLCOKLMDU |

TRICKY

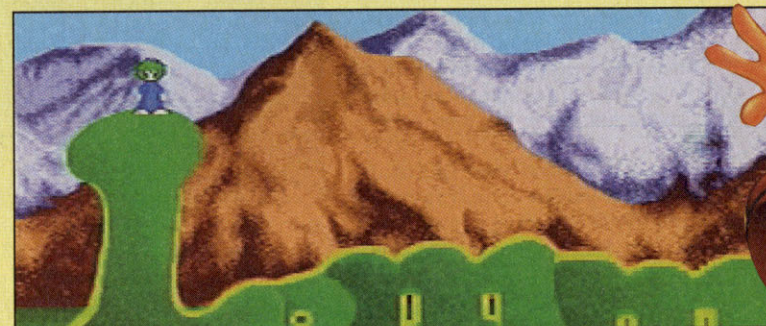
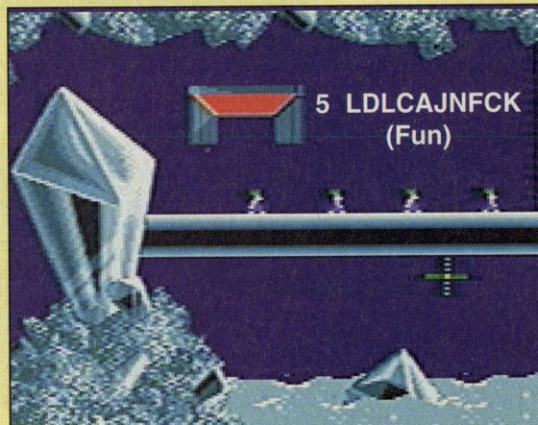
| | |
|----|------------|
| 5 | OHNLIBADEP |
| 10 | CMNLLEMIEP |
| 15 | MDMCGJMNEL |
| 20 | IJJLGMCCFS |
| 25 | MCGNMLFHFL |
| 30 | HMGMCMMOFU |

TAXING

| | |
|----|-------------|
| 5 | GEKKNMJBGJ |
| 10 | ENGIJNLGGO |
| 15 | OIMELGALGK |
| 20 | GKNNOLHQGS |
| 25 | LFNNGCJNFHJ |
| 30 | UHMFMFKHG |

MAYHEM

| | |
|----|------------|
| 5 | HFANLMFPHN |
| 10 | HLDIFINEIV |
| 15 | FAJHMDIJP |
| 20 | DIFIJLMOIQ |
| 25 | NHLFIFADJP |
| 30 | FINLLFIJQ |



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play guide

To help you become a winner on the CD32's leading beat-'em-up, Ultimate Body Blows, here's a few tempestuous tips and fighting hints, courtesy of none other than Craig Jones, Team 17's leading playtester. The only question you'll be left asking is how you can get Craig's job...

ULTIMATE BODY BLOWS



SIX OF THE ULTIMATE FIGHTERS TO USE..

Here, in my opinion, are the top six characters to select with their best moves broken down into abbreviations according to the table below. Remember, the best way to become a better fighter is to learn some simple but effective combinations of moves...

U = Up.
B = Bottom (down).
D = Diagonally.
T = Toward opponent.
A = Away from opponent.
R = Red button (performs most normal moves).
G = Green button (usually straight punches or kicks).
Y = Yellow button (Special move).
B = Blue button (Block).

DANNY/NIK



I have put these two together because they have very similar moves and so employ the same techniques when fighting. These two characters' main advantages are their speed and long range attacks, the most powerful of

which is the **Roundhouse Kick**. A well timed Roundhouse (U, D, A +R) can catch your opponent unaware and seriously damage his energy. Another useful but rarely used attack is the **Mid-Air Fireball** (A+R while in the air). This can block an opponent's fireball, leaving him helpless before an attack or it can temporarily stun him leaving him open to subsequent hits. Alternatively try the **4-Hit Combo**: Jump toward your opponent and throw a Mid-Air Fireball (A+R in the air), a sliding kick on landing (B, D, T + hold R), a Straight Kick (T+R) and then an Uppercut (U, D, T+R). Try to meet all aerial attacks with an Uppercut as this tends to stop most of them and it looks spectacular, too! Hell, if you're gonna whack someone, do it with style!

JUNIOR



This guy has got some pretty nifty moves and is no slouch. One snazzy trick Junior knows is the **Blitz Punch** (U, D, A+R). As well as inflicting serious damage, it also stuns your opponent so you can follow up with what is effectively a free hit (try the Uppercut - U, D, T+R and then a

Roundhouse Kick (U+R). This is also available in mid-air by simply pressing the Yellow button. Another good move is the **3-Hit Combo**: Jump toward your opponent with a Flying Kick and then follow up with a Low Punch as you land (B, D, T+R). Then execute a Roundhouse (T+R). And once again, meet aerial attacks with an Uppercut, too.

■ MIKE



Okay, so he looks like he should be working for Bradford & Bingley but this tough guy can join my team anytime. And if you've ever been on the receiving end of a **Whirlwind Punch** (U, D, T+R), you'll

know exactly what I mean.

Mike looks like a complicated character with his **Whirlwind Special** (hold Y), **Whirlwind Kick** (U, D, A+R) and **Whirlwind Punch** (U, D, T+R) but, when you get used to him, it's a breeze.

Especially worth mastering is his **4-Hit Combo**: Jump toward your opponent with a Flying Kick (press R in the air), execute a sliding kick on landing (B, D, T+R), straight kick (T+R) and then a Whirlwind Punch (U, D, T+R).

As for aerial attacks, unfortunately Mike does not have an Uppercut Punch. The best option is to either catch your flying foe with a Whirlwind Kick as they're coming down or with a Whirlwind Special as they land. If you fail in this, block by pressing the Blue button!

■ KAI-TI



Kai-ti's strongest attack is the **Triple Hit Kick** (U, D, A+R) which, like Junior, temporarily stuns your opponent. Kai-ti is also very quick, allowing her to bounce out of trouble when pressured into a corner.

Her best attack is a **4-Hit Combo**: Jump toward your opponent with a Flying Kick (the Red button while airborne) and follow it with a low punch (B, D, T+R), a Low Kick (B, D, A+R) and then perform a Drop Leg Kick (B, D, A+G) which consists of lying on your back and thrusting your legs into the air (steady!). This is extremely effective in defending yourself, too.

The best strategy against aerial attack is the aforementioned Drop Leg Kick (B, D, A+G).

■ KOSSACK



He's not exactly the fastest fighter out of the lot but he's well 'ard! Although he's slow, strength is definitely on his side – his Flying Kick, for example, has a long reach and inflicts more damage than any other character's similar move. Also, try using his Earthquake Punch as this works well from a distance, meaning you don't have to risk close combat.

The 4 hit Combo: Use a Flying Kick and then a Sliding Kick on landing (BDT+R), a Straight Leg Kick (A+R) and then an Earthquake Punch (U, D, A+R).

The only real way to fend off aerial attacks is by using the Sliding Elbow (T+G) but this is difficult to time and so the other options are to either run or block!

■ WARRA



This one's a worthy addition to any fighting team; he has a good variety of moves, some strong attacks and is fast enough to get you in and out of trouble. His Special Move is excellent where you can freeze your opponent, then lunge in with solid kicks and punches. But, as a cautionary note, use this move

wisely as you can only freeze an opponent who is on the ground.

Warra's **4-Hit Combo** is as you'd expect: Start with a Flying Kick as this gives you an extra hit, you see! Continue with a Sliding Kick (B, D, T+R), a knee to the gut (A+R) and the infamous Spinning Kick (U, D, A+R) that should knock your opponent senseless.

Warra's Spinning Kick is also very useful when fending off aerial attacks

■ IN ADDITION...

The reason I have rarely mentioned the Special Moves is because this is the route to bad games-playing. I'm not suggesting you shouldn't use them but they certainly can't be relied upon; the design of *Ultimate Body Blows* features a Time Bar for the Special Moves where the more you use them, the longer it takes to perform the next. And so if you keep attacking with your Special, you'll find that just when you really need to use it, it takes too damn long and you end up losing the round.



TOPPER TAG TEAM

Finally, this is my personal rankings list of who to choose when playing in Tag-Team mode:

1. Max
2. Danny

3. Junior
4. Nik
5. Mike
6. Kossack
7. Kai-ti
8. Warra
9. Ninja
10. Puppet
11. Dug
12. Loray
13. Dragon

14. Yitu
15. Phantom
16. Inferno
17. Tekno
18. Dino
19. Maria
20. Azona
21. Lazernd (BDT+R).

Then execute a round-house (T+R).



