

A MONTHLY FANZINE FOR NEW VIDEO GAMERS

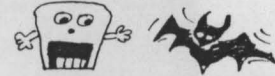
PC Engine

FANATICS

OCTOBER 1989 - ISSUE 6 - ONLY 60p



**VROOM!
VROOM!
NEC
REVEALS
NEW PC
ENGINE II!**



**ALTERED
BEAST
ARRIVES ON
PC ENGINE
AT LONG
LAST! CARD
BETTER
THAN CD ??**



REVIEWS : F1-DREAM, ROCK-ON, POWER GOLF & BREAK-IN - THE NEW ILLUSTRATOR PACKAGE. - THE NEW MEGA-DRIVE PAGE - MORE INCREDIBLE TECH TIPS TO HELP YOU! AND LOTS MORE !!! TURN THE PAGE NOW!!!

EDITORIAL

YO!! How're you doin' ?! Disaster has hit the usual production of PEF, as my Amiga internal drive decided to retire and collect his pension. So any donations made to the New Drive appeal will be greatly received... say, £100 from each person will do nicely (heehee!).

Anyway, with NEC producing a new PC Engine, releasing additional hardware, and a lot more software announcements, the future is looking up and up. How the New Engine will fair when it is released will be worth looking at. Strangely, NEC didn't include as super-faster CPU in the machine - still with the standard 8-bit chip running at 7.16mhz, which would have really put SEGA in hot water.... as it is, it's no competition to the MegaDrive.

Unfortunately, a quiet month this time, with only Altered Beast released.... but not too long to Christmas... and a lot of games are planned before the year is up.

Well, hope you enjoy this issue... see ya next time!

Byee.....Onn.

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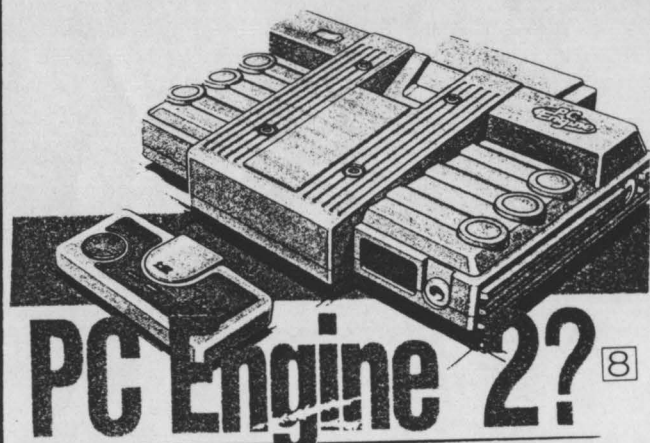
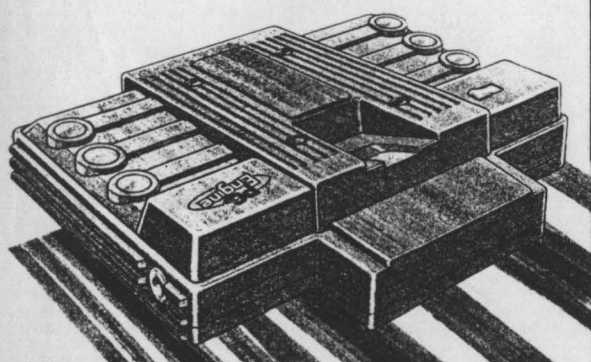
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Below : New PC Engine II



Hottest news from NEC is that, in December, they plan to release an upgrade version of the Engine - the PC Engine II. The unit is not a direct assault on the 16-bit machines from Sega and Nintendo, but a machine that is basically the standard engine with extra features slapped onto it to improve things. The unit is a lot larger than both Japanese and American Engines, and is about the size of the Mega-Drive. It'll be in a blue colour and looks... well... rather like a Engine!! Like the Turbo-Grafx-16, the unit will be sold with an auto-fire joypad. Extra improvements over the standard engine includes an increase in main Ram from 8k to 32k; Video Ram from 64k to 128k; number of sprites on screen from 64 to 128 with - from 16 to 32 across screen (Horizontal); background from 1 to 2 and includes a video socket for better picture with stereo sound instead of mono through RF output. It also has a LED light to show it's either on or off at the front... how many of you have left your engines on without knowing it?

If you have read in C+VG that, it runs as 16mhz, they seem to have missed the decimal point, and the number 7 in front of it.... yep.... it runs at 7.16mhz as normal.

Although improvements have been made, it's unlikely that specialised games will be programmed for it, unless NEC sees it as a totally upgrade machine. But certainly games will detect it is running on the new system and use the extra features... especially the extra memory, as this will certainly make CD games more common and less loading like the bodge job of Altered Beast is. Sprites shouldn't flicker like in R-Type or Space Harrier and games shouldn't slow down like in Bloody Wolf. Because of the different shape and size of the console, it will ofcourse not be able to connect to the CD-Rom interface. It's expected that, it will be using the same CD-Rom as the American Turbo-Grafx-16.

How the Japanese will sell the machine is another matter. Will they part exchange with old standard engine? Or do they see the machine as a totally different machine like the 8-bit Sega is to the Mega-Drive, so present engine owners will just have to fork out the full price for the new machine? And will the machine appear over here?

Right:
Victor Musical
Ind.'s CD-Rom
Graphic Adventure



THE ILLUSTRATOR

End of last month, NEC in co-operation with Hudson Soft released the Art packages (as reported in issue 3), comprising of the 'Artist Tool' program HuCard, Illust. Booster, Printer Booster and Photon Reader. All these items can be bought separately. Firstly, the 'Artist Tool' is the actual paint program and come on a 2meg HuCard with it's documentation. The program will work with the standard pad controller, but ofcourse is a lot better with the Illust. Booster (see later). The program lets you draw using 16 of the Engine's 512 colour palette, which is displayed on screen for you to choose. Text can also be entered by selecting the characters from a box of numbers, alphabets, symbols including the Japanese cset. Most of the usual drawing options are available like free hand draw, fills, zoom facility and x/y co-ordinates option. The program will work with the CD-Rom interface or Hudson's Back-up Ram Unit so you can save your masterpieces assuming there's enough free ram. Artist Tool cost approx. £26.

The Illust. Booster is a touch sensitive graph pad and cost approx. £45. It's about the size of this page turned 45 degrees, with three buttons on one side and a transparent drawing pad on the other. At the back of the pad above the buttons is the lead that plugs into the normal pad socket. Using a plastic pen, drawing on the pad will put up what you've done on the screen. Because the pad is transparent, you can put a picture underneath the pad and trace over it.

The Print Booster at around £113 is a plotter for the engine used in conjunction with the Artist Tool. Your engine slots into the front of the Print Booster through it's 96-pin expansion bus.... which means, you won't be able to have the CD-Rom or back-up Unit connected. Using colour pens, the plotter can draw out your masterpieces of art in shades of different colours. It's handy for typing out letters too, if you don't have a typewriter or computer.... especially japanese text.

The Photon Reader at around £25 is a mystery. It resembles a fat pen with a flat tip with a lead on the top ending with a pad controller type plug. The connector plugs into the Printer Booster with the pen in the 'pen' position. What exactly this does is anyone's guess... unless you know japanese. One possible use is that, it does the opposite of the normal use of the print booster, by scanning pictures inserted into the unit and reproducing them on the screen - but in mono ofcourse.

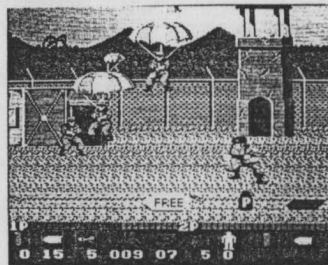
NEC Avenue

Nec Avenue have done it again, and Super Darius' planned release date have been postponed not been given another date. Will it come out before the end of the year?

