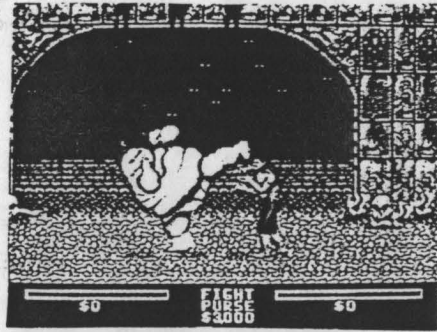


CONSOLE MA'ZINE

AUGUST 1990 - ISSUE 15

**ALL THE LATEST
ON THE PC
ENGINE,
MEGADRIVE, AND
OTHER
CONSOLES**

**HARDWARE
NEWS:**
NEW CONSOLES
MD CD-ROM UNIT
ENGINE SYSTEM
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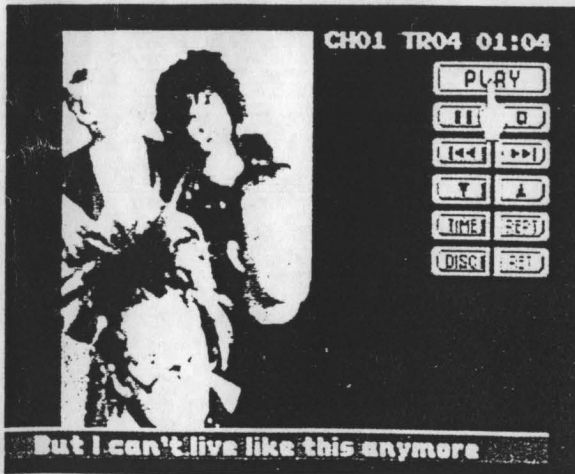


MD "FATMAN" FROM ACTIVISION

GAMES REVIEWS:
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BATMAN
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DEVIL'S CRASH
E-SWAT... AND
MORE!

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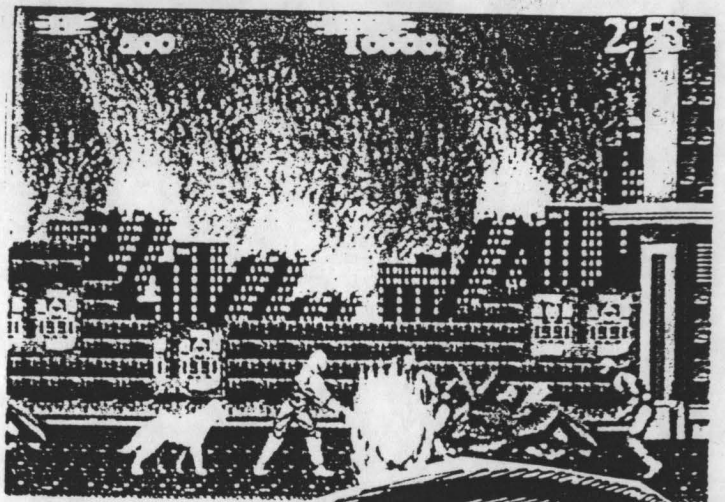
+ GRAPHICS

NEC RELEASES NEW VERSION 2.1 SYSTEM CARD



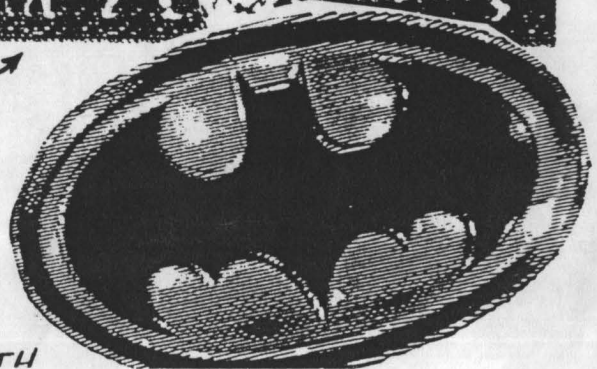
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MD "SHADOW DANCER"

**THE
DARK
KNIGHT
COMETH**



EDITORIAL

Well, only a month to go for the official launch of a number of major consoles - Sega's Megadrive, SNK's Neo-Geo, Amstrad's GX4000, Commodore's GS, and Bandai to release Nintendo products - a couple of bundle packs for the 8-bit Nintendo system, and the Gameboy. Unfortunately, the 'best' machine - NEC's PC Engine will NOT be released - another bad move from the Japanese giants. In my opinion, if they had released the Engine at around £100 including a game, (with games costing around £20-30) and make the machine totally compatible with the existing Japanese machine, it will sell like hot cakes... surely better than any of the above machines in terms of value for money... even Virgin/Mastertronic with the Megadrive will have competition as their machines and software are too expensive - you're better off getting an imported machine! Although, no doubt they will sell millions and make Branson even richer!

As you can see from this issue, things are changing a bit since the first few issues as the Megadrive has at last picked up and the Gameboy has had some amazing games programmed for it, but unfortunately, the Lynx has still not shown us what future it has with little readily available software for the machine.

Well, as the next issue won't make it in time before the European Computer Entertainment Show, if anyone is going down there, you might see me there - I'll probably be wearing something connected with consoles like a 'Console Ma'zine' T-Shirt, or something, probably be there on a Sunday. See ya.

Onn Lee.

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HARDWARE

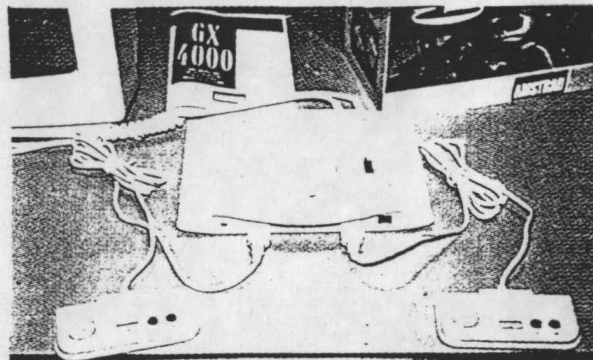
On the Engine, Nothing much for the machine, although NEC Avenue are planning to produce a new joytick which includes an extra slider control - useful for games like Outrun/Afterburner as a gear lever, etc.

More interesting is that, the long awaited upgrade system card for the Engine's CD-Rom is now available...released on 6th July. The new card will be Version 2.1 and cost 4800 Yen, about £20. The card as you'd expect will be CD-G compatible,

you will be able to use CD-G audio compact discs and see graphics on the screen. There doesn't seem to be more memory added to the card, although the system could run faster.

On the Megadrive, the next hardware device to be available, although it won't hit the UK, is the 'XMD-IRGB' add-on. As you can guess by the name, it's a RGB device for the Megadrive so that you can connect the machine to a monitor. The device is about cartridge size with a din plug that fits into the A/V out socket on the MD. The device has 3 sockets - a Head phones socket which plugs into the phones socket of the MD for stereo sound, and a din RGB socket (for 21-pin Scart) and 15-pin 'D' RGB socket for connecting to certain monitors that has that socket. The unit will be available in September and sell for 5,000 Yen.

At long last, Sega has revealed pictures (artist impressions) of their CD-Rom device for the Megadrive. The unit is rather bulky compared to the Engine's, and is the size of a full size CD player with the 'L' shape edge so that the Megadrive slots in to it. The unit is connected by the side expansion slot, with addition connector on the side of the CD-Rom for extra expansion like the Disk Drive. Like the PC Engine system, the MD CD-Rom will be activated by a System Cartridge that plugs into the MD... as yet, how much memory is available is not known but possibly 512K to 1meg. The unit won't be available until next year and cost around £160. Possible games to be released on CD could be Moonwalker with CD quality tunes/songs, Phantasy Star III, and Alien Storm. More news on this when available.

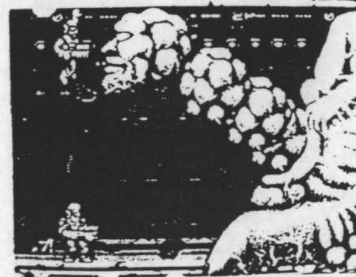


ABOVE: AMSTRAD'S WIERD GX-4000 GAMES CONSOLE

Both the Amstrad & Commodore consoles have been shown to the press, and looking at the spec., neither machine seems any fret to the Japanese machines. Amstrad's GX4000 looks the better of the two - although based on the old CPC computers, the hardware have been updated with better sound and graphics, enabling 32 colours on-screen, and allow smooth scrolling. It is reported 'can rival the ST' - not exactly that good eh? A different matter if it could rival the Amiga! The machine will come with a racing game called 'Buring Rubber', basically the coin-op game 'Le Mans'. Planned games will include Batman, Op.Thunderbolt, Plotting, Shadow Warriors, Chase HQ, Robocop II, Epyx World Games, Crazy Cars II, Pro Tennis Tour, Kick Off II, Klax, Escape of the Planet of the Robot Monsters, and Spiderman, and more expected from Domark, Ocean and Anco.

The Commodore GS is again basically a C64 without a keyboard, and compatible with C64 cartridges. The machine will come with a four games in one cartridge containing Klax, Flimbo's Quest, Fiendish Freddy and International Soccer. It is expected software houses will repackage old C64 games on to similar 4 game carts. Both machines will retail for £99, so big competition here!

RIGHT: SNK'S NEXT NEO GEO GAME - CYBER LIP, A SORT OF BIONIC COMMANDOS



LodeRunner for PC Engine

This is not really a review, but as Loderunner is already available for the Engine, here's a quick note of what it's like. Well, basically - just like the other versions available. Very basic graphics and extremely difficult and mind boggling arcade adventure puzzles. Only recommended for Loderunner fans - I am not.

CONSOLE CRAZY!!!

This year sure is the year for games consoles. Not only do we have the official releases of the Lynx, Megadrive, Gameboy and Neo Geo - more are to come from Commodore, Amstrad, and other companies. Commodore's and Amstrad's models are both based on their top selling 8-bit machines - but keyboard-less and cartridge based. The Commodore's is said to be called the 'CUB' and Amstrad - the GX 4000. The GX 4000 looks very much like a rectangular stingray (minus it's tale), in a light grey colour with small Amstrad stickers splattered all over it - Yukk!! It wins the 'worst looking console' award - if I had not known what it was and saw it on the floor, I'd probably stand on top of it thinking it's a bathroom scale!! Why either company think that their machine will succeed in the crowded market is beyond me - surely it's a better bargain to buy a C64 or Amstrad CPC computer instead - games would surely be cheaper, and when you consider the spec. of the 8-bit machines compared to the Engine and Megadrive, they don't actually shine do they?

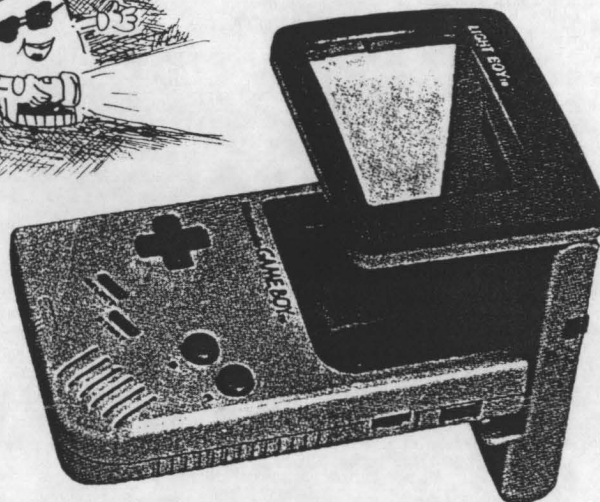
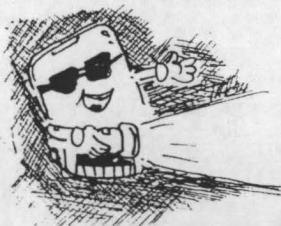
Apart from the above machines, a number of surprised games consoles have emerged from the far east. First, there's the 'Gamate' - a sort of cross between the gameboy (as it has a LCD mono screen) and Game Gear (in the same shape, but awfully plasticky). The machine will use PC Engine like cards which includes Baseball, Tennis, Mighty Tank, and Enchanted Bricks - I wonder what this game could be? The machine is expected for an autumn release and set for around £50.

However, there's another Gamate - one that's more similar in style to the Gameboy, infact approximately the same size and shape, but all in black and if you cover the screen, you'd mistake it for a personal walkman as it has switches and sockets at the side.

Then there's the BIT 70 Video Game System, which is an old machine which was to be launched

BIGGER AND BRIGHTER

One of the disadvantages of the Gameboy is that, it can not be played in the dark - something Atari constantly boast about their 'mini' machine. So, Nintendo have come up with the Light Boy. This is a hardware add-on that screws on to the top of the Gameboy with a magifying glass over the gameboy screen. The glass is 1.4 times the size of the normal screen - eg. the size of the grey area around the normal screen, so giving you a bigger screen. With a flick of the switch, if you stuck in some batteries, you also turn on the bulb in the unit so you will light up the screen. Clever idea eh? And the price? Dead cheap! At only 2,480 yens approx. £11, it's a real bargain!!!!



way back in '87, and BIT 79, which has a full size keyboard - both of which have similar features to the 8-bit Nintendo... no wonder it didn't take off! Unlikely to make a big hit again.

All in all, not a great deal of competition - what we really need is Konami & Capcom & Irem & Taito to pull together and come up with a machine - that would be something wouldn't it!?

