

ELECTRIC BRAIN: SEPARATES THE BEASTS FROM THE BOYS

# ELECTRIC BRAIN

ISSUE 30 - Recommended Price £1

## BASEBALL ISSUE



WE STRIKE OUT THE LATEST  
BASEBALL GAMES:

- POWER LEAGUE V (PC)
  - R.B.I. 4 (MD)
  - SPORTS TALK (MD)
  - R.CLEMENT'S (SF)
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- ..and more!!

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  - CAPT.AMERICA & THE AVENGERS (MD)
  - SUPER STAR WARS (SF)
  - SPIDERMAN & THE X-MEN (SF)
- ... and lots more!

PREVIEWED:

- SONIC 2 (MD)
- UNIVERSAL SOLDIER (SF)
- GLOBAL GLADIATORS (MD)

## COMPUTERS IN JAPAN

WHO MAKES THEM? WHAT ARE THEY LIKE? AND WHAT GAMES ARE AVAILABLE? WE GIVE YOU THE LOW DOWN!

**I BET YOU READ  
ELECTRIC BRAIN!!**

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Plus Various magazines - mainly japanese ones which I can't be bothered to list apart from the excellent Famicom Tsusin.

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**Special Thanks to You the Readers!!**

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**BRAIN SCAN**

Yo Dudes!

Well, another month flies by and E.B. gives you the latest and hottest info. once again. As the rest of the commercial magazines try splitting up, bringing out new magazines, and bunging on free gifts to try to attract the average gamer... E.B. gives you more without changing.

However, the next issue will be a complete change, with a newer look. Some issues ago, I mentioned that we were to link up with a company to improve the mag., well... check out the next issue!!! If you have

Teletext... keep an eye out too!

Anyway, as with the last issue... games have been flooding in... left, right and from above. And with Christmas just around the corner, things are really going to pick up... there's certainly no doubt that 1992 was the year of the console... and 1993 looks it too, although it will most likely be the year of the Console Add-on, namely CD-Roms.

Until next time...



*Onn Lee*  
(Editor)

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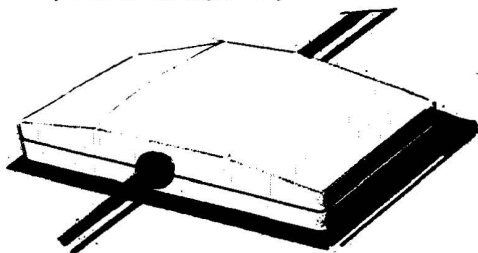


# WHAT'S COMING NEC

Well... when it comes to crazy hardware add ons... NEC are surely tops.. SEGA and NINTENDO just don't come close.

I mean who would be crazy enough to release three different PC Engines that are all the same, a powerful upgrade engine that knocks socks of the Megadrive but didn't support it with software, a powerful controller that's unlikely to see the light of day at a mega price, the first CD-Rom unit for a console, a drawing pad and printer/plotter, a five player controller unit to work from one port, and the super duper communication/

up with the PC Engine/CD unit through a small black box, act like a cushion, so you lean on it while sitting down playing your game... and gives impacts of low and heavy sound directly to your body!! In a way, it's a poor man's sound system - but apparently it's very effective, especially



● NEC'S 128K MEMORY ADAPTOR.. PLUGS IN JOYP PORT!!

with loud shoot 'em ups. The little black box that comes with the mat has a number of connections - two stereo sound inputs (phono sockets), one that connects to the mat, one to your TV or alternative sound system (amplifier), and mains power.. probably 9 volts. It also has three control knobs to adjust the sounds to suit the game or what ever sound you are using. Check out the full review in Electric Brain on this crazy device when it becomes available! Oh! As the unit works from Stereo sound input, it will of course work

with your Super Famicom, Megadrive, Gameboy... even connected to your stereo system when you are listening to Status Quo. As yet, NEC hasn't given a price or release date of the Sound Mat, although it could cost around £60, so get saving if it is!

Secondly, Nec made a big mistake when they built the PC Engine - they didn't put enough RAM into it.

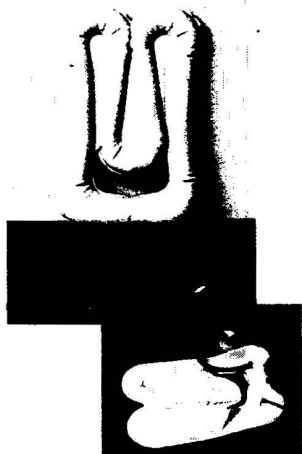
When the CD-Rom became available, it

also had very little RAM. So to cure this problem, they released the version V3.0 system card to boost the standard CD-Rom and

there's no other place to plug it in! It really is amazing how that one port can handle the unit as well as a five player adaptor!

The first game that will use the Memory Base 128 will be a war simulation game of feudal Japan, so I can't see many of you lot rushing out to buy it! The MB128 will be available in November.

Thirdly, there's the PC Engine Mouse. This is a better mouse than both the Super Famicom and the soon to be released Megadrive one as it has four buttons, each corresponding to the four buttons of the joystick (Buttons I, II, Select and Run). The mouse will be out in November and cost around £22 (pretty cheap really) with Lemmings as one of the first games that will be compatible with it.

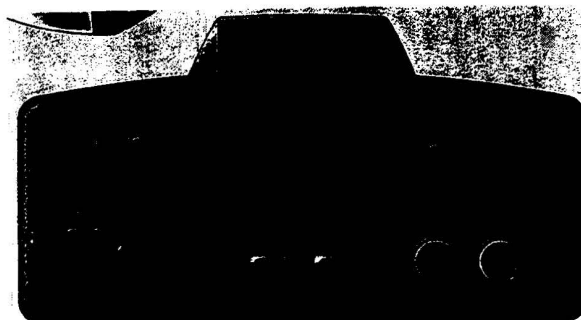


● THE TOTALLY OUT AND OUT SOUND PAD... AN ITEM NOT TO BE MISSED!!

programming unit which everyone is after but again will we ever see it?

Now NEC have four new items for the engine.

One is the sound mat. This light blue inflatable cushion (mat) looks like you could take it down to the swimming baths, but in them contains mini speakers! The mat, when pumped up, and connected

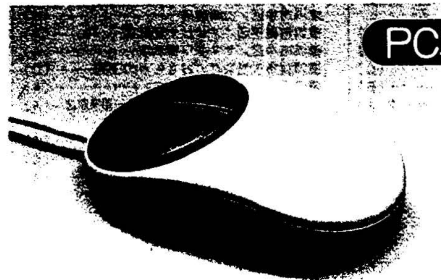


● NEC'S WIRELESS JOYPAD COMING SOON.

And lastly, NEC are to produce a wire-less joystick using infra-red or whatever. The pad will be just like other joypads, but it also has a 1-5 switch on it, so you don't need a five

player adaptor and you can switch to whichever 'port' you want... which is a good idea... but also a bad one as you can interfere with other players by switching to opponent's pad!!

Strangely, the Pad will still only have the two conventional buttons instead of the three which was bundled in with NEC Avenue's conversion of Forgotten Worlds. I would have suspected that NEC would have gone for the three, to encourage games produces to use the extra button.



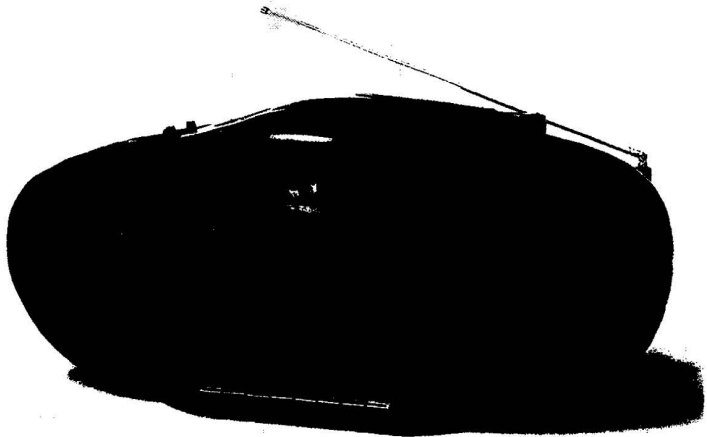
● NEC NEW PC ENGINE MOUSE... MORE LIKE A BUG!!

Engine to 2meg. However, programmers still yelled out for more!

Well, to answer them, NEC are to release a hardware add on for the engine that will give the unit an extra 128kb plus memory backup. Called the Memory Base 128, this plastic unit amazingly plugs between the joystick port and the joystick of the PC Engine... well...

# MORE THAN A STEREO

Casio are to release a strange stereo CD radio/cassette recorder at the end of November, called the CD-TV 100. The machine not only has all the features of a standard CD radio/cassette recorder, but a small 2.2" colour LCD TV. So what you may ask? Well, the nifty unit also comes with a CD that can load in games so that you can play on the TV. As you expect, the games available are very simple considering how small the screen is... including a slot machine game and a one-on-one dragon attack game. The Casio CD-TV 100 will cost Y49800 in Japan, although could hit the UK shores!



# WONDER MIDI

If you have a Sega (or Victor) Wondermega machine (Is there anyone out there?), one feature you probably haven't used are the machine's midi ports. Well, Victor have just produced a Midi cartridge for the machine called the Midi Wonder Rom, which was on show and demonstrated at the Japan Audio Fair '92. The cartridge is a music (sequencer?) program, and once slotted into your machine you can hook up a keyboard, or whatever, and control it with your machine like you can with a computer. Maybe we will see pop groups using the Wondermega on Top of the Pops in the future? This will make the Atari ST redundant now too!

# NO. ONE PINBALL!!!

A few years ago the pinball died to make way for the new generation of video games, but pinball has made a big come back, and you only have to look at the success of games like Devil Crash on the PC Engine and the Megadrive on video format to see how popular Pinball is. However, it seems Bally have done extremely well as their ace pinball 'The Addams Family' has become the best selling pinball of all time! It certainly IS a great pinball table, and we are great fans of the game.. the crazy way the ball is dragged around the middle of the table when the Power is activated is amazing... it's also fairly easy to get a replay!!



# SF TURBO FILE

A few years ago, Ascii released a battery backed RAM unit for the 8-bit Famicom called the Turbo File. The unit plugged into the machine, and lets you save high scores, save games, etc.. although it only works with certain games that made use of it. As the Super Famicom doesn't contain a battery backed Ram of any sort in the standard machine, Ascii are to release the Turbo File Adaptor, which, as you can guess by the name, enables owners of the Turbo File unit to work with the SF. The first game that will be compatible with the unit will be Ascii's role play game Wizardry V coming out late November. Unfortunately, the unit wasn't too popular on the 8-bit machine, so probably won't be too successful especially as most games of the SF that require a battery backup already have such a thing in the cartridge.

# R-TYPE III

After the success of R-Type I and II, Irem have just released the third in the shoot'em up saga - R-Type III or as the proper title - R-Type LEO in coin-op form. Why it's called Leo is unknown.. maybe it's the name of the new model ship or planet or baddy!?

New features includes a two player simultaneous game, plus the ships are smaller and as you might expect, the weapons are different too.. you now have side-orbs which you can beam up and shoot off. Looks mega.

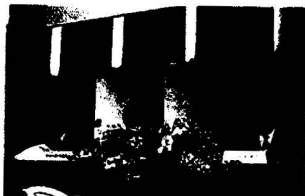
# SEGA GOES SOCCER CRAZY

Football in Japan hasn't been very popular but next season, it's going to hit the big time, as the Japanese

Football Association has reorganised a new league.. and as you all know, our very own Gary

Lineka will be part of it all.

However, there's more to soccer, as Sega (with Pentel) have sponsored one of the top teams of Japan - that of JR East Furukawa. Sega has really gone soccer crazy, as they sponsor the ITV in the European games. The Sega logo together with Sonic kicking a ball will appear on the team's fancy football shirts. The shirts are pretty groovy, and we hope to get some over from Japan... check out future issues of E.B.

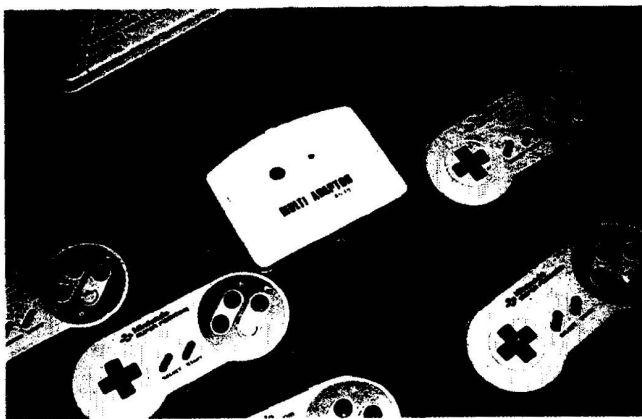
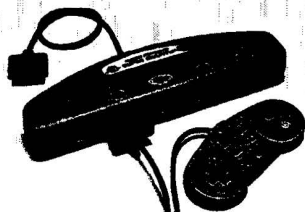


- FAR LEFT: THE TWO SHIRTS OF JR EAST FURUKAWA
- LEFT: JR & SEGA MAKES THE DEAL. AND SEGA LOGO.

## 5 PLAYER ADAPTOR... OR IS IT 4?

One of the best features of the PC Engine, is the ability to plug in a five player adaptor and get five people challenge each other at the same time. Well, two companies have come up with four player adaptors for the Super Famicom.. Hudson soft with the Super Multitap, and another company with the PR21 multi-adaptor. Hudson's adaptor will be released in mid November for Y2980, the PR21 hasn't been given a release date yet.

Both use the same method - they plug in the second controller port, and four joypads plugs into the adaptor. You can then plug in a joypad into controller port one so five players can play together!



- LEFT: HUDSON'S MULTITAP FOR THE SF.
- ABOVE: THE PR21 MULTI ADAPTOR. BOTH PLUGS INTO THE SECOND PORT!

## PAST FAMILY GADGETS

- RIGHT: NINTENDO'S COMPUTER KEYBOARD WITH FAMILY BASIC CARTRIDGE.



- LEFT: BAN DAI'S FAMILY TRAINER MAT.

A number of people have asked if it was true that Nintendo brought out a keyboard for the 8-bit Famicom. Well, it is, and on the left, here's a picture of it. The keyboard slotted into the famicom and it also came with a cartridge containing 'Family Basic'. Yep... you could program your own games, utilities, and so on with the set up. It unfortunately wasn't too popular, so was never released in the US or the UK. Maybe a version for the Super Famicom will become available?

The other interesting add-on for the famicom was the Family Trainer... this mat which came with a cartridge program, plugged into the famicom and with the program running, you can perform all the exercise moves on the mat ... Great stuff! Hopefully Ban Dai.. the makers of the Family Trainer will produce one for the SF... won't it be great to play Street Fighter II on it?!