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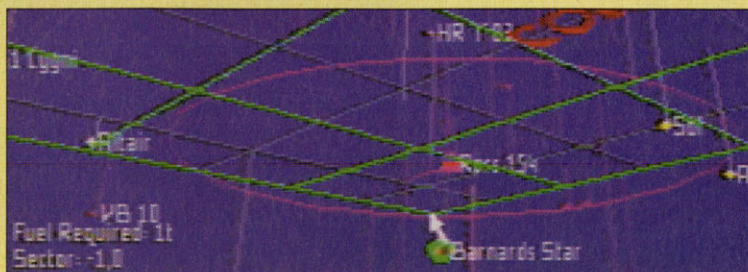


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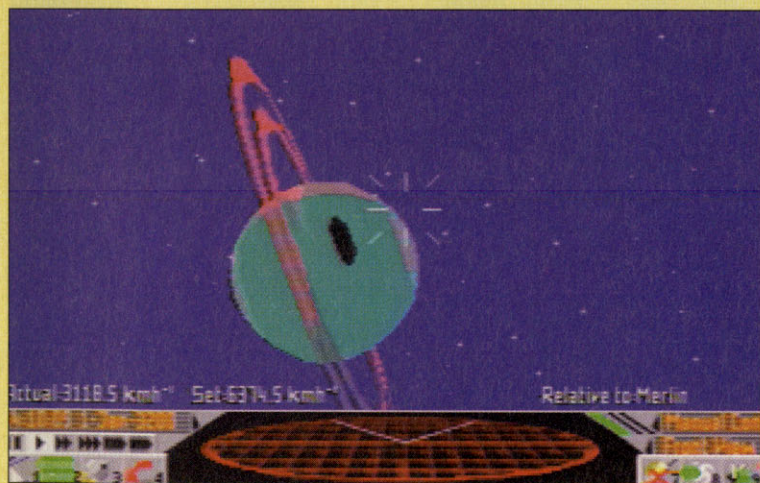


play guide

After last month's general overview you should by now have got up and flying in David Brabham's epic space sim/trading game/RPG/adventure/shoot—'em-up/almost any other category you care to mention game. Well here's a more in depth guide to strategy and the wisdom of the spaceways. May the oss be with you.



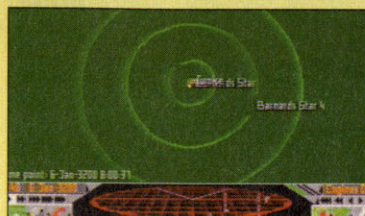
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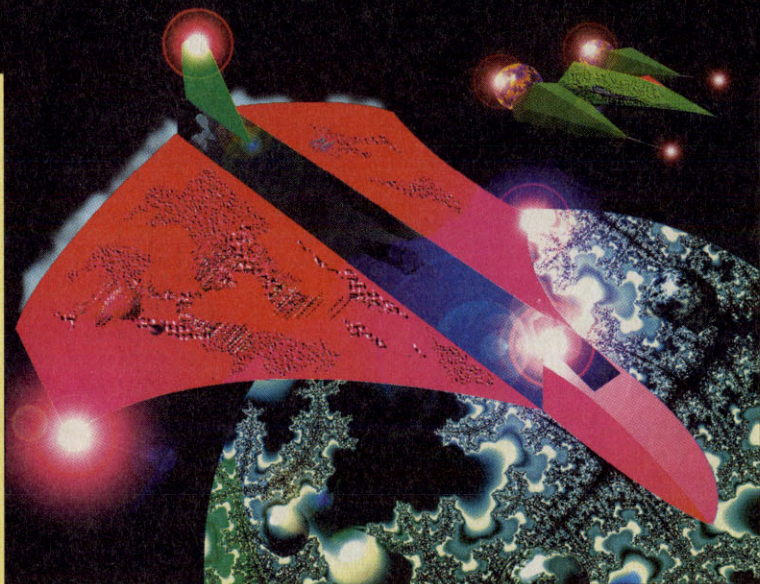


STAYING ALIVE...

The key to long term success and a lasting life in Frontier is to build up gradually and not be too greedy too early. When checking the mission bulletin board be sure to weigh up the pros and cons of what's on offer before taking anything on. Upgrade your craft and buy better weapons before tackling tougher jobs.

Warning signs to be on the look out for are single passengers offering wacking loads of dosh. It's almost certain they're on dodgy business and will land you in hot water. Groups of passengers are a better bet as they're more than likely simply off on their hols or going to see friends. One person to particularly avoid (unless you really feel up to it) is a woman by the name of Alison Edwardson. Don't be tempted by her generous monetary offers — she's working under cover to bring down the Mafia so helping her out will not please the crime lords. Even if you complete the assignment in one piece you'll have every bounty hunter and assassin in the area after for some time to come. As a general rule of thumb the more cash being offered the dodgier the job. Choose wisely.

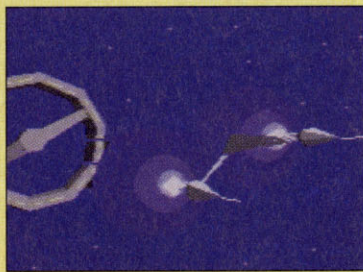




■ RAKING IT IN...

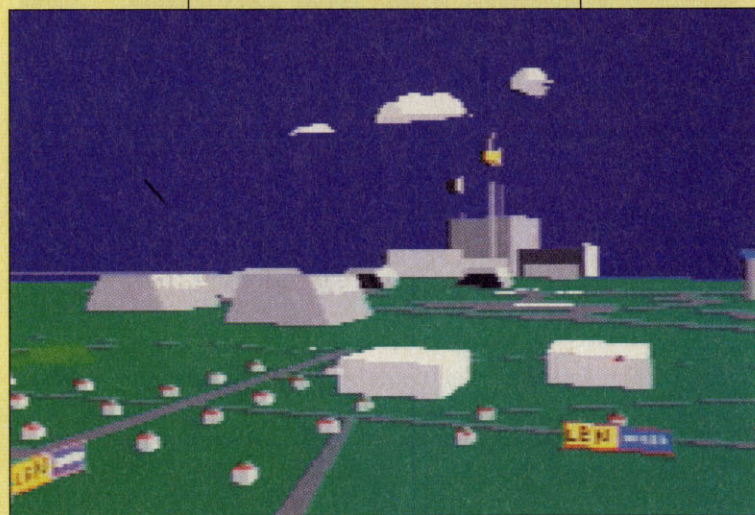
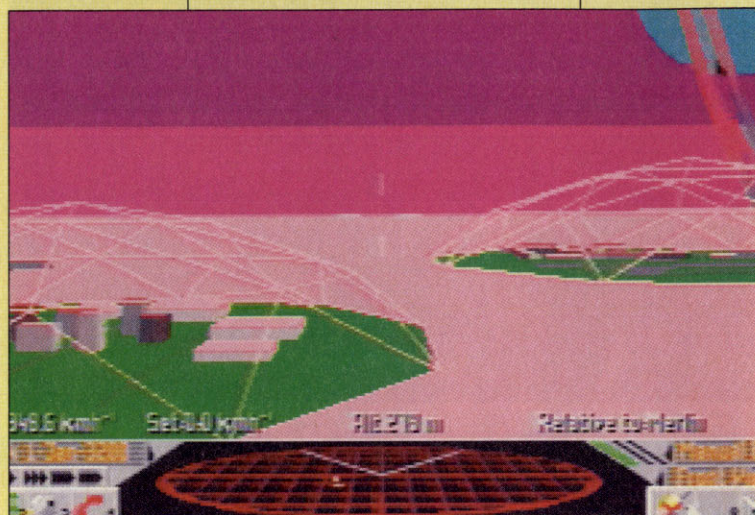
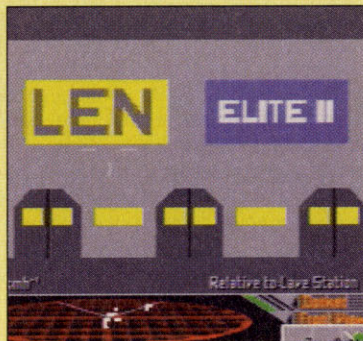
To rack up money with minimal fuss do a few hauls between Sol and Barnard's star. When travelling to Sol with computers land at Paris for the best prices whereas robots are more sought after in London. Shop around for other quick money spinners. For a little extra on the side keep checking the bulletin board for any passengers heading your way. The Formhault system is pretty much on the way as well. More big money for little risk is up for grabs ferrying luxury items to the planets Discovery and Delta Pavonons. They're rare in these areas and fetch good prices.

Another nice little earner to bear in mind is the transportation of water to Frontier worlds. These aren't worth the bother until you've got a ship big enough to make the load worthwhile so ignore them at first. The most important thing on a water run is to carry plenty of fuel or you might just get marooned.



■ FURTHER AFIELD

Star systems out in the far reaches of the galaxy aren't really worth bothering with apart from water runs. Not only does it use up loads of fuel getting there, taking you right out of the trading center, but many of these distant sometimes backward backwaters are rife with religious sects and various other unfriendly types. You may like to use the instability of these systems to your benefit, however. For those willing to take the risk there's a fair bit of money to be made in the lucrative if highly dangerous gun and drug running line.



■ DANGEROUS ITEMS

As in real life, the more iffy the cargo you carry the more unwanted company you will attract. The most likely loads to cause you grief are guns and narcotics, especially in anarchic systems. It's suicidal to try until you have a good ship and plenty of powerful weapons. Also carrying large amounts of booze (over two tons) tends to attract pirates out for bit of a binge. Again, make sure you're equipped for the troubles ahead.

So there you have it. Switch on the engines, charge up that plasma beam and, um... happy trading!

