

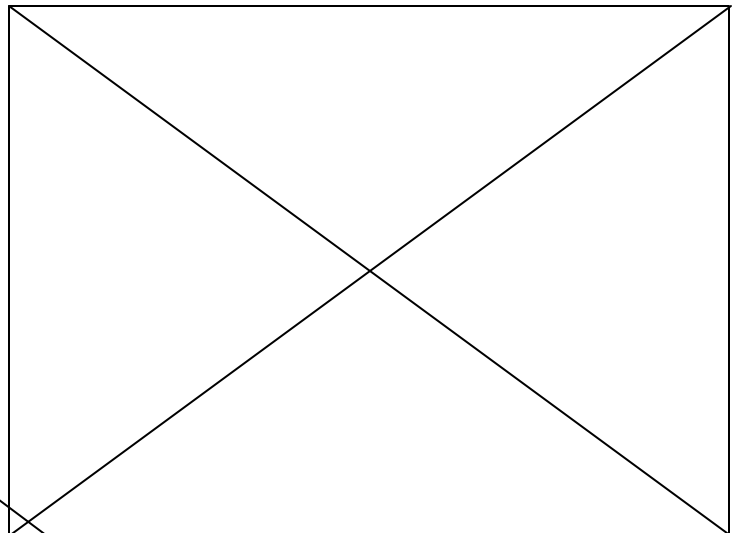
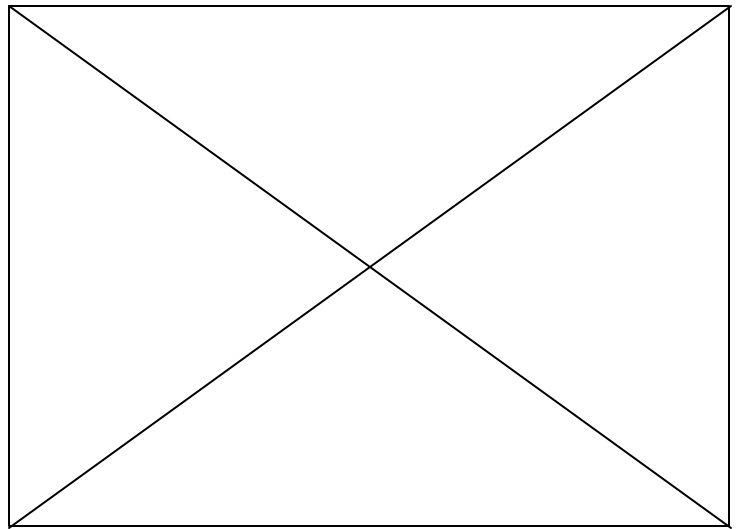
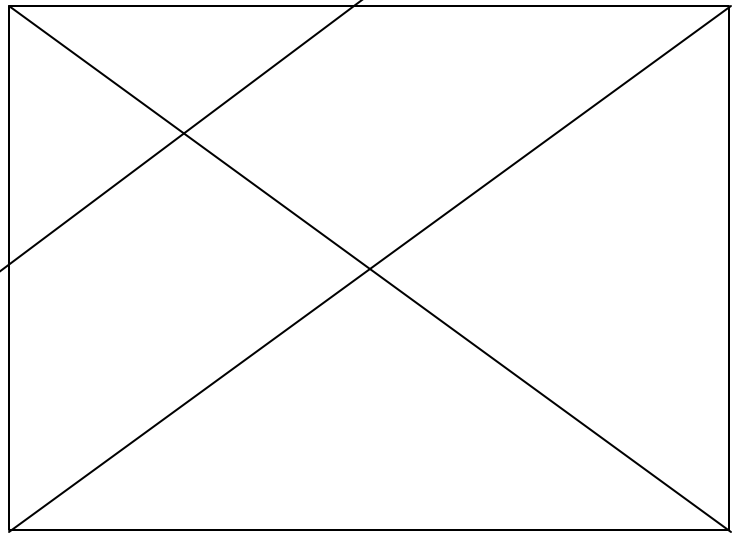
you guide Mutt around hall traps and through the many passage ways. The second perspective is an isometric, overhead viewpoint used in the various puzzle rooms of the Labyrinth.

Graphics are excellent and very cartoon like. The colors are vivid, the animation good and just watching some of the game's many puzzle sequences can be entertaining. Music in the game is also very good, with a distinct Irish flavor (not surprising since Lital Divil is a product of Gremlin's Ireland division). Sound effects are pretty sparse, however, and the extent of any voice in the game is mostly grunts and groans from Mutt.