Latest on Sega's GameGear is that, the machine will hit Japan in September, and the machine looks well smart... and with the TV tuner fitted, it's wonderful, the picture I've seen of the TV picture is great - real sharp! Unfortunately, the actual games for the machine look pretty poor in comparison, with very low resolution... definitely no competition up against the portable engine the Turbo Express. Three games will be released when the machine hits the streets, which are Monaco GP, Columns and Pengo! And five other should be available by the end of the year, including G-LOC!! Most of the third party producers already writing for the Megadrive are interested in the machine and will be producing games for it, including Taito, Namco, Telenet, and NCS.



NEWS: SINCLAIR ARE TO RELEASE A CARTRIDGE BASED CONSOLE BASED ON THE ZX81 MINUS THE KEYBOARD. IT WILL BE 100% COMPATIBLE WITH SOFTWARE RUNNING IN IK. SINCLAIR HAS DENIED...

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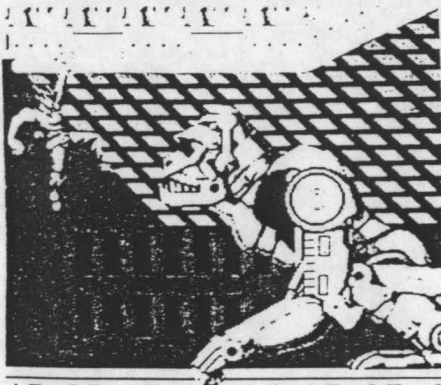


★ ★ ★ YOU'VE TRIED THE REST!! NOW TRY THE BEST ★ ★ ★



MEGADRIVE TOPS

According to the Japanese public, the best game released for the MD is still Super Shinobi - in second place is Phantasy Star II, and in third place, Golden Axe. Do you MD owners agree with this? But as for shop reports in Japan goes. Afterburner II is selling like hot cakes, followed by Golden Axe, then Phantasy Star III.

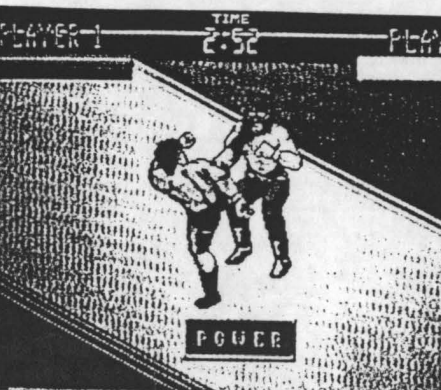


ABOVE: STRIDER JUST HANGING AROUND - WITH MED-NASTY AHEAD

wrestling fans, Sega will be releasing their contribution which looks well ace with great big graphics called 'Wrestle War'. November - Sega will be converting another coin-op game, a game cross between Operation Wolf and Cabal called Dynamite Duke. Shinobi fans are in for a treat, as the follow up to the original Shinobi - Shadow Dancer will be immortalised in MD silicon. So get your Dog training act together when the game's released in December. Other Sega games planned but with no planned release dates includes, 'Sonic the Hedgehog' - a super cartoon arcade adventure in the same style as the original Wonderboy. There's also a Formula one driving game, but this time not for drivers amongst you, but for strategy minded players, as it involves managing a team - a sort of Super Monaco Grand Prix Manager.

Big surprise on the MD scene is that, Telenet Japan (the CD-Rom people for the Engine) are to release a couple of games for the Megadrive on cartridge.

The first will be out in November called RoadBusters and second set for December called Aztion, although now called 'Gaiates'. RoadBusters is an up



NO WRESTLE WARZONE THAT YOU MIGHT BUDGET

MEGADRIVE SOFTWARE NEWS

First, over in the U.S. a number of games are been produced for the Genesis. From Sega of America - there's Castle of Illusion starring Mickey Mouse a 'very' cartoon arcade adventure with superb graphics, Dick Tracy - a sort of Rolling Thunder style game, Spiderman - sort of Super Shinobi, Joe Mantana Football - Grid Iron stuff, F-15 Strike Eagle - 3D arcade flight sim, Vette - 3D Driving sim, 688 Attack Sub - Submarine sim, and Abrams Battle Tank - Tank simulation. From Nuvision, there'll be Bimini Run, a sort of Special Criminal Investigations on water as you rip along in a powerboat, and Bean Ball Benny - a horizontal scrolling arcade adventure in same style as PC Engine game hany on the Run.

From Tengen, their first will be Hard Drivin', which should be great (hopefully they won't have the ridiculous control method of the computer versions), and later, they will release RBI Baseball 2 (also to be converted for the TG-16), Paperboy and Roadblasters.

From Renovation Products, there'll be Battle Mission which is basically a rip-off of Operation Wolf.

From Razorsoft - will be Trchno Cop, ehich have already appeared on Computer format, and is a cross between Rolling Thunder and S.C.I., but not as good as either.

From Electronic Arts, as you'd already know Budokan, Populous and Zany Golf will be available for the MD.

And lastly, SEGA's moto is 'GENESIS DOES... WHAT NINTENDON'T'

Back to the main boys in Japan - the Megadrive software is really exploding, with nearly as many planned titles for the machine than the Engine.

Firstly from the machine makers - Sega. August is the month for Michael Jackson's Moonwalker and Crackdown, September - an Ikari Warriors/Time Soldier like arcade shoot'em up romp called Gain Ground, and another golf game which looks like winning shot with an adventure built in, plus Wonderboy 3. October will see the conversion of Strider which looks well awesome, and for

screen driving game as you take on a super armoured battle truck, who must deliver goods to a destination through varied landscape and attacked by all manner of vehicles, and avoid obstructions. The game is actually done by Reno, the people who wrote Final Zone II and Golden Axe on the Engine, so don't expect too much! Gaiates on the other hand is another horizontal shoot'em up - screen shots look ace, but can it be any better than Thunderforce III.

From Taito, Space Invaders '90 will be out in September - basically same as the Engine version with Rainbow Islands hitting shops in October. They are to release Darius II too, and the two player option should be included. Ultimate Tiger, one of the best shoot'em up's available for the engine, will be converted to the Megadrive too, and should improve the MD's vertical shoot'em up collection. The latter game however, will be covered by Toreco, so it might not be as good. Toreco is also writing a RPG will arcade action adventure similar to Rastan.

A similar game to Ultimate Tiger will be released from Kyugo Trading Co. Ltd, where you also take control of a helicopter heading up screen against all



MD BURNING FORCE: WWW#10000A#

odd, plus some Rambo III like action thrown in.

Hot-B's delayed Kageki, that street fighting game with Chan and Chan like characters will now be available in December, and it looks quite good, with 9 levels of bully boys to blow up. Sooner from Hot-B will be Insector-X, out for September.

Activision's FATMAN should be available mid December, and on 5meg Cart., so you'll know why if it cost more than normal. The game again, it similar to Palace's Barbarian game, but with a host of wierd opponents from Edwina the punk lady with 'live' hair, Guano the nasty Gargoyle with sharp claws and 'orrid mace spray from his rear to Mandu the Fatman himself. Incidentally, there are 16

moves in the game!!!

From NCS, who is releasing more games for the Megadrive now than it has done on the Engine, will be releasing Hellfire at the end of September. The game looks identical to the coin-op, but strangely enough, has added extra weapons into the game, which should make things easier - why can't they leave the game as it is? Set for a November release is a wonderful looking arcade adventure similar in style to Valis II on the engine, which also features a girl with a sword, and December from NCS, is that 3D space Epic.

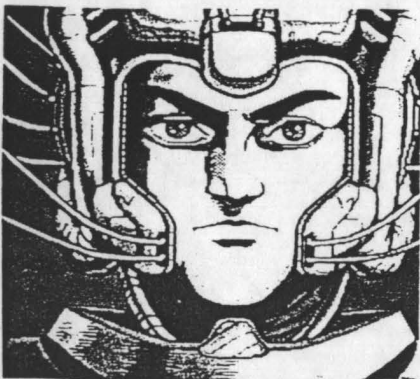
After Phelios, Namco will be releasing KLAX in September, which will then be available on just about every system bar a Nintendo, and for October, Burning Force, a fast 3D shoot'em up similar in style to Space Harrier, but you're on a hover bike instead - looks real ace.

And from Kyugo there'll be Super AirWolf - remember that super helicopter, ripped off Blue Lighting. It however, is not like Elite's game, but a vertical shoot'em up, with some neat digitised pics from the movie.

ENGINE

Quite a turn a round this month, as not much new planned games announced as usual, but there are still an awful lot of games on the line that's still not released.

At NEC Avenue, news is Forgotten Worlds will be out only (as yet) on CD-ROM, and will make it the first CD game to be PC/SG compatible, with dual play option when running on the SG... and likely, less flicker. Because it's on CD, it should have all the levels of the coin-op unlike other conversions for other machines, plus all the inbetween animations, tunes, and speech. Other games to be released on CD by Avenue includes Rainbow Islands - which actually has the most famous Japanese female singer featured on the disc - SEIKO - who is hoping to make a big impact in the US and Europe with her song with one of the members from New Kids on the Block; Might and Magic - a Japanese RPG; Download 2 - which has some real awesome inbetween animations, but what



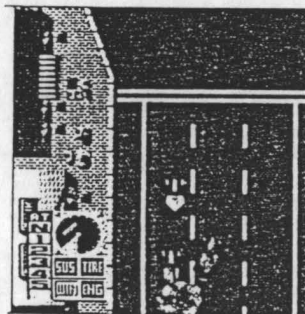
ENGINE DOWNLOAD 2: THE NEW HERO

the game is like we will have to wait and see; Wardner - the game that we have all been waiting for for donkey's years; and the game that's a cross between Fantasy Zone and Space Harrier - whatever it could be? Avenue also hope to achieve some spectacular programming into their conversion of Galaxy Force II, not only fast 3D action, but hopefully tilting the screen too! Again, will be PC/SG compatible.

More sequels come from FACE, who already have Hany on the Road in the works (sequel to Hany Sky) with the cutest graphics seen since Blue Brink, will be Cybercross 2. The game again is an arcade adventure but beefed up, than the cartoon look of the original. Talking of Cybercross, has any of you seen the Monster Movie's on Channel 4 with Godzilla etc? Did you see that robot friend of 'zilla's - he's a bit like Cybercross isn't he? October sees the release of Alice in Wonderland from Face. The game looks brill, and like another Son Son II winner.

Then there's Mr. Shibanbi Man 2, from NCS coming on 4meg Card and like the former game, will be an arcade adventure with dual player option. The same characters will also appear in NCS' crazy baseball like game Kickball. NCS' CD-Rom game Ranma Nibunnoichi 1/2 is looking to be a winner. If you don't already know, the game is based on a Japanese comic where a boy occasionally turns into a girl, and his master turns into a giant panda! According to Carlo Bernhardt, it's exceptionally funny. The game itself is a brilliant looking arcade adventure beat'em up, where you get attacked by big cartoon drawn animals and other people, but nastier of course. And the inbetween animation sequences etc are great too. Eg. One scene has the kid change into a girl, and shocked to see how his chest has expanded! They are also to release a 4meg Card RPG called Splendid Saga.

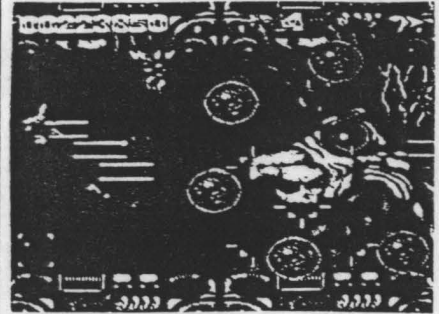
Not to be confused with F1 Dream, Nihon Bussan Co. Ltd. is to release F1 Circus sometime in September on 4meg card (4meg is sure becoming a standard on the engine). The game is similar to Dream, but you actually



LEFT ENGINE F1 DREAM ROAD HOGS IN FRONT - GET THAT TIN ASS OUTTA HERE

start racing in Formula 1.

From I.G.S., more horizontal shoot'em ups come in the form of Violent Soldier on 3meg card and pen'd in for November. Only a couple of screen shot seen, and it looks pretty awesome stuff with X-multiply like alien graphics... shoot'em up fans are really in for a treat. Not only do we have Violent Soldier, but Telenet's Legend (Sept) - a super duper dual player



ENGINE W-RING, WELL YOU'LL A UGLY SON OF A MOTHER

horizontal Shoot'em up, plus Avenger (Oct) - a vertical helicopter shoot'em up, NEC Avenue's Hurrican (Fighting Hawk - Oct) same as on Megadrive, and Hellfire (date unknown), Namco's Final Blaster (End Sept) another up screen shoot'em up, Naxat's W-Ring (Sept) a Nemesis like shoot'em up and Burning Angels - a dual play vertical shoot'em up, Video System's Rabio Lepus Special (Sept) Wierd horizontal shoot'em up, Taito's Tatsujin, and Hudson is to convert Kaneko's Air Busters too.

Aswell as shoot'em up, sport games are getting popular too. From Intec, there's a baseball game set for 5th October on CD-Rom. The difference between this and others is that, the graphics looks like they are digitized. You get real mug shots of the players when selecting a team, and realistic in game action. The game also features animation sequences, like that of NEO GEO's Baseball. Hudson has already released Power League III on 3meg card & later on Power Eleven - their soccer game. More Baseball action is from Naxat Soft, again this looks very good with great cartoon-like characters. Victor will be releasing Jack Nicklaus' Golf on CD-Rom (Mid Sept) and Cinemaware's TV Sports Football on HuCard.