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play guide

BUBBA'N'STIX

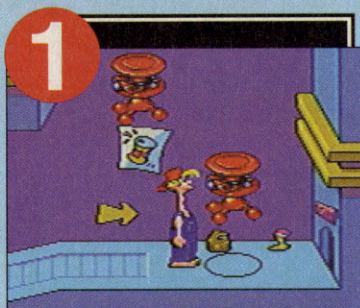
■ FINAL CODE: CS4SL9DFQC

■ STAGE FIVE



Hurrah! After our extensive tips for this excellent platformer last issue, we can reveal the solution to the final Spaceport level. There's no disputing the fact that Bubba gives the old grey cells a run for their money, and this level is tough! So slap the CD in, grab your pad and join us as we tread onwards to the very end of this puzzling platformer...

The great big, huge, enormous, entirely and unquestionably large mechanical Stix is under the control of the demonic, satanic, evil, immoral and corrupt Waldo (a rather wussie name). There's plenty of futuristic and rather delightfully animated aliens and robots all hopping mad and speeding at you, so as swift as you like seems the best speed option. Get to the top right of the maze and whup that wussie. Pronto.



1 Chuck Stix and run through the transporter. Recall Stix and avoid the shots from the two red robots. Wallop them with the handy Stix to create home fashioned steps to the right platform.



2 Press the right button, wobble onto the mechanical machine thing and tap the button on the left. Activate the opposite laser to hit the box onto the button below



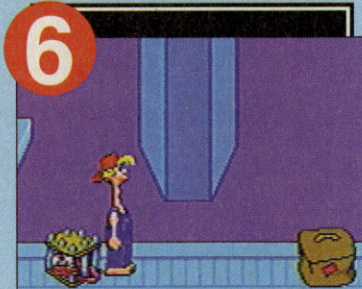
3 Put the brown box on top of the dangerous one. Get to the platform where there are two boxes above you. Wallop them, but make sure you're not beneath when they fall.



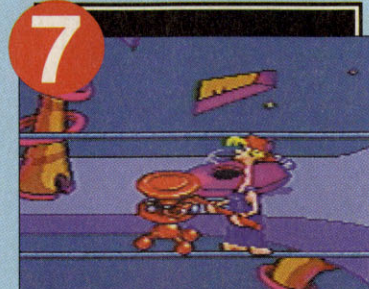
4 Use old Stix face to lever the bag onto the conveyor belt before it's collected by the baggage collector. The bag will topple through the hole, and now you can pop over and and jump from it. Clever, eh?



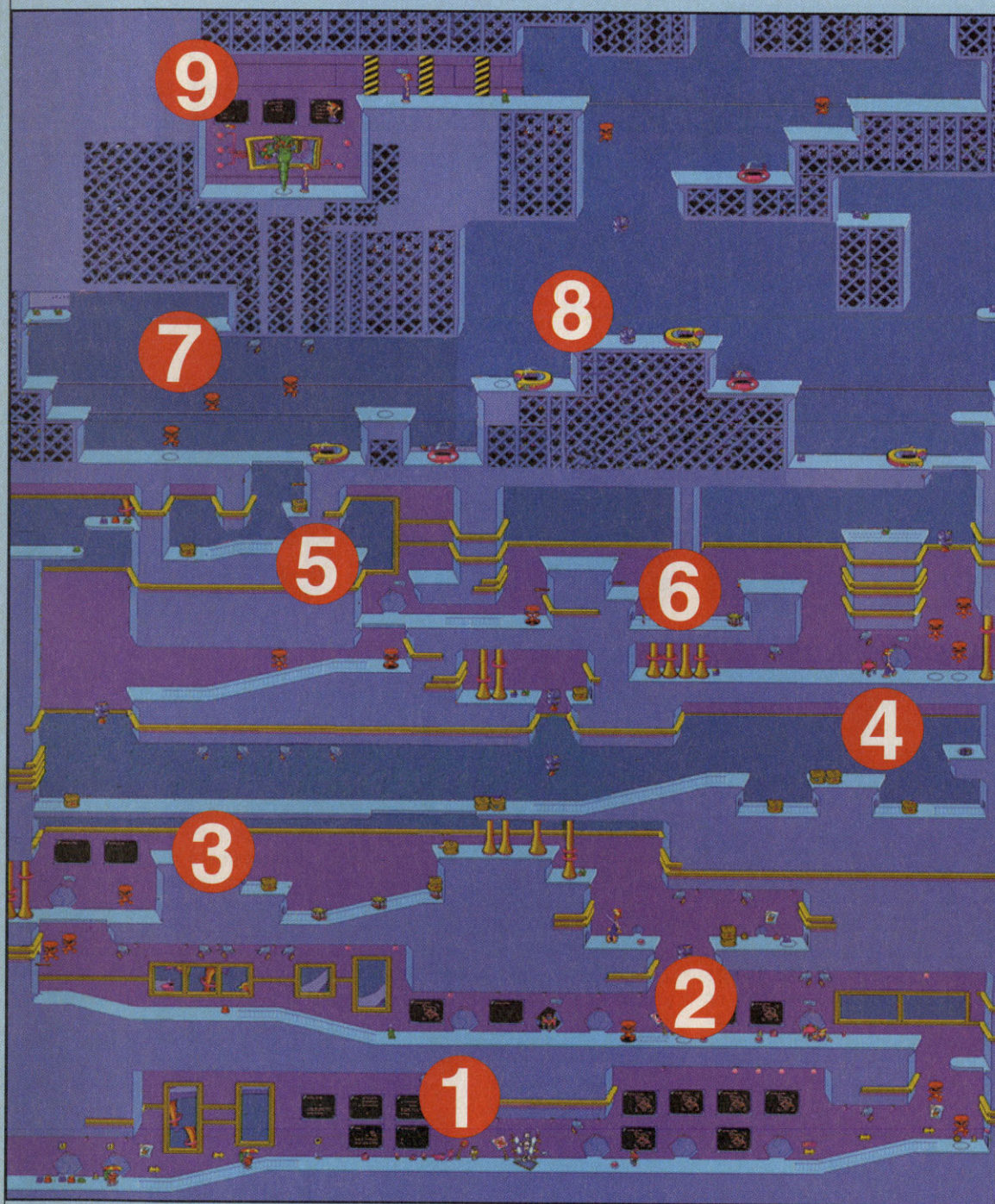
5 Use Stix to jam the conveyer belt (push him in its hole), then jump from the right platform to the left. Shuffle across the static belt to the box, and lever this onto the moving belt.



6 Slap Stix into the conveyer belt hole again, avoid the first two passing cases but whip after the brown one. Poor old Stix gets a rough time, doesn't he? He's been shoved up more holes than —



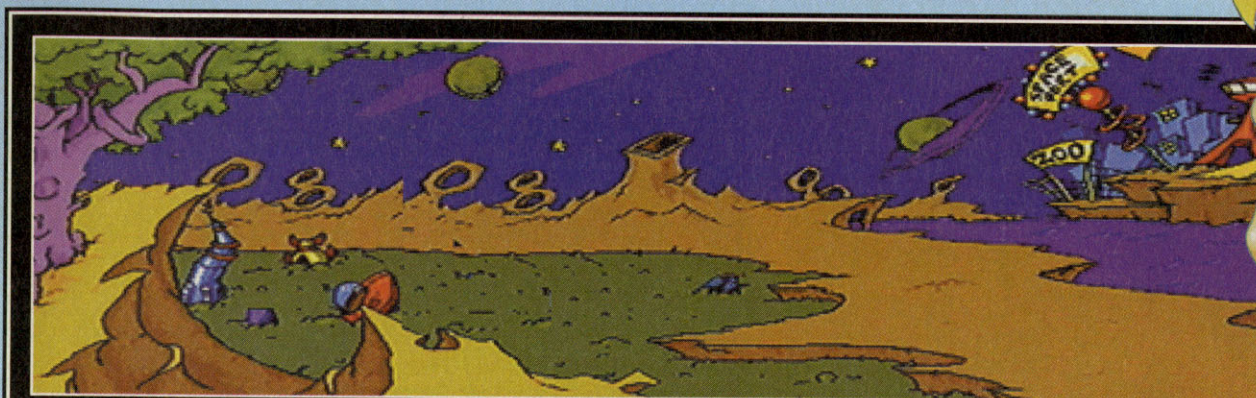
7 All a question of timing with these pesky robots. Walk the tightrope when you think you're in the clear, and don't forget to hold onto Stix, as he handily helps balance you.



You've got to do some jumping and ducking to avoid getting shot by the red robot (bottom). Hit the baggage machine to start it up, then hop on and jump onto the platform (top).



The baddie bugger! Keep chucking Stix at the robot loon, whilst dodging and diving behind the drill. It takes an absolute age to bop him proper, so don't wimp out!





play guide

Following last month's playing guide up to level five, it only seemed right we provide the rest of the solution this issue. Providing you found the two extra lives on the earlier levels, it shouldn't be too hard to conquer the rest — especially with the following tips at hand...