What of their other planned games? Outrun looks to be a real fantastic conversion, but still no release date, but

hopefully before Christmas. Work on Operation Wolf have been active, and the game is looking good, but not as good as it should be with small, less detailed graphics.... but then again, they might change. Amazingly, the game has a two player (NOT simultaneously unfortunately) option which is quite rare on engine games.

As for Strider & Ghouls + Ghosts... you'll just have to play the coin-op versions till you can complete both and then it might become available. Avenue are having doubts that they will fit either games on 4meg HuCard... requiring atleast 6 or even 8megs, and may possibly be on two HuCards like R-Type. It's unlikely the games will be available on CD, as there isn't enough memory in the engine to handle the graphics, etc.



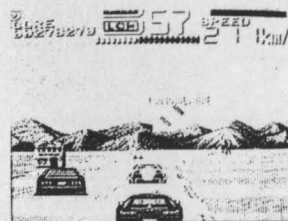
Above : Operation Wolf

Taito

Taito have a few biggies in the pipeline for the engine. The hottest is their challenge to Sega's Outrun, Chase HQ. The game puts you in the role of two plain clothes cops in your snazy Black Turbo charged Porsche 928... in a 5 stage racing game as you go after the suspected criminals. Screen shots of the engine version looks amazingly good although, the action screen shots has the Porsche in blue, but when it stopped a car, it's black again?! The game is unlikely to have speech, but instead, japanese text appear on screen

From fast cars to cute chicks.. of the feather kind... The New Zealand Story will be converted to the engine featuring the famous little kiwi. The game's graphics are a bit crude, but the playability should be as good as the coin-op.

The last one - Volfield, a variant of Qix with extra features like extra weapons etc. is looking good too, but then again, it's not a very advanced graphical game. Volfield is expected to be available in December.



Above: Engine Chase HQ from Taito.

More CDs

On the CD front, NCS is hoping to release a massive baseball game for a November release. The game called ROM ROM Baseball has several options and could well be like Super Albatross. Another planned CD game will be based on the popular blocks game - Mah Jong, to be released by Hudson Soft. The CD will feature three different types of Mah Jong games. One game that was a big hit on japanese PC Computers was a strategy war game called Super Battle... and the game will be converted to the engine. Planned for a December release on CD from System Soft. The games are played on giant maps, and seems to be a lot more complicated than the brilliant Nectaris... so japanese might be needed.

And The Rest.....

You might have read about a game called 'Formation Armed F', in certain mags, but we can reveal that , the game is a vertical space shoot'em up - GunHed style. You take control of a RC30 Spacecraft in a multi-stage and multi-weapon blaster. Extra weapons comes in the form of side pods. When power-ups are collected, these can fire ripple lasers, missiles, etc. The game is expected to have fabalous music... but current screen shot graphics are pretty poor, as there's no masking of the sprites, so you get a square black box around them.

All you waiting for Capcom's Tiger Road, won't have to wait too long if they release the game on their planned date for December. The graphics look very cartoon like and give it a cute look to the game instead of the dark, blood thirsty axe wielding game.

IGS' games - Cyber Core etc.... have put back their release dates and won't be available until next year - probably not until March '90.

The 3 screen motor racing game - F1 Triple Battle (we thought it was called F1 Grand Prix) from Human will be available in December. The game has three options , - Test Run, World Championship and Battle. In the first two options, only one player can complete, while in Battle mode 1-3 players can race simultaneously. The game has 16 circuits from Brazil to Australia, 39 competitors and options of car parts - type of steering, Tires, engine, gear and even colour of car.

Knight Rider is expecting to appear in December on 2meg HuCard. The game looks to be a similar style of game to Chase HQ, but you can equip your car like a machine gun. There's even a scene where a F16 fighter flies overhead, and you can jump up and attempt to shoot it down!!

What can we expect in November? Irem's much long awaited Mr. Heli should appear, and look superb! U.S.A. Basket-Ball should also appear. Hudson Soft will be releasing Neutopia - an Arcade RPG game. Some Japanese is needed, but as much as Dungeon Explorer.

PC SHOW SNIPPETS

The PC Show opened it's doors a few weeks ago, at London's Earl's Court. The P.E.F. team arrived on Sunday October 1st from different parts of the country, with a few hitches... namely parking spaces, tubes stop running, etc. My thanks to Christine for the lift there. We wouldn't have got there without you.... then again.... urhumph. Oh, I must congratulate you on your amazing technique in the art or parking in tight spaces... called 'if you can't get in, push the car in front a few yards forward' maneuver!

If you didn't go, you didn't miss much. The engine and megadrive were on sale at selected stands but not in great numbers or on show. Mastertronics /Virgin did display the megadrive, but was more interested in thier 8-bit segas.... rather foolish, considering the public was more interested in the 16-bit machine. If they had channelled more of their resources towards the megadrive, they might sell more megadrives when they release the official 16-bit Sega.

As for the Konix system... the machine looked fairly poor in comprison to the hype it has been given. none of the games that ran on the console were very stunning... most were really slow, especially Logotron's Star Ray when compared to the Amiga's fast version. Last Ninja looked the same as the C64 version and Jeff Minter's Attack of the mutant camels... well... nice display of colours but nothing much else... but I believe all the graphics will be changes - so it can only improve. However, the chair is a neat piece of hardware. Although, no game was using the chair when we were there, sitting in the chair and moving the controls, rolls the unit around like in Outrun. It doesn't however throw you around like Space Harrier, but an extra £200 on top of the already £200 Knoix console, it's rather an expensive add-on, which only used for action games. I can't see games like Tetris, Strategy games or arcade/adventures using the system.

Atari showed off thier hand-held console - the Lynx. The 16-bit Amiga like machine looked totally awesome... see elsewhere for more information.

On the computer scene, the hottest coin-op conversion was of Atari's Hard Driving.... but not on ST or Amiga (although they are great conversions too), but on the totally amazing Atari TT computer. The conversion runs as fast as the coin-op machine, if not faster. Maybe the coin-op machine has the same hardware as in the TT machine? Here's one machine to put on your list entitled 'Dear Santa...'

