

FAST FORWARD

JUMPING JOCK SPLAT!

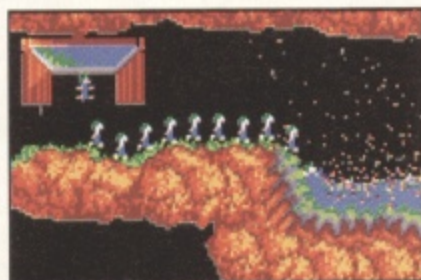
After avoiding numerous motorway patrol cars, Cole Trickle made it to Dundee and spoke to DMA Design – the guys behind *Menace* and *Blood Money* – about their future console and computer releases.

It will come as no surprise that Dave Jones's background lies on the Spectrum. The man who programmed *Blood Money* for Psygnosis gave Amiga owners the definition of playability. *Blood Money* was primarily a shoot-'em-up but contained enough strategy to keep all types of players addicted for months.

Dave Jones hasn't produced any-

thing since *Blood Money*, preferring to develop his own company, DMA Design, bring in outside programmers, and expand his offices in Dundee.

Lemmings is the first game to come from DMA Design since their



HEAD OVER HEELS

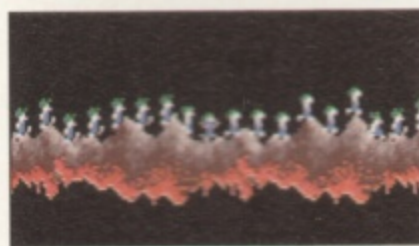
Lemmings is like no other game on Earth. It is, quite simply, original. Sound, graphics, gameplay... all like you've never seen them before.

Lemmings, as you may know, are small vole-like creatures who have a strange affinity for mass destruction of themselves. That's why you must save the poor creatures by leading them safely through 100 levels.

As you may have guessed, this isn't as easy as it first seems. Many elements contribute to the demise of lemmings, not least your ability to keep an eye on them all. As soon as these guys start walking, there's no stopping them – short of blowing them up. And it's no good blowing them up because you have to ensure the safe exit of a certain number from the screen.

The key to success is making the little guys work for you. Each lemming can be allocated a specific task, which he will carry out dutifully until it's over. For instance, if you click on one of the lemmings and turn him into a Builder, he'll start constructing a bridge. All the time, of course, the other 90 or so lemmings are walking backwards and forwards aimlessly. It is here that you may wish to use a Blocker. A Blocker will just stand there, turning around all fellow lemmings that hit him. However, if you want to get rid of the Blocker, you have to blow him up – a small sacrifice to save so many.

Saving lemmings is what it's all about. At the beginning of each level you'll be told how many have to be saved, the rate at which they drop on screen, and the name of the level (which often gives a clue to what horror Dave Jones has in store for you).



Walker's head look very nice, but it will be difficult to create a playable game from it. Also coming up are PC Engine versions of *Shadow of the Beast* and *Ballistix*, possibly even a FM Towns version of the latter.

Dave hopes that future computer

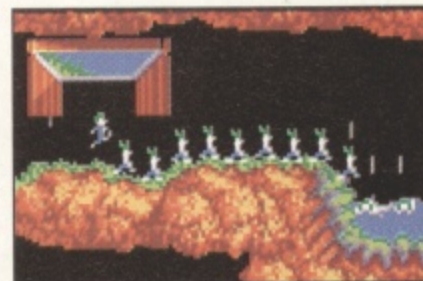
CONSTRUCTION KIT

The levels on *Lemmings* were designed by all at DMA Design. Using a level designer, each person was asked to contribute their own fiendish creations. Dave Jones has designed the game so that it can accommodate a construction kit if they ever decided to release their designer – let's hope they do.

year-long absence. It's a strange little game, programmed by the big man himself. The game revolves around hundreds of small lemmings who walk about mindlessly over various types of landscapes. Only you can prevent them walking off cliffs or jumping in rivers.

Cutie Poo is another weird game featuring a breed of small animals called tribbles. The game features 239 individual frames of animation, concentrating on a cartoon look.

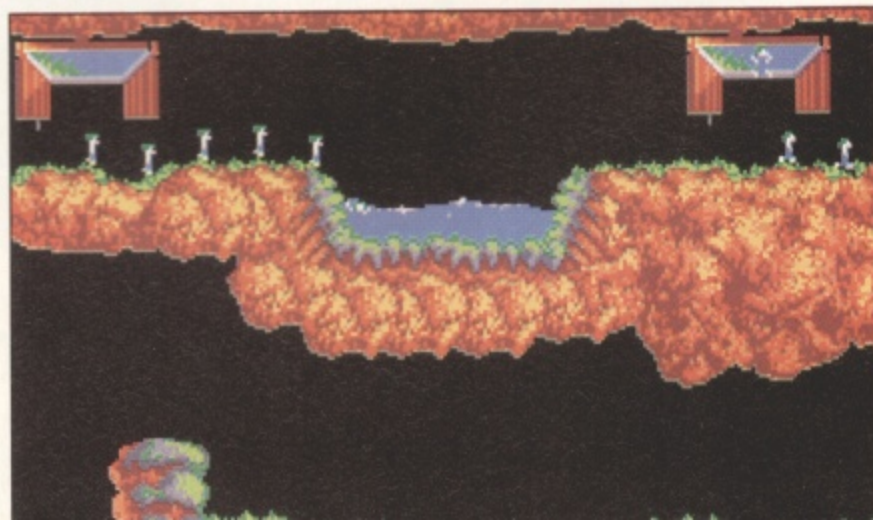
Future releases may include a development of Dave Jones's own Walker demo. The raytraced graphics and 81 animations of the