CHUCK ROCK II



PART 2

Son of Chuck



FRUIT MOUNTAIN

This level differs from others in that while it's not too packed with danger, it's predominantly vertically scrolling and should you fall, you have to climb back up again — obvious, but highly irritating. As soon as you begin, move right as quickly as you can and shelter from the falling rocks underneath a row of blocks. Wait for them to stop and jump on the green hand protruding from the nearby wall — this will launch you skyward. Pushing right will leave you on a steady platform. Hit the rock towards the house to gain access to a row of platforms and, a little further on, shelter from a lethal rock downpour underneath a few well-placed airborne blocks.

Further on there's what appears to be a snoozing tiger. However, he's not as docile as he looks — he keeps one eye on your approach and bites Chuck Jr if he jumps on his back to ride him. Jump into the air and hit downwards directly

above his back. If you time it right, Chuck will grab hold of him and gain a free ride across to an otherwise unreachable platform. From here, move right and jump onto the balloon — it'll rise, giving access to the next row of platforms.

From here the routine's pretty much the same as it's been until now, bar the acquiring of a goat. Like the pig-thing of the Stoneage Suburbs and the Ostrich of the jungle, this unusually willing beast of burden helps you reach important platforms. After going as far as you can manage on your horned friend, you should find yourself at a bridge with lots of spikes hanging over it. This is where you and the goat part company — the overhanging peril acts as a height restrictor, you see. The bridge is a collapsing one, so peg it (that's 'run' to those of you unfamiliar with the inarticulate and clumsy nature of tips language) across. Later on you should find the way through blocked and an insubstantial-looking rope swing. Use this to avoid the drop and wahey! You've finished!

This level's main nasty is, surprisingly, a flasher — is this a first appearance in a video game by that particular fetish, we wonder? Still, they're not too offensive (unless you're squeamish about big bellies) and only take one hit to despatch.



Matters complicate for all nappy-wearing club bearers in the Fruit Mountain section, as falling platforms begin to appear. These are an old stalwart, used in God knows how many games and consistently annoying. Now isn't the time to speculate on their use (although we all know that programmers use it as an 'easier way' to make their platformers more challenging) but, credit to its coders, Chuck 2's occasional falling walkways are few and far between. While it's fairly obvious to see which bits are dangerous (i.e. a whopping great spike underneath, nearby Take That concert, nuclear test site etc) it's advisable to approach anything not supported by several pixels worth of solid rock (or equivalent) with caution.





■ PERILS ON THE PISTE

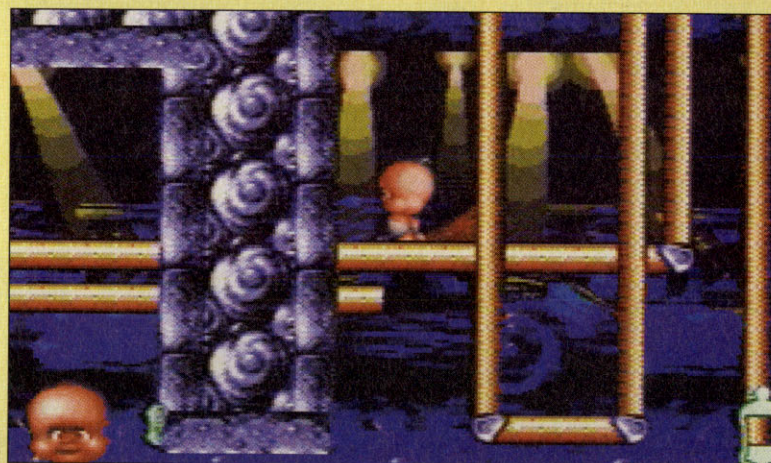
This one's a right swine and no mistake. Ignore the fact it's a snowy, icy kind of happening — there's no inertia japery, so run and jump as usual with confidence. There's not much in this level that you won't have encountered previously, mostly in the Fruit Mountain section. There are falling boulders (if rather icy ones) to shelter from, flashers (now in a fetching blue suit) to club and a tiger to leap with. The two new additions are object-carrying blokes who drop their load in your direction (not the best choice of words, but it'll suffice) which needs to be clubbed away, and flasher-producing tents ripe for collapsing. The second Perils section is, again, more of the same, but in greater numbers, if you see what we mean. There's another goat to use, so do just that. Oh, and watch out for rolling rocks...



The end-of-section bad guy is a huge sea monster who, despite his size, is a doddle to duff. Hit him in the face as many times as you can, but be careful to avoid his occasional attempts to punch you. The clumsy description of the winning technique we were going to give you probably wouldn't help, but here goes anyway — when he swipes, move left and right. It'll make sense when you get there, believe us...

■ RADIOACTIVE SEWERAGE

Very probably based on any number of British seaside resorts (yay for Greenpeace... unsolicited propaganda etc) and, not surprisingly, as dangerous as it sounds. Underneath the platforms and responsible for a few too many Chuck Jr deaths during the assembling of this guide there's a veritable ocean of toxic terror, which you, naturally, hadn't better plan to swim in. Other hazards include burst pipes spewing forth energy-sapping steam and mutated flying fish, coloured blue and easily sunk with a well-aimed swipe of Chuck Jr's club. Occasionally you'll find a burst piece of piping that continually steams, blocking the way. Near this there'll almost certainly be a valve — hit it to clear the way forward.

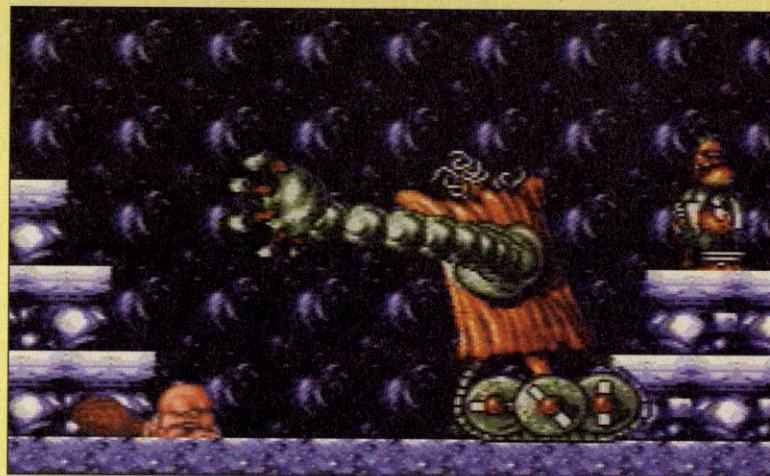


■ INSIDE BRICK JAGGER'S CAR

■ FACTORY

A tricky one, this. It's very similar to the previous level, but the addition of conveyor belts ensures there are more than enough hairy moments. However, roughly halfway through the level there's a screen not dissimilar — identical in fact — to the one you should (designer willing) be able to see next to this. Jump onto the small platform and it gives you access to a secret corridor containing loads of sweets and — imagine your own fanfare — an extra life!

This section's nasties — workmen and the by-now hated pipes — are thick on the ground, but shouldn't pose too much of a problem if you take things slowly.



■ THE FINAL ENCOUNTER WITH

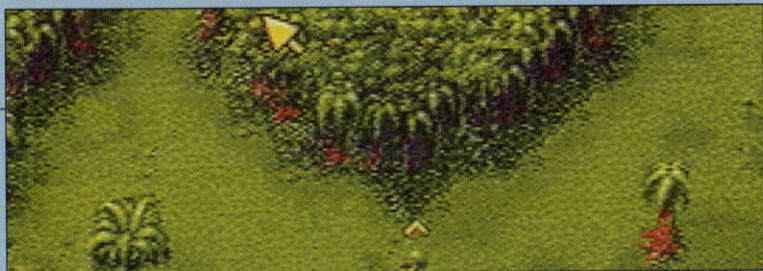
■ BRICK JAGGER

This, the last and quite possibly trickiest level is where Chuck Jr gets to club Brick Jagger into several small pieces. It's fairly obvious where you have to hit him, so we won't insult your intelligence by telling you the obvious, but watch out for the extending arm — it's a swine. Once you've finished, congratulations — you've completed Chuck Rock 2.



play guide

Sensiwarfare comes to the CD32. If war has never been so frustrating pay heed to this, the troopers bible, for enlightenment and joy.



CANNON FODDER



■ GENERAL TACTICS

There's no hard and fast way to complete any of the missions on offer. As long as you work towards the set objective you can play the game pretty much as you wish. Either go gung-ho, straight for the throat with all guns blazing or softly softly catchee monkey — it's up to you. Still, here's a few general pointers that should help no matter what kind of general you are.

1. When tackling enemy rocket launchers, the secret is to keep moving. The enemy rocket will always hit the ground at the point you were when it was fired. Therefore, keep walking forward and firing and you should be alright. The only exception to this is on the snow levels. If the no-mans-land between you and your quarry is icy your man may stumble. In this case, use rockets instead.
2. Get all buildings as quickly as possible.
3. Save better men for tougher assignments.
4. Conserve grenades and rockets as much as possible.
5. Kick arse!



■ TRAPS

A range of pitfalls and booby traps await the unwary. Most are cunningly concealed in the undergrowth; be especially careful of concealed spikes in the jungle levels. They're hard to spot but tread on one and your unfortunate recruit will get six feet of sharpened bamboo right up the khyber. Trip wires are easier to see, but just as deadly. On levels where you know or suspect to be traps it's wise to send a single man ahead to scout the area. Strafe any suspect areas with bullets to hopefully trigger hidden devices.