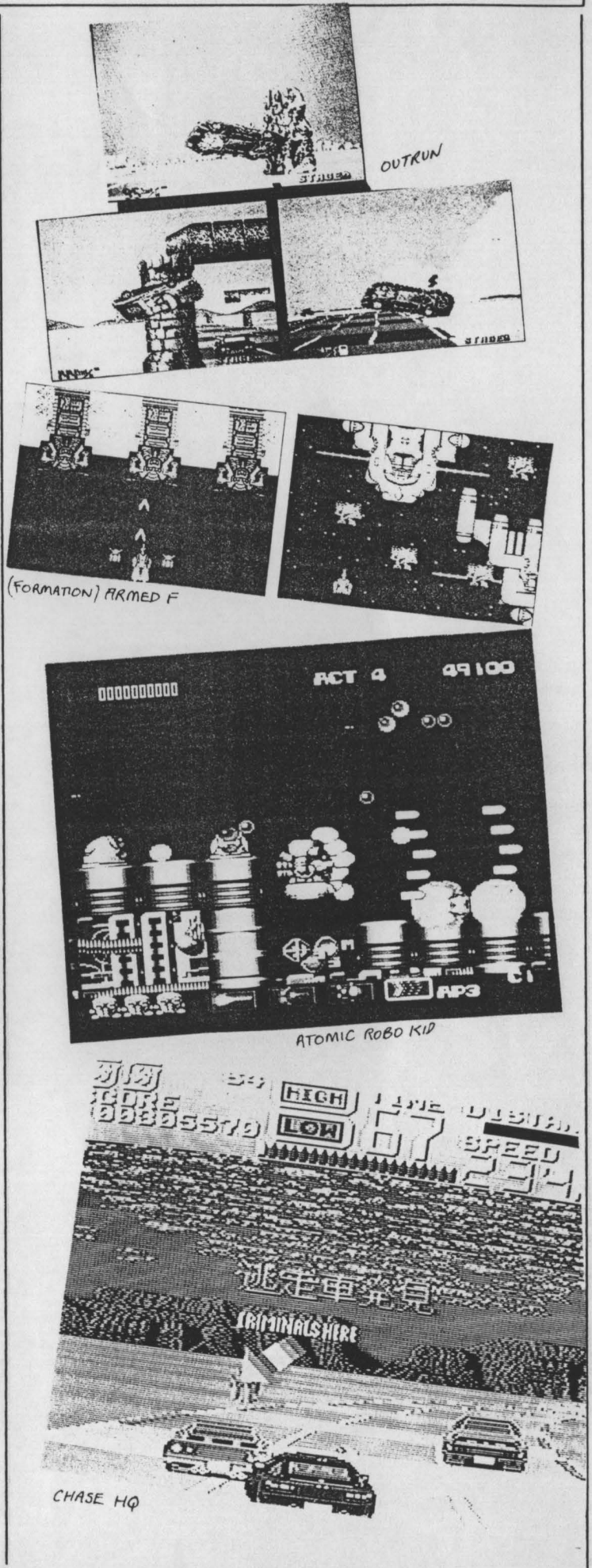
Atari also had a giant screen up, linked to two Atari STs running Continental Circus in sit in motor racing car bodies. Here, the public could try to race against one another.

Apart from Hard Driving, the best games to come for the rest of '89 and for '90 seem to be fast filled-in 3D graphic games. There's Stunt Car, Bomber, M1 Tank Platoon, F15 Strike Eagle II, F19 Retaliator, and so on. All were on show but unfortunately, were not available to buy.

One good conversion that could be better than the PC Engine version that was on show, was the conversion of Taito's Ninja Warriors. The game is been handled by Sales Curve, the progammng team responsible for the excellent conversion of Silkworm.

However, that was it, nothing particularly stunning. No showings of Ghosts 'n' Goblins, Ghouls 'n' Ghosts, Commando, Aqua-ventura or Power Drift. No Electronic Arts. No free posters... you had to pay for most of 'em. And Micro-Prose didn't even have some sort of flight sim. hydrolic ride. We still think, the best PC Shows were held at the Olympia. There's something about the place that makes it feel better than that of the Earl's Court... what I don't know. Hopefully, next year will be different, with separate shows, one for business and the other for home and leisure. You know which one we'll be attending... yep.. the buisness one..... ?!?

So, see ya all there next time!



ALTERED BEAST

by NEC Avenue / CD-Rom Version
Reviewed by Justin Saunders

This is NEC Avenue's first venture into CD Rom with a lot more titles to come.

For those of you who are not familiar with Altered Beast, you play a character who is required to rescue the daughter of a god, who has been imprisoned by an evil wizard. Now your character is dead, and the god rises you from your grave to rescue his daughter. From there, you go on to fight the evil wizard's henchmen in their various forms and guises.

Right, that's enough of the story - on with the game play. On loading up the CD, you are presented by the title screen with some deep sounding music. You are then shown an option screen which you can select either Start, Story or Difficulty - which can be Normal or Hard. If you select Story, you are presented with various pictures looking like oil paintings which are quite well done, and lots of Japanese speech, showing the various end of level baddies. When the story has finished, you can get on with the game. After pressing Run, you have a pause of about 8 seconds for the game to load. It then presents the game with some very clear speech saying 'Rise From Your Grave', a bolt of lightning then shoots down the screen and rises your dead body from the ground.

You then start to play a right to left scrolling game (you move left to right), punching and kicking headless zombies, and blue and white dogs. Kicking the white ones, they will explode and release a blue flashing orb, which powers up your strength, to the words of 'Power Up'. If you collect three of these orbs, you transform into a Wolf, Dragon, Bear or Tiger. Depending on what level you are on, the transformation from man to beast is shown in graphic detail with a sampled roar as you change. You are then sent straight back to the game, but you have Super powers like throwing flames or having an electrical barrier around you.

You keep moving along until you meet the evil wizard, who with a burst of 'Welcome to your doom', transforms himself into a large creature that throws heads at you or a plant that pops eyeballs at you, or a snail with a Dragon in it.

The game play is ok, but the thing that spoils it, is the constant loading from CD, on the first level, you get about four loads, and on the second and third, so it spoils the game a bit. The sound is quite disappointing for a CD game as well,

because it only plays sound from the CD when the story is playing or when it's Game Over or in between a level. All the other time, it uses the engine's sound chip for the in game tunes and spot effects which are ok.

The graphics are well designed, much better than the Amiga version - that looks like a sixty-four game to me, with small sprites and even more sluggish play than the engine version. The graphics on stage 2 are better than the MegaDrive's graphics! On the engine version, it's slightly more colourful, which surprised me as I would have thought they would have given the MegaDrive version more colours. The engine's sprites tend to flicker a fair bit when a lot of things are on screen too.

Anyway, a fairly good conversion, but I think it will be better to get this on the Rom-card as you will not have to put up with the constant loading. With only 8k of main ram, some nifty bit of programming is needed to get a good game from CD... which Avenue haven't really achieved. Hopefully, their next big release - Super Darius on CD will not use the constant loading technique. Also, the CD version of SideArms is expected in the next week. Another missing item of the CD version is that, there is no two player option! Anyway, here is the ratings:

Graphics	- 82%
Sound	- 75%
Playability	- 60%
V.F.M.	- 75%

Overall - 78%

UPDATE - HuCard Version

Just arrived is the 4meg HuCard version. This is vastly better than the CD version, as the game runs more smoothly, and with no constant loading, the game play is more respectable.

As expected, there is no story mode - who cares... as the speech are in Japanese anyway. And there are no digitised speech throughout the game, but this doesn't spoil the game in any way. As you have read the above review, sound effects and tunes are not any different as they are from the Engine's own sound chip.

The game also has the two player option included, so is a lot more enjoyable if you happen to have a multi-tap and extra joystick.

If you want Altered Beast (and if you have a CD-Rom or not), forget the CD version and go for the HuCard one. Not only is it better, it also is cheaper..... unless you buy it from Japan.

Competition

Firstly, last week's competition results to win the game - P*47. I have to say, that no one got the answer correct, so the winner will be picked from the ones nearest to the correct answer. Before I give the name of the winner, here's the answers:

1. The games are on '2' meg Cards.
2. There are '8' stages to R-Type.
3. '4' players can play Tennis-doubles.
4. '18' is Jack's number.
5. This one seem to have stumped everyone - the number being '5'. Officially, only 2 wrestlers can be in the ring plus the ref... making 3... but in tag-team, your partners can enter the ring to help, making 5.
6. There's '16' bits.

And, if you get the old Abacus out, you will have calculated that, the answer is '47'. Pretty obvious really, considering we're giving away P*47!!!

So, whose the winner? The nearest to the correct answer we received was '45', and out of the hat... the lucky winner is Gavin-De-Bank, from Staffs. P*47 (or P*45 in your case) will be winging it's way to you in a day or so.

THIS MONTH'S COMPO!

Well... this month, I can't think of a compo question(s), so here's what you have to do. For the past issues, we've been printing the Japanese top ten Charts. Now, to win next month's prize, all you have to do is to predict what you consider will be the top game in next month's Jap. Chart. If no one gets it right, then it downgrades to second place in the chart list etc...