■ Hi ho, hi ho, it's off to Heaven we go.

releases from DMA Design will also come out on console. His favourite at the moment is the Mega Drive, and he is confident that the Mega Drive will take off in the UK. While

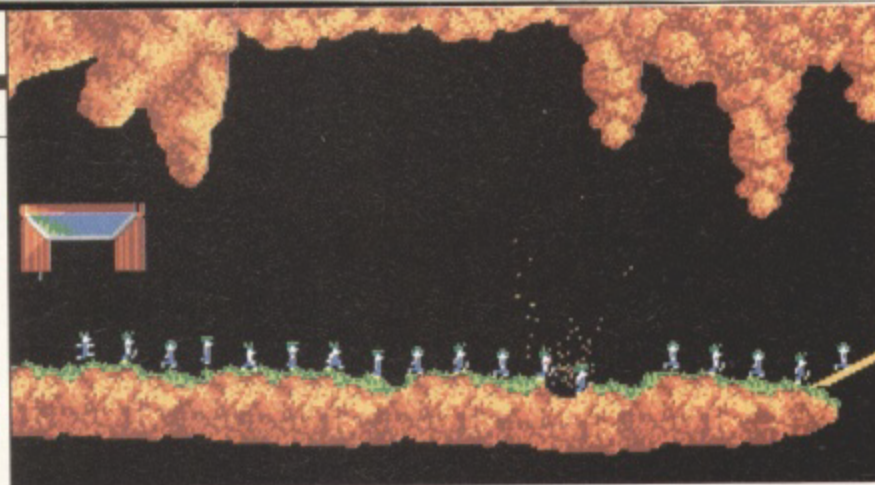
■ Left of the screen, five lemmings on their way to certain death. Right of the screen, more lemmings getting killed as they walk straight into a mantrap.



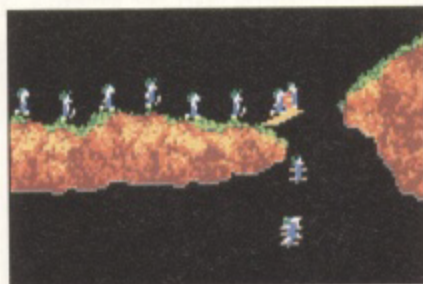
LEMMINGS LACKIES

Amiga – Dave Jones
Atari ST – Dave Jones + Mike Dailly
IBM PC – Russell Kay
Graphics/animation – Gary Timmons
Backgrounds etc – Scott Johnston

DMA games may not be seen on the Nintendo because of licensing restrictions, he describes Sega as "more lenient" and Mega Drive versions of *Cutie Poo* and *Lemmings*



■ Er, I think you'd better put a Blocker there, because the guy building the bridge doesn't look in a hurry to get it finished.



are already being planned.

Like most programmers, Dave bemoans the fact that present day storage systems on computers are not up to the technology they run on. The PC Engine's *Beast* is only going to be available on CD-ROM and Dave can't wait to use his redundant FM Towns machine for something.

The future's certainly bright, and although you won't see Dave behave like one of his lemmings and jump head first into something, he is ready for any developments in the foreseeable future.

SOUND ATTACK!

Lemmings contains 25 tunes! Some of them you might recognise, like the A-Team, Mission Impossible, the old Batman TV theme and Scooby Doo. Are these wild 'n' crazy guys or what?



BEAST TURNING JAPANESE

It's true, *Shadow of the Beast* on the PC Engine. DMA Design are handling the conversion, and hope to have the game finished by mid-1991. The reason for the long wait is that the game is being completely redesigned. You'll still recognise it, but you'll also come across swords, magic and more problems. The programmer, Mike Dailly, is adding the extra elements to exploit the Engine's CD-ROM and target the game at the Japanese audience. Dailly describes NEC's masterful unit as 'gorgeous' but thinks his development system is 'tacky'. Still, he's managed to get 17 layers of parallax scrolling out of it, so it can't be all that bad.

There's also news of *Ballistix* on the PC Engine and FM Towns, to be programmed by DMA's Russell Kay. This, too, will be a remix of the original 16-bit computer version.

■ Turn to page 56 for a full review of *Shadow of the Beast II*.