■ BUILDINGS

Not all mission briefings instruct you to wipe out buildings but neglect to do so at your peril. It's from the seemingly innocent wooden shacks, igloos and various other dwellings that enemy reinforcements emerge. Grenades or rocket launchers are required to destroy buildings but be careful — they only count as finished once the door has been blown off. If this doesn't happen hit them again until it does.



■ CIVILIANS

During many levels you'll come across various natives and other innocent types milling about. These should be avoided. You can shoot 'em if you want but often this leads to their mates coming after you bent on revenge. Even so, they're only armed with crude weapons, spears and the like, so they won't be much of a threat to your highly trained posse. Nevertheless, if in doubt shoot first and ask questions afterwards. There's nothing worse than striding past a little chappie you believe to be a friend only to have him whip out a Kalashnikov from under his loin cloth and blast your boys into a better life.

MISSION 2



ONWARD VIRGIN SOLDIERS

■ SPLITTING THE SQUAD

There's no reason to break up the squad during early levels as they're pretty straightforward, but later on it gives you some useful extra options. When



pinned down, often by a well dug in rocket launcher, your best bet is to send a lone man out to deal with it. If he succeeds, all well and good, if not you've still got men to have another go. When sending a man on such a high risk mission however, be sure to give all missiles and grenades to the remaining team members

— if he's killed, you'll lose whatever he was carrying. When a team is split up, the computer takes over any men not under your control. It won't move them but will fire on enemies coming in range. This can be useful to set up a barrage of covering fire allowing men to slip through well-defended lines.

■ SPECIAL WEAPONS

Early levels throw you straight into the action without any extra weapons, so keep a look out for rockets (in barrels) and grenades (in crates). Rockets have a very long range and can be used to blow up buildings. Grenades are more limited distancewise, but it's possible to chuck them over small areas of scenery allowing you to take out buildings or enemy troops while remaining safely under cover. Be careful with both of these though, especially in confined spaces. Hitting a wall nearby can end with the unwitting destruction of your entire squad.



■ PROMOTIONS

At the end of each mission, surviving troopers will receive promotions. The higher a mans rank, the more accuracy, range and rapidity of fire he will have. Try holing your best men up in a safe place during early missions then, if you're lucky, they'll be highly ranked and much more effective when the going gets harder. They'll also get a better grave stone when they die — hurray!



■ THE CHEAT

Go to the save screen and name your file JOOLS for infinite recruits.



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letters

It's been a hectic month, with a batch of late arrivals forcing flatplan rewrites every day this week, but a lot of software houses came good this issue, delivering some excellent products, and we'd like to extend particular thanks to Steve at Gremlin for rushing a *Sorasil* demo to us in time for our cover CD. Cheers!

Mail wise, everyone's still being most supportive, and despite Commodore's current problems (if that's not too small a word), everyone seems to be really enjoying the CD32 market at the moment.

Praise for Issue One was surpassed by praise for Issue Two, and I'd like to thank everyone who's written to give us a few words of encouragement or advice. The CD32 seems to be attracting a fiercely loyal band of supporters, and there's no doubt that you all appreciate getting a CD32 specific magazine rather than a pull-out pamphlet or small review section tucked away in a general Amiga mag. We've certainly been encouraged by the reaction to our competitions - I've never seen so many postcards. The winner of the Mindscape goodies is across the page, and the Team 17 winners will be announced next issue. Compo hunters flick backwards to the Gremlin comp this month - we're expecting a whole van of mail for that one!

REGRETS, I'VE HAD A FEW...

Dear GAMER,
SORRY, AND THANKS - AGAIN!
Sorry for doubting your commitment to the readers. My quibble over the ratings system was obliterated when I saw the new system. Some other magazines make a point of not reviewing a game, just telling us the plot (which we can read off the inlay ourselves), and then banging a percentage on the end, as if this will somehow help us in our decision. As the first issue was a pilot of sorts, I had nightmares of AMIGA CD32 GAMER going the same way. However, your reviews have remained in-depth, accurate and yet still concise, and in parts, extremely witty (thanks especially for the PROS and CONS of *Arcade Pool*, which had me in stitches). I like the style of the reviews and the fact that they are aimed at a higher age group, hence the lack of Mario references and gripes at Nintendo owners (very tedious).

And thanks for the second disc, the *Cannon Fodder* demo is fantastic and I'll definitely be buying the full game now. I look forward to the future exclusives which I've no doubt you'll provide.

And finally, thanks for a first class magazine, something which is entertaining, informative and substantial enough to last until the next issue arrives.

Oh, and keep up the competitions. There's been some really worthwhile prizes offered in just the first two issues!

PAUL LOUGHREY, Bradford.

Thanks for your continued correspondence, Paul, and sorry for miss-spelling your surname last month. Mistakes abound!

Without wishing to appear disrespectful, the standard of writing in most Amiga magazines isn't that high, possibly due to the incredibly long life spans many of these titles. A sense of arrogance and apathy appears to have set in, but it's always the way that the newest dog on the scene has to bark that much louder to be heard. The reviews were a great deal more in-depth last month, and with the relative quietness on the CD32 scene this issue, we've had time to really go to town on software third time round. This approach has become necessary, really, as so many games arriving have had much longer time in development and are beginning to show just what the CD32 can do. This exhaustive approach seems to have gone down rather well, as does our pagination increase and new monthly frequency. No doubt you'll all let us know in detail what you think with the aid of the questionnaire tucked away in this month's issue. Write away!

Glad you enjoyed the *Cannon Fodder* demo. Even though I played the A1200 version to death, I found my enthusiasm rekindled by the remarkably impressive CD32 demo, which was incredibly playable. And we're still badgering all our favourite software houses for prizes, night and day. They've got hearts of gold - if you plead long enough.

FOUNTAIN OF KNOWLEDGE

Dear GAMER,
I have not yet bought an Amiga CD32, and I may not. I have a few questions to decide if I should.
1: Is it possible to produce a game in the special 'Ham 8' Mode, or is it just a dull 256 colours?
2: Does the CD32 hold any advantages over other machines like Saturn, PS-X, Jaguar, 3DO etc?
3: How many polygons can the CD32 handle?
4: How many colours does *Microcosm* use?
5: Will the take-over of Commodore affect UK owners in any way, and will the new company advertise their name on future Amigas?
6: Who do you think will take over Commodore and will there be a new Managing Director?
7: Will there be an AAA chipset based console in the near future?
8: Is *Mortal Kombat 2* coming out on CD32?
Thank you,
KOKHO LEE, Telford.
P.S. I think your magazine is totally excellent.

I suppose it's a good thing that people like yourself are buying AMIGA CD32 GAMER even though you haven't even got a CD32 yet. If only everyone would buy our magazine just for the pleasure of reading it... No, it seems obvious that with so much hardware coming over the horizon, people are getting a lot more cautious about spending their money unwisely, and for that reason, I'll let my Publisher, blessed as he is with an uncanny knowledge of the entire industry, soothe your troubled mind...

1. HAM 8 is essentially limited to static pictures, although games such as *Labyrinth Of Time* and *Myst* (on the PC) show this can be perfectly all right for some adventures. HAM8 is designed for high resolution graphics work and each screen is packed with so much information manipulating it in real-time would cause any games system problems. All games, including arcade ones, have to strike a balance between graphic detail and speed of handling. For the moment, 256 colours is more than adequate - PC games are only just reaching this standard now, after all.

2. The CD32's advantages over the consoles you mentioned aren't very glamorous, but they are no less important for that. The CD32 is available now, there's plenty of good, cheap software with more on the way and it's around half the price of the competition (except for the Jaguar, which still awaits the official launch of a CD add-on). You can also get a competitively priced FMV unit and play VideoCD movies and games more cheaply than any other system. In fact, the only other system with an FMV unit is the 16bit CDi!

The Sega Saturn looks good, but won't be launched here until late 1995 and seems technically inferior to the Sony Playstation. The Sony PS-X is currently the most hyped system, but won't be launched in the UK until Xmas 1995, because that's how long it will take to get a good range of games ready. With videogames, waiting for the best means you'll never buy anything - Nintendo's *Project Reality* is the hottest system but won't

arrive until 1996, which is when Commodore's own CD32 compatible CD64 is due.

A more reasonable way to judge CD32 is the competition around now and toward the year end. A PC CD-ROM system will give you more power, but expect to pay around £1500 (six times as much as a CD32) and getting games to run can try even a programmer's patience. The Sega Mega-CD is only marginally more expensive than CD32, but it's just 16bit, an FMV module is impossible and the overpriced games are very few and far between. As a next generation system, 3DO is widely judged to be overpriced and underpowered, while Atari's Jaguar still lacks a CD-ROM unit and software support - despite being launched last year, six months later there's still only one decent game for it!

3. Around a thousand per second is a reasonable estimate.

4. 256.

5. The Commodore take-over should reassure games developers about a continued market for their games and increase software support as a result.

6. Samsung seems most likely, as for Managing Director, who knows?

7. Commodore will develop a computer first, so that this can form the basis of a games development system for the low cost computer and console variants, probably toward the end of next year. Remember, developing a good game takes over a year so rushing out the hardware too soon helps no-one.

8. No news as yet.

HUBBA DUBBA COVER DISC!