What do you win? Well, I don't know! What? you ask! Well, the prize will be the latest available HuCard game that's available close to the closing date : 21/11/89. It will most likely to be Mr.Heli. However, if you are after a particular game, instead of the latest, then write it down, and should you win, we will try to get that game for you instead. Make sure the game you write down is already available. Please don't write Outrun, Powerdrift, etc.. as they are unlikely to appear by then.

Only one answer per person and send to normal address.

Good Luck... here's a competition that even I don't know the answer to. New chart will be based on charts from different mags

ROCK ON

Big Club / 3meg HuCard
Reviewed by Onn Lee

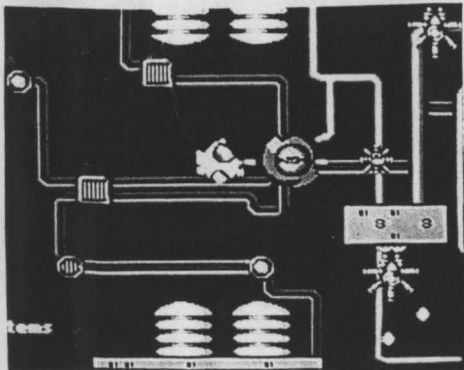
This is the first game from the company 'Big Club', and they win P.E.F.'s first prize for the most basic cover design on any PC Engine title... but what of the game?

Rock-On is a horizontal scrolling shoot'em up, although it scrolls up and down too, and has similarities to R-Type. Been a greedy pilot, your objective is to get as much cash as possible by travelling through the four stages of the game shooting everything that moves. You control a fat little orange ship equipped with low powered pulse beams.... as always! Alien ships fly towards you in different formations shooting all over the shop. Shooting a whole formation of enemy crafts or certain ships and a weapon icon will be left behind. These range from speed-ups, laser, 2; 3; or 8 way fire, front or rear flame thrower to napalm bombs, extra ships or start of stage teleports. Your ship can hold 3 weapons onboard, not including speed-ups or your standard weapon. Fire button II fires your standard weapon while button I fires your first weapon you collect, and the Run button selects your 3 onboard weapons.

On stage one, you'll start in outer space... then fly through an asteroid field and finally meet up with the end of stage Boss - a giant armoured battle ship rather like the one on stage 3 of R-Type. With only 4 stages, it seems a bit less.... but each stage is quite tough to get through, and latter 2 stages are extremely long. Graphics are fairly bland and not very spectacular and sound is fairly average. On the playability stakes - the game's not a patch on R-Type, but quite a challenge when you reach stage 3.

Graphics - 75%
Sound - 70%
Playability - 75%
V.F.M. - 75%

Overall - 75%



Rock-On : No weapons and on stage 3

BREAK-IN

Naxat Soft / 3meg HuCard
Reviewed by Onn Lee

Break-In is the first Pool/Billiards game for the Engine, and certainly the best version of it's kind on console or even home micros.

Break-In has a host of options including Simulation, Action and Technique modes. There's 6 options of games including 9-ball, 8-ball, Rotation and Yotsudama (Billiards). You can also play against the computer opponents or 1 to 3 other human players. Team matches can be played too, two against two. When you play against the computer, you can select opponents or challenge from the lowest rank to the champion.

Play is viewed from above the table, taking up 2/3rd of the screen. The bottom shows the windows - displaying player, balls on table or potted, and control window where control of cue action etc. is displayed. To play a game - ie. 9-ball pool, (where one player tries to pot spots and other stripes and lastly the black), you first place the white cue ball. Then you move an 'image' ball to the place you wish the cue ball will travel... whereby, you are then given a 3D view from behind the cue ball and intended shot, and you can then spot where you wish to hit the cue ball. eg. Hitting it right at the bottom and it will hit the object ball, then screw back fast. With this, you can do run throughs, curls, spins etc. Lastly, you must determine the power of the shot by a side-view of the cue and ball. Once done, the shot is taken and the balls move smoothly around the table following the laws of physics. The computer acts as referee calling fouls, replacing balls etc. When all spots or stripes are potted, you must select a pocket before you try to pot the black. To win, you must win 2 matches out of 3. In Technique mode, you can also select from Pocket, Carom or Fancy shot options. In Pocket, balls are set up and the computer shows you how to pot the balls, then gives you a go to copy him. Carom is for practising billiards play, and Fancy shot is like pocket, but balls are arranged for trick shots like the professionals do on the telly, like potting 4 balls in different pockets with one shot.

Break-In is a first class pool/billiard simulation and highly playable. Graphics are defined well, although it's sometimes difficult to tell if certain balls are spots or stripes or what colour they are. A nice ditty is played during games which gets rather annoying, but the clashing of the balls are quite realistic. With so many options

available, I can't hardly fault it although when playing a game it can take sometime to complete, especially when playing billiards or bowlard - a sort of pool crossed with Ten-pin bowling scoring. The other fault, is that, there no snooker! If you're fed up with shooting aliens to bits, jumping on platforms and want a nice alternative game - Naxat's Break-In should not be missed - certainly better than the slow Firebird 3D-Pool on the ST/Amiga.

Graphics - 90%
Sound - 80%
V.F.M. - 90%
Playability - 90%

Overall - 90%

MEGA-DRIVE ADD-ONS

The XE-1SG Joyboard

Reviewed by Darren Pottage

As yet there aren't any major add-ons for the megadrive, but recently a new joystick, for the console fell into my more than willing hands - the XE-1SG Joyboard. With the all important three firebuttons, all of which have independant, variable turbo autofire, the joyboard is a nifty accessory.

Mounted above the buttons is a panel which contains 5 LED lights which flash in series when you hit the buttons, and totally freaks out when you engage autofire. Last but not least is the variable turbo slow mo (essential for Thunderforce II) which certainly helps.

The only niggle is that when I first used the joyboard, I was on the third level of Ghouls 'n' Ghosts when my knob fell off! Actually, I'll rephrase that, what happened was, the ball on top of the joystick fell off after working loose. Imagine spending 2 hours on a game and you're on your last life and your one minute from completing the game and then that happens. Just make sure the bedroom window is open before you chuck it out. Thankfully though, I cured the problem with a spot of glue.

The XE-1SG board is available from PC Engine Supplies and retails around £34.



F1-DREAM

By NEC Avenue / 2meg HuCard
Reviewed by Darren Potage

Get into gear and vroom vroom, with NEC Avenues latest racing game, F1-Dream. The game is presented in a look down view as in Motoroad and puts you in the driving seat of an off road Porsche, a formula 3000 car and if you make it to the top, a formula 1 car.

You start off on an off road track with a budget of 10000 dollars, but you must place a bet of a minimum of 1000 dollars or anything up to 4000 dollars, if you come first you win the money, if you lose then you're slightly out of pocket. Now you hop into your Porsche and put your foot to the floor, actually it's not as easy as that as the gears are weird. Button (II) is first gear, (I) is second gear and when you want turbo, you press down both buttons. The first track is fairly easy and can be completed with turbo on all the time and burning off the competitor is no problem, especially if you cut corners, and that means taking to the loose chippings. Later tracks are much more harder and taking a bend too fast means a nasty headache as you plough into a barrier, it's better to take the sharp bends in second gear and use turbo on the straights.

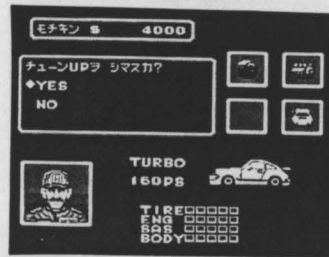
After you complete each course you're given the chance to buy go faster parts such as better engine, tyres, body and suspension. After about 3 courses you have the option to proceed to formula 3000 and the parts you have bought are carried on to F3000 car.