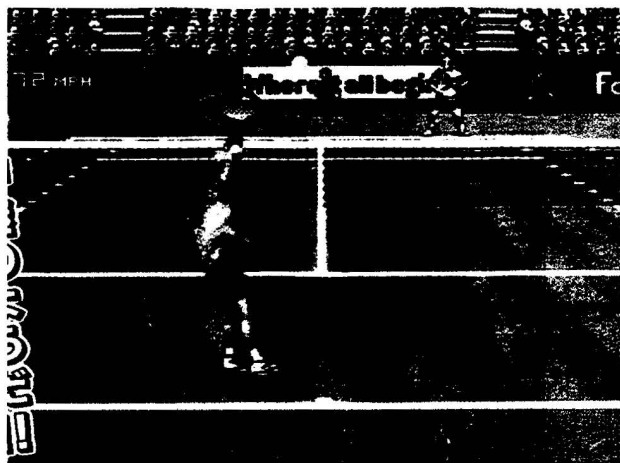
● The PC Engine DUO hit the streets of America on October 10th for \$299.99. The machine also came with two CDs and a HuCard game. The two CDs included Ys I & II on one CD, and a compilation of Bonk's Adventure, Bonk's Revenge and Gate of Thunder, and the card game is Ninja Spirits. Look out for new Super CDs from the US soon!!



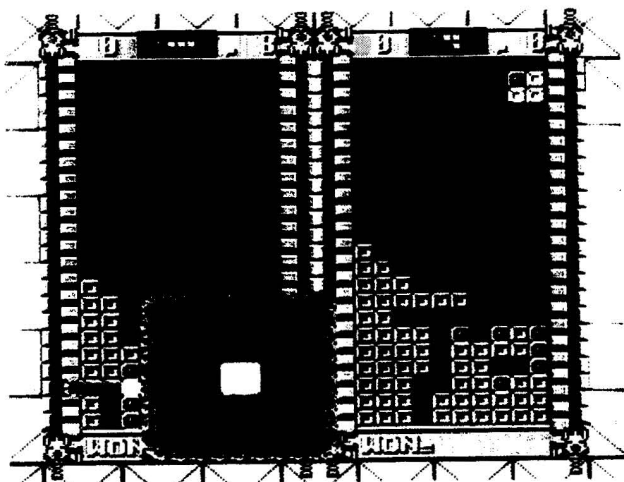
# SUPER FAMICOM NEWS

● **Absolute Entertainment:** Certainly the best looking Tennis game for the SF is David Crane's Amazing Tennis. The game is viewed from behind the player in great 3D, and has amazing realistic animation. As usual, all available tennis option are there.. but the question is what's it like with two players with the opponent on the other side behind the net... no split screens here? 8meg, out mid December.

● **Banpresto:** After releasing Ultraman - one of the first games for the SF, Banpresto are planning to release a sequel. The original was very popular in Japan, which was also converted to coin-op format which as far as I know never made it over here. The sequel will be very much the same as the original, as Ultraman go head to head against other strange giant monsters. This new version looks as good as the first, although the first was crap... no release dates of this as yet.



● OUR MAN GOES FOR THE OVER ARM SMASH...



● SF TETRIS 2 + BOMBLISS... THIS IS BOMBLISS.. MAKE A LINE WITH THE RED BLOBS AND THE 'BOMBS' WILL GO OFF, TAKING OUT LOTS OF BLOCKS!!

● **Bullet Proof Software:** The game that made the Gameboy so successful - Tetris will be coming to your Super Famicom on 8meg in December just before Christmas. Tetris 2 + Bombliss, a conversion of the 8-bit Famicom game is looking to be a game worth getting for your SF.

● **Capcom:** Nothing at all from Capcom... although the next release - Mickey Mouse should hit the streets as you read this.. check out the awesome review next issue. Their other game - Breath of Fire is looking rather cool too, a RPG with very neat graphics.

● **Human:** Human.. which are becoming more known as the sports company are to release their Formula one racing game in November called Human Grand Prix (very original!). The 8meg game can be played by one or two players using a split screen format as seen in Top Racer and Aguri, although in a one player game, the top screen is used as a rear view mirror. This game looks brilliant... but so did Aguri's.

● **Jaleco:** Jaleco have two games in the works... the first is Royal Conquest (King Arthur in US/UK) and is a battle version of Lemmings. By using icons, you control your army of knights, archers, wizards, etc. in a battle against the enemy. Like Lemmings the game requires a bit of strategy aswell as fast thinking and coordination. The game is also one of the first cartridges to have Dolby Surround Sound!

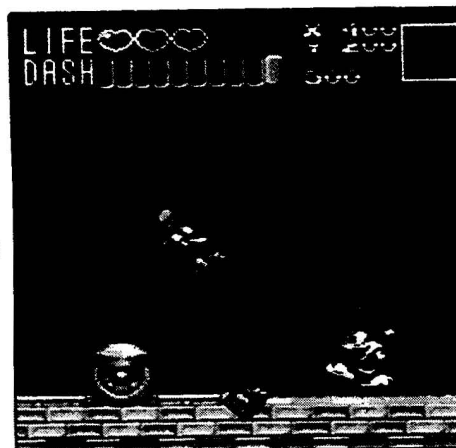
The other game is Rushing Beat Run, the sequel to their previous Final Fight clone. This version looks more impressive with five characters to choose from, all of which have personal moves, plus special ones... some like SFII! On 12meg out in December.

● **Konami:** Konami's next release for the Super Famicom will be The Tiny Toons Adventures. The is another massive arcade platform adventure featuring all the crazy characters from the cartoon. This looks real ace with amazingly cute graphics.. on 8meg and out just before Christmas.

● **Mindscape:** If you are into arcade platform adventures, then Mindscape will soon release Gods.. the Bitmap's excellent game, as you control Hercules in a four level slash 'em up to become immortal. (Check out the MD review in this issue, as it's very likely to be the same).

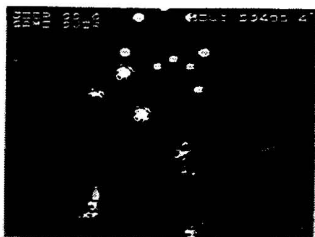
● **Namco:** Fancy a bit of Galaxians, then Namco's next game for the SF will be Cosmo Gang, which looks great fun.. check out the full review in the next issue!

● **Pack-In-Video:** Okay, this is one game you should rush out and buy... coming out third week of January, Pack-in-Video will release Super Sokoban, the extremely mega, great, brilliant... okay rather naff puzzle game. The game's extra features includes a two player head-to-head option.. first to complete the puzzle wins. There's also a construction kit to make your own puzzles.



● TINY TOONS ADVENTURES.. GREAT CARTOON FUN!!

## GAME SOFTWARE



● SUPER SWIV.. COPTER MAYHEM!!

shoot'em up, plus two player compete games like Football penalty kicks, a super sprint game, and that hand game.. you know.. scissors beat paper... paper beats rock... etc. Shame it's all in japanese!

● Video Systems: After the terrible F-1 Grand Prix, Video Systems are to release a sequel to the game featuring the correct names of the formula one teams, etc. This 12meg game should be available early next year, but it sure looks like the original game. The game is called F-1 Grand Prix Part II.

● Taito: Next game from Taito is Jin Sei Geki Joh which will appear early December. The game's a board game like Game of Life where you spin the wheel, move your character, and whatever you land on.. well, you can gain or lose money, or have something to do. Some of the arcade sections includes a mini Darius



● TAITO'S WACKY BOARD GAME... JIN SEI GEKI

## MEGADRIVE NEWS

● Electronic Arts: E.A. has a surprise game in the works called Furry Friends.. a cute arcade adventure featuring a host of cartoon creatures... and you have to control the lot of them. Looks great fun. More on this when we have it.

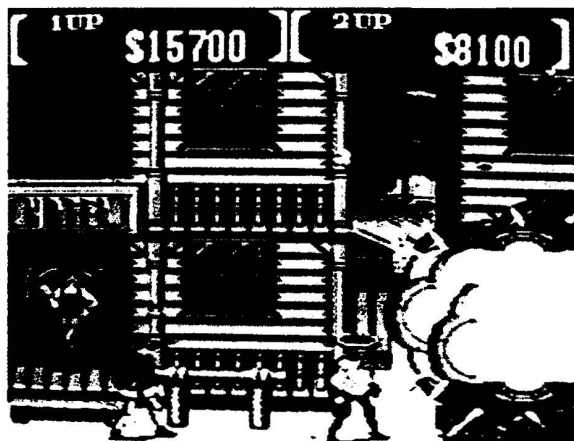
Other E.A. products includes John Madden '93 (judging by the SF version, it looks more or less the same as '92); Lotus Turbo Challenge - a conversion of Gremlins famous two player split-screen race game; PGA Tour Golf 2 - more of the same but with the added E.A. touch as always and lots more different courses;



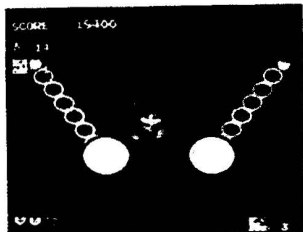
● TURTLES IN TIME.. ON THE MEGADRIVE.. AS GOOD AS THE SUPER FAMI GAME!

Powermonger - my all time favorite game should hit the streets early next year and looking great; Risky Woods - another Amiga conversion of a very good platform arcade adventure in the Ghouls and Ghosts theme; Shadow of the Beast 2 - can you guess what this is?; Zombie High - a sort of school version of Splatter House; and Road Rash 2 - as the original but with a split-screen for 2 player action and extra new weapons!

● Konami: The biggest surprise this month is the announcement that Konami are to produce games for the Megadrive.. so don't sell your machine yet! The first release will be a conversion of Teenage Mutant Ninja Turtles IV - Turtles



● GO WILD WEST WITH KONAMI'S SUNSET RIDERS...



● TINY TOONS ADVENTURE ON MD

in Time. The game looks very much like the SF version with two player option and all the fun and mayhem that made it so successful. However, as with the SF game, the MD version will be slightly different from the original coin-op. The 8meg game will be out around Christmas. Other releases Konami have lined up includes The Tiny Toons Adventure and Sunset Riders. Both are looking

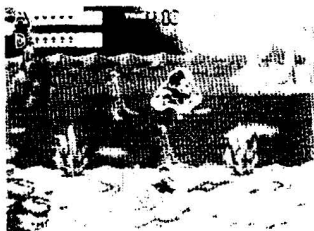
really good, but unlikely to appear until the new year.

● Micro World: After Slime World, Micro World are to release Loriciel's Panza Kick Boxing to the MD... which is already available for both the Engine and SF. The game looks like the other versions and will be available on 8meg cartridge for December.

● Namco: Namco's next game will be Ball Jacks. This is a one or two player sport game, and wierd it sure looks. You control a strange crab-like robot on one side of the screen, and the opponent's robot on the other. How the game is played is beyond me... but check the full review in next issue!

● **Flying Edge:** All you WWF fans who owns a megadrive can soon get thier teeth into the Megadrive version of WWF Super Wrestlemania. The game looks identical to the Super Famicom game with great looking touched-up digitised sprites. I thought the SF game was a real let down, hopefully Flying Edge will improve it with extra personal moves, etc.

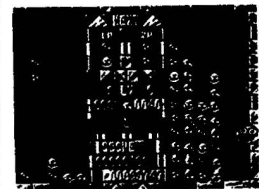
● **Gametek:** If you're after a cute horizontal shoot 'em up like Ordyne on the engine, Gametek are about to release The Gadget Twins as you read this. The evil Thump (a cute green airplane like Jimbo) has stolen the King's Gem, and it's up to you (and a friend if played with a friend) to get it back. You also control small planes with boxing gloves which you can launch in any direction (like Hellfire), but can purchase or acquire extra weapons along the way. Looks well cool... on 8meg cart.



● MICKEY & DONALD GOES UNDER WATER IN THIS EXCELLENT ADVENTURE!

available just before Christmas. Check out the full review in next month's issue.

Bare Knuckle II, the 16meg beat 'em up is also looking great, although unlikely to hit the street until mid January. The game looks a whole lot better than the original as each of the four characters have their own special moves. Axel has a dragon-punch and Max has a rush attack. Looks great!



● SEGA'S SOON TO BE RELEASED PUZZLE GAME.

G-Loc is will also hit the streets at the same time as Super Shinobi II, although I have to say it looks very much like Afterburner. Check these two games out next issue.

Sega also have a cute puzzle game in the works programmed by Compile, and this looks very good.



● **Tecmo:** Tecmo have gone sport crazy, and are to release Tecmo Super Bowl, an american football game which looks great.

● **Toaplan:** More well known for their vertical shoot'em ups, Toaplan's next game for the Megadrive is a puzzle game called Teki-Paki on 2meg cartridge. The game is another Tetris clone where colour blocks drops from the top of the screen and you have to match the colours to make 'em disappear. Back to shoot 'em ups, Toaplan's Slap Fight MD will be making it's way on 8meg cartridge around the end of the year. The game looks a faithful conversion of the coin-op, and with music from Yuzo Koshiro, you can believe this is

going to be one great game.

● **Varie:** Varie is another company who continuously churn out racing games, and they have one in the works called F-1 Super License - a F-1 Circus like race game, and will be available in December on 8meg.

● **Virgin:** After the conversion of Another World to the SF, Virgin are also to convert it to the Megadrive. As the SF version was no much different to the Amiga game, this MD version should be the same too.

● **Visco:** Want a 10-pin bowling game for the MD? Well Visco have one - and it looks identical to the Super



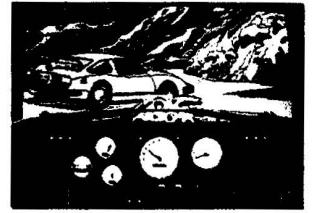
● FRAMES FROM THE MEGA-CD VERSION OF TIME GAL..



Famicom version... on 4meg and out in the new year.

● **Wolf Team:** It seems Wolf Team is now 100% committed to the Mega-CD. Already with Thunder Storm FX under it's belt, and Time Gal already out (Time Gal is a similar style game to TSFX but much more like Dragon's Lair), they are working on another Laser Disk conversion for the Mega-CD called Road Blaster FX. The game this time, puts you in control of a red sports car with more additions than James Bond's Austin Martin. The nine stage game should be available around December... so if you loved TSFX, this one is for you.

They also have a robot shoot'em up on CD in the works which looks pretty average for release around Feb '93, and a arcade platform adventure featuring the sexy green hair girl El Viento, again on CD for Jan '93 too.