Dear GAMER,
Congratulations on issue 2 - the cover CD games are bloody brilliant! I will definitely be buying *Cannon Fodder* and *Banshee* when they are released.

The marking system is better now with the percentage scores, but could you possibly add lastability to your marking boxes, because a game like *Microcosm* is stunning at first, but once the thrill of the graphics wears off, it's just a crap shoot - 'em-up that I won't go back to playing, unless I want to show off the graphics to one of my mates.

When will the CDX expansion be completed? I ask because I want to be able to play *Sensible Soccer* and NOT have to change all the names of my Rangers team every time I play it.

Is the FMV unit worth £200? I saw a Phillips CDi in Virgin, playing *Star Trek VI* and it looked amazing, although I've read that the quality can be poor when the on-screen action heats up. Is this true, because it doesn't on the CDi? If I buy an FMV for my CD32 will classics like *Terminator 1* and *2*, *Boyz In The Hood* and *Aliens* be released? When will FMV games appear? And does the intro for *James Pond II* double up as a full cartoon, with no flicker or fuzziness with the video adapter?

On the demo of *Cannon Fodder* on last month's disk, I tried to see if I could save my position on mission 2, so I allowed all my men to be killed, then tried to load the saved game and it worked, even after I had reset the CD32. However, when I reset my CD32 to check for my *Cannon Fodder* saved game in the ROM, all my *Diggers* and *D-Generation* saved games (plus my 110,000,000 score at *Partyland* on *Pinball Fantasies*) had been wiped out! I was ill!

Will *Cannon Fodder* be another game which will use the floppy disc when the expansion comes out? Why oh why didn't they use a password system?

Thanks for a great mag. I look forward to reading your wisdom-full answers to my moans and groans.

JIM BAYNE, Glasgow

P.S. The tips section is great - keep them coming! P.P.S. Why is there a commentator on tracks 10, 12 and 19 of *Sensible Soccer* when you play it on a

normal CD player, yet this voice is not included in the game?

Glad you enjoyed the CD, Jim. It certainly seems to have proved popular, and I must admit I've played Banshee rather a lot myself. As to the Cannon Fodder demo, well, you experienced what a few miserable souls have, and yes, the demo DOES wipe all your RAM info away. Sorry about that, but, at the risk of appearing unsympathetic, did you really need to save the game when it was only a (relatively) small demo? No, that's no excuse, but this CD demo business is new to all of us, so bear with us and apologies to one and all. The lost D-Generation save position must be particularly distressing!

The SX disk drive upgrade for CD32 is always due for release next month, but this time we think it might actually appear and hope to have a full review next issue. As for VideoCD movies, there's either no difference or a slight advantage for CD32 over CDi. As for the quality, the imagery is generally sharper than VHS. On larger TVs occasional glitches called 'artifacts' do appear, a certain fuzziness during fast movement, but being a digital format improvements in encoding are constantly improving the quality. As for the films you name appearing, Hollywood support depends on hardware sales justifying it. With several VideoCD-only players due for the end of the year prospects are improving and we'll keep you updated on new announcements.

STAND OUT FROM THE TRASH

Dear GAMER,
I could go on for ages about how good your magazine is, but from the letters page in issue 2, it's obvious that it's already been done. So here's a bad point. **YOUR MAGAZINE HAS NO SPINE!** How will I distinguish AMIGA CD32 GAMER from all the trash I have in my bookcase when I finally lay each issue to (temporarily) rest? It may cost a squidgy blibby more to produce, but at £4.99 an issue with an army of readers, I think we deserve some back-bone to our mag.
Yours standing up-rightly,
PAUL PLANT, Gwynedd.

My publisher reliably (and quite violently) informed me of the exorbitant cost of giving the magazine spine, but assured me that a deal could be worked out based on a pay decrease on my part. I thus hastily came up with a solution that's cheaper all round, Paul. Chuck all the trash littering your bookshelf away! Cost to me? 0 pence. It's a cut-throat world of publishing, with executive decisions like this being made every minute, you know. Seriously though, increased manufacturing costs will be debated when our readership has been accurately assessed (see questionnaire). We've gone from quarterly to monthly and from 68 to 84 pages quite quickly, so who knows what's in the pipeline. Well, someone does, but I'll be the last to know... apart from you.

PC TEMPTATION

Dear CD32 GAMER,
First of all, I congratulate you on a rather nice magazine, and Commodore for a rather nice console. I have two points which I would like to make. Last summer, I had the good fortune to play X-Wing on my brother's PC. I fell in love with the game and this convinced me that SNES's were outdated and generally crap. I was, of course, immediately tempted to obtain a PC until a friend introduced me to Amiga and the CD32. Although some of the games on this console are outstanding, I was disappointed to discover that X-Wing was not available for it. Are there any plans for Lucasarts to port over the game to CD32?

Secondly, the CD32 was my first introduction to Amiga - although I owned a C64 many years

back - and so I can't wait to get hold of all the lovely software already written for conventional Amigas. When will the keyboard and disc drive be available for it? How much will it cost? And will it be compatible with A500/A600 software or just A1200?

Thank you very much for an excellent magazine and I hope you find it in your hearts to print this letter.

HOWARD PHILLIPS, Jersey.

Now that Virgin has got the rights to distributing LucasArts games here there's a small chance X-Wing's sequel, TIE Fighter, might be converted. Personally I think both games were rather overhyped - overly difficult and with dated graphics in my opinion. For real state-of-the-art SF blasting Inferno is about to set the PC world alight and, in early 1995, the CD32 tool

PIRATES AHOY?

Dear GAMER,
When I decided upon buying the CD32, one of the major features I was looking for was a more stable games market, i.e. a machine that would be unpiratable. Now, I'm not going to moan about the prices being just as high (places like ECU do well cheap quality games), but I am going to moan about piracy.

I was rather disturbed to see companies leaving the games market for the A500 before, due to piracy, and I thought that the CD32 would have an answer to this. However, whilst some people think that piracy of CDs may develop in the future with CD-RAM, it's really already a problem.

Yes, programmers were perhaps a little naive to believe that they could spoof off CD games without one being copied. They thought a) a CD is uncopyable, full-stop and b) no one will spend time filling 600 disks with a CD game. With this in mind, they've put no protection on CDs other than the plastic box. And here lies the problem.

CD games are not uncopyable. There is a computer called the A1200 (remember that?) which can be linked to a CD32 and hey presto - copy, copy copy! Wait! you say. What about the CD soundtracks? So what? Pirates don't care. They're getting whatever they want for free - so what if there's no music! But wait again. What about those 600 floppy discs? Well, Mr. Programmer, if you'd bothered to produce a game that actually filled 600 discs, then the pirates might be stumped. But all those AGA enhanced CD games are little more than A1200 games, that are easy to port. Even the common Silicon Graphics intro can be performed on a basic A1200. I've seen nearly every CD release flying around the classroom on horrid floppy discs.

This is not really a plea for protection, it's a plea for decent, worthwhile CD32 games. There's the AKIKO thing - use it, for God's sake! There's 600 megs of CD storage - don't fill it with useless soundtracks or (even worse) nothing. Even Liberation is just an A1200 game with a bit of sound - I was horrified to see the same game running on an A1200 (or anything with 1.5megs), minus the sound and CD music. The massive 400 levels only take up a few of the six floppies it comes on, that's about a hundredth of the CD storage space used! So far, I don't see a market for the A1200 CD drives: A1200 owners have access to illegal versions of CD games that will run on their systems without CD drives for free!

Let's kick out the games that can run on A1200s and demand games that NEED 600megs, AKIKO, CD sound, FMV, even... Let's see some REAL CD32 games!

STEPHEN PASSEY, Kent.

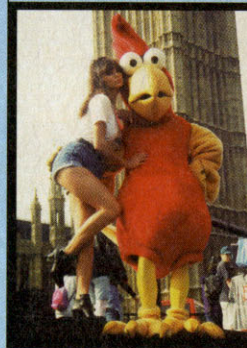
I'm afraid you're just not catching the whole picture, Stephen, and your rants of 'I want' are not based on reality. The reason the CD32 is proving such a popular machine is because the games are cheap, and this is mainly because there's a near

inexhaustible quantity of Amiga games that can be cheaply ported over. Whilst I don't doubt that your school is populated by CD hacking wonder kids, they would appear to be fundamentally stupid. If CD32 games are just A1200 games with intros and soundtracks, and copying requires an A1200 which cannot take these features, what the hell are they copying the things for! Why aren't they just playing the A1200 games! Is there a clan of mentally retarded A1200 users in your school who are being duped by pirates only marginally less stupid than themselves? To suggest that companies supporting the CD32 deserve to be ripped off by pirates because they're not filling 600megs is equally foolish. It takes several years for a new machine to begin fulfilling its potential - they're aren't any 3DO or Jaguar games around that scratch the surface of those machines - because programmers need development time to explore what's possible. A decent A1200 game takes maybe two years to design and produce, for say at two meg product. Now if a CD is 500 meg, and your wonder game will take two years per two meg to write, you'll have to wait about 500 years. Get the point? No? At the moment, programmers are just tinkering with the machine, adding intros and soundtracks, experimenting with new chips etc., but if the market stays buoyant, games will improve as producers see the sense in nurturing the CD32. Complaining about the price of CD32 software is ludicrous - it's incredibly cheap compared to the games available for technically inferior and outdated machines such as the SNES and Mega-CD. And it's patently childish to complain that Liberation is available on lower grade machines. So what? It was written specifically for CD32, and its high quality meant that it made sense to down port it to other Amigas, so that fans could experience some of the gameplay without having to upgrade. The point is, the CD32 is by far the superior version, and it has made a lot of converts. Similarly, there is demand for the CD1200 disc drive, so that A1200 owners can keep buying the many excellent games available for that machine whilst still dipping into the CD32 market when the outstanding games start to arrive, or maybe just to buy a great old game like Beneath A Steel Sky without having to disk swap continually. And, maybe, to enjoy the improved graphics and CD soundtrack of both music and conversation...