But Victor's hottest property has got to be Legendary Axe II which looks totally awesome with some of the wackiest and biggest creatures featured in an arcade adventure. Don't miss it!!!

From Media Rings Corp. coming in December will be car racing game - looks rather like dragster racing.

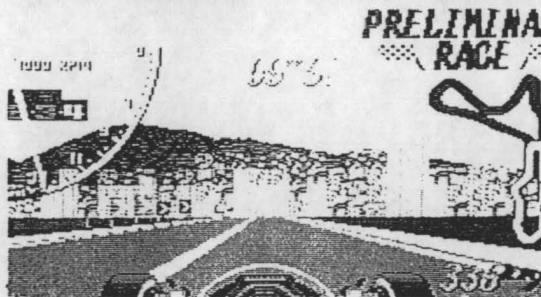
There are quite a few new RPG and Adventures for the engine on both Card and CD too, which is becoming very popular in Japan.

SUPER MONACO GRAND PRIX

by SEGA - Mega Drive
Reviewed by Bharat Trivedi

Finally, months after it's original release date the game that every Megadrive race fan has been waiting for, makes it on to Sega's mean machine. But, was it worth the wait? You better believe it! (I don't believe it, so what you gonna do, mate? ... Ed.)

'Super Monaco Grand Prix' is a conversion of the mega Sega coin-op which caused quite stir in the arcades last year. The game offered the player both an accurate and exhilarating race through one of the toughest Grand Prix circuits in the world. Like and Grand Prix you have to qualify for a grid position first - in this case around the short circuit. There are several choices of gears, ranging from the automatic gears for the beginner to the four or seven gear manual shift for the more experienced driver. After you have completed your qualifying lap, you are placed in the appropriate position on the starting grid determined by your qualifying time. As you overtake other cars - or get overtaken - your position in the line up moves up and down, signified by the position number on the head up display. There's a strict position limit imposed during the race which cannot be dropped below otherwise the game is over. For instance, if you are lagging behind the leaders in 15th place, your position limit is 15. Should you be overtaken once more, you only have a few seconds to recapture your position before it's back to the pits. If you manage to complete the race in either 1st, 2nd or 3rd, you have to race the course again but this time in slippery conditions.



MD MONACO GP. IN THE SHOT OF THE MOMENT

There are a myriad of options present in the conversion which are not present in the arcade version - most interesting of which is the World Championship option. With this option, you are signed up by a team, whom you race for in some of the famous and toughest Grand Prix circuits in the world. But, take care or too many bad races could mean that you will be sacked. There are also a long list of rivals whom you can issue a challenge with during the races for extra points.

This has surely got to be one of the greatest arcade conversions seen to date on any machine! The graphics are superb, stunningly detailed and move smoothly at gut wrenching speeds. The overall presentation and the option screens are also to standard of the in game graphics, being functional and pleasing to look at. The only graphical differences between this and the coin-op version are the lack of the very detailed roadside graphics and the dramatic spin sequence when you crash, but these road side graphics and the dramatic spin sequence when you crash, but these are very small sacrifices considering that the coin-op version had 2,192 megabytes of graphics data (Are you sure about this? ...Ed.). However, the sound could have been better; the tunes are great, but I feel that the in game sound effects are not as good as they could have been. The speech is excellent although at times it can be a bit muffled.

This game has to be seen to be believed and it demonstrates the awesome power of the Megadrive. There is one thing bad about this game and that is that, it is only compatible with Scart Megadrives although there is a chance that the Genesis

version will work on PAL Megadrives. Apart from that 'Super Monaco GP' is an amazing game that deserves to be in every MD owner's collection. Take a test drive now!

- Graphics - 96%
- Sound - 85%
- Playability - 95%
- V.F.M. - 94%
- Overall - 96%

IMAGE FIGHT

by Irem - 4meg - Engine
Reviewed by Onn Lee

Image Fight wasn't a widely circulated coin-op, hence it wasn't that popular. As a shoot'em up, it's not quite as amazing as other Irem games, namely R-Type, Dragon Breed, or X-Multiply, but don't sign off the game, as it's certainly one of the toughest shoot'em up around. Image Fight is a vertical scrolling blaster set along five stages. The stages are not very long, but they are rock hard! You first have the option to play at one of four difficulty levels - but this is no Megadrive game, even

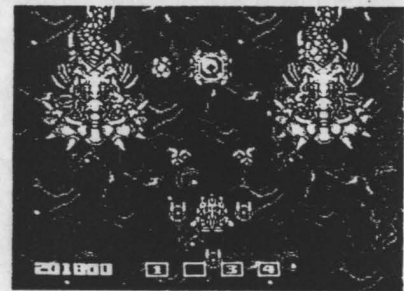


IMAGE FIGHT : STAGE 5 - ROCK HARD!

the easiest level is hard!! Control of the fighter is a little strange, button II fires your main weapon while button I changes your speed from 1-4 and back. Changing your speed also activates your rear thrusters, burning anything behind you. What makes Image Fight that little bit harder than other games is that, apart from the hundreds of bullets, lasers, homing missiles, lots of items to dodge including giant ships, most of the enemy require a large number of shots before they blow up. Extra weapons come in the form of green rotating pods, which when shot, reveals certain weapons. There are two types of these, multi-pods, and front-mount main weapon. Multi-pods attaches to the sides and rear of your ship giving it more firepo-



OPEN FORUM

Do like the England team and 'Express yourself'. Write to the usual address: 125 Arnold Road, Bestwood Estate, Nottingham. NG5 5HR.

☑ A lotta lotta Qs

Have you any ideas on when the following games are to be released for the engine?

1) Gradius III, 2) Daimakaimura, 3) Strider, 4) Shadow Warrior, 5) Shadow of the Beast, 6) Caradivus, 7) Toa Ja Pan, 8) Tatsujin, 9) TV Sports Basketball, 10) TV Sports Baseball, 11) TV Sports Football, 12) It came from the Desert, 13) Devil's Crash, 14) Special Criminal Investigations.

Gareth Powers, Clapton.

1) Never as far as I know - get yourself a Super Famicom!, 2) Possible chance of conversion - get yourself a SG!, 3) As '2', 4) Never as far as I know, 5) As '4', have a word with Psygnosis, 6) Never heard of it - as '4', 7) Again as '6', 8) End of year or 1991, 9-12) Football out on Card in US at the mo., so should be converted to Japanese format soon. Other TV Sports games will come later. Desert expected on CD-Rom soon. Devil's Crash out now!! S.C.I. possibly end of year as it's Taito's next release after wrestling.

☑ Monitoring 16-bits

1) I've got a (PAL) Megadrive and I've heard it's also scart (is this true?) so if I bought a scart lead for it would it work alright on a monitor?

2) I am thinking of getting a monitor, what would be the best one to get? And how much could I expect to pay for one?

3) Could you tell me what is the difference between a Philips CM-8833 monitor and a Philips CM-8852 Monitor and which one is the best to get?

4) When the 16-bit Nintendo is finally released will it be compatible with the 8-bit cartridges like the megadrive is with the MS carts via a special converter, adaptor, etc.?

5) Do you think that NEC will bring out a 16-bit PC Engine?

6) What new games are being released for the Megadrive? And could you give us any possible release dates etc?

7) Could you give me an address of a mail order company that does a good selection of genesis games?

Wayne Rees, Mid-Glamorgan.

1) Yes, you can get a scart lead, and it will work with a monitor, but you won't get FULL screen. For full screen, it must be modified internally.

2) The Philips CM8833 is your best bet, but I would advise getting a TV with a scart socket instead, that way you get to watch neighbours when you're not using the console!! The flatter, squarer, darker screens, look better too, not to mention remote control.

3) Not sure, but I think the '52 is for PCs only.

4) See the Tai Ono special report in this issue.

5) Possibly, but definitely not this year, and if they do produce another console, it will have to be absolutely amazing to compete with the Megadrive, Super Famicom and Neo-Geo. They could even produce a 32-bit machine, if Atari release their baby.

6) See Megadrive news section.

7) Most suppliers stock some Genesis stuff, like PC Engine Supplies and Supervision, but as Japanese MD versions are usually released first, there's no point in stocking US ones unless English instructions help in gameplay like Assault Suit Leynos.

Engine Booster

Is there any more news of Hudson's Soccer game Power Eleven and Golden Axe on HuCard. One last question, is it worth getting an AV Booster for the engine, ie. does it improve the sound quality and picture definition significantly and if so, where could I get one from.

Derek Garforth, Norfolk.

Sorry, there doesn't seem to be any more news on Hudson's Soccer, but as a soccer fan, if I find out more, you'll be first to know. As for Golden Axe, it's not likely that it will ever appear on Card... and it's not worth getting a CD-Rom, as Telenet's version is terrible. The AV Booster will give you better stereo sound if connected to an amp, etc., but will only give you a poor mono picture through video out, so it's not worth getting really.

wer. There are two types of these - orange ones that fire in the opposite direction you move - essential for enemies not directly in front of you, and blue ones which only fire up, but a lot more powerful. Multi-pods act like the orbs in R-Type and can shield you and help blow things up. Also, when button I is pressed, they are launched forward for more destruction. The front-mount attaches to the front of your ship and give you more power weaponry. These include green spread-rings, homing missiles, powerful red lasers, dual diagonal lasers, plus others. Unfortunately, once you've collected a front-mount, to rid it, you must get something to hit it. All five levels are fairly tough, with ships coming from all directions, and stage 2 is similar to R-Type II stage 3, with several giant ships for you to blow up. The end of stage bosses range from dead simple - namely the first two, and mega difficult - last 3. All of them are enormous and fire masses of devastating firepower, which is hard to dodge.

Overall, graphics are real ace - big, bold, colourful, detailed, and nicely animated. Scrolling is real smooth, and there's hardly a flicker, even when the giant ship on stage 2 appears that's about two screen large, but like other Irem games, things occasionally slow down when there are lots going on, but this is quite rare. The only criticism is when you have a front mount, it's quite difficult to distinguish between the main ship and front when trying to dodge items. Music is quite neat, but all are rather short, and a bit ninja spirit like, from a kind of metal music to eerie sort of thing. Sound FX are effective too, from destructive explosions, screaming lasers, etc. Because it's a little tougher than most games, I love Image Fight - it really is like a coin-op quality game, very playable, and addictive. I recommend Image Fight, although it won't suit everyone, but definitely one for the harden shoot'em up fan.

Graphics - 85%
Sound - 85%
Playability - 90%
V.F.M. - 93%

Overall - 90%



OPEN FORUM

☑ Cheatin' Cards

Can you buy a SNK memory card and just use it on the arcade machine? And can you like enter a credits worth of money, use the memory card and before you die, stop the game and use the memory card again to stay on machine forever with one credit.

W. Pang, Surrey.

Yes and no - I think! You can buy memory cards separately. Telegames' latest cat. states they go for £29.99. As I don't own a Neo-Geo, I can't say how the cards are used, but I believe they are only able to save positions after completing a level. It's very likely that, when using the coin-op, you are only allowed to read from the card when you insert the coins. eg. like arcade Engine CD-Rom games, where you start a game, you either start afresh, or continue from a previously saved game.

☑ Answers to some Qs

TAPE: To get the Engine music Tape, just send 70p plus a blank C90 cassette to me at the usual address.

MAGS: To get Japanese mags - try PC Engine Supplies or Raven Games or other console suppliers, or if you're in London, visit Books Nippon at 64-66 St. Paul's Churchyard, who get quite a number.

COMPO RESULTS

Well, the bit you've all (well, those who entered) been waiting for - the compo Results:

First the winner of Veigues: goes to - Steve Creasey of Dorking, Surrey.

And the winner of Maniac Wrestling: goes to - James Dobson of Somerset.

Well done you guys!! And the answers? They were:-

1. World Court Tennis
2. R-Type
3. E-SWAT
4. Space Harrier
5. Telenet
6. Legendary Axe
7. Irem
8. Ninja Spirit
9. Galaga '88

UPDATE:IMAGE FIGHT

Although I said the game only has 5 stages, it actually has 4 more!! If you complete the first 5, you'll then enter the REAL FIGHT penalty level, which is near impossible, then after that, the next Areas 1 to 3, which again is real tough!! So I have to up the ratings even more!! The penalty level is sooo hard, I had trouble getting through it with Slow-motion!!

Prisoner of Hell

(Bronze Adventure) by Taito - Supplied by Console Concepts

Reviewed by Onn Lee

Although the game is called Prisoner of Hell, I've been told by Sherif Salama, that the coin-op name is called Bronze Adventure.

Anyway, whatever the name, here's what the game is like. 'Spend time with Shampoo and Conditioner? Take two bottles into the Shower?' NO! Not if you're the hero of this game, as Shorty is completely Bald, and must travel through Hell, in a game similar to Tales of the Monster Path. You first start above ground in a cemetery, with gravediggers, pits, ladders and platforms, etc. and must make your way through the level and reach the white statue at the end, but it's not as easy as it sounds as there are masses of nasties out to get you. Coloured droplets shoot towards you, snakes pop out of the rustling grass, gold foxes scamper for you, ghostly ghouls launch droplets at you, and even hitting certain grave stones will make them come to life. Baldy however, has some magical powers up his sleeve or should that be down his trousers, as he can launch big colourful marbles. Shooting certain items and places, also reveal different objects. Unfortunately, I haven't a clue what some of them do, although there is a mirror that makes you invulnerable, extra man, and different coloured marbles. Your standard marble is blue, and others available are red, green and purple... and like Be Ball, each act differently. Collecting the same coloured marble as your present one also increases its size. Getting through the level is quite difficult as you are constantly bombarded from all directions, and the enemy's movements are very awkward. The game also contains secret passages with treasure etc. in, but difficult to get through.