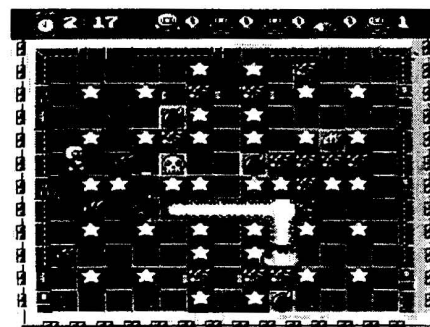


● ROAD BLASTER FX... RACING ACTION FROM WOLF TEAM...

## PC ENGINE NEWS

● **Ask Kodansha:** If you like Shanghai, then you can get hold of Shanghai III on CD-Rom in December. The game looks the same as Shanghai II, although there is one extra surprise... complete a puzzle and you get pictures of some kinky girls!!

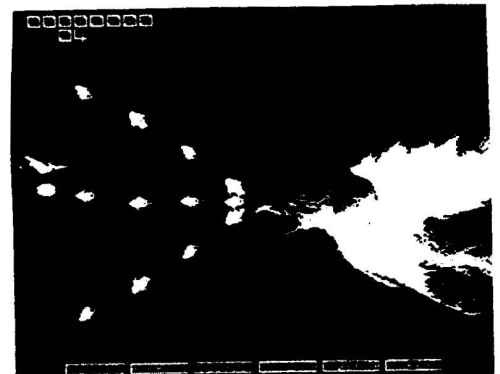
● **Hudson:** More news on Bomberman '93 is that the game will be available on 11th December, so in time for some Christmas destruction! The new game will feature seven different worlds like on the Gameboy version so on ice.. you will slide all over the place, while in rock world, there are quite a number of boulders in the way. Other new features includes extra item icons to collect in Battle mode... including multi-bombs where you can acquire 10 bombs at once... and kick-icon where you can kick a bomb... nasty if your opponent is in a corner!! In Battle mode too, there will always be five players... if not human, then the computer controls the rest. Exactly how intelligent they are is another matter! On 4meg.



● BOMBERMAN '93.. 5 PLAYER BOMBING MAYHEM...

Aswell as Bomberman '93, Hudson are soon to release Maxis Living Planet game Sim Earth on Super-CD. The game will be very much like other versions with addition graphic screens to liven things up. I've only had a quick go of this on the Amiga, and I can't say I was very impressed... Sim City was far more playable. The Shoot'em up PC Kid game is coming on nicely, and should be available at the end of November.. one not to be missed.

● **Konami:** Biggest news for the Engine this month is that Konami are to convert their popular shoot 'em up Gradius II (Vulcan



● KONAMI'S EXCELLENT CONVERSION OF GRADIUS II



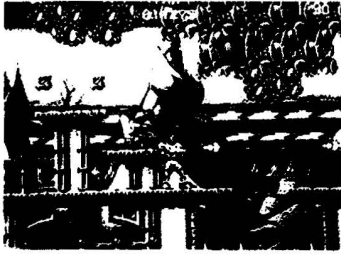
● BLACK HOLE ASSAULT ON THE ENGINE.

● **Micronet:** One of the best reasons for owning a PC Engine is that, Micronet doesn't write games for the machine... but I spoke too soon as the company is to convert their forth coming fighting robot game Black Hole Assault to the Engine on Super CD. Arrgghh!

● **Media Rings:** After releasing several versions of this game - Zero Champ, Media Rings are to release Zero 4 Champ II. Again it's a race game on Super-CD for December. Aswell as the 3D driving, you also get the chance to play cards, bet on car races, amongst other things.

● **Micro World:** Next game from Micro World, will be a great looking arcade platform adventure from Loriciel on Super CD format for December. The game looks very much like the Amiga game Risky Woods, but here you control a beefy guy with gun.

## GAME SOFTWARE



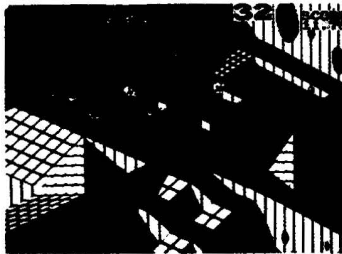
● LORICIEL'S ACE LOOKING GAME...

**Naxat:** After buying the license to Dodgeball from Technos Japan, Naxat had to get their money's worth, so have taken the team characters and produced an arcade platform game out of them. Amazingly, up to four players can play at the same time in this wacko game. By the way, you can also fight!!! On Super-CD for the end of November.

**NCS:** After the brilliant MotoRader I and II, NCS are to release another sequel, but this time it takes a different approach, as the track is a single screen... no scrolling this time.. so very much like Super Sprint. However, all the familiar MotoRader features are there.. up to five player action, and

lots of bumping and weapons to take out your opponents! Should be great fun!! Out on Super CD-Rom (so should have tons of tracks), and available in December.

**NEC Avenue:** Avenue are sure getting a bit saucy recently, as they are to convert a PC game called Graduation. It's a strategy game involving five young ladies... which as you can guess occasionally appear in very bare essentials! Alas, it'll be all in Japanese... out on Super-CD. They are also to release Dragon Knight II, the RPG where the enemies are young girls that if you beat, appear with as much clothes on as Madonna out on the town. Again on Super-CD.



● TENGEN'S MARBLE MADNESS!

**Sunsoft:** If you want Lemmings, Sunsoft is the people behind the PC Engine version on Super CD out in November. The game looks identical to the other versions, and will be one of the first few games that will be compatible with the PC Engine Mouse, also out around the same time.

**Tengen:** Another title that will use the mouse will be Atari's conversion of the rolling marble game, Marble Madness. The game looks great, but as yet, there are no release dates for it.. out on Hucard.



● NEC AVENUE'S CHEEKY GAME - GRADUATION

## HAND HELD NEWS

● **GB/Beam Software:** If you one four games in one cartridge, then Beam have 4 in 1 Fun Pak. However, the games are not terribly brilliant comprising of Sargon Chess, Draughts Backgammon plus another board game. On 2meg and out early December.

● **GB/Capcom:** After Rockman 1 and 2, Rockman 3 will makes it to the Gameboy in December on the now standard 2meg cart. Rockman 3, like 2, is a mixture of Rockman 3 and 4 on the NES.

● **GB/DataEast:** Definitely one of the best looking conversions for the gameboy is DataEast's Ninja Caveman (Joe & Mac). The 1meg game has super graphics, and features five of the original levels of the coin-op. Out sometime November and looks a must buy! It will more than likely be available in the UK by Elite.

● **GB/Hudson:** After PC Kid, then BC Kid, now Hudson are to release GB Kid for the Gameboy. The game will look (but in monochrome) and play just like the original PC Engine game. If you want to do a bit of bonking on your GB, you can grab your copy of the game at the end of November on 2meg cart.

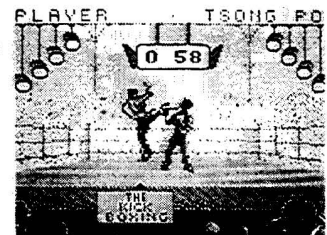
Another famous Hudson character will make another appearance on the GB.. Adventure Island 3 is being put together, and will hit the streets in the first week of Feb '93 on 2meg cart.

● **GB/IGS Inc:** If you want football, then IGS have one in the works based on the new Japanese league. Unfortunately, this looks a pretty sad game... on 1meg and out in November.

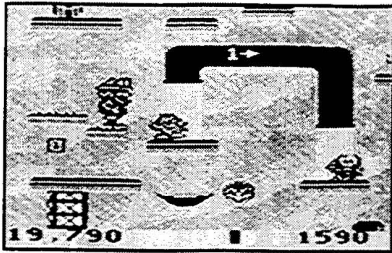
● **GB/Jaleco:** Atari's Rampart will be released for the GB from Jaleco at the end of October on 1meg cart. and this looks pretty good indeed.

● **GB/Loricel:** Well, would you believe it, Loricel is sure getting their money's worth as they are also to convert Panza Kick Boxing for the Gameboy! The game looks pretty good.. but can it animate and play as good as the main machines?

● **GB/Micro World:** If you liked Star Wars on the NES, then you can soon get the Gameboy version of the game cutesy of Micro World in Jan '93, although the US/UK version is likely to appear first by UBI.

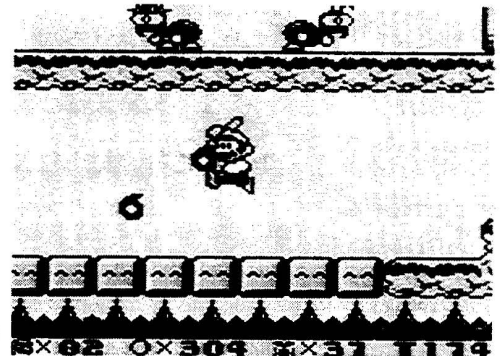


## GAMES REVIEWS



● **GB/Mindscape:** Oh my God! One of my favorite games of all time will soon be converted to the gameboy - Miner 2049'er. This excellent platform game will be spruced up with improved graphics and sound as you take your miner in the search for gold! I can't wait!

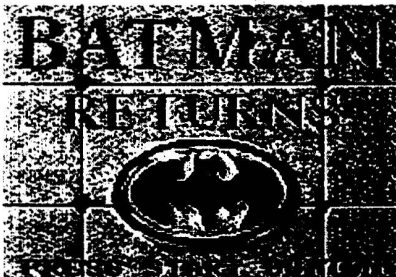
● **GB/Nintendo:** Nintendo's 4meg mario Land 2 has just hit the streets, and it's looking great... check out full review in the next issue.



● **GB/Sunsoft:** Sunsoft, who has licensed the Warner Bros. cartoons, are to release a platform arcade adventure for the GB featuring Daffy Duck, Tazmanian Devil and Sylvester the Cat. Hopefully, the game is better than the awful Roadrunner on the SF. On 1meg and out in December.

● **GG/Arena:** After the success of Alien 3 for the Megadrive, Arena are to convert the game to the mini Game Gear... it should be very much the same!!

● **GG/Sega:** Certainly one of the best game on the MD is Sega's Bare Knuckle, and the game is been converted to the GG on 2meg cart. for an end of November release. The game faetures only two of the original heroes.. Axel and Blaze remain, but Adam has been given the boot... personally we think Axel should have been given the cold shoulder. The game however, looks real great and features just about everything in the MD version... including the amazing tunes as music is by Yuzo Koshiro!



Other Sega games includes Batman Returns which looks pretty good, and out end of October. And Sonic 2 and GG Shinobi will be out soon too. Sega has a multi-game cartridge in the works which features a Karting race game like Monaco GP, a side-on 10-pin bowling game, a platform arcade adventure and a picture puzzle game. The 2meg cart. will be out mid. November. Also, Sega will be releasing the GG version of Lemmings on 2meg at the end of Feb '93. This looks great, and has the same control system as the Lynx version with a separate screen for the command icons.

● **GG/Sims:** The next Game Gear game from Sims is In The Wake Of Vampire, a 2meg arcade platform adventure game looking a bit like Castlevania. Out at the end of October.

### COMPETITION RESULTS

WELL, LAST MONTH'S COMPO WAS DEAD EASY... AND THE ANSWERS WERE:

1. A FOX
2. YOSHI
3. BLANKA

IF YOU DIDN'T GET THEM, THEN WHERE HAVE YOU BEEN THE LAST YEAR?



AND THE WINNER.. CHOOSE AT RANDOM IS PAUL BRISTOW OF KENT, WHO WILL GET A COPY OF THE DINOSAURS VIDEO!!

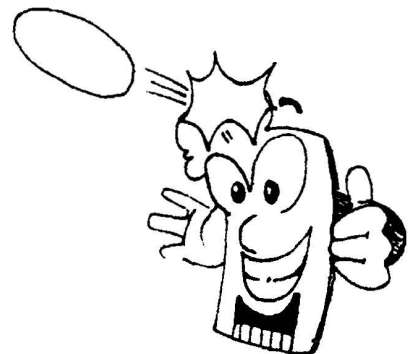
## NEXT ISSUE NUMBER 31

WE HEAD DOWN THE FUTURE SHOW AND GIVE YOU THE LOW DOWN

### TOP GAME PREVIEWS AND REVIEWS

STAR WARS - KING ARTHUR - SUPER SHINOBI II -  
 MYSTICAL QUEST - WORLD OF ILLUSIONS - JOHN  
 MADDEN FOOTBALL '93 - TAITO PHOTOGRAPHER -  
 ROAD RUNNER - COSMO GANG - BEST OF THE BEST -  
 DR. FRAKEN - KIRBY'S  
 DREAM LAND - JAMES  
 BOND JR.  
 ..AND LOTS MORE!!!

PLUS THE USUAL MEGA  
 NEWS IN HARDWARE  
 AND SOFTWARE, TIPS,  
 MEDIA NEWS AND  
 REVIEWS...





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# WHEEL OF FORTUNE

SUPER FAMICOM



**Onn:** Win big money!! Yes.. you can now be a contestant of the glamorous game show Wheel of Fortune... so Come on down... ermm..

wrong show! Well, first thing is first... the version I am reviewing is the american one... so the game features a number of american terms and people you probably never heard of... but then again, being an american game it's rather stupid too!

If you haven't seen Wheel of Fortune on the box, then you're one of the lucky ones... you haven't witnessed Nicky Campbell demonstrating how to look a right pillar box.

Up to three people can play this word game. Before you start, you can select what the mysterious word is.. either name, person, phrase, thing, etc... although it sometimes really doesn't matter what you select as it's sometimes nothing to do with it anyway!! Like

Hang Man, dashes appear where the letters of the word or words should be. Each person gets a turn to either Spin the wheel, buy a vowel, or solve the puzzle. To get money, it's a good idea to spin the wheel... where it lands that's what you get per letter you choose (unless it lands of Bankrupt.. in which case all money you have is lose!!). After spinning, you get to choose a constant which you think will be in the answer. So, if you spun \$1000, and you pick a 'N' and there are two 'N's in the word(s) then you get \$2000. Wow!! If there isn't a letter in the word(s) you pick, it's the next constestant's go. Note: You do have a time limit to select you options, etc.

You continue the above until someone guess the word(s). Then there are two more rounds, and the winner will be the ne with the most money, who can then go for the star prize by guessing another word. Here you get to pick five letter, and then within the time limit, you have to guess the word!!

All in all, Wheel of Fortune is actually a pretty good game.. the idea is nicely thought out, and there

is a challenge if you play against two friends. Unfortunately, everything else is too much GX4000. The graphics are terrible... even Rolf Harris could do better with a blind fold on, hands tied behind his back and dead. Animation.. what animation? Sound is minimal, mainly clapping and cheering of the crowd... and the presentation is very basic. There's no razzamataz, or special effects. I had hoped they would have digitised the hostess in all her gory (well... the american hostess in the real show does make millions!!) but all we get is a blocky blob that walks across the screen like a robot. But, worst of all, it doesn't even show the constestants spinning the wheel!!

Audio Visuals aside... the main problem with the game are the clues and words, which are rather vague to say the least. ie. Clue:Event - Answer:Vietnam Conflict.....