The CD32 has a pretty good head start over the rest of the new generation hardware, with a large and fiercely supportive legion of fans aware that Amiga game developers are some of the best in the world. It's not so bad to have to sit and play a few, tweaked classics whilst waiting for the new wave, is it? I'd certainly prefer to play a lot of decent, old games than just have Cybermorph for my Jag, or Crash N Burn for my 3DO. With such a head start on the competition, it'll be a great shame if a few, spoilt pirates pollute the CD32 games market as they have with every previous Amiga machine.

That's the lot! Keep your opinions and queries a coming (don't forget to fill in your questionnaire - five subscriptions are up for grabs! to:

CD32 GAMER Letters, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF

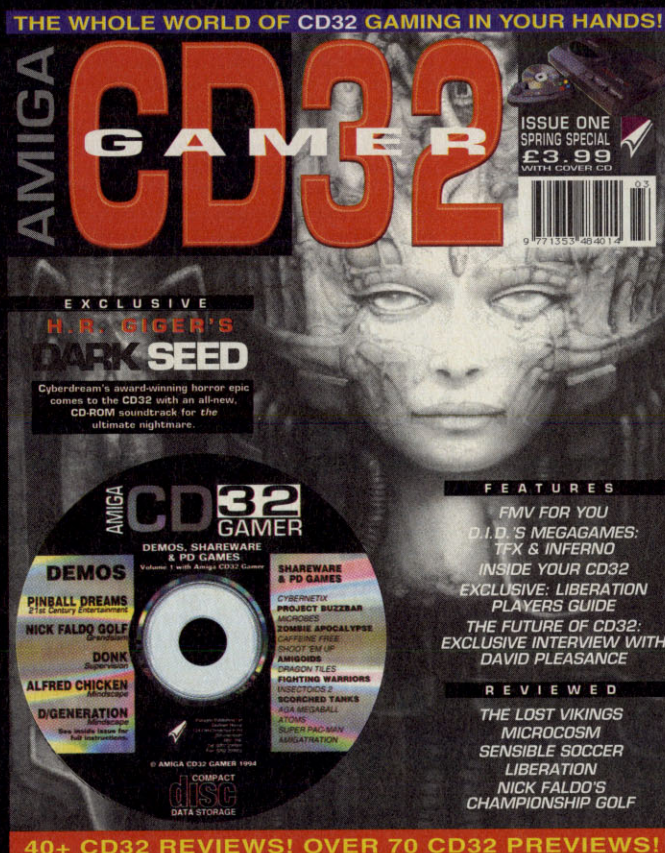


MINDSCAPE COMPETITION WINNER!

There's still entries coming in for this one, but the lucky winner is MR C. P. MURRAY from Scarborough. The whole Mindscape CD32 back catalogue to you, sir, and all the rest of their releases for 1994! Well done.

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AABBCC

ALFRED CHICKEN

Mindscape

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

ProScore 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 ultimately rather simplistic, but action is fast and atmospheric with a reasonable simultaneous two-player mode. [Available in Doublepack with Qwak.]

ProScore 77% (ISSUE 1)

ARABIAN KNIGHTS

Buzz

The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles to keep you guessing for quite a while. Cheap and very cheerful

ProScore 74% (ISSUE 1)

ARCADE POOL

Team 17

Sophisticated it's not, but for quick action entertainment this is hard to beat, while numerous tournaments provide some very tough computer opposition.

ACG Rated 88% (ISSUE 2)

BATTLE CHESS

Interplay

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

ProScore 76% (ISSUE 1)

BEAVERS

Unique

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

ACG Rated 75% (ISSUE 2)

BRUTAL SPORTS FOOTBALL

Millennium

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

ACG Rated 55% (ISSUE 2)

BUBBA 'N' STIX

Core Design

Large, colourful sprites star in a genuinely cartoonish platformer. Stix himself is a great little weapon with a host of different

functions, while gameplay as a whole is original and entertaining.

ProScore 89% (ISSUE 1)

CANNON FODDER

Virgin

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



ACG Rated 90% (ISSUE 2)

CASTLES II

Interplay

Medieval war is reproduced with stunning attention to detail in this huge strategy game. Fanatics will love the depth, but the incredibly sluggish speed will put off everyone else.

ProScore 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.

ProScore 6% (ISSUE 1)

CHAOS ENGINE

Renegade

Gauntlet for the 1890s is the theme of this steampunk-styled overhead view blast-'em-up with masses of mazes and monsters. It's obviously rather unoriginal, but action is fast and furious and should keep you occupied for ages.

ACG Rated 72% (ISSUE 2)

CHUCK ROCK

Core Design

Big sprites, but the limited colour palette and simplistic gameplay make this somewhat dated. Not bad for budget, but a pointless purchase when you could buy...

ProScore 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. Huge fun.

ACG Rated 86% (ISSUE 2)

DDDEEFF

DANGEROUS STREETS

Flair Software

Static this looks like a big and brash SFII clone. Unfortunately, once things get moving animation proves to be dreadful and gameplay uninvolving.

ProScore 22% (ISSUE 1)

DEEP CORE

Ice

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

ProScore 42% (ISSUE 1)

D/GENERATION

Mindscape

Crude graphics and minimal sound fail to disguise one of the most atmospheric and all-round fun



games that you can get for CD32. This a brilliant mix of arcade action and brain-twisting puzzles is very addictive.

ProScore 90% (ISSUE 1)

D-HERO

Gremlin Graphics

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

ACG Rated 85% (ISSUE 2)

DENNIS

Ocean

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

ProScore 37% (ISSUE 1)

DIGGERS

Millennium

A more sophisticated and tougher variation on the Lemmings arcade format. Sadly, while the CD soundtrack is brilliant gameplay is frustrating due to an overly complex control system.

ProScore 56% (ISSUE 1)

DONK

Supervision

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

ACG Rated 58% (ISSUE 2)

F17

Team 17

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

compared to *Mansell*.
ProScore 73% (ISSUE 1)

FIRE & ICE Renegade

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

ACG Rated 87% (ISSUE 2)

FIRE FORCE

Ice

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

ProScore 34% (ISSUE 1)

FLY HARDER

Buzz

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

ProScore 52% (ISSUE 1)

FRONTIER: ELITE II

Gametek

A truly monumental game unrivalled in its galaxy-spanning scope. Whether you want to be a multi-billionaire trader or a pirate



with a huge bounty on your head, it's entirely up to you. The controls take a while to master, but overall this is an epic which

can't be missed. Truly impressive.
ACG Rated 95% (ISSUE 2)



FURY OF THE FURRIES

Mindscape

An interesting mix of platforming and *Lemmings*-type puzzles with masses of challenge, but much in the way of graphical or sonic pizzazz.

ACG Rated 75% (ISSUE 2)

GGHHII

GLOBAL EFFECT

Millennium

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

ProScore 55%

GUNSHIP 2000

MicroProse

A huge combat simulation which recreates the experience of not just flying one helicopter, but seven - everything from a Black Hawk transport copter to the advanced Commanche gunship. You can also lead into battle a squadron of copters. Lots of depth, action and fast, impressive 3D make this worth a look from anyone.

ACG Rated 92% (ISSUE 2)



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.

ProScore 44% (ISSUE 1)

JJKKLL

JOHN BARNES EUROPEAN FOOTBALL

Buzz

A dire side-scrolling football game which promises much, with masses of options, but simply fails to deliver on the pitch with jerky scrolling, lousy controls and poor collision detection.

ProScore 32% (ISSUE 1)

LABYRINTH OF TIME

Electronic Arts

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

ProScore 70% (ISSUE 1)

LEMMINGS

Psygnosis

A truly excellent game, but this CDTV conversion lacks the original's two-player mode, adds no new levels by way of compensation and requires a mouse to be played seriously.

ACG Rated 79% (ISSUE 2)

LIBERATION

Mindscape

A huge, sprawling sci-fi adventure which would take several lifetimes to explore fully. An intriguing storyline, involving gameplay and interesting, texture-mapped graphics make this essential for all RPG fans.

ProScore 92% (ISSUE 1)



LOTUS TRILOGY

Gremlin Graphics

A bumper compilation of three now rather dated racing games. Hardly essential stuff.

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*.]

ProScore 37% (ISSUE 1)

MMNNOO

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.

ProScore 61% (ISSUE 1)

MICROCOSM

Psygnosis

A graphical showcase with a fantastic FMV-style intro. Unfortunately, gameplay is weak, repetitive and frustrating.