The first track is time test and the better the time determines where you start on the grid (I'm so good every time). Then it's onto the race, now the fun really starts, as you are racing 7 other drivers who don't mind cutting you up and sending you into the barrier. Everytime you crash and for every unit of fuel used a gauge drops at the top of the screen and when empty your car blows up, but don't worry as you can replenish by doing a pitstop if you're gauge gets low. There are three laps in F3000 and five in F1 but to get that far you must really do your car up, so get saving. If you have to retire a race the game is over but there is a continue feature and if you want to switch off there is a password you must write down, which is in English thankfully, as Onn and myself had a job writing the japanese password down for Final Lap last month.

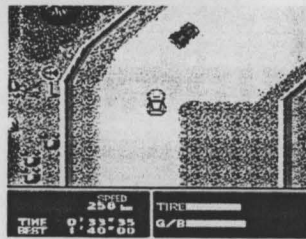
F1 Dream is well 'ard, the background scenery is brilliant as you race over snow, mountains etc. off road, and through cities, underbridges and by the sea in F3000. You really do get a big game for your money as it takes about 2.5 hours to finish. Sound

is used well and gameplay is excellent even through its a one player game, so go buy it.

Graphics	- 85%
Sound	- 80%
V.F.M.	- 88%
Playability	- 88%
Overall	- 82%



Above & Right: F1 Dream. Race and equip your car scene.



Power Golf

by Hudson Soft / 3meg HuCard
Reviewed by Onn Lee

We've already reviewed 3 golf games for the engine, so what's Hudson's version like in comparison? On inserting the card, your bloke swings, and tees off, punching the ball into the distance.... then the title 'Power Golf' looms into view accompanied by some nice music. On pressing run, three options are presented from Stroke Play, Match Play and Competition. In competition mode, 3 players can play against each other. Once you've selected the game type, you must select from 3 people ... a young man or woman or older man... each with different strengths. eg. The younger man can hit 211 yards with a 1 wood, while the woman 191 and older man 220. Your name is then entered.

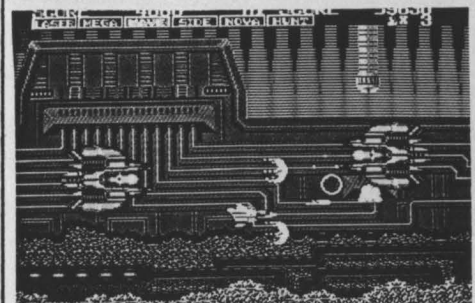
Then it's onto the course at hole one. You first look down onto the hole, which then scrolls to the start position. In the top left corner, info. on the hole is given :- Hole number, the par, distance from the hole and direction of wind and speed. Under this is a long window showing the course with all bunkers, water hazards, green, etc. Under this, current shot, and lastly your current club, shown in graphic form and size number. From your tee position, a triangle pointer is displayed in front of your ball. Moving the joystick left/right, rotates it around your ball.... to determine the direction of your shot. Moving the joystick up/down

changes your club from wood to irons to putter. On pressing button (I), a window pops up showing a 3d view behind your player (leaderboard style) with a power gauge at the bottom. Press and hold down (I) and a pointer will move along the gauge and releasing button will determine the power. On releasing, another pointer will move back. On the gauge, there is a red mark - if you press the button again when it's on the red area, the ball will travel straight and true (allowing for wind ofcourse). Hit button when it's on either side of the red area, and you'll slice or hook the ball sending it to the left or right. If you don't press at all, the shot is aborted. Hitting it straight is quite tricky as you have to be very precise. Once you get on the green, it's shown in full. The green itself is covered with 'V' shapes which determine the direction of slope and the bigger they are, the steeper. A neat touch is, if you're on the green and take too long to hit the ball, your player bends down to eye the hole!

The select button is also used, and when pressed, four arrows appear letting you scroll the screen around the course for a better view. The Run button toggles the score board. Aswell as normal play, there's the Driving Contest and nearest to the pin contest.

Power Golf, is defately the best Golf game on the engine, but unfortunately, there's only one golf course - so once mastered could be less interesting, although some of the holes are quite tricky with small islands surrounded by water. Graphics are first rate for the game and sound is used to good effect with 'whooshes' as you swing and 'splashes' as the ball plonks into the water hazards, but only one tune is played throughout the game. Power Golf is certainly worth getting if you want a good golf game, although with only one course you might want to wait for Jack Nicklaus' but if it's as slow as the computer version on updating the screen... I'll rather have Hudson soft's.

Graphics	- 93%
Sound	- 85%
Playability	- 93%
V.F.M.	- 80%
Overall	- 90%



MEGADRIVE: THUNDER FORCE II

THE SEGA MEGADRIVE

BY DARREN POTTAGE

Still unofficially launched in this country, Sega's new console, the MegaDrive, is starting to sell like hot cakes, but how does it rate and how does it compare with NEC's PC Engine?

The Sega MegaDrive is a beast of a machine with a 68000 processor running at 8mhz and a Z80 running at 4mhz. The speed at which it moves graphics is quite amazing and it handles high sprites that move around the screen with zero flicker and brilliant sound that pumps out through 10 channels in glorius stereo (check out the sound on Thunderforce II) make this console the business.

There are numerous ports on the MegaDrive, for Power, RGB signals, a headphone socket and two joystick ports (something NEC should have made standard on the Engine), there's also an expansion port, possible for a modem link.... or even the keyboard/disk drive or CD-Rom.

At present though, it is only Sega who are producing games for it with the exception of Techno Soft that produced Thunderforce II, but considering Sega have a string of arcade hits, who cares? The MegaDrive is certainly a machine to be reckoned with and boasts some amazing games and might have the edge technically over the engine but comparing them is like doing so with an Amiga or ST, I was bowled over by both of them, so I bought both of them....

MegaDrive Spec:

Colour Palette : 512
Colours on screen at one time : 64
Main Ram : 72k
Video Ram : 64K
Sound : 10 channel FM, PSG & PCM Stereo.
Add-ons : First out will be the modem... with a few games already able to use the device like Baseball. A CD-Rom is in development and should be seen on the market soon. And word is, a add-on keyboard and disk drive is in the pipeline.

Although the MegaDrive is one hell of a machine... sales of the machine in Japan has not been what had expected. When the machine was launched, it sold extremely well, but pass few months, it has tailed off. One reason for this is probably because it's not that much better over the engine, technically, which was released two years before, and the small amount and slow software releases. Predictions are, that Japanese sales will continue to fall as time draws near when Nintendo launches it's Super Famicom in Summer of '90. However, software for the MegaDrive will surely increase as it has been launched in the U.S..... with already a number of companies developing games for it. One being Spectrum Holobyte who

will be converting their highly advanced combat flight simulator - Falcon. How they will imitate all those keyboard controls onto the MegaDrive's controller will be worth waiting for.

Thunderforce II

MegaDrive - by Techno Soft
Game Supplied by PC Engine Supplies

Thunderforce II is the first multi-scrolling shoot'em up to hit the MegaDrive and it certainly delivers the goods.

As usual, it's you against them in a fight to save your planet but unlike many shoot'em ups you alternate between a horizontally scrolly scenario and a look down view.

There are 8 stages to complete and a 9th level where you confront the hugh mothership which is one mean dood as you have to knock out about 25 gun turrets, lasers and huge balloon spewing cannons. Help is a hand though, as you can collect a vast array of weapons from sideblasters, megafash, five waves, lasers and even temporary invincibility. The first thing you notice about the game is the speed, it's fast and on level 4 and 8 - I mean mega fast! If you complete level 8, check your pulse (this stage is not recommended for the faint hearted) and the stages are huge especially on the look down views where you have to negotiate tortuous mazes to find 4 or 5 enemy bases which to finish the game, it vast.