So... worth getting? The answer would be - not really. If you want to play the game, then you'd be better off with the board game instead!

Video - 40%  
Audio - 50%  
Playability - 55%  
Lastability - 50%

Overall - 50%



## Q+A

Here are some questions and answers to some questions we had in:-

**Q:** When will the Super Famicom CD-Rom be available? And what about the US or UK Mega-CD.

**A:** Well, some time a go, Nintendo of Japan stated they were to release the unit on 1st Jan '93. BUT this was for a standard CD-Rom with only a few new thrills. However, Nintendo have decided to add a lot more to the unit including extra Ram, a DSP chip, etc.. and it's now not expected to be available until August '93. By then, Nintendo should have the CD versions of Super Mario World 5 and Zelda IV for the unit.

The US Mega-CD should be hitting the shops real soon together with Sherlock Holmes (as available for the Engine). As for the UK one.. well, more like Spring '93. If you are considering getting a Mega-CD, I would recommnd the US one. This is because it will be the only one that will run US games as it has a protection chip... and it's also better than the japanese version. And as most of the new games that you really want to play are from the US

(ie. games are in english!), it's best to get this model. It unfortunately won't run japanese or European games, but then again, there's not a lot of them that are any good!

**Q:** Where can I get the coin-op magazine you mentioned in the Super Gun review? And why are arcade boards so expensive - S.F. '92 cost £300from Console Concepts Francis Anani

**A:** The Coin-op 'paper' is called Coin-slot and is part of the paper called World Fair. It unfortunately isn't very popular and only available in very big newsagents. In Nottingham, as far as I know, only one W.H.Smith's sells it, although I was shocked to see my next door newsagent had a copy in once... although they sell wierd magazines and stuff! It's a good idea to ask your newsagent.

£300 for SFII '92 is real cheap!! That's really a bargain... a brand new original board would cost atleast twice that. The reason they are so expensive is the amount of chips there are on the board. SFII for the Super Famicom only contains a few chips while the board contains a considerable amount including it's own processor, co-processor, video

and graphic chips, and so on... If you own a Super Gun or some other arcade system, and can't afford £300 for SFII '92, then you don't deserve it!

## Hyper Beam

Konami has just released the Hyper Beam, a brilliant looking wireless joypad. The pad looks very ordinary but with the transmitting part at the top... BUT it's the receiver that looks really amazine as it's shaped like a satellite dish... I wonder if you can pick sky one on it?

Like the Capcom stick, the Hyper Beam will come with leads for the Super Famicom and the 8-bit japanese Famicom.





# SNEAKERS

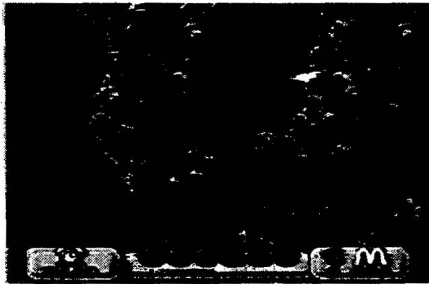
HERE'S A PREVIEW OF SOME GAMES COMING OUT SOON!

## ● GLOBAL GLADIATORS

MEGADRIVE BY VIRGIN

The Global Gladiators are Mick and MacK.. the McDonald (MC) Kids. Considering that McDonald's isn't exactly very 'Green' (cutting down rain forest for cattle grassing, etc.), it's strange how these two are what they are. Maybe the real story of the game is, it's McDonalds who created the mess, and it's up to these two kids to clean things up!

Anyway, the game is a side-on arcade adventure very much like Sonic the Hedgehog... but a lot more fun. You control one of the kids who is armed with a pump action anti-slime gun. Like Sonic, the object of the game is to reach the end of each level



● HERE MICK IS ATTACKED BY A SLIME BALL - YUK!!

within the time limit... but between you and the end are lots of gruesome scenery, nasty slime monsters, slime pumping machines, slime rivers, moving platforms, spikes, and so on. Your hero can run at an alarming speed and leap in the air just like Sonic, but armed with his gun can splat those nasties.

Global Gladiators is truly amazing, featuring fabulous animated graphics, which are very cute and fun to watch. When you use your gun, the recoil sends your hero backwards on his heels with a great expression on his face. The way the slime plops and spews all over the place is very realistic too. Then there's the sound... great effects, but the music is really wild with very catchy rock and jazz tunes.

The gameplay is well put together, like Sonic it's extremely playable but the satisfaction of taking out the nasties too is a bonus, and there are

lots of hidden bonuses all over the place. Programming is slick... super fast scrolling in all directions and not a sight of slow down or flicker!

All in all, Global Gladiators looks to be one ace looking game, and definitely a MUST when it becomes available.

*Onn Lee*

## ● SONIC 2

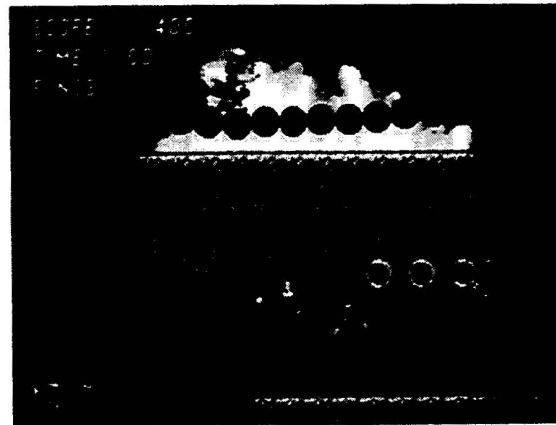
MEGADRIVE BY SEGA

Sonic is back in his latest game - Sonic the Hedgehog 2... Bigger, faster, and tougher!

As you all know, if you read about this forthcoming game... the game's new features includes Tails.. Sonic's two tail foxy friend, a split screen two player option, and the incredible cork-screw loop. Well... here's the low-down:

Sonic 2 is basically the same as the original game... there are no hang gliding like the Game Gear version or rail cart riding... but there are some other terrific stuff!

Firstly, the split screen two play option. This option is extremely wierd as the game goes into flickery interface mode. This mode is really strange, the resolution



● SONIC 2. TAILS ON TOP OF BRIDGE, WHILE SONIC AT THE BOTTOM..

seems to increase as the detail on the 'half' screens are incredibly high!! (Check out Ys 3's Interlace option!). And the speed? However, as you don't see as much of the screen.. it's very difficult! Doubly difficult too if your partner activates a platform so that you can't get across!

The normal one player game is like the original, but the graphics are twice as good with a lot more detail. For example... there are a lot more 'layers', running behind a loop that's behind a waterfall! Running across a patch of grass at high speed sends grass bits all over the place, and there are now a lot more loops after loops, plus spring boards, and those cork screw loops.. which I have to say aren't too impressive... they also only appear on the first stage.

What about Tails? Well, he follows you from the start of each level and does what Sonic does. He can be very useful as he can collect any rings you might miss, and bounce on those nasties... especially against Robonik, as you can get two hits on him instead of one. Unfortunately, at times, Tails is a nuisance, as should he hit a spike or something, all the rings fall out like if you (Sonic) hit it! However, this only happens if he's actually on the view-able screen. The other levels are really great... there are suction tubes that whizzes you all over the shop, angled springboards that bounce you around, cable cars, extremely steep platforms for some mega-awesome speed, multiple 'sine-wave' platforms... not to mention speed-up areas which when you touch sends you flying!!! Like the original, there are levels where speed is not the priority... lava to avoid, moving platforms to hop

onto (difficult with Sonic's inertia), some swimming involved (don't forget air!), plus nasty mechanical traps and creatures! Also Roboniks is fully prepared this time.. with some nifty armoured transports to take you and your buddy fox out!

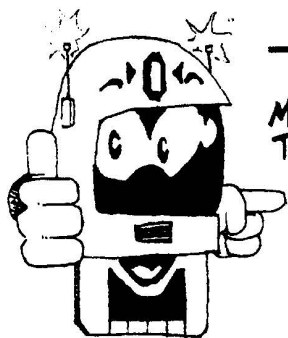
Soundwise.. there are some very familiar tunes from the original, but most are new ones and are just as good.... really jolly, fun, and catchy!

Overall, Sonic 2 is a brilliant sequel even if it doesn't have those extra on the Game Gear version.

What I've played of this very early version really shows what they can do with a Megadrive if they really put their mind to it. If this was a proper review, then I would give it 9.5 out of 10... Check out the full 100% review in the next issue, plus what we make of the new 3D bonus levels!

*Onn Lee*





MAY THE FORCE BE WITH YOU!

## ● STAR WARS

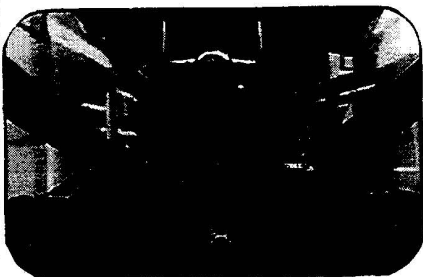
SUPER FAMICOM BY LUCASFILM

Oh my god! This game is bloody awesome! One of the best films of all time is probably one of the best games of all time as well! This game is so playable, full of beautiful graphics and wicked SFX, jam packed of Mode 7 and oozes class!



● LUKE IS IN THE TRASH CRUSHER.. REMEMBER THAT SCENE IN THE FILM... LOOK OUT FOR THE MONSTER!

The first thing you notice is the beautiful intro which is exactly like the start of the film! The writing fades into the distance well and the battle between the Rebel and Imperial is brill! Then little R2 and C3PO blast of in an escape pod down to the surface of the desert planet Tatoonie. When the game properly starts you notice the high quality of the sprites and the music is EXACTLY like the music from the film! Luke can run, jump, somersault, slide, and shoot in 8 directions! There are also so many levels you start in the Dune Sea and end the game flying into the Death Star in a X-Wing fighter! That particular part of the game has used Mode 7 to it's maximum effect! You



● IN THE X-WING... "LUKE.. USE THE FORCE..."

also have a choice of Chewie and Han who start off with more powerful weapons and energy. This is one game to look out for and I'll be first to buy it when it comes out! If this is the thing to come from Lucasfilm, us Famicom owners are in for a treat!  
**Nick Burne**

## ● UNIVERSAL SOLDIER

SUPER FAMICOM BY ACCOLADE

Now this is very sad! Cashing in on a film by rushing out a crap game is one of the worst aspects of the games industry and this is one of the worst offenders I've seen lately.

Basically, the programmers have grabbed the superb Turricon (part 1 and 2) game from the Amiga and converted it to the SF. However, in the mean time they have made a very cynical attempt to 'tie-in' with the film and made the main sprite supposedly look like one of the cybernoids from the movie.



● TURRICAN? UN. SOLDIER?

the best games on the Amiga, they've completed ruined it and the result is an absolute disaster.

Graphics are better than the Amiga's on one hand, yet worst on the other (?!)...they are more colourful and a bit more clearly drawn (personally I think the complete game graphics are worst...Ed), but somehow lack the quality of the Amiga's visuals. But then again, this is the SF now, and that was the Amiga then. The overall effect though, is a pretty mediocre one visually.

Just think how good this could've been as well.....!

Definitely worth passing on.  
**Marc Foord**

*"We have been told that Universal Soldier has been dropped as Accolade did not get the complete rights to the film... so at the moment the game is put on hold!"*

This isn't were it ends. Instead of making a decent job of converting what is one of

## ● THE LOST VIKINGS

SUPER FAMICOM BY INTERPLAY

There are very few excellent games around... in terms of great graphics, sound, and playability... but The Lost Vikings looks to be thee game to watch out for.

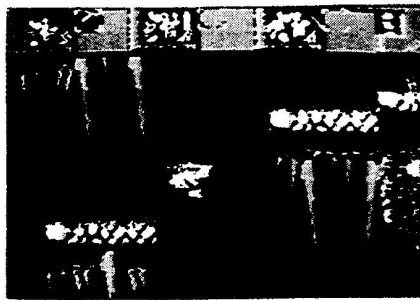
The game's heroes are three Vikings who have been beamed up a space ship, and it's up to you to control ALL three of them to try to escape and return back home.

Each of the three Vikings have different attributes and you must use each one to work together in order to get through each of the levels. One Viking is fast and can leap long/high distances, the second carries a shield which can stop anything or can be used as a glider, while the third carries a sword and bow and arrows to take out baddies and switch switches. Not only that, but the Vikings can collect items and use them.. ie. bombs to blow up the computer on one level, and boots for faster speed and extra leaping ability. Food can also be found to top up energy as you lose energy if you are hit or fall from a height! The Vikings is an excellent platform game, and with the three different characters, you really need to use your brain to figure out how to solve the masses of problems.. ie.. Get the first to ram down a wall, get the second to block the creature shooting at you, then get the third to fire an arrow at the creature to kill it!

Not only is the gameplay great, but the graphics are superb with real fun cartoon sprites, with humourous touches like one of the Viking picking his nose when he is not active, and the silly speech bubbles each of the characters blurb out during the game like arguing what to do next and who the leader is. The version I've played didn't have any sound... but we are told it will be very impressive....

All in all... The Lost Vikings is a definite Must buy.... you can be sure I will !!

**Onn Lee**



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# GALAHAD

MEGADRIVE BY ELECTRONIC ARTS



**Onn:** This is another Amiga conversion... originally called Leander, by Psygnosis, and Galahad is a pretty good arcade adventure game. It has a lot of similarities to Shadow of the Beast... similar style graphics, and similar style gameplay - arcade action with some puzzle elements.

I have to say I wasn't a fan of the Amiga version, so when I got this

version for the Megadrive, I wasn't jumping with joy to play it. The game is identical to the Amiga version again, although slightly more playable because of the extra buttons on the Megadrive controller.

When you turn on you do get a wicked piece of music... infact, it's so good I have left it playing while I type this review in... well cool. But what of the game. Well... you play a warrior and basically must perform a task on each stage... usually going around the level to pick something up, and taking it to the exit warp zone.

As with most games of this type, you are armed with a sword, and must get through the stages by hopping on moving platforms, avoiding the spikes, dodging or smashing the rolling boulders, break open the chests lying around for useful items like extra energy, and killing the nasty guards and goblins that inhabit the levels.

You can grab money along the way, and visit shops to boost your weapons, etc. And



● OUR KNIGHT FINDS AN ENTRANCE... "I WONDER IF THIS IS A PUB?"

ofcourse there are the big nasty buggers to deal with including fire breathing dragons and more.