ProScore 60% (ISSUE 1)

MORPH

Millennium

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

ProScore 84% (ISSUE 1)

NICK FALDO'S CHAMPIONSHIP GOLF

Grandslam

Best golf available on CD32.

Bar none.

ProScore 90% (ISSUE 1)



NIGEL MANSELL'S WORLD CHAMPIONSHIP Gremlin

A very playable racer with plenty of depth. No two-player mode though.

ProScore 74% (ISSUE 1)

OSCAR

Flair Software

Full use is made of the AGA chipset for some spectacularly colourful and detailed graphics. Lots of neat touches, but the overall effect is confusing and swamps limited gameplay.

ProScore 59% (ISSUE 1)

OVERKILL

Mindscape

A very competent update of the classic *Defender* coin-op: fast, slick and very playable. [Available in Doublepack with *Lunar-C*.]

ProScore 67% (ISSUE 1)

PPQQRR

PINBALL FANTASIES

21st Century Entertainment

Four exceptionally playable and colourful pinball tables provide masses of fun with some great CD soundtracks. 1-8 player option is especially good fun.

ProScore 87% (ISSUE 1)

PIRATES

MicroProse

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

ProScore 79% (ISSUE 1)

PREMIERE

Core Design

A varied and imaginative platformer flawed by an awkward control system. Worth a look if you can't get enough of them.

ACG Rated 65% (ISSUE 2)

PROJECT X

Team 17

A classic side-scrolling shoot-'em-up which has masses of power-ups, fast-moving enemies and slick backdrops. Totally unoriginal, but as playable as it gets.

[Available in Doublepack with *F17*.]

ProScore 89% (ISSUE 1)

QWAK

Team 17

A hugely playable game inspired by Taito's classic *Bubble Bobble* coin-op. Action is simplistic, each level is just a single screen, but it's so much fun who could complain? Great simultaneous two-player mode makes this excellent value. [Doublepack with *Alien Breed*.]

ProScore 84% (ISSUE 1)

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.

ProScore 80% (ISSUE 1)

RYDER CUP GOLF

Ocean

Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is entirely unconvincing. If golf is your thing though, it's worth checking this recent release out along with *Nick Faldo's Championship*.

ACG Rated 68% (ISSUE 2)

SSTTUU

SEEK AND DESTROY

Mindscape

A simplistic and less than spectacular overhead shoot-'em-up. Neat samples though and quite playable with a neat rotational control system.

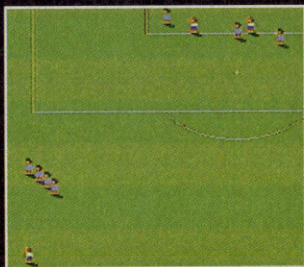
ProScore 62% (ISSUE 1)

SENSIBLE SOCCER

Renegade

Tiny sprites and a control system better suited for joystick than joypad are off-putting, but this is an extremely sophisticated and playable soccer sim, rated among the best games ever. Even if you hate footie games, this should get you hooked in a jiffy. Excellent fun.

ProScore 91% (ISSUE 1)



SLEEPWALKER

Ocean

A novel arcade puzzler where you must use a dog to guide the eponymous hero through ever more hazardous levels. Fun, but very tough and not helped by an awkward control system. Worth a try if you can stand the pace...

ProScore 80% (ISSUE 1)

STRIKER

Elite

A straight port of a shallow, dated A500 footie sim which is sadly outclassed by the deluge of more modern games.

ACG Rated 43% (ISSUE 2)

SUMMER OLYMPIX

Flair

Lots of fun sounding games such as kayaking, boxing and archery sadly ruined by lacklustre programming.

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.

ACG Rated 85%

SUPER PUTTY

System 3

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

ProScore 70%

THE LOST VIKINGS

Interplay

One of the best games around, this features three Vikings taking on 37 levels with their various skills. A great mix of arcade action and tantalising puzzles. Great fun, but unenhanced for CD32.

ProScore 90% (ISSUE 1)



THE SEVEN GATES OF JAMBALA

A dreadful platformer which looks like an 8bit game and plays considerably worse.

ProScore 8% (ISSUE 1)

TOTAL CARNAGE

ICE

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

ACG Rated 45% (ISSUE 2)

TROLLS

Flair Software

A cutesy platformer with fourteen different levels. Very similar to, but less colourful than Oscar which makes it easier to play.

ProScore 67% (ISSUE 1)

ULTIMATE BODY BLOWS

Team 17

A truly humongous beat-'em-up with no less than 23 characters, numerous combat moves and incredible addictivity. As well as the normal one or two-player modes, there's a superb knockout bout that makes the whole thing tremendous fun, but most impressive has to be the phenomenal speed the thing plays at (there's three turbo settings). AGA graphics



and 16 CD soundtracks add the finishing touches to this brill product.

ACG Rated 93% (ISSUE 2)

WXYZ

WHALE'S VOYAGE

Flair Software

A great techno intro track, a great option to tailor your crew members and plenty of depth make this an intriguing RPG. Sadly, most of the action features weak graphics, which seriously diminishes the impression this potentially big game makes.

ProScore 80% (ISSUE 1)

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.

ProScore 86% (ISSUE 1)

ZOOL

Gremlin

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

ProScore 60% (ISSUE 1)

ZOOL 2

Gremlin Graphics

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

ACG Rated 70% (ISSUE 2)

AMIGA

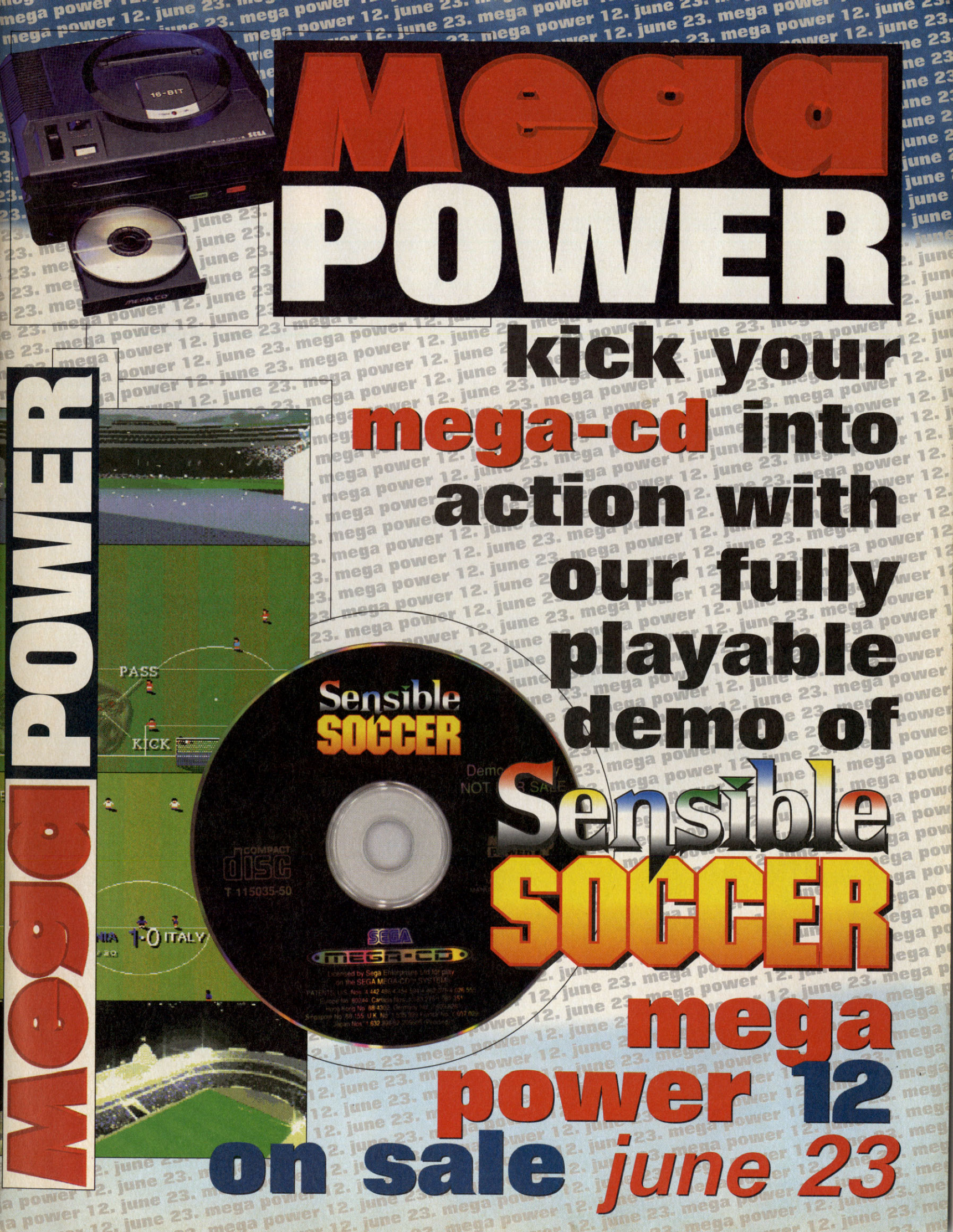
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