The graphics are well smart as you do battle over volcanic planets and above an Egyptian landscape with temples and pyramids and fly horizontally through multi-level parallax scrolling cities. The aliens are equally good, check out the end of level super enormous maggot in stage six... it animates perfectly.

I could drone on for hours about this game, but I won't, so go and buy it. I will mention sound though. You have just got to pump the music through your midi as the megadrive really goes to town with 10 channels of superb music blasting out in glorious stereo, with sound effects and tons of speech in the background, nothing slows down at all.

Overall, Thunderforce II is heavily recommended for all you shoot'em up fans and there's enough in this game to keep you engrossed for weeks, so buy it.

Graphics - 93%
Sound - 97%
V.F.M. - 90%
Playability - 90%

Overall - 90.5%

Coin-op Format - I've never seen the coin-op of this game - there probably isn't one, but I have played Thunderforce, which is just top down, and I have to say, the conversion based on just the plan view stages is about 95% perfect a real class bit of programming.

Om - ED.

Ghouls 'n' Ghosts

MegaDrive

Game supplied by PC Engine Supplies

First of all, let me just say, if you own a MegaDrive, then buy this game, it is the coin-op on a cartridge.

Ghouls 'n' Ghosts is a mega-awesome game and is the follow-up to the great classic of '86. Ghosts 'n' Goblins. You, as Arthur the knight, are cast into a dark and dank, uninviting land on a solo quest to rescue the fair princess from the evil gatekeeper. Before you reach her though, you have to fight your way through each level and hack your way past zombies as they rise from their graves and treefulls of vultures who swoop down on you, not to mention skull spitting plants who need more than a little weedkiller to kill them, and this is just one level. Later confrontations includes fiery bats, hugh bouncing turtles and not too pleasant rake carrying Pigs (where have you seen these before?).

You start off with a silver suit of armour to protect you, but every so often a chest appears and when opened reveals either a different weapon or a gleaming gold suit of armour. When you have this, simple by holding down button B until the meter at the bottom is full, let go and you have a Mega-Weapon. For instance if you are carrying the sword, you get a huge bolt of lightning which frazzles everything in your path if you've got the axe then your mega weapon is a huge ball of flame, there are six weapons in all but I'll let you find out the rest.

Every other chest along the way, produces an evil wizard who can change you into a lame duck or an old geezer who can't fight back, this only lasts for a few seconds though. The end of level monsters are particularly impressive with level one having a huge demon at the end with his head in his hand and he fills at least one third of the screen. The beasties animate incredibly with speed to match (check out level 2's dragon) and no sign of flicker.

Background graphics are wicked, with a graveyard scenario in level one complete with pouring rain and trees swaying in the wind, and the parallax scrolling has to be seen to be believed, it's just totally amazing. Sound hasn't been forgotten, with every sound effect from the coin-op present right through to the eerie pipe organ music.

Ghouls and ghosts is up to yet, the best game for the MegaDrive and really uses the machines graphics capabilities well, but nevertheless is still an early release for the sega, so who knows what future games are gonna be like.

Graphics - 98%
Sound - 96%
V.F.M. - 93%
Playability - 90%

Overall - 95%

NINJA WARRIORS

This is one hell of a difficult game, so it's nice to have a few tips on it.

Firstly a tip from Geoff Ousbey:

Firstly switch the PC Engine on, wait until the title page appears, then press the SELECT button twice, the 2nd time keeping the SELECT button depressed. Then while holding down the select button, press and hold the RUN button also. A couple of seconds later, you will then be presented with 'The Ninja Warriors Juke Box'. By using the left and right on the joystick you may select which tune/sound you desire, then by pressing the Run button, you may listen to it.

Here's some more tips on the game:

First, get killed and keep holding down DOWN while the ninja is exploding. Second, get killed and keep holding down LEFT as in the same manner. Third, RIGHT. Last, UP. Don't Forget To 'CONTINUE' Everytime You Get Killed. Now you're in ROUND SELECT MODE!!

At title, hold down Button I and push UP, RIGHT, DOWN, LEFT. Release Button I and push UP, RIGHT, DOWN, LEFT again. You'll hear a sharp sound if you get 9 continues successfully.

A handy tip : If you approach a fire-breathing ninja while facing it, he'll breath at your knees which is hard to dodge. If you turn back against him, however, he breathes at your head, which can easily be avoided by keeling down.

MONSTER LAIR

Enter the same name for all top 5 scores and the game will run in HARD MODE!!! So, insert different names if you don't want to enter Hard mode!

For Sound Test Mode, on title, hold down Buttons I and II then push Run.

BLOODY WOLF

This is a really difficult game to master, so here a nice little tip for the game:

At the title, push UP, Button I, Down, Button II, Left, Button I, Right, Button II. If you hear a sound, then you have managed to get infinite continue mode.

For the Sound test Mode:

At the title, hold down UP and Button II then push Select button.

For all you really 'ARD commandos who think this game is a piece of cake, and could complete it standing on your head... can try this :

First, complete the game once. At title, push : Up, Down, Right, Right, (I), (I), (II), and then Select for fast mode.

Or

Down, Up, Left, Left, (II), (II), (I) and then Select for flying mode (Mega super fast!).

Also, if in water, shooting at certain positions, a white character appears out of the water, which increases your bullets to 99.

On stage 5, if you climb a certain tree, one of the back ones, a KOALA appears clinging on the tree in front and to the left of it. If you manage to get the Koala, you will get maximum health power and all items.... key, glasses etc..

LEGENDARY AXE

We've had no tips for this game yet, so here's the only one that seems to be available. This will give you more continues - the amount depends on how fast your hand can move!

When you die and GAME OVER appears, hold down Button I + SELECT and push LEFT as rapidly as possible. It's how many times you push LEFT that you can continue.

ORDYNE

If you complete the game in KANA-CHAN mode (as mentioned last month by holding down button I), wait for around 3 minutes at what seems the last screen. Faces of the staff will appear.

The pink Dragon Head Boss (called Crystal Head) emits jellybeans. Keep destroying them for a massive score!

Also, if you reset the game 5 times (Run/Select) then hold down LEFT-UP, Button I, Button II and push RUN for Test Mode. Here, you can listen to all the tunes and sounds from the game, start with 1-10 lives, auto/manual firing, and level selection mode toggle. To choose options push Run+Select. To start, reset and start.

GUNHED

The past issues we've given you some tips for this game, but they were not to help you... so here are some helpful ones for all of you who are having trouble completing the game.

For Stage Select : At title, hold down Select and push Left and Right 8 times by turns for Sound Select mode. Then, push Button I, Button II, then push Select 21 times for Stage Select Mode. Do not choose 11 or more. When you start, hold down Button I or Button II and push RUN for extra lives, bombs and continue facility.

For Invulnerability : In Stage Select mode, choose 57 and push DOWN. There is little chance you succeed, but when you do, the screen disappears and the title demo starts. You are already in invulnerable mode but the play should have slowed down. RESET once, and thing's should be alright.

Also, in Sound Test Mode, choose sound 77 and push Run. When opening demo begins, reset once and push Run to start for invulnerability. Or, choose 00-09 or 0A or 0B or 0C and push Run while holding down Select. You'll meet with a boss corresponding to the number.

PAC-LAND

For big bonus scores, make all lower 4 figures of the score to '0's somehow. A difficult task I know. Once you have done this, banging your head against the flying ghosts (with helmet on, ofcourse) is useful. Then move an obstacle that emit a balloon. From then on, all balloons would be 7650 points!!