The trouble with Galahad is that the levels are too simplistic and too repetitive. Having just to collect an items and then take it to the portal each time is boring... and it's also not that much of a challenge... infact, the most deadly creatures seem to be the small birds that fly at you from out of the blue... bloody nuisance! The collision detection is very suspicious.. you can be right up against a nasty and using your sword on him... and nothing! The graphics are okay if a little on the flat side, and animation isn't too hot. The in game sound is average, although can get on your nerves after a while. Galahad is quite a big game featuring a lot of levels, although some of the levels are very short. Galahad get's pretty good later on in the game, but I didn't find it too interesting... it's possibly the graphics and lack of detail in the game that kept me away from getting into it.

Overall, Galahad is an okay arcade adventure with nothing special to warrant a 'must buy' tag... worth checking out, but I prefer Gods.

<b>Video</b>	- 70%
<b>Audio</b>	- 70%
<b>Playability</b>	- 80%
<b>Lastability</b>	- 70%
<b>Overall</b>	- 70%

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SWAPLINE



# MARIO KART

SUPER FAMICOM BY NINTENDO

**M**ario Kart - is the latest release from Nintendo, and brings Mario and his friends, and foes, in a split-screen one or two player F-Zero like race game.

However, Mario Kart is much more than a normal race game... there are Jump like F-Zero, but you can also collect items for bonus points or to help you out (Mushrooms to speed you up,

Turtle shells which home in on your opponents and even banana skins which you can throw behind you for some slippery activity). There are also several types of games including a balloon bursting race where each character has three balloons on their kart, and each must chase each other to burst them!!



● MARIO TAKES THE CUP AND BOTTLE.. WHAT'S THAT FISH?

There are also a host of different tracks.. fast straights, tight bends, mazes, ones with lots of jumps, day and night time and so on. And of course there's the graphics and sound!



**Marc:** As I've said before, personally I don't think F-Zero's has been bettered since its release with the SF. Exhaust Heat was pretty slow and boring, Suzuki F1 was far too quick

and uncontrollable and Top Racer not graphically good enough.

Nintendo obviously also held this opinion and have therefore released Super Mario Kart; this is of similar quality and also cashes in on Mario's HUGE popularity to give them another massive hit. No wonder they make so much money!

In a nutshell, Mario Kart is as quick, graphically a tad better, sonically nicer and more fun to play than F-Zero obviously making it THE superior racing game on the machine. For the connoisseur, both are essential buys though, since they do differ enough to warrant getting.

Nintendo's usual neat touches are much in evidence here, and loads of things from Super Mario World pop up all over the place (from the characters to the scenery style to the pinched sound effect here and there). These really do put the icing on an already superb product.

My only concern with Mario Kart is that on one player mode there doesn't seem to be that many courses and the initial skill levels are fairly easy to complete....However, the two player mode is virtually endless in its enjoyment level and this is such a delight to play that most people won't bore of it for quite some time.

Essential!

Video - 92%  
 Audio - 85%  
 Playability - 95%  
 Lastability - 84%  
**Overall - 90%**



● TWO PLAYER ACTION: MARIO TAKES THE LEAD OVER YOSHI IN FOURTH PLACE!!



**Nick:** Another of those "eagerly awaited games" has arrived and what a laugh it is as well! The classic Mario style writing appears and on drives Mario followed by Luigi, Princess Mushroom, Yoshi(Yay!), Bowser (Koopas), Donkey Kong Jr., Toad n' last but not least Koopa Troopa (Double Yay!). After you hit B you have a choice of one player or two players. After that if you choose one player, you can then drive in the MARIO KART GP (50cc or 100cc) or drive in the time trial (see how fast

you can get around the track) If you choose two player you can race in the MARIO KART GP or have a battle! The battle is a great laugh with two drivers chasing each other an arena trying to pop each others balloons with shells, banana skins etc. You will probably play this mode more than the proper game! The proper game itself is very well done with a selection of three cups (Mushroom, Flower or Star) and each having five tracks each. You always start in eighth position and every race after that you start in the position you finished. The graphics are gorgeous with cute gophers hopping on your car! This game uses mode 7 to it's full effect! The tracks twists and turns like nothing you have seen before! Every character has different styles of driving for example, Yoshi has fast acceleration and Toad has excellent handling but Koopa starts off slow but has an excellent top speed. The items you pick up are great as well the best being the red shell which homes in on enemy drivers or the lightning which makes every one small so you can run over them! Your cart moves swiftly and handles just like the real thing! However the only thing which lets the game down is the amount of lasting interest for one player. I recommend this game if you have plenty of friends but it's not so hot in one player mode!

Video - 91%  
 Audio - 88%  
 Playability - 92%  
 Lastability - (One player) - 80%  
**Overall - (One player) - 89%**  
 Lastability - (Two player) - 90%  
**Overall - (Two player) - 92%**

# POWER SPORTS

PC ENGINE BY HUDSON SOFT - 4M+BB



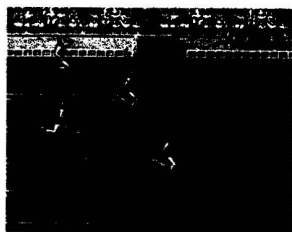
**Dan:** We've been looking forward to this game - it's been ages since we last saw a really good sports game, and five player games are usually a great laugh. Besides -

Hudson soft rarely disappoint.

Now we have seen and played the game, I have mixed feelings towards it. It's not that there's anything wrong with the game technically. The whole thing is competently (but unspectacularly) done with chunky, colourful sprites decently animated over passable backdrops. Sound is fairly unobtrusive, with reasonable ditties, and standard FX and samples.

The slight problem with Power Sports is the gameplay. While I was expecting lots of interesting Summer Games II type events, what we actually see is that most events are Track and Field type button bashers. Now, I have nothing against games

that employ this method - indeed, five of us frantically hammering away at our buttons (fnarr!) while screaming such things as "Oh dear! Prolonged tension in my forearm muscles has resulted in a considerable amount of Lactic acid within these muscles, thus causing much pain. I crave a few minutes of rest!" and "You are fig roll" (OK so thats not *precisely* what was

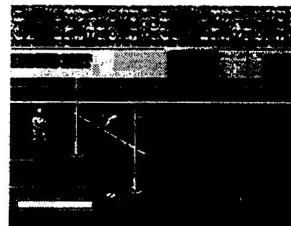


● 5-PLAYER 100M ACTION!!

said, but it's about the nearest we can print (well... I could stretch it a bit more... "F....", maybe your right, Dan.. Ed.) And the fig rolls do have a certain amount of relevance) makes for quite an

interesting game - It's just that I would have liked to have seen a little more variety.

The majority of the events are either straight button bashers, button bashers with an occasional push upwards, or button bashers



● THE DIFFICULT HIGH JUMP EVENT!

with a push upwards to attempt to obtain a 45 degree angle to throw, jump or whatever.

The non waggling events aren't

generally much good - the rapid fire pistol involves holding the joystick left and tapping the button at the right intervals, and the rowing and archery seem less than fabulous, though the skeet shooting is very good - much better than Hypersports.

Overall, Power Sports is a good solid fun game for a few players to have a go at, but fails to realise it's true potential due to a lack of variety, and a bit too much button pressing. Recommended, nonetheless, for the sheer competitiveness.

**Video** - 70%  
**Audio** - 70%  
**Playability** - 88%  
**Lastability** - 90%

**Overall** - 89%

# SIDE POCKET

MEGADRIVE BY DATAEAST



**Onn:** The ultimate pool simulation is still Naxat's excellent Break In on the PC Engine, so can Data East's Side Pocket become number one? Ermm.. NO. Side Pocket has a few

options.. you can play the proper 'Side Pocket game' in either one or two players modes, a standard 9-ball pool game, or go for the trick shots.

Firstly, the Side Pocket game goes like this. Like Break In, the table is viewed top-down and you can alter which direction you wish to strike the cue ball, alter spins etc.. and power. Your objective on stage one

is to score 3000 points. To do this you have a set number of balls... each time you fail to sink a ball, you lose one. Potting the ball gains you points, but extra points are gained by potting them in order - ie. pot ball 1, then 2 and then the 3 ball for big points... and one after another without



missing for even more points! Occasionally, one of the pockets will flash blue.. and if you can sink a ball into it, you can gain a bonus... either extra ball(s) gained, or extra points!

If you manage to pot all the balls and get 3000 or more points, then you go to stage two. Fail, and you have to try again, with what remaining cue balls you have left.

There's also a bonus trick shot for you to try out. If you can pot the ball(s) in the correct pocket(s), then you gain a couple of extra cue balls!

Stage two requires you to get 4000 points, and so on...

The other options are pretty straight forward.. in two player mode, you

compete against each other with the winner being the one with the highest points. 9-ball is straight forward, and trick shot... well... obvious!

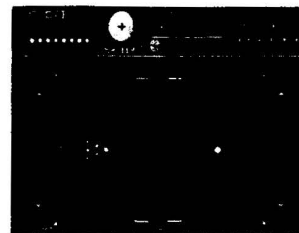
Unfortunately, Side Pocket is a pretty terrible game. The table is real small... or the pockets and

balls to big, depending on how you look at it. The way the balls moves is not realistic at times too... and getting the balls into the pockets is fairly easy... in fact hitting the balls at maximum strength, bouncing it around the cushions usually ends it been in the pocket.

Overall, Side Pocket is a below par game, and if you like pool, then I couldn't really recommend this, you'd better off playing the real thing as there's little enjoyment here. If you want a video pool game, get a PC Engine and Break In.

**Video** - 85%  
**Audio** - 70%  
**Playability** - 65%  
**Lastability** - 30%

**Overall** - 50%



# MARIO PAINT

SUPER FAMICOM BY NINTENDO



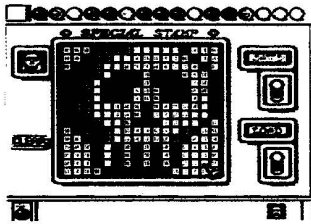
**Onn:** At first, I thought Mario Paint would be a silly program to release. After getting it, it seems brilliant.. what with the paint package, animation, colouring book, music

composer, and the wacky fly battering game... all on one cart., and they all work very well with the Nintendo mouse.

However, after messing about with it for some days now, I have come to the conclusion that it's an okay product, but with a lot of flaws. A bit more effort and it could have been excellent.

Firstly, the paint mode, is very very limited. You have standard draw, plus lines, circles, fills, and so forth. But generally nothing more. The brushes available are real thick, like drawing with a paint brush at nursery school!

The only way to get a decent small brush is to define your own. There's also no magnify mode, so doing



anything with detail is out.. being quite an arty farty person, this is one of

the most important options which should have been included. Colours are limited too... to only 16 provided. When you think that the Fami has over 32,000 shades of colour... it's a bit of a let down! Although there are only 16 colours, there are a number of different shadings... but these are awful and not much use.

Animation is very limited again. You can only produce 6 or 8 frames depending on the size of your sprites... again, drawing them uses the above method, making difficult to do anything precise. With this limitation, you can not animate anything bigger than a quarter of the screen in size. There



is a neat 'follow the line' animation command that is pretty good. You can define an object, draw a line, and the object will follow the path of it.

The colouring book is okay... but there are only a few pictures, and as mentioned, colours are limited.

The music mode is brilliant... and certainly the best thing in the package. To produce a tune, all you need to do is

pick up a character at the top of the screen which produces a sound, and plonk it on the scales. However, this is limited to four voices! This is ridiculous as the Fami has 8 voices... why couldn't they use all of them? With this you can produce some neat tunes (although never let Dan on it!), and is great fun. Unfortunately, the E.B. team is tone deaf!

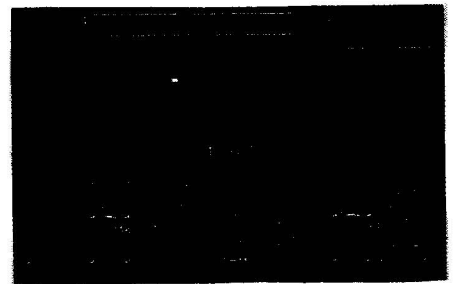
As for the fly swatting game, it's simple but fun... not bad for a little extra to tag onto the program.

Well... all in all.. Mario Paint is an okay product. It's certainly better than the MD paint program, but don't expect anything as good as Deluxe Paint III. Although you can save your masterpieces to the memory backup ram, or ofcourse record them to video tape... Mario Paint is nothing special, but is a neat first program for the Super Mouse, and worth buying if you consider getting a mouse for use with later games (like King Arthur), but I wouldn't buy a mouse just to use Mario Paint!!



# RACE DRIVING (SUPER FAMICOM BY TOYS HEADQUARTERS)

**Onn:** Oh! My Word! It's a game by Toys Head Quarters.... I said I would never review another of their games, put as this is a conversion of Atari Games' coin-op driving game, I thought I'll make an exception. But, why did I bother? As this is one awful game. When you consider that a machine like the Amiga that runs at around twice the speed of the SF, you can guess what Race Driving is like... slow, and jerky! I thought the Amiga version was pretty bad... not only was the control method hard to control the car, but the slow speed made it unplayable, and that's just how the SF version is. Generally, if you want a driving game, then look away from this, go for the better Top Racer, Mario Kart, Exhaust Heat, or even the ageing F-Zero... they might not be realistic, but there are sure more playable and look great!



Video - 35%      Audio - 40%  
 Playability - 35%      Lastability - 30%      Overall - 35%



# ANDRE AGASSI TENNIS

MEGADRIIVE BY TECMAGIK



*Onn:* Well, this is the second Tennis game for the Megadrive, and with Andre Agassi's name on the game, you'd expect great things... so can it beat Jennifer's game?

To give you a clue...

the game is produced by UK house Tecmagik. This company have produced a ton of brilliant games for the Sega Master System, but as this is their first MD game (I think), I was expecting big things... but like on the Amiga... if you can program great things on the 8-bit it doesn't mean great things on the 16-bit, and this is true for Agassi Tennis.

Firstly, you are presented with a pretty groovy tune with some good samples, but from then on it goes down hill (where have I heard that before?). You get a picture of Agassi which looks pretty terrible and could be anyone! Before you start, you get the usual set of Tennis options... one/two players, court surface, practice, tournament, players, etc....

Down to the game itself... it's viewed in the tradition 'looking down the court from one end' World Court Tennis style, but from a distance. The graphics are pretty 8-bit here! On moving your player... your sprite jerks across the screen as smooth as Dan's chin after he's used his last razor on his legs. Trying to hit the ball is near impossible, and trying to play the shot you want is another matter. Control response is slow too!!

Another awful thing is the perspective... the player at the top of the screen is actually BIGGER than the person at the bottom!!

To top it all, this must be the worst Tennis game I have played... and that's saying something as I've played quite a few on computer format... even Sega's weird plan view one is better than this rubbish! A word to Tecmagik.. stick with the 8-bit system.. your talent is wasted on the Megadrive!!!!