Stage 2 has you in a boat paddling through waterways, with monsters etc., while stage 3 is through the fire pit, with walkways made of crumbling skulls, jumping fiery fish, etc. And at the end of this stage, you'll have to kill a floating blue ghostly character, which is quite easy, with some timed jumping. Later levels have you moving caves of bubbling lava, jumping on moving hands/feet and eyeballs, and an ice level where you slip and slide all over the place.

Prisoner is an odd game, it looks very easy at first, especially with all the cartoon like graphics, but at places is doubly hard. Graphics vary from blocky and awful to extremely detailed and colourful. Sound is good, not terribly outstanding but fits well with the game, with tunes that are mainly oriental ones, but some are real catchy. Do I recommend the game? Well, I have mixed feelings, it's great to play, but as it's not a straight forward arcade adventure, the puzzles in the game are real tough, and some of the obstacles require pixel perfect timing. Fans of wonderboy will probably like it, but I would say try playing the game first.

Graphics - 80% Sound - 75% Playability - 75%
V.F.M. - 75% Overall - 75%



LEFT: PRISONER OF HELL - 'ROW ROW, ROW YOUR BOAT GENTLY DOWN THE STREAM!'

RIGHT: SEGA'S CD-ROM UNIT - PROTOTYPE... AND THE MAN BEHIND IT.



REVIEW:

E-SWAT

MEGADRIVE - RENTED FROM MEGAWARE
Reviewed by Marc Poord

E-Swat (Enhanced Special Weapons And Tactics) reminded me straight away of the old arcade game 'Rolling Thunder' or even, perhaps, a more elaborate version of 'Robocop'.

You are first presented with a really nice intro sequence which shows the body of a robot split into two halves (one half is actually what the robot looks like, the other half is the actual insides of the robot). Details are given of all the synthetic parts he has inside him and then a run down of the state of these parts (eg strong feet, hard toes, liver o.k etc) Weird!! Finally the title screen pops up together with some nice speech to announce the name of the game. Left long enough, you are given the full story of why you are about to embark on this mission (you know the sort of stuff- an evil gang etc, etc!)-all text is in English by the way.

After pressing Start, you can choose to start or play with the options. Options are: Sound Test, Level (easy, normal, hard), control (set up which button does what) and number of lives (1,3,5). Five lives is a wise decision!!! Upon pressing Start you are shown a nicely drawn picture of yourself (a blonde haired male cop in suitable police uniform), the rank you are currently at (Captain to start, then Chief, then Eswat) and what the guardian(s) looks like. Finally, you are told which level this is and the basic scenario (ie Guard silent city, attack mad scientist etc).

The first level is basically a city type affair with little lights in the backdrop and buildings to run around. You start as a normal cop and can walk around normally, jump and shoot a standard gun. The main character is not large (slightly smaller than the ninja in Super Shinobi) but is very well animated (the walk looks great and when he fires the gun, his hand moves with it!).

The basic idea behind all the stages is to get to the end of the level (where a guardian awaits its doom) and to destroy this guardian to complete the mission. The first level has a helicopter attacking you whilst you move rapidly down the screen on a large platform and is relatively easy. A nice feature is when you have got to this point, if you

die you start here and do not have to do the entire level again (however, if you die before this point you do have to do the complete level again).

The second level has some very smart parallax- you must infiltrate the cyber prison. You start off standing on a sort of hover board and this allows you to travel along the 'rails' which otherwise cannot be walked around on. This level is about 3 screens high and to get up higher you have to get on the hover board as there is no other way of getting up there. At a certain point in the prison there is a break in the bars which you can jump through. Now, instead of seeing the prisoners behind the bars you are face to face with them! At the far sides of each floor of the prison there is a hole in the floor which enables you to

fall to the next floor. Finally, you get to the exit and have to face two robots before completing the mission. The third level gets interesting. You now change into the robot seen

earlier (well, put on a suit anyway!) and you can now collect weapons and you can also use your afterburners to fly around the screen (only until they wear down).

The weapons are: Super (small but powerful laser), R.L (missiles), P.C (fat laser!) and Fire (uses your afterburner power-you spin round really quickly firing a flame thrower!). Other power ups can be found; these are: 1up (extra life), Lup (extra units of energy), blue M (life max-full energy) and red M (burner max-tops up afterburner power).

The end of level guardian is pretty tough: a man sitting inside a armoured helicopter-type machine who can only be hit when his face appears. I have found the Super weapon is best here.

Level four is quite hard!!! You are not allowed to use afterburners here which is a real pain as they would come in handy. Here we get doors which shut in front of you, purple ooze which comes after you and creatures in jars which smash out of the containers when you get near to them. About halfway through you get a large room with a platform at the bottom (which moves upwards like a large lift) - meanwhile ooze is flying everywhere, doing its best to hit you!. After another onslaught (and a passage where you

are attacked and followed by ooze!) you finally reach the end of level guardian. This one took me ages to actually beat. It is a large (roughly the height of the screen) machine with the mad professor at the controls. You must take out three bulb-like things (one at the top, one in the middle, one at the top) before it blows up (missiles are useful for the bottom bulb).

The fifth level starts with you trapped behind a wall- blow up the lowest piece and the rest drops down



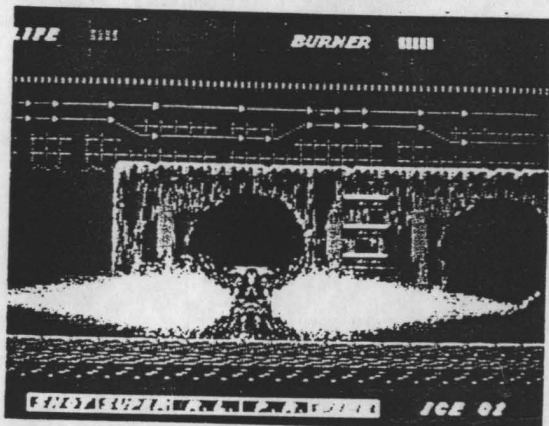
E-SWAT - TITLE SCREEN

to allow you to completely destroy the wall. After some nifty flying around (you have to negotiate a path through a twisting section) being careful not to touch tough electric plates, you reach a large, dark robot which spits out eyes. The eyes come low and high, but always seem to be at a height that you cannot fire at! This robot seems impossible to defeat with the normal weapon, but only take one shot from the P.C (fat laser). After hitting the robot he disappears and you must go right and drop down a small gap. Next you get a stairway (some of the steps cannot be touched) which you must continually jump on to destroy. After this, you need to perform some very tricky manoeuvres with the afterburners to get around some tight gaps without losing energy. This level is huge and gets really interesting with platforms to jump onto, hover boards etc. Getting to the end guardian is really tough, but defeating it (a large robot) is pretty straightforward.

Level 6 is under the sewers. This level is very hard! There are slime creatures which cover you (rapid left/right to escape), missile bases which cannot be destroyed and various other tough opponents. The trouble being getting here with enough lives (the best I have done is 4 lives and this isn't enough!). The guardian is a large snake with a pointed head and tail which I have yet to defeat!

There are no continues on E-Swat, which I think is a bit stupid as 5 lives never seems enough (even if you have picked up extra lives). Just 1 or 2 continues would have been nice as it is really annoying when you have got a long way into the game only to have to repeat it all again after only five lives.

The music is up to the standards we have come to expect from the MD



E-SWAT - THIS IS WHAT I CALL A MEAN SON OF A GUN!!!

and fits in well to the game (ie it does not annoy you or seem irrelevant).

Overall, an interesting game, which has obviously had a lot of playtesting since you can always seem to get just that little bit further each time. The manual shows 6 levels (maybe there are more?) which seems reasonable on a game like this (most of the levels are of a fair size)- but is it enough for good gameplayers who don't get stuck on level 4? Maybe not. The difficulty level did keep me coming back to try to get that bit further but I have to admit it did get a bit tedious having to go through the easier levels just to get to a very hard one, which gives me further doubts about the long term interest in this game. A good game but perhaps a case of try (or rent) before you buy ?.

Graphics	- 86%	Sound	- 89%
Playability	- 82%	V.F.M	- 80%
Overall	- 85%		

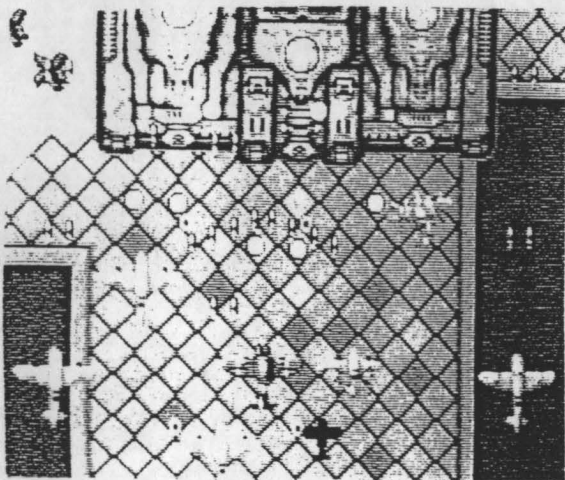
HURRICANE
MEGADRIVE

Reviewed by Marc Foord

At last the Megadrive seems to be getting more shoot 'em ups released on it (and the future is looking good with Phelios, Heli-Fire, Heavy Unit, Atomic Robo-Kid etc).

Hurricane is a 1942 clone (ie a vertically scrolling with a spitfire-like plane under your control). The game starts off with a nice picture of a plane with its propeller rotating and from there (after pressing Start) you can either play around with the options or start the game. The options consist of : Level (easy or hard), Player (lives- 1 to 4), Sound test (as usual) and Rapid (rapid fire on/off).

After starting the game you are



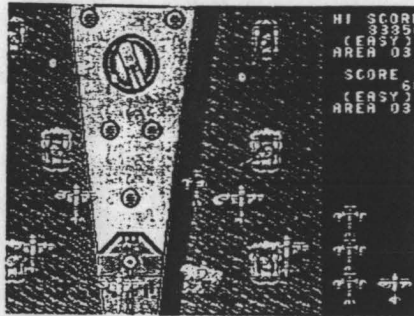
HURRICAIN: BLOODY HELL, THAT'S A BIG BOSS ON STAGE 4!

shown a nice little scene where your plane and five others take off from a runway (some nice enlargement on the sprites to give the effect of climbing into the air).

Then the five other planes disappear and you are left on your own to

lay waste to whatever gets in your way! The plane seems at little slow compared to Thunderforce III, but it about the speed of the Tatsuji ship (before you get any speed ups). However, in Hurricane you cannot collect speed ups and so you are left to plod along at this pace throughout the game. This is noticeable when you get in tight spots (you just aren't fast enough to escapel) but you do get used to it after a while.

There are the obligatory power



HURRICAIN: STAGE 3, UP AGAINST A BATTLE SHIP!

ups (of course!) which come in the form of boats or trucks of different colours. The green ones give you a 1000 point bonus, the white ones give you an extra smart bomb, the blue ones an extra life and the yellow ones power you up.

The firing power ups are really boring!! We are used to having 3 way, hunter, missiles, backwards firing etc, but in Hurricane all that happens is your fire gets wider (ie you start off firing a puny 2 shots wide weapon and can power up to 4,6,8 shots wide etc). Not interesting to look at and not particularly useful when faced with the larger enemies.

The smart bomb is quite novel. When you press 'B' the five planes that you saw right at the start fly up around you providing you with some awesome fire power! However, after these planes have been shot a couple of times they burst into flames and nose dive! Otherwise, there is no time limit on them. Alternatively, if once you have pressed B once, you press it again the planes all explode into one big fire ball (working more like a conventional smart bomb except only blowing up-or seriously damaging- whatever is nearby not the whole screen).

The enemies you encounter are very limited- basically varying sizes of tanks, a few gun emplacements and well armed boats. A larger variety of enemies would have made the game more interesting and challenging.

The graphics are tidy- nothing special- and are comparable to 1942 in the arcade. However, if you think

how old 1942 is, why couldn't we have something a lot nicer graphically? (after all we all know that the MD is capable of really great stuff). So, overall a lot of improvements could have been made graphically.

The music is O.K- a few pounding tracks but, again, nothing special. I also feel a little more speed (or the inclusion of speed ups) would have made the game better.

So, to sum up, Hurricane is a pretty average shoot 'em up with nothing really outstanding about it. There are a few nice touches (the 5 screen long ship for instance) but these are very scarce. I also feel that this game is not really an adequate challenge for most MD shoot 'em up fans. There are only really 5 levels and once you get to the end of level 5 you are congratulated and put onto level 6 (in other words back to level 1 again!!!!). Five proper levels is just not value for money and all half decent shoot 'em up players will no doubt clock this game many times (9 continues are given).

Steer clear unless you are desperate to buy a shoot 'em up, personally I would wait for the forthcoming batch to catch something really good.

Graphics	- 72%
Sound	- 82%
Playability	- 77%
V.F.M	- 65%

Overall - 66%

NEO-GEO UPDATE

Atlast, more games have appeared for SNK's mean machine. First there's Riding Hero from SNK. Basically, the game is a rip off of Super Hang On with better graphics, amazingly brilliant sound effects and music (as you'd expect, but generally, it's not a great an improvement than Sega's offering... not in the league of WGP!!