ROCK-ON

Select FIRE BALL, ROCK ON MISSILE or FRON CRUSH. Use it. Before it disappears, push Run and choose another item. The item you just have used is still left.

Some tips: On stage 1, use the 8-way fire to destroy the big ship.

On stage 2, you require the Lock-on missile. Get this and keep it in reserve while using 8-Way to get through the stage until you come to a bouncing ball. Switch to Lock-on to complete the stage.

Stage 3 is difficult - use the Crank weapon as it's the most powerful and later 8-way. Use Lock-on, on the dragon.

OPEN FORUM

If you have a question, an opinion to put forward, witty jokes, an announcement, or want to contact other users, then write in to the usual address found at the beginning of this issue.

Dear Onn,

What does V.F.M. mean in your rating system? Could you tell me how to get hold of a Japanese Engine mag. such as Marukatsu. James Dobson, Somerset.

V.F.M. means 'Value for money'. This rating is based on the price of the game in reflection to it's playability and more importantly lastability. If we feel a game will be played several months time, VFM will get a high rating. As for the japanese Engine mags., this is a problem. The mags I get are from my friend in japan. I send him the cost & postage for them, and when they become available, he buys them from the local newsagent (or where ever) and sends them to me. Unfortunately, the cost of postage is rather steep, it cost about £15!!! Magazines are only around £1.50 each. Another way of obtaining them is to contact a large magazine distributor/importer.... probably one in London?! Sorry, but we can't supply them.

An announcement from Justin:

Justin says Yo to Tim, Del and Alan who have just joined the engine scene in Bristol by buying Engines each. Lets hope they start subscribing to this magazine instead of reading mine all of the time!

Dear Onn,

I purchased a MegaDrive which is superb and I found that there is an option screen where you can select what level to start on and also select your difficulty etc. on Altered Beast. To do this, press (B) on the control pad along with the start button, hey presto! Then select your options with the pad and then press start to play.

Stuart Carter, Cambs.

Thanks for the tip... our first Mega Drive tip. If anyone got any more for the Sega 16-bit, then please let us know!

YODAP-LINE

Fed up with the games you have? Want to swap them with other users? Then write in and let us know.

W.Greer wish to swap the following:
Legendary Axe swap for R-Type II
Space Harrier swap for Chan + Chan
To contact him, write to or phone :
W.Greer
54 Stanley Close
Abbey Dale
Redditch
B98 8JH
Tel: 0527-65025

MORE TAPE OFFERS

Our first tape went quite well, as quite a number of people have got a copy of the tape. Well, soon we will be having another tape offer as Darren Pottage has been beavering on his tape deck and have been recording some of the best PC Engine music since the last tape offer and some incredibly awesome Mega Drive Music. If you you don't own a megadrive, you will then be able to compare the two, and feel the force of Thunderforce II ripping your ear drums out.

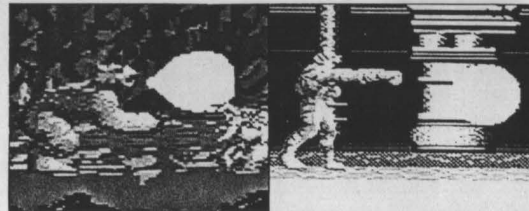
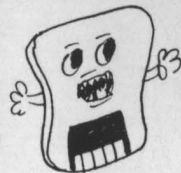
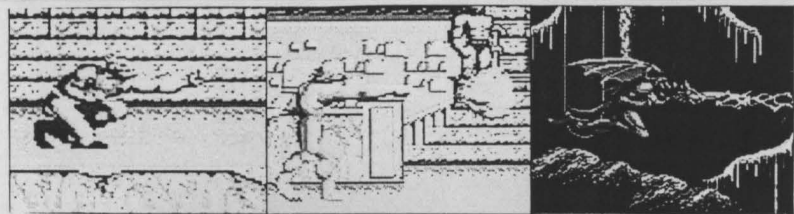
Look out in future issue for this mega tape offer soon!

NEXT MONTH

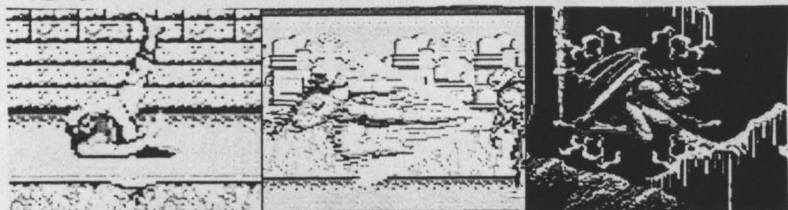
Next month will be another quite month on the new software scene for the Engine, with only Digital Champ and Mr.Heli the only real two major games to be released. However, they may be a few more to appear including the two 'Strange' games we mentioned in earlier edition. We shall also have the full megadrive review of Super Hang On. And as it's a November release with Christmas around the corner, we'll be giving you the low down on the before Christmas releases including what games you should get. And Christmas means presents, so more prizes to give away in our Mega Competition. We shall also have our hands on a working Scart Colour adaptor that improves the clarity of the picture! Is it a great improve-ment?

We would like users to send in their top favorite games too, as we would like to compile a chart showing what is the best games to buy, especially helpful to new users.

So don't hang around, make sure you get the next issue !!!



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Ghouls and Ghosts £44.00
Super Hang On £34.00
Rambo III £34.00
Last Battle £34.00

RING FOR LATEST TITLES

MISC: MEGA-DRIVE

Latest news on the MegaDrive is that, a keyboard, disk drive and graphic tablet will be available for the machine in the not too distant future. More news on this when they become available.

On the software side, latest release is Super Hang-on which Daz has got his mits on now, but too late for a review for this issue, so check out next issue. If you have a megaDrive, then don't hang around - just buy the game, it's great.

Surprisingly, first announcement of a game from the states is from Spectrum Holobyte. The company will be converting their top-selling flight simulator FALCON to the megadrive! How they will implement all those keyboard commands will be worth checking out when it appears.

Out soon will be Last Battle... a right to left scrolling beat'em up, which resemble a wee bit like Street Fighter. Rambo III should be out any day too, a Commando style game with great arcade quality graphics as you control your macho man in the attempt to rescue his buddy... equipped with an assortment of arms, including a knife, bow & arrows, machine gun and rocket launchers. And some time later, Forgotten Worlds will be converted too, and this looks well wicked. Considering the quality of their last Capcom conversion - Ghouls 'n' Ghosts, Worlds, should be another hit.

What else can you expect in the near future for this wonder machine? Another Capcom game will be converted - that of the driving game, Last Duel. There's also plans to convert Monster Lair, but this won't appear until well into next year. The New Zealand Story has still not been given a release date so could come out any time. No release date have been given for Sega's own Power Drift either which should be worth waiting for. Another 12 titles have been announced, but strangely enough, Outrun or Turbo Outrun is not one of them. You would have expected that, Sega would have converted the best coin-op driving game to the MegaDrive as soon as the machine was available to wow the customers... unless they couldn't manage to convert it exactly (heheh).

MISC: ENGINE

Amazingly, the PC Engine has been turned into a coin-op machine. By putting the unit inside a standard cabinet, you can now empty your pockets of 10 pences to play your favorite PC Engine games on a 26" monitor. The unit is easier to change games, as new data cartridges which cost \$200, instead of \$800 for a normal game board can easily be replaced. It will be surprising to see the machine coin-ops over here, as none of the computer/console type coin-ops in the past have really made a hit. The Nintendo Play Choice was cronic as the games were based on time, so you could be playing the game - then suddenly the machine stops as the time runs out, even if you are on your first man. As for the MegaDrive coin-op, I haven't seen the coin-op anywhere. The Amiga one was a real flop as the games in the cabinets were rather boring, although Xenon wasn't too bad. And the Atari ST one.... well, it never did take off. Maybe the Engine one will be more successful.

