

FUSION



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SPIDERMAN



We feel our Spidey senses tingling with this one!

PS CLASSIC

The Playstation Classic has taken some heat since its launch. We take a look, and form our own opinion on Sony's reimagining of its original console.



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TOP FIVE >>

The Top 5 games to play on the AMSTRAD CPC

by Colin Bell



This was always going to be a tough one, a top 5 for my beloved Amstrad CPC 464, the very system that got me into computers at the tender age of six years old.

Despite what many of you out there may think about the Amstrad and its many ZX Spectrum ports, just delve that little bit deeper and you'll discover that it

spawned some the most impressive 8-bit titles of the era.

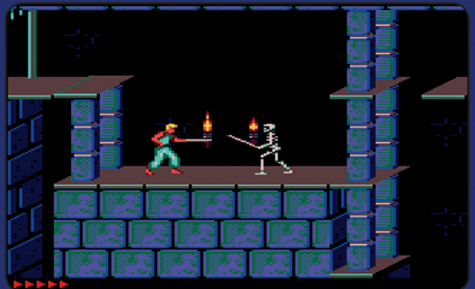
Here is my own personal top five favourites on this great machine.

01 // PRINCE OF PERSIA

Released 1990 – by Brøderbund Software

Originally released for the Apple II and one of the first video games to feature a cinematic type animation, Prince of Persia was a stylish platformer that was ported to most of the home computer and console systems of the era. What we Amstrad owners were treated to was a truly stunning showcase of just what the CPC could do when pushed to its limits. The gameplay and levels have all been faithfully recreated, as has the music. The aim of the game is simple, run, duck, jump, climb and fight your way through the dungeons to reach the Sultan's tower and save the Princess before the hourglass sands run out!

Prince of Persia is quite simply one of the most impressive games to ever appear on an 8-bit system. Brøderbund have done an astounding job in capturing the animation, movement and playability of the original while at the same time making full use of the CPC's graphical and colour capabilities.



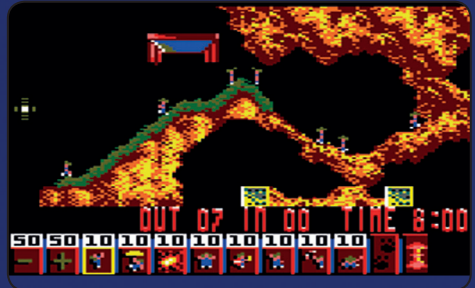
02 // Lemmings

Released 1992 – by Psygnosis

Lemmings is regarded as one of the greatest games ever made and was ported to just about every home computer & console you can think of. Many ports captured the look, feel and playability of the original with the Amstrad CPC port being no exception. Arriving late in the lifespan of the CPC range, Lemmings showcased what the Amstrad could really do when programmed and pushed in the right way.

The graphics were vibrant and colourful, the sprites well animated and the music faithfully replicated during each level. The scrolling play area was smooth and the interface easy to control.

Software house Psygnosis did a fine job in porting this game over to the Amstrad CPC and what we got was a faithful, addictive and fun packed version that was just as playable as any of the 16-bit counter parts.



03 // Chase HQ

Released 1989 – by Ocean Software

Chase HQ was yet another brilliant coin-op conversion this time by Ocean Software. An arcade racing game with one straight forward objective – jump behind the wheel of your black Porsche 928 and hunt down the criminals within 60 seconds. Once located you had a further 60 seconds to arrest the villains which was achieved by smashing into the back of their rather exotic cars and causing enough damage to bring them to a halt – simple!

The Amstrad conversion was slick, fast and had great graphics, all of which help to create the look and feel of the arcade original. If you were lucky enough to have 128K of memory you were even treated to digitized speech at the start of each level!

Addictive fast paced gameplay that kept you coming back for more! A true showcase of just how well a driving / racing game could be executed on the CPC.



04 // Teenage Mutant Hero Turtles

Released 1991 – by Image Works

Heroes in a half shell — Turtle Power! This was the second outing for the awesome foursome after the success of Image Works NES conversion, which in itself was an excellent title that made good use of the Amstrad's hardware capabilities and colour palette. This time however it was the coin-op conversion of Konami's awesome 2-4 player arcade cabinet. The conversion, again handled by Image Works, was simply stunning. From the first gorgeous loading title screen to selecting your favourite turtle on the menu screen, the graphics and colours were on point and even the music from the coin-op was present. The game itself featured action packed fast paced levels with plenty of enemies to dispose of and with all the end of level bosses present the game is almost arcade port perfect.

Plug in a second Joystick and your best friend could join in too! A totally awesome adapted arcade conversion dudes!



05 // Batman The Movie

Released 1990 – by Ocean Software

I absolutely loved this film as a kid, and the movie tie-in by Ocean was no exception.

From the moment I loaded it up on Christmas Day 1990 I was completely blown away by the colourful detailed graphics and varied level gameplay. The first and final levels are classic 2D side scrolling platformers with the added benefit of being able to swing from platform to platform utilizing Batman's Bat-rope. The second and forth level let you get behind the controls of the Batmobile and Batwing and feature fast paced smooth scrolling action through the streets of Gotham. The third level was puzzle based which sees you trying to pick the correct combination of products to crack the Joker's Smilex gas recipe. Overall Ocean did a great job and the game follows the movie's plot rather well. The varied level gameplay keeps you interested and it plays just as well as it looks. A game I can happily return to time and again.