From Alpha Denshi, there's Ninja Combat, a real neat looking beat'em up game in the usual left to right scrolling job. Graphics for this game is brilliant with real big animated characters like in Magician Lord, and the sound is well awesome with some real beefy pounding effects. Unfortunately, from all who have played the game in the pleasure of their own home, it's rather easy to complete... so not really worth the hundreds you'd pay for it.

From SNK during August will be Cyber-Lip (Strange name eh?). This is what we expected from SNK... a side-view arcade shoot'em-up romp similar in style to Midnight Resistance where you control a bloke equipped with some heavy artillery in a scrolling blast against some big mean machinery, enemy troops, etc..

RAVEN GAMES LONDON

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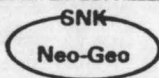
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by Sunsoft
MEGADRIVE
 Reviewed by
 Jeremy Young

BATMAN

Here's the one all MD owning Batfans have been waiting for with baited breath: the game of the smash hit film 'Batman - The Movie'. So what's it like? Well, the plot follows the film and the other home computer versions, naturally. There are 6 stages to negotiate before you come up against the inevitable Jack Napier (alias the Joker), your sworn enemy, having discovered that he killed your parents (what a coincident! ..Ed). The first 3 are similar in the respect that you guide Batman along a side-on, horizontally scrolling (and, in places, vertically as well) screen. The first starts off in Gotham City Streets, with some nice dark 'n' moody graphics (especially the dimly lit roads stretching off in to the distance, and the rainshower G 'n' G style). Batman himself is hindered by gun-toting enemies, but luckily he has the ability to punch and kick, downing them with one or two blows. Not only that, he also starts off with 5 batarangs, which can be thrown from a distance to kill cunningly - place minions. These however are in very short supply, and should be used sparingly. Additionally, he can jump and punch at the same time, and if the jump button is pressed twice, he does a somersaulting jump, rather like Super Shinobi. At the end of this you are suddenly faced by a slightly larger enemy who throws punches all over the place and charges headlong at you. Several low kicks and a lot of duking will sort him out however, and we move on to the Axis Chemical Factory. Features here includes tough men with bazookers, and pipes which explode when walked on! Also, this level requires you to use your grappling hook which can be fired upwards to latch on to platforms higher up out of reach, and can be climbed up by pressing jump. Life is made harder by gun turrets on the walls firing rebounding laser beams. At the end of this level is a man in a hat and cape standing high above a vat of something green and unspeakable. If you can hit him with just one Batarang, he falls in! Next is the Flugelheim Museum with lots of moving platforms to jump across and up. The guardian here is a

large wrestler who tries to bellyflop on to you! On a balcony above, the Joker is holding Vicki Vale, the golden haired beauty, hostage, and laughing. If the wrestler is defeated Batman grabs her and in a wonderful close-up animated sequence (Vicki Vale take all her clothes off, Batman.. NO? .. oh well... Ed), he activates a Bat-object (What object? ..Ed), which sends two darts with wires attached in to the opposite wall. We then see a head-on of Batman clutching Vicki swinging from the balcony towards us while the Joker and friends look dismayed.

Level 4 is a refreshing change (not enough of them in my opinion), since it involves driving the Batmobile through Gotham City Streets, shooting all manner of vehicles which spew out bombs, bullets, etc. You also have 5 sets of homing missiles at your disposal (more can be picked up). A huge tank is your adversary to destroy at the end. The problem with this stage is that it is still side-on, looking just like the Commodore version. Why is there no 3D road racing? If the Amiga can do it very successfully, then the MD could have really showed off with this one. The same also goes for the next stage, in the sky over Gotham City in the Batwing. Again Sunsoft have turned what could have been a brilliant Afterburner style shoot'em up in to a very pallid, awkward thing which really does feel Commodore-esque. The final stage, Gotham Cathedral, incorporates just about every sort of criminal met so far, punctuated with fights with all the end of level guys previously met. There are also dynamite throwing men, and small dragon heads on the

wall which breathe fire! After this presumably is the finale battle with the Joker himself.

If I tell you that it has taken me a mere two hours to get almost to the end, you'll think 'Oh God, another easy one', and you would be fairly correct although with a choice of 3, 5, or 7 lives and about 6 continues is it surprising!? Luckily there is a hard option as well, but unfortunately there is not much desire to return to the game and see later levels once the initial appeal wears off, making lastability highly questionable. Playability is so-so, but from the outset there is a distinct lack of variation. There are but 3 icons to be picked up (namely Xtra life, energy and 5 Xtra Batarangs) and with the obvious car and Batwing exceptions (not even particularly good either) there just isn't enough to do!

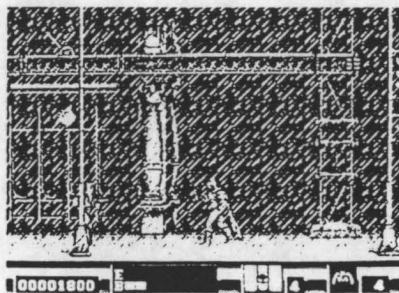
On the positive side the sound is quite good with some very atmospheric tunes and a satisfying thump as you hit an enemy. The graphics, apart from the stills and between stage animation (the attract mode shows a brilliant scene of Gotham at night, and individual pictures of Batman, Joker and Vicki are excellent) are by no means particularly impressive and after a while look slightly tacky. If you are a Batmaniac then this game might appeal greatly to you, otherwise it simply does not merit the price at all. Sorry Sunsoft, but this is just a waste of a good license and is nowhere near as good as it could have been.

Graphics	- 73%	Sound	- 84%
Playability	- 69%	V.F.M.	- 40%
Overall	- 66%		

* Overall, a very good game. I advise playing on hard level since this will increase the long term interest (easy level seems a little too easy) and the six levels are large enough to keep most people playing for quite a while. Anyone who loved Super Shinobi would be well advised to check this out as it is in a similar vein and, although not quite as good as, is definitely worth your attention.

Marc Foord

Graphics	- 89%	Sound	- 91%
Playability	- 92%	V.F.M.	- 89%
Overall	- 89%		



MD: BATMAN SINGING IN THE RAIN!



REVIEWS:

TEENAGE MUTANT NINJA TURTLES

BY KONAMI - GAMEBOY - REVIEWED BY ONN LEE

COWABUNGA!! It's here at last, Ninja Turtles for the Gameboy. However, Turtles on the Gameboy is different from both the coin-op and computer version even though they were also done by Konami, but this is certainly not bad, I think it's a lot better! The story goes that, ace reporter April O'Neil has been kidnapped by Krang (that 'orrid pink blob creature inside that android's stomach, as in the cartoon), so as to lure the Turtles to rescue her, and set a trap to rid the Green half-shells gremlins once and for all. The plan works ofcourse, and the Turtles set off to rescue April. The game's a side-view arcade beat'em up scroller, as you take the form of one of the four Ninjas. From the start, you can select which stage to start at (1-5 - I really think they shouldn't have bothered with this), and choice of button controls. Then you pick your first member of the team to do battle. It doesn't really matter which one you pick, although each have a different weapon, they act the same.

Each stage has several parts to it, so take a little while to get through. One, is set in a alley, as you move from left to right. Soon enough Shredder's foot soldiers leap from the sky and try to attack you. Should they touch you, one of your energy units are lost, if all disappears, then you're captured, and you'll have to start with another member. The Turtles ARE Ninjas after all, so have quite a punch. Pressing the fire button with activate your weapon killing most items in the way. You can also jump by stabbing the jump button, and if held down will leap higher and somersault... and if in the air, pressing fire with do a flying kick. Also at your disposal are unlimited throwing stars, these are activated only if you bend down and fire, handy as they usually go through everything!

Making your way through the stage is quite tough as soldiers jump from both sides, plus addition bees, bats, rolling boulders, and landscape obstacles like oil drums, platforms, logs, etc. to get around. Extra energy can be acquired by downing certain enemies which leave slices of pizza behind, or occasionally there are whole pizzas! Reach the end of the stage, and you'll meet the end of stage BOSS. On stage one, it's BE BOP the Wart Hog equipped with a gun. At first, he seems hard to kill, but is dead easy... just stand in the middle and rapidly hit fire. Your weapon will stop Be Bop's bullets, and when he walks forward - will be hit by it too. It's a doddle! Then it's on to the next stage after a nice piccy and some japanese text. Other stages get harder with a Super Shinobi like

GRAPHICS AND SOUND

As you expect from Konami, the graphics on Turtles really are brilliant. Each stage has parallax scrolling, although strangely, some scroll real smooth, while others are a bit jerky. However, the graphics are highly detailed, just like Makaimura Gaiden, with great backdrops and foreground scenery. Main sprites are big too, and animate well, a great improvement over

Castlevania. The still graphics are nicely drawn and shaded too. On the Gameboy graphic charts, Turtles is definitely in the top 5. Sound effects are brill too - and must be listened through headphones with whooshes, crashes, claggings, etc. BUT, Music is Mega, as there's a good rendition of the Turtle tune, plus other ditties. The end tune is real ace... mega blues music!!

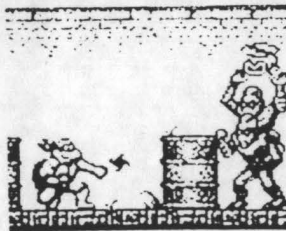
stage were you move along moving vehicles, travel through water ways packed with pirahnas and floating logs, dodge rolling boulders and climb stairs, and stage five is mega mean, with laser beams, missiles, and really hard to kill robots that electrify you!!! As you'd expect, you also go up against Rock Steady, Baxter Stockman (Bee Mutant), Shredder and Krang - all quite easy to kill.

There also also hidden bonus stages in the game by entering certain places. The stages, if completed will top up your energy. Bonus stage 1 involves guessing a number between 000 to 999 in 10 tries. When you give a number, Splinter will tell you if the number is bigger or smaller, although this is the wrong way around!!! Bonus stage 2 involves removing lines of stars so that you get one remaining before Krang does, and Bonus 3 involves shooting moving targets - you must hit 6+ to qualify. I have only found the bonus stages on stage 1, but none on the other stages.

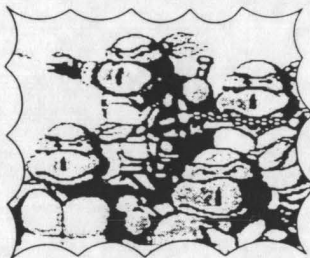
CONCLUSION

No doubt Turtles will sell like hot cakes because of the name, but the games IS a brilliant license - it's extremely playable, and addictive, but the main down fall is, it's a bit easy apart from stage 5, and once complete, the game just resets... no more at a harder level. However, I do recommend Turtles, it's still great fun and difficult enough to try to complete without losing ONE turtle. Check this out, doodds!

GRAPHICS	- 95%
SOUND	- 95%
PLAYABILITY	- 90%
V. F. M.	- 60%
OVERALL	- 90%



TURTLES: TAKE THAT YOU OIL CAN



THE TEAM!

DR. MARIO - Gameboy

Here's a short review of Dr. Mario as we're short of space. Anyway, the game as you'd expect is based on tetris, and is well ace, and addictive, but well 'ard too. The principle is dead simple. A column is in the middle of the screen with a number of different colour viruses. Your objective is to clear them by manoeuveing multi-coloured pills so they line up with the viruses. Getting four colours in a row will make that row disappear.. so if a virus is in the row, the virus will disappear too. Easy, but getting pills around the awkward positioned viruses is not easy. Like tetris, reach the top of the screen before ridding all viruses, and it's Game Over, Remove all viruses and you'll start again will more viruses. Dr. Mario is a great game, and with difficulty starting with a few viruses to stages were it's packed choc-a-bloc, it should keep you happy for a long time.

Mr. Stretcho Man

by Namco / 4Meg
PC Engine / Reviewed by Onn Lee

Ok... this is not the correct name for this game, but it's a lot easier to remember... so, from now on I shall call it this... bog off to all suppliers calling it a different name. Anyway, Stretcho Man is a mixture of arcade-adventure-beat'em up, come horizontal shoot'em up, all rolled in to one. The plot - I haven't a clue, but there's this evil old tight looking git with a blooming hairstyle who grumbles away and enjoys stabbing himself with his knife, that pops up after each stage.

As you'd expect, you control "Stretcho Man" (from now on, how about a bit of reader's participation - when "Stretcho Man" appears, you must say it in your deepest voice in an announcing tone... you know what I mean!)... ok... who must move right, over a parallax push scroll landscape. As you move, tiny tanks and floating cars come for you which you must avoid or destroy. Stretcho Man (Did you say it correctly!?) has a variety of moves - walk/run left and right, jump low and high, duck and crawl, and stretch-punch/head butt and kick short and long range. You start off with a limited amount of energy which depletes when you are hit by the enemy.

Stage one is dead simple and is just to let you get the hang of things as you bash the odd objects, dodge the odd missile and jump the odd obstacle... and that's it. Each stage must be completed within a set time - there's no actual timer displayed, but hang around too long and a big floating metallic face homes in on you - fatal if touched!!

Stage two (and other stages) are a lot longer and more difficult with more nasties to kill, and scaffolding to climb. Reach the end, and you have to dispose of a live totem pole. Sage three is a bit different, and drops Stretcho Man in to the sea, where he rolls up and swims along. Here the screen automatically scrolls and is like Darius - as you can fire forward missiles and drop bombs. Here you have to contend with swimming fish, sea urchins and horses, shells with human legs, jelly fish, etc., until you get to the end where there's a double headed sea creature to deal with.