The game's puzzles are wildly varied in both content and difficulty. The diversity of puzzles is what will give Lital Divil a front row seat on your CD-32 play list for some time to come and the distinct humor (sometimes to the absurd) and characters will keep you entertained the whole way through. The sequences range from fighting and hopping to memorization and logic and the various scenarios for these challenges are always interesting.

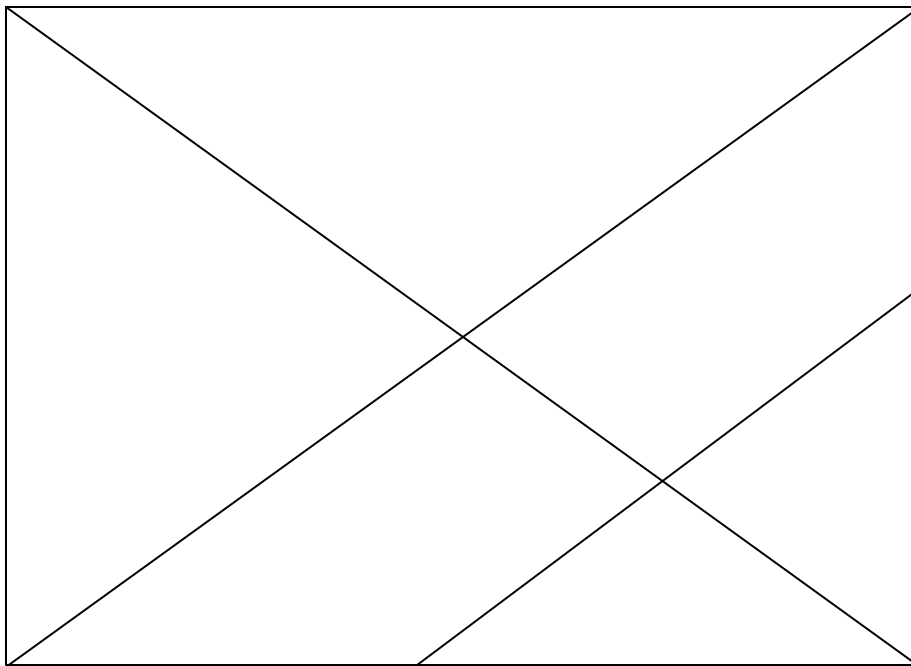
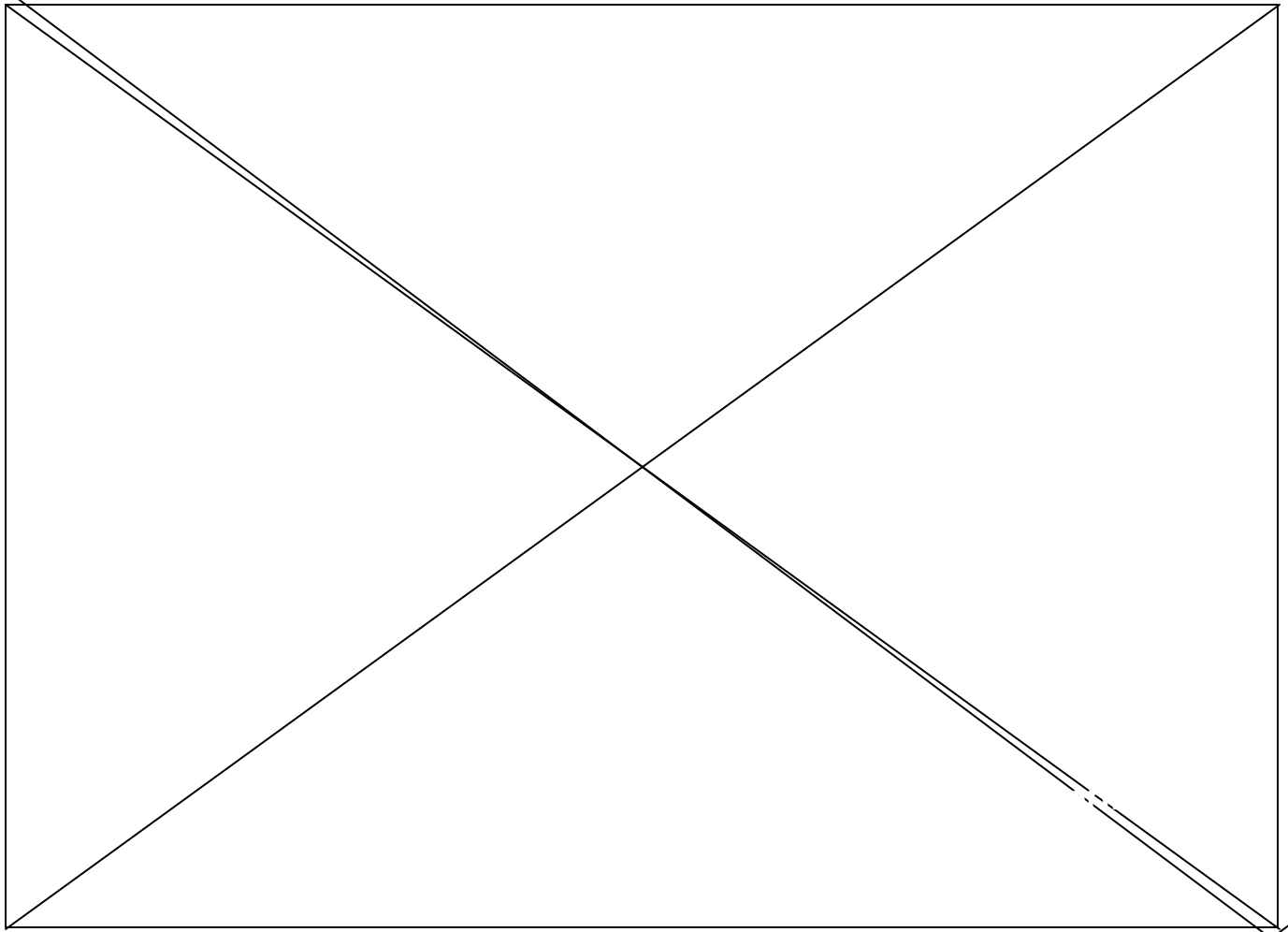
There are definitely some problems with Lital Divil, though. The isometric viewpoint always makes for unusual control, but the game is sometimes hampered with sluggish, unresponsive control. Lital Divil has no opening sequence cartoon, which was very disappointing since this is supposed to be a CD-only game. The game only saves your dungeon level-thus forcing you to start over at the beginning of whatever level you were on when you saved. Also, in order to load a saved game, you must always fight the first level bridge guard (the game only allows access to saved games from the inventory screen, which can only be accessed in the Labyrinth). On top of that, in order to actually save your game in the first place, you have to find the save room. Lital Divil does not automatically save the game upon level progression (save rooms also heal you, by the way, which is the purpose of level one's save room). On the upside, saved games only take up one byte of the CD-32's precious save RAM.