Video - 20%  
Audio - 50%  
Playability - 7%  
Lastability - 3%

Overall - 10%

# BONANZA BROS.

PC ENGINE BY NEC AVENUE - SUPER CD - BOUGHT FROM CONSOLE CONCEPTS

*Derek:* I have been waiting for this game for absolutely ages, typical NEC Avenue, but what a skill job they've made of it! If you've never heard of B.B. you take the part of either Robo or Mobo two very unusual burglars, who have to steal indicated items from various locations. You can choose simultaneous two player action, or go it alone. It makes things easier if you play with a mate, as you can split up to cover an area quicker.



● CRAZY ANTICS FROM THE TWO BURGLARS...

The locations range from houses, Department stores, banks, boats, etc., there are twelve levels in all and each packed with hilarious touches. For example if you stand still hiding behind a wall, a fly buzzes in and lands on your slap head, you immediately swat it against your forehead with your hand! Then there's the startled waiter in the kitchen who drops his pile of plates when he sees you amid a brilliant sampled crashing of china! I particularly like the Graham Taylor simulator in the fruit and veg section of Mel's Department store, you can hide beside the veg by holding a turnip in front of your head!

To hinder your progress there are four types of security guards - two uniformed and two armoured, and a large fat bloke who is a bit of a thug and throws bombs at you. There are also dogs who sniff around for your scent then bark to alert the guards. When you get clobbered

by one of these spoilsports you lose a life, lose three and it's into the pokey for you. Luckily there are five continues and you start from the exact place you were last caught. As well as the guards and dogs there are coke cans and banana skins lying around around, tread on one of these and you'll go base over apex alerting the guards. Then there's the garden rake left lying around - step on this and Thwack! It boings you in the kisser and the guards are after you again. The guards don't have it all their way though. You are armed with a handy gun and can shoot them, you have to shoot the armoured ones in the back, then watch them twitching in agony on the floor - great!

On certain levels, you can also crush them with a lever operated press. I loved this part, lure them to the right spot and SPLAT! When you have completed a level you escape via the exit onto the roof where your getaway airship whisks you off to your next job. Every so many levels you have a bonus screen to complete. This consists of stealing piles of money dotted around platforms whilst avoiding the searchlights. Get caught in one and

four guards rush in and beat you to a pulp! Really, this has to be the funniest game ever on any system, it just cracks me up! The graphics are detailed and colourful, although the style is unusual, it works very well, very cartoony. Sound is amazing with oodles of sampled effects and very atmospheric and funky tunes. Overall, I can't fault this game. It's a mega slice of excellence for all us lucky Super CD Rom owners. Buy it now!

Video - 92%  
Audio - 100%  
Playability - 98%  
Lastability - 95%

Overall - 97%

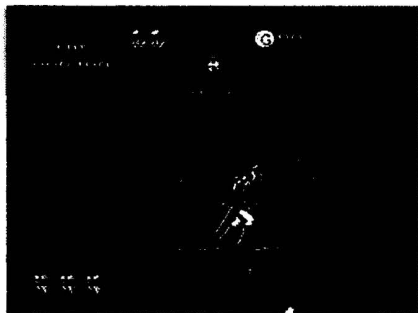


# DRAGON'S LAIR

SUPER FAMICOM BY ELITE - SUPPLIED BY MEGAWARE

Strange isn't it how a laser disk coin-op is still going in many forms even if over half the population that have played the original hates it.

Anyway, the latest transition from coin-op to home machine is a platform arcade adventure featuring 24 levels, as Dirk sets off to rescue his fair princess Daphne yet again from Singe the Dragon... boy, she sure is trouble isn't she? Each stage comprises



● DIRK'S IN THE DARK... WHERE'S THAT SPOT LIGHT COME FROM?!

of the features and creatures of the coin-op, aswell as usual jumping across platforms, climbing ropes, etc. The dark knight is there electrifying the

floor, so are the stripey snakes, the flying sword, and so on... plus of course those very big bosses to slice and dice at the end of each level.

Dirk is, as always armed with his trusty sword, but also armed with axes

which he can throw at his enemies.



**Marc:** It's nice to see UK software houses getting in on the act on the SF and if the quality of Elite's first effort is anything to go by, they have a good future on the machine ahead of them.

Fortunately, this is not a conversion of the abysmal Dragon's Lair laser disc coin-op (surely the most pointless, monotonous and pathetic game ever to be housed in an arcade??!!) but instead a platform game based on the

characters. Good move Elite!

After the usual selection of options, a really nice castle zooms in (Mode 7, naturally!) and it's on with the action. The first thing to say about this game is that the graphics are really, really well done with an almost cartoon-like appearance. The artist(s) who worked on this game obviously realised what the SF's palette could do!

Music isn't quite so good, and the tunes throughout aren't all that hot. Sound effects are better but only in minimal use. Shame.

If only the gameplay had been give more of the care and attention that the graphics had. There's nothing terminally wrong with it, it's just all a bit too tricky for it's own good! The main character slides ridiculously after you stop and this makes controlling him a bit of a farce. Also, a lot of the levels are just a matter of 'jump and hope for the best' which really doesn't make for much of a game. Having said that, Dragon's Lair isn't a complete disaster. After playing it for an hour or so, you do actually start to get used to the controls and the game's various oddities and it's not that bad. However, I wouldn't describe it as a bundle of fun...

One major gripe...the absolutely ridiculous password system. This is the hardest part of the game!!!! Instead of just selecting letters to make up a word or putting in a code, you actually have to play a level!! The idea is to move large coloured balls into the order you were told. One big snag - you're underwater and the controls are nigh-on impossible. Whoever thought of this 'innovative' system deserves to be locked in a room and given a series of codes to put in non stop for a week!! Ha!

So, sadly, the bad points outweigh the good and Dragon's Lair must get the thumbs down. Elite have shown quite a lot of promise here though and with a better game design and more thought into playability, their next could be a winner.

Video	- 90%	Video	- 77%
Playability	- 60%	Lastability	- 78%
Overall	- 72%		

Each level is varied, and some require a bit of under water fun. Also, collecting 25 coins enables you to enter the bonus level where you can pick up extra lives and weapons... very tricky!! There's also a password system so you don't need to try to complete it in one go... although the password entry is a challenge too!!



**Onn:** The Coin-op Dragon's Lair is one of my favorite games.. if not my favorite, as it's one of the most satisfying games to complete. As it's a cartoon - it's so fun to play... even if you make

a wrong move, you still get a good death sequence.. just like watching a Disney movie. Although I suppose most people hate it - but I think this stems from one factor... you'll love it if you can complete it - and hate it if you can't! I can!!

Anyway, what's this SF version like? - well... to put it plainly... Crap!!

The graphics are very poor indeed with very bland backdrops (most are just plain colour graduations), with awful animated sprites too. Dirk is impossible to control... it's like he has drunk 20 pints of guinness as he plonds around with a lot of inertia... and I won't mention his jumping. Hitting the creatures is another problem... as you have to be deadly accurate. And it's one of those games where you have to know where you're going or you're in trouble as a lot of the time, it involves leaping into oblivion and hoping there's a platform to land on. And just to make it even more difficult.. you only have three shields per life, and no continues.

And the Password system is the most stupid system I have ever seen... the person who thought of this MUST have drunk 20 pints of guinness!

Sound... at first things sounds promising with a neat title/demo tune... but that's it, apart from the sound effects which are adequate.

Okay, the game has some nice bits in getting around the castle... but when it comes down to it... the game's shoddy movements, graphics, and difficulty makes it one of the worst platform games around.. close to Musya and Metal Jack. Bring Back Kototoni Wilf Elite... all is forgiven!

Video	- 65%
Audio	- 70%
Playability	- 60%
Lastability	- 50%
Overall	- 60%

# GOKURAKU CHUKA TAISEN

PC ENGINE BY TAITO - 4MEG - SUPPLIED BY MEGAWARE



**Onn:** Okay... try saying this title with your mouth full of gob stoppers!! Then again, I can't say it normally... so from this point I shall call it Chinese Legend as Megaware has

called it OR Monkey as that's the character you control. Yep! it's that Japanese monkey god character again, but this time in a horizontal (although it also scrolls up and down at times) scrolling shoot 'em up. The nasty buggers have kidnapped the little priestess, and you must rescue her.. so you hop onto your floating cloud and fly off into nasty infested skies.. not to mention caves, caverns, temples, and more!

The game is very oriental - starting off with neat backdrops of mountain tops in the clouds, Chinese/Japanese temples, rock formations, and so on... and the enemies come at you from all sides from formation floating cakes, buns and other food, winged humans, turtles, dragons, knights, rockets, to really strange items like mah jong sticks... most of which will fire

at you of course!

Monkey however is armed with yellow ball of death, and can fire forward or turn around to fire the other way, and occasionally, a



● MONKEY FLIES THROUGH THE AIR.. WATCH THE DRAGON!

formation of pancakes flies in - where if you shoot them all, leaves a useful pot. Pick this up for extra speed, shield, or power-up!

Some way into the level, you'll also meet the mini-boss which require a number of hits to destroy... dispose of her and a

shop will appear where you can enter and acquire an extra weapon. Unfortunately, you can only have one extra weapon at a time. These range from flames that fire up, down and aft, a running dragon (Ace!), shower of flames, and bombs. The longer you survive... the more better choice you have. Where... when you reach the end of the level... you'll have to defeat the big nasty boss!!!

Graphically, the game is pretty good.. it's not aweinspiring, but Taito have gone for a cute cartoon look and it suits the game, and animation is above par. Sound is okay too with oriental pieces throughout the game and appropriate but limited FX.

The game plays really well - and would satisfy the average shoot 'em up player... it's outstanding, but certainly better than a lot of games... plus it's pretty difficult.. I've only clocked up to stage 4. If you're after a no trills, but very playable blaster, then I can surely recommend this... until the likes of Wings of Thunder or Darius 2 hits the streets.

**Video** - 85%  
**Audio** - 80%  
**Playability** - 87%  
**Lastability** - 80%

**Overall** - 85%



# BIO HAZZARD BATTLE

MEGADRIVE BY SEGA

Bio Hazzard is a horizontal scrolling shoot'em up where you control one of four strange insect-like crafts. The game can be played by one or two players simultaneously, and follows the usual set rules... lots of nasty enemies to destroy, four types of collectable weapons (different depending on which craft you select.. including homing laser, power energy bolts, small bouncy rings, etc.).. the extra fire power fires from an attached pod, and



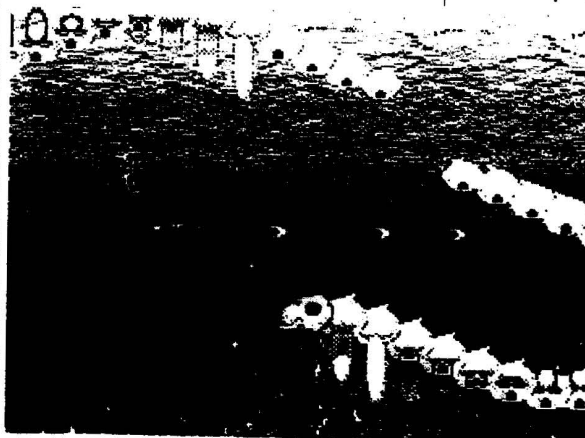
once you reach the end, a big mother of a nasty creature to destroy!

**Dan:** It has to be said (does it? ..Ed) Sega's track record with shoot-em-ups so

far has been less than brilliant, with only a couple being worth while. This could be a step in the right direction.

Graphically speaking this game is a mixed bag. The backdrops are

adequate, nothing more, and the animation is fairly simple. And then there are the colours. Ugh! This is one of the most disgustingly



● THE BIO CRAFT IS SURROUNDED BY SOME 'ORRID WHITE WORMS!!

coloured games I have ever seen, with horribly bland, inappropriate colours and revolting stipple shading. Bloody awful. The game's redeeming features in this department is the sprites, which are brilliant. They rotate, expand,

contract and generally slither around in a most convincing manner. As said before, the animation is simple, but the frames are so imaginatively drawn that the result is great.

Sound is not terribly great. Bog standard FX and reasonable tunes add little to the game, but do not annoy.

Gameplay wise, Bio Hazzard Battle is fairly standard shoot-em-up fare, with selectable power ups, large bosses, and all the usual trimmings. Games of this type have often been done before, and quite often have been done better too.

Still Bio Hazzard Battle is an enjoyable enough game, even if it is far from brilliant.

Worth a look.

**Video** - 70%  
**Audio** - 65%  
**Playability** - 80%  
**Lastability** - 70%

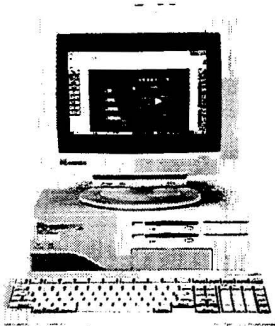
**Overall** - 70%

(NB: The Japanese version of this game is called 'Crying')



If I asked you what's the most popular home/personal computer in the UK, I bet most of you would say the Amiga. But if I asked you what's the most popular computer in Japan... then most of you won't have much of a clue.. or will get it wrong. Onn Lee checks out the Japanese keyboard capers, and how they have and will affect the console scene especially with the arrival of the CD.

The Amiga might be tops in the UK, but if you are planning to get one in Japan, then you're be hard pressed to find one... there is however one store dedicated to the Machine.



● THE NEC PC-9801 FS - WITH i386 20MHZ CPU

If the Amiga is thin over there... then the other western machines (apart from the IBM PCs and Macs) are as common as a Dodo. The reason why western computers aren't popular is fairly obvious - Japanese!

The Japanese character set requires a very high resolution per character.. your average English character can get away with a 5x8 pixels, where a Japanese character requires considerably more. To achieve the same result on the Amiga, you need to run it in hi-res mode.. which is a bummer

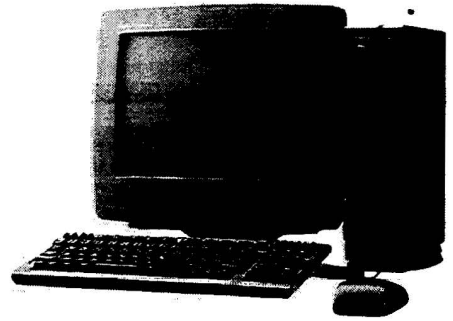
# JAPANESE

with the flickery interlace mode!