Stage four and onwards is more above ground stuff, but more difficult as you'd expect as you go underground, up on the clouds, etc., and stage seven is back in the sea. What about topping up your energy and extras, you ask? Well, killing certain nasties and a red Japanese letter is left behind. Collect this, and part of a word is displayed. Collect enough to make the complete word and Mark the stupid looking robot appears and gives you something enclosed in a bubble. Touch it to collect item. These include extra energy (small and large amounts), extra points, ability to fire energy bolts, invincibility, extra man, and helmet to sustain shots. Graphics are real big, bold and colourful. Stretcho Man stands about a third of the play field tall and animate well - the way he runs and crawls is real neat. The enemy graphics are just as good, from tiny flapping bats, and trundling tanks to short fat ninjas, and flying birds with knife feet, not to mention the end of stage bosses - a Gun Head fan man,

another Stretcho man, big fat ugly sea king and mechanical bird. Scenery is ace with real smooth multi-layer parallax scrolling - especially the sea stages. However the platform stages looks a little rough at times. Because it's a push scroller and you can move in all directions, the scroll sometimes can't keep up with you, so looks jerky as it tries to centre you here. Sound is good too with some funky, but short backing tracks and neat sound effects although kept to a minimum, mainly to hits and clashes. there's also some low quality speech - in Japanese.

Overall, Mr. Stretcho man is a very competent and playable game - lots of action and variety. Difficulty is set just right - starting off easy, and getting progressively more difficult, and with at least 21 stages and only 4 continues allowed, should 'stretch' the money you paid for it - this is what I call a big 4meg game! I recommend Mr. Stretcho Man, it has touches of everything - platform, shoot'em up, beat'em up, only let down by the Japanese text (and speech) and the slightly irritating scroll.

- Graphics - 85%
- Sound - 80%
- Playability - 85%
- VFM. - 90%

Overall - 85%



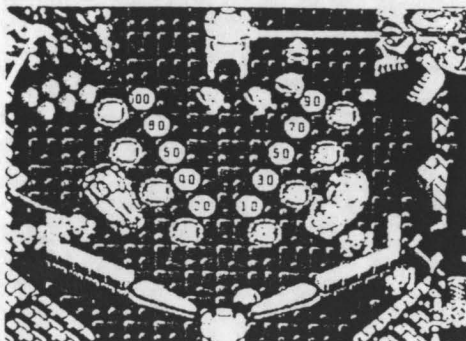
Devil's Crash

by Naxat Soft - 3meg
PC Engine - Supplied by John Wright
Reviewed by Onn Lee

There are pinball Games and there are pinball games - and Naxat's original Alien Crush is still one of the best computerised version available - but their sequel Devil's Crash is Megal!

Devil's Crash is much more than an improved version of their original, but a complete rewrite with many stunning features. Firstly, the game has options for one or two players, plus a password and backup system - so no more sitting all night amassing a record score like in Alien. To access this, during game, pause, then press Select for hi-score table, and press button T. Secondly, the table is now three screens long and instead of the flip screen, it now scrolls smoothly up and down.

From the title, you'd guess that the table is based on Devil-related features, including skulls, a rotating pentagram, walking druids and skeletons, armed knights, hopping frogs, castles, and crystal dragons. The table itself is choc-a-bloc with 'hitable' objects, and the main difference between Devil and other pinables is the amount of animated



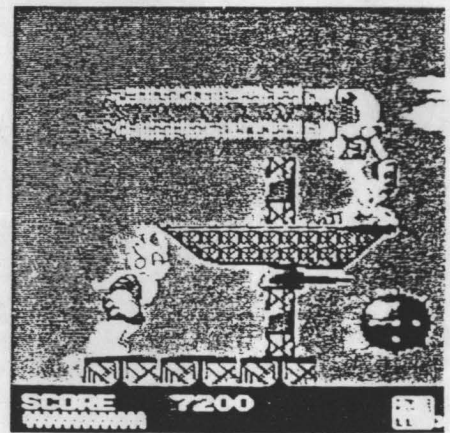
DEVIL'S CRASH: LOWER PART OF TABLE, GET THE BALL IN THE TOWER TO ENTER BONUS TABLE

sprites that wander around you to knock out. There are also many bonus tables like Alien which require you to destroy items or light up objects by hitting creatures and objects with the ball without the ball dropping through your flippers... sometimes you get double flippers too. In fact, Devil has similarities to a coin-op game based on breakout with animated footballers running around. Graphics are fabulous with the whole table like a dungeon with stone floor and brick work. The spring is also brilliantly animated as cogs turn and smoke bellow out from the chute. There's the brilliant animated in-game objects like the rows of druids circling the pentagram, flying birds, a lady's face in the middle of the table which gradually change in to a lizard, etc. Sound is wonderful too with a real heavy rock piece of music playing in the back ground and ace sound effects, from the usual pinball FX, explosions, to the evil laughter when you lose a ball - well ace!

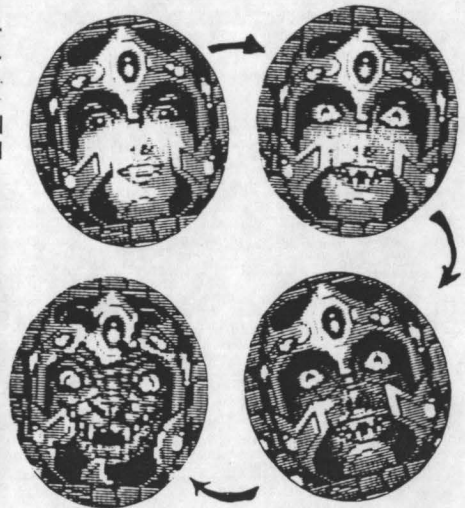
Devil's Crush is extremely playable - and like it's predecessor it's sometimes difficult and sometimes when luck is on your side, you can last for hours, especially if you block out the drop holes. Definitely recommended if you like pinball!

- Graphics - 95%
- Sound - 90%
- Playability - 90%
- V.F.M. - 90%

Overall - 90%



MR STRETCHO MAN IS FOOLISH MAN! DANGER ABOVE, AS THERE'S AN ELECTRO-BOT PLUS A FLOATING MINE TO THE RIGHT



DEVIL'S CRASH: THE CHANGING FACE IN THE CENTER OF THE TABLE WHEN HIT ENOUGH TIMES

TECH TIPS

Got a super wicked tips, then please send them in!!

WHIP RUSH - Mega Drive

When a boss is defeated, hold 'A'. You should then get flames but they disappear in 5 seconds or so.



DARWIN 4081 - Mega Drive

Firstly, go to options, then on the sound test, select tune 32 then press any button (A, B, C) the following number of times
 Once = 2nd stage
 Twice = 3rd Stage
 3 times = 4th Stage
 etc.

The stage 3 boss, the thing that looks like a Digital Stop Watch, shoot it in the middle and it becomes more powerful. If the number becomes 777, you get an endless stream of level up items.

TAITO'S MOTORBIKE RACING - PC Engine

Enter the password:
 '77777888888888888888'
 to start on the 13th course.

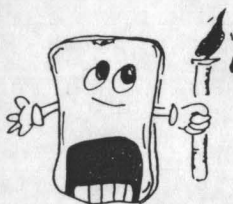
DON DOKO DON - PC Engine

Select '2 players' and now you can control two characters with one joypad!

On the first stage, collect the key and enter the doorway to go to the password room. To get the key, go to the middle of the top shelf or floor, then jump and hammer. Once in the password room, hammer the symbols in the following order:



You can now progress to the bonus



HWA
 WOZ
 'ERE

THUNDERFORCE III - Mega Drive

When you start, dive in to the high ground. (You should be flashing. Invincible) to get a CLAW.

FORMATION SOCCER - PC Engine

Go up to your opponent's goal mouth, then face the opposite way, and shoot for a guaranteed goal against yourself.



BARUMBA - PC Engine

On the stage 1 boss, position your ship just above the letter on your weapon meter. You should now be able to kill it without getting hit or touched.

On 'GAME OVER', hold UP + 'I' then press Run to continue on that stage.



GHOSTBUSTERS - Mega Drive

Tip by Jeremy Young
 When you enter the skyscraper, move immediately to the right, killing the 2 ghosts, and shoot the safe there for \$300. Now go back to exit, and immediately return to safe for another \$300. Keep doing this as long as you want to get loadsamoney!!

ASSAULT SUIT LEYNOS - Mega Drive

Tip by Stuart Cambridae
 When completed level 1 or 2, and all energy is lost. When Game Over has been displayed, it will show Continue in between Start and Options, Select Options then press Start on Options screen, exit to main Start screen and you will have 9 continues to play with.

AIR DIVER - Mega Drive

On the map, put the cursor where there are no enemies, hold down start then A, B, C, B, A, A, B, C, B, A, B, then release start. Then adjust the cursor to where you want to go then do the following:
 (Hold) Press START : Invincible on that area

Hold A : Become ace pilot
 Hold B : Fight the boss of the area



POWER DRIFT - PC Engine

The basis for all the cheats to follow:
 On the title screen, 'HOLD' 'Down-Right' (SW), 'I', Select, then press RUN.
 After you have done this, select the following characters for a different result.

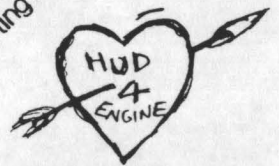
Lucy: It won't be 'Game Over' even if you don't finish in the top 3.
 Jeronimo: There is no music, just the sound of your engine.
 Emily: Sound Test

Eric: Press 'I' once = 4 screens
 twice = Black and white
 3 times = 4 screens and Black and white



GOLDEN AXE - Mega Drive

Tip by Jeremy Young
 On the title screen, hold down button B and diagonally down and left, and press START. On the character select screen, you will see a number. Move joystick up and down to select your starting level!!



SUPER SHINOBI - Mega Drive

Tip by Jeremy Young
 On level 4:2 spray your knives the moment you begin to reveal 2 Xtra lives. Fall down the hole and repeat. This way you can get as many lives as you want.



CHASE HO - PC Engine
 On the title screen, get the sound test mode, then press Left, Right, 'I', 'I', 'I', Down, Select, Up, Select, it's a BUG!

GAUNTLET 3 - The Third Encounter

by Atari
Reviewed by Jon Glastonbury

Gauntlet 3 is the latest offering from Atari for their colour handheld, the Lynx, and it is easily the best in the series of Gauntlet games so far.

The storyline is that the Star Gem has fallen to earth at the base of an ancient castle. Evil creatures carried the Gem to the deepest deep depths of the castle. The creatures draw energy from the star Gem and unless the Gem is retrieved the creatures will venture forth from the castle and destroy mankind.

As with the other 2 games, the action is viewed from above but in this game which is played vertically on the lynx, the lower third is split in 2 halves. One half contains your score, life, speed, strength, missiles, and level while the other third is a first person 3D perspective view eg. from the overhead view on the farside of the screen is a scroll, facing it you see a small dot in the box, but as you move closer, it takes the form of a scroll.

At the start, you are presented with a

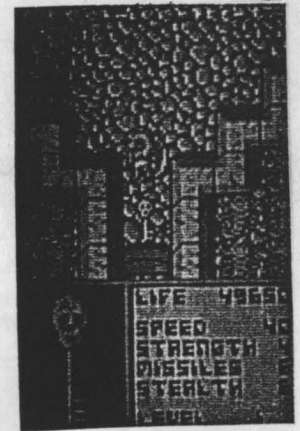
character selection screen similar to Golden Axe, where on this, you have all eight pivoting. 3 of the characters sound fairly normal - a Wizard, Valkyrie, and Samurai Warrior, but the other 5 definitely aren't average - a nerd, a cowboy, a pirate, an android, and a punk! Also what they throw are rather unusual, the Nerd throws books, the punk throws bricks and the pirate throws parrots!!!

Many objects can be found in the dungeons from apples, keys, pots of gold (for spending in shops), potions and computer terminals. But the most powerful things to find are scrolls. There are 10 scrolls: Farsee, Revive, Invisible, Blast, Heal, Shots, Speed, Strong, Power, and Repel all of which are fairly self-explanatory.

So, is Gauntlet III worth it? Yeah, it's worth every penny, but don't be fooled by your first impressions, when you first see it you probably won't be that amazed but stick with it and you'll be rewarded.

My only niggle is with the Revival process unless you have a Revive scroll selected for use before your health reaches zero, it is very likely you won't be able to select one in time to use. This can be very infuriating but despite this an absolute ace game.. Get your hands on a copy now.

Graphics	- 85%
Sound	- 72%
Playability	- 95%
V.F.M.	- 93%
Overall	- 92%



GAUNTLET 3: WALKYRIE ENCOUNTERS
A LARGE KEY ON LEVEL 1

SWAP-LINE

(The Swapline is Free, just send your ad to the usual address)

~~Atari Lynx, 2 player cable, PSU+California games, Electro Cop, gates of Zendecon, and Gauntlet 3 for £440 o.n.o. OR swap for PAL Megadrive and any/1 game. Phone (0775)76216 and ask for Jon (after 5pm).~~

For Sale: Air Diver, £22. Batman, £32. Super Shinobi, £26. Phone 0272-682746 and ask for Jeremy.

Megadrive - Arnold Palmer Tournament Golf to swop (Genesis version of Super Masters - Hence English instructions - so playable!) fits japanese Megadrive. Tel: 081-504-8861.

Selling PC Engine games eg. PC Kidd, P47, etc. Wanting Engine games will buy or swap especially sports sim - soccer, wrestling, baseball, golf and any other game. Tel: 0602-299435. Peter.