The outstanding graphics, appealing characters and amusing diversity all make Lital Divil a little treasure of a game on the CD-32. Lital Divil is an excellent mixture of role playing games, arcade action and mind bending puzzles that is sure to appeal to a wide audience of gamers. Lital Divil is also in NTSC mode, which is another plus, considering most of the CD-32's software (especially the really good games like Tower Assault and Super Stardust among others) is in PAL Mode. Lital Divil is one of the best CD-32 games out there and is definitely a must have.



Puzzling Circumstances

Each challenge requires some thought and sometimes a tool purchased with the gold you remove from the discovered skeletons of past gamers.



Devilish Point Of View

Litil Devil's control screen keeps track of your position (upper Left), your discovered wealth (upper middle), and even the number of keys you have discovered. The Litil Devil is easy to control as the animated character moves from one challenge to another.

It's very seldom when a truly entertaining and original game comes down the pike-especially for the CD-32. Litil Devil from Gremlin was originally released for the CD-i system, but it is now available for the CD-32's library as well. And it's about time, too.

The premise is decidedly obnoxious. Mutt, the Litil Devil, has had the unfortunate luck of drawing the small straw in the Grand Council's lottery. The Prize? He who draws the straw must venture into the Labyrinth of Chaos to retrieve the Mystic Pizza of Plenty. So, Mutt must venture through the five huge, winding, trap filled levels of the Labyrinth so his devil "friends" can have good take out.

The graphics (and humor) of the game are more than a little reminiscent of Core's Heimdall. The game predominantly takes place from two different views. One is an almost first person view where you must lead Mutt through the corridors to find the various puzzle rooms. In this view, which takes up much of the game,