## Hardware

Anyway, the most popular computer in Japan is dominated by one company - NEC, with their PC-9801 Computer. However, there's also stiff competition from Fujitsu with their FM-Towns II, and Sharp with their X68000. (There's also the MSX range of computers of course, which is still going over in Japan, although the latest is the MSX 2 Plus - we hope to do a feature of the newer MSX in the future as there are quite a few games on the system that have been converted to the consoles)

All three 32-bit machine types ('Types' - as like the IBM-PC (Clones/compatibles) you can buy different configurations and add extras to it) are very much like high-end IBM PCs. For example.. the FM-Towns spec. contains either a i386DX or i368SX CPU, running at 16MHz. It's display is 640x480 pixels with 3-mode auto scanning. Soundwise, is like the Neo Geo.. 8 channel PCM Voices, 6 channel FM Voices, and with a built-in CD-Rom - CD Digital



● SHARP'S X68000 PERSONAL WORKSTATION-XVI

audio! Whereas, the PC-9801, you can get ones with i386 or i486 CPUs, CD-Rom, floppy drives, hard drives, optical drives, etc. The Sharp is a bit of a mystery machine although it's the main machine for games programmer to convert games to the Megadrive.. so could be fairly similar in spec.

However, with such power, the price tag for these machines are pretty high... £1000 plus. Expensive, but not really for the Japanese, and once you have one of these, you don't really need another machine.

## Software

The Hardware isn't much kop without the software, and as you might expect, these are of very high quality... unfortunately, they are more catered to the adult Japanese market... with more role play games, simulators, adventures, and strategy war games.. although most IBM PC games are available for the systems. Well, when you consider that the machines cost well over £1000, your average kid is unlikely to get one... they are better off with a games console like the Megadrive, Super Famicom and PC Engine. The current



● FUJITSU'S AMAZING FM-TOWNS II - CX MODEL WITH SEPARATE KEYBOARD AND MONITOR.

# COMPUTERS!

top five games for the Personal Computers in Japan is includes one R.P.G., three war games, and a golf game! The Top game is non-other than Dragon Slayer II for the PC-9801 and PC-8801 (older model of the 9801). The forth game is the Golf simulation - New 3D Golf Simulation by T+E Soft, again for the PC-9801. As you can see, the console scene and the computer scene are coming together... as Dragon Slayer II



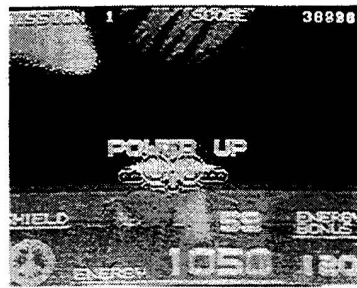
● DRAGON SLAYER II - TOP COMPUTER GAME IN JAPAN

is being produced for the PC Engine on Super-CD, and 3D Golf has already appeared on the Super Famicom.

However, there are some excellent arcade games for the machines.. especially for the

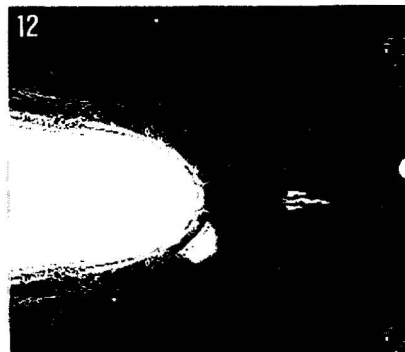


● FINAL FIGHT ON X68000 - JUST LIKE COIN-OP!



● GALAXY FORCE II ON THE FM-TOWNS!

FM-Towns and X68000. Already we have seen Wolf Team convert Granada from the X68000 to the Megadrive, and brought over Thunderforce from the computer format. DataWest has converted RayXanber to the PC Engine CD-Rom, and also converting their mystery DAPS adventure games too for both the Mega-



● THE ORIGINAL RAY XANBER ON THE FM-TOWNS. HERE THE SHIP IS RUNNING FROM THE COMET!!

CD and Super-CD from the original FM-Towns computer. If you are after coin-op conversions then you should take a look at the X68000 and FM-Towns' versions of Afterburner, Galaxy Force II, Space Harrier, Outrun, and the recent conversion of Final Fight

by Capcom.. etc... which are pretty close to the original coin-op.

### New Hot games:

One of the hottest games around at the moment for the X68000 is Over Take by Zoom. This is a great Super Monaco GP style game as you burn rubber on the famous formula 1 circuits. The game features fabalous



● DATA WEST'S DAPS MYSTERY ADVENTURE ON TOWNS AND SOON TO BE ON ENGINE CD AND MEGA-CD

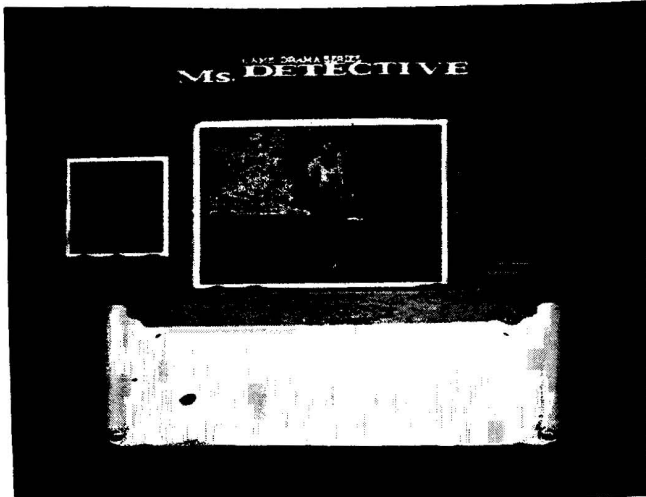
realistic graphics and sound to put the like of the Super Famicom to shame. The game comes on an amazing five HD disks too.

On the FM-Towns, DataWest have a new adventure game in their Game Drama Series called Ms Detective.. and this game comes on 2 CDs... another massive game. It's one of those murder games. where a body is found and as Ms Detective, you have to solve who done it. Where this differs from other games of it's type, is that it uses partial, full motion picture, and it ofcourse uses the CDs digital audio features, and with DataWest's DAPS, it's like watching Agatha Christie's Miss Marple in a small window on the TV but you are

Cont. on pg. 26



● A BIT OF FANCY ANIMATED GRAPHICS HERE FROM ZOOM'S OVER TAKE ON THE X68000.



● DATAWEST'S MS. DETECTIVE.. THE BOX IN THE MIDDLE IS WHERE ALL THE ACTION TAKES PLACE.. LIKE YOU HAVE A GENLOCK !

be shown, especially below the belt! Therefore, you won't see the likes of Mayfair or Playboy in your local Japanese

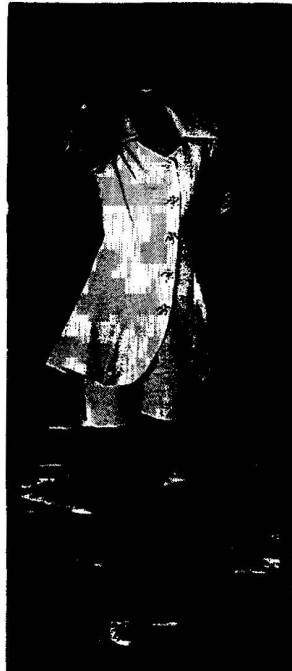


● ZOOM'S OVER TAKE IN ACTION .... VROOOOOM!!

newsagent. However, this doesn't cover computer graphics.. or cartoons (have you seen the scenes in Akira and other Manga/ Anime... ie. Monster Hunter, Dominion Tank Police, etc.) hence why they are so many saucy games around. Strangely enough, I have yet to play a saucy console game on either the Sega, Engine or Nintendo... although there should be a few around. However, video game consoles are mainly for the younger generation.

in total control of what you are doing... hence the 2 CDs. As a number of DataWest games are been converted to the Mega-CD, this could be one to look out for.

Hudson soft, who has the rights to the original R-Type, are currently converting the game to the FM-Towns, and you can expect a carbon copy of the original game unlike other conversions where the screen scrolled up and down.



● ...AND HERE IS MS DETECTIVE IN THE FLESH AS THE FILM CREW IMMORTALISE HER ONTO CD FOR PARTIAL, FULL MOTION VIDEO.

**FREWARE**

As the FM-Towns comes with a built in CD-Rom, you can even get Free Ware (Public Domain - Share Ware) titles on CD!! Yep.. you read right.. on CD. Of course it's not exactly FREE, but what's actually on the disc IS. Considering that



● A FREWARE DISC FOR THE FM-TOWNS

**SEXY**

With the majority of owners been over 18 years old, there are also a number of saucy games... most popular (it must be popular if they continue to churn them out) are Strip Mah Jong games... not to mention Strip pool, Strip quiz games, Strip board games... generally strip anything. Japan has a strict law when it comes to naughty pictures and stuff... generally no vital parts are allowed to

CDs are dead cheap to reproduce, hopefully this will catch on with the console range of CD-Roms, although someone really need to produce an item that will let the owner of the consoles program the machine.



● WELL... USE YOUR OWN IMAGINATION FOR A CAPTION HERE.... ALTHOUGH THIS GAME IS AVAILABLE FOR THE X68000 AND PC-9801.

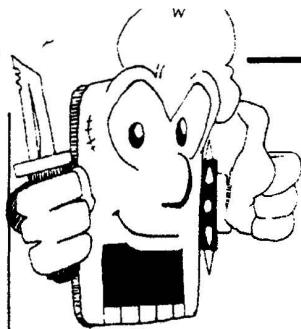




## GAME REVIEWS

### GODS

MEGADRIVE BY MINDSCAPE



**Onn:** Gods is one of my favourite arcade games on the Amiga... it had great graphics (Mark Coleman is certainly one of the best graphist around), and brilliant music, and incredible gameplay combining arcade 'kill 'em all' action with a lot of puzzle elements to make it one great adventure. Unfortunately, it had one major flaw - it only had four stages, and was very easy to complete... I did it within a week!

The Megadrive game is identical (it's also converted by Graftgold - the top programming team in the biz), apart from a few differences here and there... different music, parallax scrolling on later levels, and slight changes in colour, plus is a lot faster and smoother.... but generally the same game.

If you haven't played the game before, it's a side-on arcade platform game. You control this here gladiator in his search to become a God and become immortal.

You start with no weapons, but just to the right of you is a knife icon. Get this and you can throw out knives... very handy as right at the start, a nasty creature walks towards you to taste your blood!

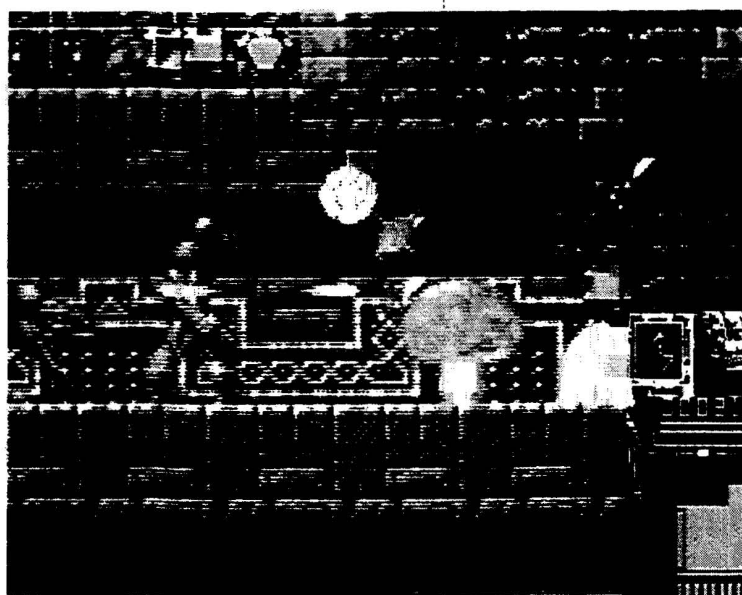
Your hero has three lives with a pot of energy per life. To complete the game, you have to make your way through the four levels... each level comprising of several stages with a nasty boss at the end of each level to destroy... stage one has a big gladiator and on two, a flying fire breathing dragon!

To get through the stages, you have to work your way around the level... climbing ladders, shooting the nasty creatures, jump on platforms, collect the useful items (energy potions, weapons, shields, etc.), collect keys to open doors or treasure chests, solve puzzles (ie. find, collect and use certain gems in correct order), find required items, avoid the traps, and there's also a shop where you can purchase useful items if you have the dosh.

All in all, Gods is a great game and definitely worth considering if you haven't played (and/or completed) it on Amiga/ST. However, like the original, it still only has four levels making it fairly easy to complete, although because of it's speed, it's a little tougher than the Amiga version.

**Video** - 94%  
**Audio** - 85%  
**Playability** - 93%  
**Lastability** - 70%

**Overall** - 88%



### SMASH TV

MEGADRIVE BY ACCLAIM



**Onn:** I won't describe Smash TV to you as you should already know the biz on this arcade game.. if not, then check out the Super Famicom version review a few issues back.

Whereas the S.F. version is brilliant, the Megadrive version unfortunately is a bit of a bummer. Firstly, the graphics are very poor compared to the SF game... this shouldn't happen as the Megadrive could easily have handled it, as Smash TV doesn't exactly have tons of colours or very detailed graphics. Anyway, apart from the visual aspects, audio is pretty poor too. Most of the speech in the coin-op aren't there and the sound FX aren't as beefy as the SF version.

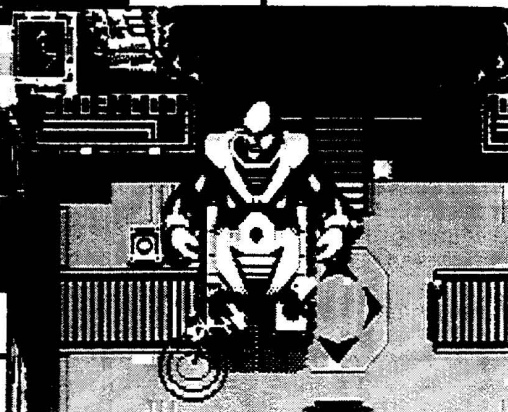
But what of the game? Well, as you expect, the control method had to be re-arranged - the MD don't have the SF's four fire buttons to shoot in all eight directions. There are however two control methods. This is like the coin-op - use two joysticks! This is great if you have two joysticks... but most people don't and playing with a pad and a joystick is pretty impossible.. also, you can't have a second player!

The other method is using one joypad/stick and each of the buttons determines firing in a different way... one fires in the direction you're facing, the second - the opposite way you're facing, and the third locks your firing so you can continue firing in one direction while you move in another. This control works fine in the first few levels (after some practice), but as Smash TV gets more frantic with masses of baddies and mines on screen... this method fails to work! I would have preferred an option where you can rotate your fire anti/clockwise.. so you can spray a mass of bullets in an arc.. a method essential for this type of game!

Overall... Smash TV is an okay attempt, but fails to deliver the excitement of the coin-op because of the control method, thus making the game too tough... which leads you into frustration! Only for die hard Smash TV fans with two sticks!!