To prove the engine is thee console to get for playability, graphics, sound, etc... in japan, you can even get PC compatibles with PC Engines built into them, so you can do your wordprocessing, drool over your database or layout your spreadsheet... and enjoy a quick game of R-Type or GunHed at your leisure. A real neat idea... maybe I can squeeze my Engine into my Amiga to together with my CD-Rom.... probably not!

MISC: NINTENDO

Not much news on the new Super Famicom, or anything amazing on the 8-bit. However, the Gameboy is selling like hot cakes in the US and Japan. Latest game to appear is Motobike Maniac, which is a really ace kikstart type game. Got a Gameboy? Buy this!!

THE JAPANESE CHARTS !!

As expected, Power League II went straight into the number one spot, with Final Lap Twin and GunHed still hanging on. Another surprising note is the absent of Taito's Ultimate Tiger - the reason been, they had ran out, but more have been available from 20th October!!

1	Power League II	3meg	Sport Game (Baseball)
2	Final Lap Twin	3meg	Arcade Racing Game
3	GunHed	3meg	Shoot'em Up
4	Side Arms	2meg	Shoot'em Up
5	Break-In	3meg	Pool/Billiard Game
6	F1-Dream	2meg	Arcade Racing Game
7	*Unknown Title*	3meg	Role Play Game
8	Fire Pro.Wrestling	3meg	Sport Game
9	Ninja Warriors	2meg	Arcade Action
10	Valis II	CD	Arcade Action

D.E.F. Hire Service

The PEF Hire Service is still available if anyone wants to hire games from us. First initial Hire rate is £5, and further subsequent hires are £3 per game. This is for one week hire, including return postage. Our list includes:

Alien Crush, Altered Beast (CD & Card versions), Bloody Wolf, Break-In, Chan & Chan, Dragon Spirit, Dungeon Explorer, Fantasy Zone, Fighting Street (CD), F1-Dream, Final Lap Twin, Galaga '88, GunHed, Hitsu Mano (CD), Legendary Axe, MotoRader, Mr. Shiboobi Man, Nectaris, Ninja Warriors, Ordyne, P*47, Pacland, Power Golf, Pro Wrestling, R-Type I, R-Type II, Side Arms, Son Son II, Space Harrier, Super Albatross, Tales of the Monster Path, The Kung Fu, Ultimate Tiger, Valis II (CD), Victory Run, Vigilante, Watura, Winning Shot, Wonderboy II, Wonderboy III (CD) & World Court Tennis.

We shall also have Digital Champ & the CD version of Side Arms very soon.

The Mega Scores Charts

If you have beaten any of the scores on the list below then send them in also any tips you have!

- Alien Crush :**
79, 090, 400 - Onn Lee
42, 196, 550 - Darren Pottage
- Bloody Wolf :**
300, 800 - Gavin De Bank
- Chan & Chan :**
939, 400 - Darren Pottage
862, 060 - Tony Bunn (C)
842, 700 - Michael Glover
- Cyber Cross :**
150, 000+ - Goran Lukic (C)
150, 000+ - Onn Lee (C)
- Deep Blue :**
67, 950 - David Blundell
- Dragon Spirit :**
614, 730 - Ian Beauchamp
468, 980 - Onn Lee (C)
320, 000 - Anthony Cross
- Fighting Street :**
281, 000 - Darren Pottage (C)
- Galaga '88 :**
1, 207, 990 - David Charles (C)
1, 119, 220 - Geoff Ousbey (C)
842, 700 - Michael Glover
- GunHed :**
Normal Dog :
12, 966, 390 - Justin Saunders (C)
10, 341, 510 - Onn Lee (C)
- Hard Human :**
1, 695, 330 - Onn Lee
- Super Mania :**
470, 670 - Onn Lee
- God of Game :**
381, 550 - Onn Lee
- Legendary Axe :**
574, 250 - David Blundell
185, 350 - Mark Carter
- Mr. Shubibin Man :**
140, 330 - Darren Pottage (C)
- Ninja Warriors :**
193, 800 - Geoff Ousbey
101, 740 - David Blundell
- Ordyne :**
263, 010 - Onn Lee
- P*47 :**
800, 900 - Darren Pottage
790, 500 - Onn Lee
- Pac-land :**
92, 290 - Onn Lee
83, 950 - Darren Pottage

- R-Type I + II :**
973, 300 - Onn Lee (C)
659, 100 - Anthony Cross
- Side Arms :**
884, 200 - Onn Lee
- Space Harrier :**
27, 472, 970 - Darren Pottage (C)
- Son Son II :**
865, 110 - Tony Burn (C)
500, 550 - Onn Lee
317, 800 - Rowan Held
- The Kung Fu :**
764, 529 - Anthony Cross (C)
450, 000 - David Cheung (C)
- Ultimate Tiger :**
1, 678, 330 - W. Gneer
782, 500 - Anthony Cross
- Valis II :**
593, 800 - Darren Pottage (C)
- Victory Run :**
18mins 31secs - Darren Pottage (C)
- Vigilante :**
18, 460 - David Charles (C)
15, 220 - Darren Pottage (C)
- Watura :**
Level 7 - Goran Lukic
Level 5 - Darren Pottage
- Wonderboy II :**
266, 000 - Gary Hall
202, 770 - Roger Moseley
197, 500 - Zaqr Shaikh
- Wonderboy III :**
396, 700 - Onn Lee

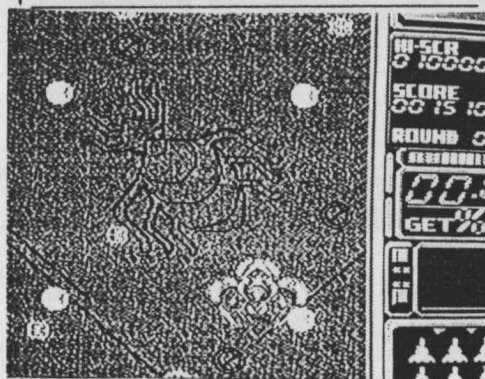
To hire a game (limited to one game per hire only!), send required amount and a choice of 3 games - just incase we don't have the game you want as first choice, and we'll whisk it to you.

Please return games as date suggested or we'll have to call the boys around, you know what I mean, 'arry!?

MISC : ATARI LYNX

Atari displayed the handheld colour console at the PC Show... encased in a glass dome, so that, no thieving little hands can get their hands on the machine. With no planned release date for the machines to appear, what games can we expect for it. Presently, six games are available. The first is California Game, which if you own(d) a C64, ST, Amiga, etc. will know what it is like with surfing, BMX racing, and so on. Then there is Net Runner, a space age side-view arcade adventure. Monster Demolition is a side-view stomp and destroy game as you take control of Godzilla or King Kong. The Gates of Zendocon is a space shoot'em up. Blue Lighting, which was displayed on the PC Show console, is a fast After-Burner type game, and lastly, there's GemQuest... a rather nifty version on gauntlet. The last game is slightly different from the others as it is played vertical, by turning the console 90 degrees around. So, instead of a long horizontal rectangular screen, you get a vertical one. The game could well be used with the 'comlynx'... a cable which lets you connect one console to another (or more) for multi-player games.

As they say, a machine can only succeed if there are enough good software for it.... and with such a fantastic machine spec. and these 6 fabalous titles, it's impossible to say how Atari can fail with this console. If they do, well... they might aswell sell up and start selling burgers. Forget the Gameboy... buy a Lynx!!



VOLFIELD ABOVE... ENGINE VERSION