Wanted: Some of the older Megadrive games, ie. Space Harrier II, Golden Axe, Alex Kidd, or anything, must be in good condition and quite cheap. Tel: Scott on 0203-327659.

Sega Megadrive (Scart), two games, all boxed, only £170 inc. P+P or swap Megadrive (Scart) for PAL version (Jap only). Tel: Lee (0778) 347616 After 6.00.

Swap these PC Engine games,

Wonderboy II, Victory Run, R-Type I, Tales of the Monster Path, Dragon Spirit, Shinobi, PC Kid. Wanted: Splatter House, Don Doko Don, Formation Soccer, Volfield. Tel: Lee (0778) 347616 After 6.00.

Wanted: Dead or Alive!! Well, - now that I've got your Attention it's only fair to tell you that a lot of the games that you buy from JAPAN are only a part of the huge number of products originating from Anime (Japanese Cartoons) and Manga (Japanese Comics). For INFO on the stories behind your games write to:- Carlo Bernhardt, 4 St Peter's Street, Syston. Leics; LE7 8HJ.

Knight Rider Special, Final Lap Twin, Ninja Warriors, The Kung Fu, T.O.T.Monster Path, Altered Beast, at £13 each. Also Red Alert (CD) £16. Call T.Ono (0932) 63579 after 8 pm.

I have Ghouls 'n' Ghosts (SG), Ninja Spirits, Splatterhouse, Formation Soccer, Rastan II and Super Star Soldier. I should like Download, Volleyball, dodgeball or Chase HQ. Anything else considered. Write to Robert Bell, 70 Church Lane, Moulton, Spalding, Lincs. PE12 6NS.

PC Engine and Sega Megadrive games for sale or to swap. Games include GunHed, Formation Soccer, Super Star Soldier, and Bloody Wolf. On the Megadrive - ThunderForce III, Super Shinobi, and Ghouls 'n' Ghosts. Tel:051-931-2594 or 931-1381 after

6.30pm. Ask for Chris or Dave. Also an Atari ST for sale. Ring for details. Wanted: World Court Tennis, Download, and Also looking for a CD-Rom Unit with an interface for the PC Engine S.G.

To Swap Download, Super Foolish Man, Cybercross, and Son Son II. Wanted S.S.Soldier, Alien Crush II, Volfield. Write to William Azzoug, 95 Hawthorn bank, Spalding, Lincs, PE11 1JQ, or Tel:0775 723746

For Sale, PAL PC Engine with 5 games. £200. Amiga 500, with memory upgrade, second drive, and loads of games and mags, £350 o.n.o. Phone Lee on 061-798 8241. 6:45 Weekdays, Anytime Weekend.

Engine's Football and Final Lap Twin wanted. Will swop any 1/2 of my 22 games for each, or pay cash. Phone for William 0306-887349, Between 6pm-10pm. Weekdays except Wednesday.

Wanted: Fully working Sega Mega Drive. Full Details to Alan Chapman, 65 Lime Grove, Doddinghurst, Essex. CM15 0QX.

WANTED: A decent keyboard for the Atari ST, typing this on a 1040ST does your fingers in, especially that horrendous Left Shift key, my little fingers is going numb! - Onn Lee.

EVEN MORE TIPS!

First, a whole bundle from W.Pang of Surrey : (some have already been printed in back issues I believe)

PACLAND:

Goto skiip screen by pressing Button I+II and Run together twice, push up 10 times for harder game, 100 times down for invisibility.

SUPER ALBATROSS:

To choose player, push Down and press Button I to choose in player screen. On menu screen, hold Select and press Button I to play Grandad. On title screen, Hold Select, Button I and II, then press Run to enter option screen to watch all acts.

FINAL LAP TWIN:

Choose 2 player to play both screens.

FAR EAST OF EDEN: (Has anyone got this game?)

On title screen, plug in multi-tap and plug pad into 3rd port and press Run. Now watch what happens and show it to any Sega owners to piss them off! When fighting, press and hold Select for auto fighting mode where you will win all the time. After Title screen, don't touch the pad to watch 5 different long demos. After completing game, press Run for Red Band and sit back and watch what happens. Step into Saunas and spring pools to replenish energy.

Valis II:

During game, hold Button II and press Run to pause game. Then hold select and push I, II, I to activate different weapons including invisibility depending if you have picked it up or not.

Ninia Warriors:

On title screen, hold Button I, press Up, Left, Down, Right, release Button I and press Up, Left, Down, Right for 9 Credits. Hold Select and press Run for Jukebox screen. In a normal game, play and use all the continues. After the 4th continue, hold button I+II, Select and press Run for stage select.

And 'ere some from Chris Mooney from Liverpool:

Battle Ace:

To enter the music mode, on the title screen, press Select then Run.

Ghouls 'n' Ghosts (SG) (tip also sent in by Robert Bell of Lincs):

To enter an option screen, on title screen, hold down buttons One and Two, then press Run.

Tunderforce III:

On the flame stage, as soon as you start, fly down to the bottom right in all the rocks, and you will find a Claw (force field). Also when completed, you can move parts of the characters by pressing the 'C' button.

Bloody Wolf:

On stage 5 - go to the very top left hand side of the screen where the woods are, climb the forth tree along, and move the jod around until a small white bear appears on the third tree. If you collect it you will get all your items and six life bars.

Super Shinobi : (from James Dobson)

Use Fushin Ninjitsu Straight away. Somersault and fire (right) to reveal an extra ninja magic. Before the first exit sign, repeat somersault + fire to reveal a heart. On the waterfall stage, where the logs fall horizontally, move to the end of the ledge - jump and somesault + fire so the shuriken go downwards - if you hear a "crack" sound, jump on a log and go downwards for a ninja magic - jump back onto the ledge!

Image Fight : (from Lee Hughes/Notts)

Reset, and when IREM logo appears, tap button I to get a thin vertical screen a la Dragon Spirit, OR hold down I for music mode. The best way to kill Boss 1 is to sit at the top

left corner and fire right at 'LINDA' (Strange name for a Boss eh?) if you have the orange multiples!

Devil's Crash : (from Richard Gibbs)

Enter PPPPPPPMN on the Password screen. Press Run and you will start the game with 48 balls!!

SWAPLINE EXTRA

Megadrive games for offer: mes or sell at £20.00 ea. Call Golden Axe £21; Thunderforce Mark 081-998-7036 after 7:00pm. II £20; DJ Boy £24. May swap.

Games wanted, Batman, E-SWAT and Afterburner II. Call James on 0278-780796 before 8pm/ Thanks!!

Official Atari Lynx. Power Pack, California Games. £100. Other games available. PC Engine, Scart, 3 games, 3 joy-pads, 5 player adaptor, £120. Other games available. Games also available for Sega Megadrive. Phone Royston (0763) 248186.

OOPS: In previous SWAP-LINE Robert Bell's Tel: is (0406) 370648. SOZ!

Trade/Sell three Gameboy cartridges, Quarth, Last Battle and another for any easier ga-

Megadrive games for sale: Ghouls 'n' Ghosts, Kujaku II, Final Blow, Rastan Saga II, Thunderforce II and others. Will swap for other good games. Send S.A.E. to David, 71 Boundary Road, Sidcup, Kent. DA15 8SS.

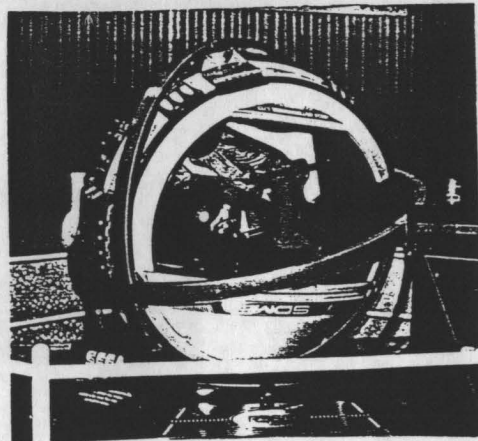
For sale/swap: Atari Lynx, 2 games, comlynx, power supply, 9 months guarentee. £150 o.n.o. Wanted: Megadrive and PC Engine games and some PC Engine/Megadrive games to swap. Tel: Michael on 0457-873062.

Wanted: F1 Dream on Engine. Willing to pay £15, or swap for either Digital Champ, Tales of the Monster Path, or Dodge Ball. Tel: 0602-606442 and ask for Onn.

Sega going round the bend...

Coin-ops have come a long way since Pong and Space Invaders, especially with sit in hydraulic seats. For example, a Simulator unit of After Burner Deluxe cost in the region of £4,000. Realistic, but not that realistic. What you need is 360 degrees rolling, etc. in all directions, and that's what Sega has come up with - the R360

simulator - with the first game "G-LOC" fitted into the machine. Sit in the R360, strap yourself down in Roller Coaster style, and you'll be able to fly upside down, etc.. just like in a real military flight sim., based on the gyroscope. However, should it reach this country, it sure will cost a bit to play it!



NEXT ISSUE:

Again, I've run out of space, but we shall have a lot in store for the next issue. We shall have reviews of MD: Shiten-Myooh, Moonwalker, XDR, Both MD and Engine Rastan Saga II/KLAX, Engine: Rom Rom Baseball, Operation Wolf, F1-Circus, Legendary Axe II, Batman, Legion, Valis III, Hany on the Road, Super Rabio Lepus, Ghouls 'n' Ghosts (SG), etc.. Special feature on City Hunter by Carlo, E.C.E.S. report, plus mega tips, and too much to mention... make sure you don't miss it!!

HARDWARE PREVIEW: SUPER FAMILIOM

Translated by Tai Ono from Famitsu Express - Famicom Communications Magazine

At long last, Nintendo have announced the release date for their advanced console - the Super Famicom, which will hit Japan on 21st November 1990. Surprisingly, it retails at only £100 (25,000 yen), so you should be able to get one at around £150-£200, sometime during Christmas... hopefully!!

There has been however, some minor changes made to the machine since it was last seen in public. The most important change was the internal memory, which has increased from 128 Kbytes to 1 Megabyte (1024 KBytes). Independent sound and video chips have also been added - Nintendo claims that this will reduce the strain on the CPU and software! Looking at the exterior, you'll notice that the earphone socket and the volume switch have been removed (probably to cut production costs), and anyway, who needs an earphone socket? It's the last thing I'd expect to find on the cover of a console.

The joystick ports have been shifted from left to right and the number of pins in the joystick ports have increased from 5 to 7.

The Ext port (Expansion port), previously where the joystick ports were, has been moved to the bottom of the console, or underneath, if you like.

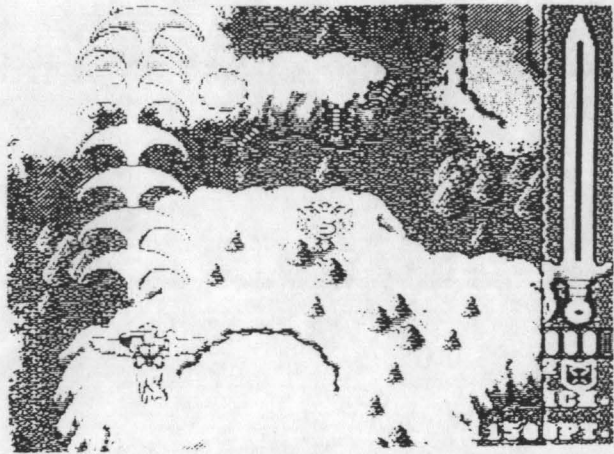
What hasn't changed is the AC adaptor, the RF converter, and all other expansion ports, terminals and doo-daas in the back of the console.

The RF converter allows you to play all of the 8-bit games from the older Nintendo console, rather like the converter for the Megadrive which allows you to play mastersystem games. With this, the Super Famicom is guaranteed a mass of software when it is launched, and should attract ALL existing 8-bit famicom users.

Don't wet yourself thinking that your Super Famicom you bought with hard earned cash won't connect up with your monitor/TV because Nintendo are going to release four converters - a monochrome AV, Stereo AV, S unit Stereo, and a RGB, but the prices are not known as yet. This doesn't apply to you lot 'cause all of you have got PAL TVs! But I'm sure the grey importers would figure something out.

In Japan, a survey was carried out and the Super Famicom turned out to be the number 1 most wanted machine!!

A spokesman from Nintendo commented that, due to mass competition and rivalry between companies, this has resulted in massive high quality software support for the console, as seen on the 8-bit Nintendo. They are pretty sure they will get that kind of support for the Super machine with over 32 companies taking part already, and expect more companies to join the group as they get bigger. From this, there are going to be some terrible games for the Super Famicom, but overall, there should be a lot of brilliant games.



MD PHELLOS : MORE HORSE POWER TO THE GALLON!

Software

As for the Software, there are going to be three games released with the console. First of which is 'Super Mario Brothers IV'. The highlight of the game seems to be the use of the machine's multi-screen scrolling. Sound also seems to be brilliant.

'F-Zero' is a 3D racing 'Outrun' type game. Again, this uses the machine's high speed scrolling capabilities to the full, this time with the aid of something called 'H-DMA' which makes the curves and hills look very realistic.

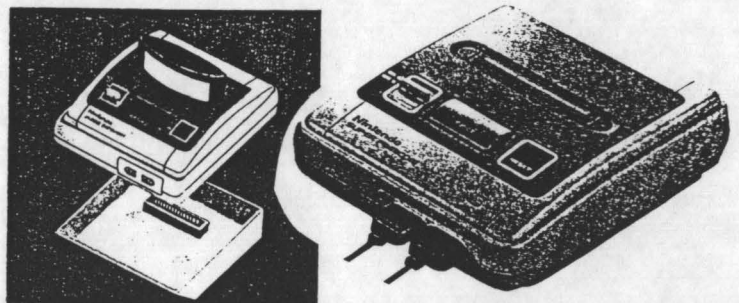
The third game is a flight simulator - 'Flight Club', formerly called 'Dragonfly', as seen in C+VG some eons ago, with extremely realistic graphics.

What's in Store....

First up will be a sequel to the Zelda game on the 8-bit Nintendo, should be available in January. February will see the brilliant smash hit game Sim. City. From CBS-Sony, there will be a game called 'Jelly Bean' although I'm not sure what this is exactly. (Is this game, the brilliant arcade adventure which David 'Pitfall' Crane wrote featuring a boy and his pet weirdo creature?)

There are many other brilliant games including R-Type II (the coin-op, not part II as on the engine), Gadius III (Nemesis III), Wanderers from Ys, Populous, a sequel to Ghouls 'n' Ghosts, and my favorite beat'em Up - Final Fight, to be available although release dates aren't clear yet.

You can also expect more releases from Third Party companies, Ascii intend to release a RPG, Asmik intend to release an action platform game or a shoot'em up, Taito - 1 title but unconfirmed, Data East - 1 action game to be available in the summer of '92, etc..



SPECIAL REPORT: JAPANESE LINK

by Carlo Bernhardt

The Story of GunHed - the live action movie
GUNHED (Gun Unit of Heavy Eliminate Device)
Setting the Scene

In the year 2005 there was built, on a small island, the first fully self-contained industrial complex for the manufacture of the most advance Robots. The complex was run by the 'Kyron 5' computer intelligence and everything went well for 20 years with a few technicians and their families living on the island.

In the year 2025 'Kyron 5' considers that people were totally unnecessary and made war on the rest of the world. Gunhed Battalion was sent in and the great Robot war had begun. The K5 last defence eventually won.

13 years later, when the Complex lay dormant, a salvage/scavenge team of 7 flew to the island in search of the legendary Gunhed Robot or at least some parts of it. They landed on the Complex at level 390, (only 10 levels from the top) and found a helicopter still burning (military). Whilst 2 of the team remained topside, the other 5 descended in the lift, 2 of them get killed. - so Kyron 5 is not dead as was thought and still runs basic defence forces. The remaining 3 then find the helicopter survivor who informs them that a Biroid (genetic android) had run amok and killed all it's work colleagues at a nuclear plant and was treated there afterwards.

Later, as the computer's defences attack the group and a renegade biroid, only a woman army officer and Brooklyn (the last of the salvage team) remain and fall down a chute to the bottom of the complex where they encounter 2 children, survivors from the technicians families.

Brooklyn finds Gunhed and begins to repair it, the woman then discovers that the biroid intends to turn the building into one giant nuclear reactor in less than an hours time. She, and one of the children, then set off to the control centre. Brooklyn gets gunhed operational even though still battle damaged. He fights his way up 400 levels picking up collant, fuel, and ammo on the way.

Gunhed - the machine seats one pilot who controls it's movement and choice of weapons (most of the time).

Gunhed has a computer intelligence with a personality who controls the basic functions and defences. It speaks in English to the pilot to tell him of any damage or the whereabouts of any enemy. Sometimes using baseball metaphors.

For travel, Gunhed can transform from it's standing mode (with which it can either walk or travel on wheeled feet) to a horizontal shape for road transport. Booster rockets are for short flight and to increase it's speed on the road.

It's weapons include:- medium lasers, homing missiles, 2 robot arms, and a machine canon with armour piercing rounds.

Gunhed - the game (PC Engine) - bears little resemblance to the movie except the title screen featuring the logo and a good representation of Gunhed in standing mode. As in the movie, where Gunhed spoke english, the armaments and special items that can be picked up in the game are verbally described to the player in english. Gunhed is a vertical shoot'up game with 9 areas which emulates Brooklyn's fight to the top in the movie.

Watching the movie is almost like watching an arcade game. Entering a large complex, converse to gain info., pick-up special items; battling through hundreds of levels, fighting the giant Robot at the conclusion, and all within a time limit. Great stuff!!

For Gunhed-gamers, watch the film to see the game origin...

For Gunhed-movie-buffs, take part in the film by playing the game!!



Carlo Bernhardt
(Anime Kyo U.K. Fan Club)
For more info on Anime
Kyo U.K. Fan Club, write to
Carlo at
4 St. Peter's Street, Syston,
Leicestershire. Tel: (0533)
600338

LEFT: GUNHED AND MEMBERS OF
THE CAST IN THE MOVIE VERSION
OF 'GUNHED'. THIS IS A 1:1 SCALE.



PHELIOS

Megadrive - by Namcot - Reviewed by Marc Foord

Phelios is purely and simply a vertical scrolling shoot'em up - originality is virtually zero, but what shoot'em up fans really bothers why they are blowing up everything in sight, just as long as you enjoy doing it?! When you start, you are shown a nice little intro sequence which gives a basic plot - a girl has been imprisoned in a castle far away and guess who's got to save her?! Some nice Japanese cartoon style stills of the girl crop up throughout the game and these are really well drawn.

After pressing start, you are given the choice of starting the game or setting options. The options are really strange, since all they actually are is the story behind each level and details of the end of level guardians. After selecting start, you are given the choice of playing Novice or Advanced level. The difference (apart from the increased difficulty) is that on novice level you can only play levels 1-4, whereas advanced allows you to play levels 1-7. When you actually start, you take control of a knight flying on a winged horse (wierd!). You are given 3 lives to start with and extra ones can be gained by amassing points or collecting one.

There are power ups (of course!) which appear on screen as letters flying around on wings. They are: S (speed up), O (outriders), B (big fire power), H (homing missiles), A (sideways fire) and L (extra life). None of the power ups look particularly nice and most only last for short amounts of time. They are also pretty few and far between (except speed ups).

The graphics are good but not excellent - the sprites are not really well defined but some of the backdrops are very well drawn. Parallax scrolling is used to some good effect (especially on the later part of level one with some lovely clouds flying around) and a good impression of depth is given. Phelios plays pretty quickly (speed ups come along regularly to ensure you are never at the slowest speed for long) but the game does slow down in a few places (once or twice in the whole game), although I feel this is just bad programming and certainly no fault on the megadrive. The music is good (and very atmospheric on levl 2) and the sound FX are the usual shoot'em up whooshes, bangs and beeps (no surprises there!). I found the novice level a little too easy (it only has 4 levels and I managed to complete it within a couple of hours) and, although the advanced levels is certainly challenging, it would have been nice to have a level halfway between (say normal) as this gets very tough too soon. The fact that the advanced level has 7 levels (3 more than novice) means that even if you do complete the novice level you still want to play on to try to see levels from 5-7 (a good trick). Overall, Phelios is a good shoot'em up (as good as Tatsujin and Darwin) although it still leaves me feeling that the MD has not really been pushed that far with vertical scrolling shoot'em ups. We have yet to have the vertically scrolling equivalent of Thunderforce III, although I don't think it is far away. Phelios is certainly a step in the right direction and so I feel all us MD shoot'em up fans have a lot to look forward to in the near future!

Graphics - 84% Sound - 82% Playability - 87%
V.F.M. - 83% Overall - 85%



CONSOLE MEGA ZINE

MEGA SCORES

If you can beat any of the following scores, or others not on the list, then send them in. Due to space, only the top score is printed this issue.

PC ENGINE

Alien Crush:
132,250,400 Gareth Powers

Bloody Wolf:
1,553,700 - Tim Humphreys

Chan & Chan:
1,519,500 - William Wong

Deep Blue:
67,950 - David Blundell

Devil's Crash:
99,999,999 - Colin (P.E.S.)

Doraeman:
2,536,900 - Wolfman

Dragon Spirit:
866,050 - K. Donovan

Fighting Street:
288,700 - K.Donovan

Galaga '88:
1,411,950 - William Azzoug

GunHed:
Normal Dog:
13,248,580 - William Azzoug

Hard Human:
12,933,140 - William Azzoug

Super Mania:
12,923,100 - William Azzoug

God of Game:
381,550 - Onn Lee

Heavy Unit:
294,400 - Onn Lee

Image Fight:
278,500 - Onn Lee

Legendary Axe:
898,000 - Richard Gibbs

Mr. Heli:
247, 440 - W.Pang

Mr. Shubibin Man:
140,330 - Darren Pottage

Ninja Warriors:
379, 990 - N.I.Cain

Ordyne:
1,032,300 - W.Pang

P*47:
800,900 - Darren Pottage

Pacland:
231,985 - Keith Billington

PC Kid:
206,730 - W.Pang

R-Type I+II:
973,300 - Onn Lee

Shinobi:
252,600 - W.Pang

Side Arms:
1,242,100 - William Wong

Side Arms B.C.:
1,348,300 - K.Donovan

Space Harrier:
29,160,280 - N.I.Cain

Son Son II:
1,200,100 - William Azzoug

Super Darius:
3,191,950 - Onn Lee

Ultimate Tiger:
1,746,600 - N.I.Cain

Valis II:
593,000 - Darren Pottage

Victory Run (Completed):
18mins 31secs - Darren Pottage

Vigilante:
20,340 - Tim Humphreys

Volifield:
286,050 - Onn Lee

Wonderboy II:
569,160 - William Wong

Wonderboy III:
444,330 - K.Donovan

MEGADRIVE

Altered Beast:
642,100 - Mark Carter

Arnold Palmer TGolf:
5 Under par/8th - Emma Broxup

Curse:
6,277,900 - Onn Lee

D.I.Boy:
2,020,100 - James Dobson

Darwin 2048:
526,840 - Marc Foord

E-SWAT:
143,100 - Marc Foord

Forgotten Worlds:
649,650 - W.Greer

Ghostbusters:
13,296,000 - Jeremy Young

Ghouls 'n' Ghosts:
128,000 - Onn Lee

Golden Axe:
330.0 : Jeremy Young

Last Battle:
Level 4 - Darren Pottage

New Zealand Story:
40,660 - Anothony Cross

Rambo III:
880,000 - Sherif Salama

Space Harrier II:
26,624,580 - Darren Pottage

Super Hang On:
21,625,140 - Marc Foord (BEG)
31,442,600 - Jeremy Y. (SEN)

Super Shinobi:
1,457,000 - C. & M.Anthony

Super Thunderblade:
11,088,470 - Darren Pottage

Tatsujin:
1,270,000 - Sherif Salama

Thunderforce II:
1,159,030 - Darren Pottage

Thunderforce III:
2,200,000 - Jeremy Y. (Hard lev)

GAMEBOY

Dr. Mario:
93,400 - Onn Lee

Nomesis:

1,000,100 - William Azzoug

Teenage Mutant Ninja Turtles:
1,940,820 - Onn Lee

Tetris:
135 lines - William Azzoug

Double Dragon

by Technos Japan Corp - Gameboy
Supplied by PC Engine Supplies
Reviewed by Onn Lee

Double Dragon must be the most known beat'em up of all time, because of it's sheer playability, and first to have a variety of moves, including dual player action, 3D isometric view, and the ability to pick up items and use them on the enemy - how many coin-ops have since used this idea? The Gameboy version captures all this bar the two player option. Your aim is simple - your girl has been kidnapped, and you must travel through several stages packed with hordes of bulley guys and gals which you must deck, until finally the finale of rescuing your girl.

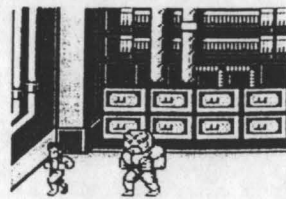
Like the coin-op, you have all the moves available to you - multi-move punch and kicks, flying kick, plus the elbow, although this isn't as effective as the coin-op! The graphics are real ace, not the best seen, but good. The game scrolls real smooth in all directions although each alternate stage switches from 3D isometric to 2D. Sound is wicked too, with tunes similar to coin-op, but ofcourse due to the Gameboy's sound chip, not fabalous. Getting through the levels is really tough, as you are up against punks, women (strangely they don't have whips), Karate men, and the big bald muscle man which is mega tough especially in 2D mode. Although weaponry in the form of oil drums, whips, baseball clubs, knives, etc. can be acquired by decking people, they are not much use, as you usually kill off all opponents before you can get them - where it disappears.

All in all I found Double Dragon one of the toughest games for the Gameboy, and even more playable than the coin-op as with the 2D stages, it's a touch like Ghosts 'n' Goblins too. The game doesn't have a Continue Mode, and when you die, you restart from the start of the stage, so it'll take you some time to complete this unlike Turtles. Well worth getting! A must!! The game has a added bonus for 2-Gameboy-links, where you take on each other in a Street Fighter game, not terribly brilliant, but not bad.

Graphics - 85%
Sound - 85%
Playability - 90%
V.F.M. - 90%

Overall - 90%

RIGHT: GAMEBOY DOUBLE DRAGON AGAINST STAGE 1 BOSS!



NEWS: ISM ARE TO RELEASE A NEW GAMES CONSOLE, BUT LATEST REPORTS, IT HAD BE DROPPED DUE TO INCREASING CLONES ALREADY APPEARING IN THE MARKET! STOP!

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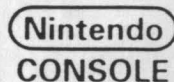
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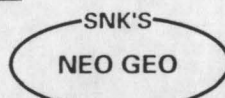
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