**Video** - 80%  
**Audio** - 70%  
**Playability** - 65%  
**Lastability** - 50%

**Overall** - 65%



# STEEL TALONS

MEGADRIVE BY TENGEN



**Onn:** I've only played this a couple of times in the arcades (down skegness) and wasn't that impressed with it.. not a patch on Microprose's F-15

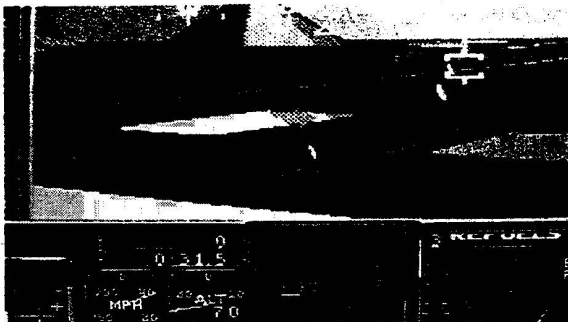
Strike Eagle that's for sure.. but it wasn't that bad when there are two people playing.

Anyway, Atari (or should that be Tengen) gives us the Megadrive version and I have to admit, it's a pretty poor conversion. The idea and set-up of the game is good. The game has a Training mode, a head to head mode (You Vs the computer Gunship), or the one player combat missions where there are 12 levels in all.

The first two options are pretty obvious - as for the combat missions, generally, you must fly the gunship, and destroy all the enemy targets... you only have one tank of fuel... so must not dilly dally! Sustaining too many hits and you will plummet to the ground and death (also make sure you don't crash into the ground or

mountains) ... although you do have three lives per game.

The game itself is viewed in the third person perspective (behind the



YOUR GUNSHIP SPOTS A TRUCK IN THE DISTANCE.. TIME FOR DESTRUCTION

gunship), and control is very simple, very much like Desert Strike. You are arm with machine guns and limited missiles, plus all the necessary cockpit accessories like radar, enemy warning, fuel gauge, altimeter, damage indicator... etc...

The enemy comes in many forms... tanks, trucks, etc.. that move around, plus missile launchers, tents, oil refiners, enemy HQ, SAM sites and so on.. most of which will fire at

you.

Generally, what you must do is.. look at the map, head for a target, locate it, blow the bugger up taking as little hits as possible, then go for the next target. Once you've blown up all targets, then you've completed the mission, where you're given a score, plus bonuses, and move on to the next.

What makes Steel Talons such a poor game is that it's handling of the 3D graphics. They are just awful... tap left or right, and the screen jerks ridiculously.. one second the mountain is on the right, and the next, it's on the left... the frame update is about one frame a second, if that! And there aren't a lot of scenery really, and they aren't detail either! Sound, like most Atari games are minimal.

All in all, I can't recommend this at all... stick with Desert Strike, or go for E.A.'s coming chopper simulator LHX.. see next issue for full review!

**Video** - 45%  
**Audio** - 40%  
**Playability** - 55%  
**Lastability** - 45%

**Overall** - 50%

# RAMPARTS

SUPER FAMICOM BY ELECTRONIC ARTS



**Onn:** Ramparts was a fairly successful coin-op game, a one to three player strategy game with shoot 'em up and puzzle elements

thrown in. The main downfall was that, after a few goes of the game, it became tedious....

Anyway, this conversion to the Super Famicom isn't too bad. It can be played by one or two players, and features everything you need from the coin-op. If you haven't played the game before.. it's very simple. In a one player game, you are up against the invading computer armies who attack you by sea. You start by picking a castle from 3 or 4 on land, and once selected, a wall will be built around it. You then stick in a few cannons... and when you've done that, you'll get a crosshair, where you must aim and fire at the in-coming ships... who also fire at you. Your objective is to wipe them

all out. You are unlikely to do it on your first go, so when the battle stops, you are given a few seconds to repair your surrounding walls which the enemy have pounded in. This part is like Tetris. Different shapes are given to you, and you must rotate and move 'em around so they slot into your remaining wall. You MUST fully surround one of the castles within the time limit to continue the game. As you only have a few seconds, you'll have to be fast.. also some strategy can be used... as you can try to capture other castles too or build a wall to stop any landing party getting near your property. If you fail to surround a castle, then it's game over. Should you do.. then if you have a lot of space within the walls, you are given more cannons.. where you start the battle again.. until you can't surround a castle (you lose), you go over the limit in battles (you lose again.. silly this as it should be a draw!), or you wipe out the opponents (you win!).

In a two player game, it's you versus your friend.

The conversion from coin-op to video system is very good with same graphics and sound... which are pretty basic. However, although the game play is very much the same, the main difference is that in this SF version, the one player mode's map is bigger, so you have to scroll the screen to take out the ships (thus taking more time up and you can't see your castle been attacked).

Overall, not a bad game - it's quite playable against the computer but more fun against a human opponent. But like most Atari games, lasting appeal is short lived.

**Video** - 60%  
**Audio** - 40%  
**Playability** - 65%  
**Lastability** - 40%

**Overall** - 50%



● THE ENEMY ATTACKS



## COSMIC FANTASY 2

TURBO GRAFX-16 CD-ROM BY TELENET/WORKING DESIGN  
SUPPLIED BY VIDEO GAME CENTRE



**David:** This new CD adventure has just been released in America, although it's been out in Japan for ages, so was it worth the wait?

The plot is fairly standard. On the planet Idea, a young woman has been kidnapped by a tyrant called Galam. Her boyfriend, Van, sets out to rescue her, and ultimately the planet.

The game played in the now obligatory 'look down' view that all CD games seem to use - haven't the Japanese ever played a 3D view game? You move Van from town to town on a large detailed map (a map of each island can be called up which shows your position and all the towns - very useful). While in the towns, you can buy weapons, save your game and talk to the locals for clues, who may join you.

In the country side of course, you're fair game to monsters and Galam's henchmen. During combat, pictures of the enemies pop up and you can choose which one to attack with either weapons, or later on, your psionic powers. Any companions you have

also join in. If you win, you gain gold and experience. Sadly, the enemies are not animated, which is just laziness on the programmers part, but they do look good. Unfortunately, combat is just too frequent, and you'll be lucky to move a few inches on the map before being set upon, which slows the game down far too much.



Also, there are few real puzzles in the game. Most of the needed objects are given to you by your companions, and the odd chest you find only have healing potions and useless weapons in them.

The game is also far too linear and constantly pushes you where it wants you to go. Surely, with the memory available a little freedom

to wander around would have been possible.

As expected on CD, the music is very good. It's not up to the standard as the 'Ys' games, but it is at least appropriate (and there's lots of it). The towns all have jolly tunes (unless they have been taken over) and the map screen music has an heroic edge. There are also lots of cinema displays at various points of the game to help the story along. Most are very good, although Van's voice is very high pitched for a teenager - maybe he was a choirboy before it started?

In conclusion, Cosmic Fantasy 2 is a

big game, but it's leaning more towards more combat and less puzzles makes it more suitable for the beginner to these types of adventure. If it's puzzles

you like - go for the 'Ys' games. I only hope Cosmic 3, just out in Japan gets a better balance...

**Video** - 85%  
**Audio** - 88%  
**Playability** - 79%  
**Lastability** - 90%

**Overall** - 84%

## ORDER OF THE GRIFFIN

TURBO GRAFX-16 CARD - SUPPLIED BY VIDEO GAME CENTRE



**David:** The Turbo Graphix is not short of RPGs, but this is unusual in that it's the first official Dungeon + Dragons game for the system.

The story is basic to begin with. A lord has brought four adventurers together to investigate rumours of undead creatures seen in a nearby forest, but as always the basic plot is expanded by subplots involving courtroom backstabbing (literally) and an elite group of fighters known as 'the Order of the Griffin'.

At the onset, you can choose your four characters from six classes (Fighters, cleric, etc.).

Most of the game is played in a 3D 'Dungeon Master' view when you enter towns or dungeons. The graphics vary from fairly dull inside the castle to some very atmospheric vine-covered caves, and all of the areas are full of rooms, shops, and secret passages. It's in the towns that you can catch up on gossip and buy weapons or healing potions.

When you leave the towns, you get an overhead map of the surrounding land with your party shown as small sprites. Move them around to investigate the (nicely detailed) countryside where more clues and hidden areas can be found.

Combat is played out on a board game-like map. You move your character, point at an enemy and hope he dies before you, then the monsters move and attack, etc. The fights are quick (and fun - try 'charming' an enemy to attack his mates!), but the character graphics don't always match the actual character, your graphic may show you have a bow, but your inventory only has a sword for example.

While combat is fun, it brings me to my main gripe. The game is very hard to begin with. Your characters are so weak that keeping them alive in combat, let alone winning is next to impossible, and it means that most of your money (found after combat) is spent on

resurrecting dead players instead of nice new weapons.

The sound is basic, and the annoying music can thankfully be turned off. Games can be saved either by password or into a turbo CD memory, so save often!

So, despite the initial hardness of the game, I really got into it. The play area is huge (seven 3D towns, some with dungeons, as well as hidden areas out in the countryside). The graphics vary from basic to very good (there's some nice full screen pictures at certain points of the game), but they are never dull, and the wealth of subjects means you don't have to play in a certain order to finish it.

If you're even slightly interested in Role Playing, I can recommend it completely, and even shoot'em up freaks should try it - you might find a whole new genre to enjoy.

**Video** - 78%  
**Audio** - 70%  
**Playability** - 88%  
**Lastability** - 95%

**Overall** - 90%

## **MD - GLEY LANCER**

If you find this game toooooo easy, then you want to play it in Mania Mode. On title screen, press Up, Down, Left, Right, B, A. Then enter the configuration mode where Game Level can be selected as Mania!

## **GG - MONACO GRAND PRIX II**

Enter the password as SENNA or CHAMPION for something special.

## **SF - PHALANX**

For special Enviroments option on the system configuration on this blaster, here's the biz: On the title screen, Hold and keep held down 'R' on pad on. Then enter the System Configuration menu. Now Exit back to the option. And then still with button R held down re-enter the System Configuration mode. Now on pad 2 press both L and R buttons, and hey presto - Special Enviroments - where you can select your Stock and Credits. Now what about Stage Select? Well, if you press all the main buttons - A, B, X, and Y, you'll get the Stage Select too! However, you can only go up to stage 5... what a bummer eh? Well, E.B. gives you the whole low-down.... if you press both Start and Select on pad 2, while moving up the stage with pad one, then you can go right up to stage 8.. the last level!!

## **SF - PRINCE OF PERSIA**

If you are finding this game too hard, here's a neat cheat for you. On the Password, enter SPECIAL, then as the password isn't a proper password, clicking on OKay won't accept it. So, press on Cancel. And then start the game. Pause the game then press B, Y, Up, Down, Left, Right, L, R, and you hear a sound. Then hold Start and press Select button and you will then get a special window with Level Select where you can select from level 1-20, Sound Select, and Boost Meter option!

## **SF - SPINDIZZY WORLDS**

For the test mode of this game, on the password, enter MIMICHAN, where you will have the sound test, level select, etc.

## **MD - SPLATTER HOUSE PART 2**

For stage select, on title screen, press Down, Down, B, Down, Down, C.

## **SF - STREET FIGHTER II**

Okay, here's how to play the same character as yourself in a one player game apart from Ken or Ryu. For example, if you wish to play Guile Vs Guile. First pick a character ie. Ryu, and start game. Lose it. Then pick Guile, and again lose that match. Then continue with any character but Guile until you reach Guile's stage. When the game starts.. challenge with player two and draw all four rounds. Then continue game, with Guile, and you'll have Guile Vs Guile. To play Chun Li vs Chun Li, just replace Guile with Chun Li as above, and so on.

Also, here a silly bug in the game. Pick Ken, and when you get to the bonus WALL breaking stage, get player 2 in the game. Get Ken to jump over to the other side, and leg toss (throw with strong kick) opponent, and Ken will roll and appear IN the wall for a instant!!

## **SF - SUPER PANG**

To select your level, on the Select Game screen, press L, R, R, L, Up, Down, and you can change the level in the center of the screen.

## **MD - THUNDER FORCE IV**

If you complete the game, you can go to the option screen (press all buttons and Start on title screen) and you can hear some extra tunes!

If you can't get enough weapons, you can always do the following: Pause the game, then press Up, Right, A, Down, Right, A, C, Left, Up, B, then either Up or Right, then unpause for extra weapons depending on which direction you press last.

## **MD - THUNDER STORM FX**

As we don't have a Mega-CD, we haven't tried these tips... but here they are...

For Debug mode, on title screen Up, Down, Left, Right, B, C, A. Start game.

Also try on the title screen Left, Right, A, B, C, for different stage. Start Game.

For Easy mode, on title press Right, Up, Left, Down, A, then enter the Con. Fig. Mode, where you can select Easy Level.

Or try maybe these: on title press B, A, C, A, Left, Left, Right, Left. Start Game.

Or these, on title, press Left, Right, A, B, C, B, A, C, A, Left, Left, Right, Left, and Start game.

## **SF - T.M.N.T. - Turtles in Time**

Here are some tips for this well ace Konami game. These definitely work on the Japanese version!

For 10 lives per Turtle, on the title screen with pad 2, enter standard Konami cheat, Up, Up, Down Down, Left, Right, Left, Right, B, A. Then go to the option screen, where you can alter Rest to 10.

For Boss select, on title screen with pad 2, press Up, Up, Up, Down, Down, Down, B, A, B. Start game for Boss Select Screen.

To see the ending : on title screen on second pad, press X, Y, B, A, Up, Left, Down, Right, R, L, then start game with pad 1.

To Select your levels, on title screen, on second pad, press Left, Right, Left, Right, L, R, and start game with pad 1.

## **PC - The Addams Family**

When you start the game on level one, as soon as Gomez starts to talk to you, press the following; Up, Up, Right, Down, Left, Up. You will now start the game with 79 lives.

# FACEBALL 2000

SUPER FAMICOM BY BULLET PROOF SOFTWARE



**Marc:** Apparently a smash hit on the gameboy, Faceball is very cynically converted to the SF and just doesn't work at all well.

On the gameboy, the idea worked because you could link machines and the screen's so small you can't see what's going on properly anyway!!!! On the SF, the large screen and colour graphics just show Faceball up as the simple and boring little game it actually is.

For a start, Mode 7 appears to have been completely thrown out of the window and the graphics are quite poor. Considering how easily a realistic maze could have been done, this is a very bad move and any potential that there may have been is instantly dealt a blow.

Sonically, Faceball is minimal to say the least and for the most part the speakers are silent. Did a musician cost too much or something???

The gameplay is just a matter of going round a maze blasting anything that comes at you and it soon gets very, very tedious. Two player mode (split screen) is a little bit better since you can actually chase each other round the maze blasting as you go, but even that loses its appeal after 5 minutes or so.

I just don't understand. It's 1992 and games are still being released that look and play like something pre-Spectrum. O.K, so old ideas have to be recycled and re-used, but why can't they use the decent ones??

Faceball can only be recommended to those who thought the gameboy version was mindblowing. And since I fail to believe anyone could fall into that category, I would advise giving this one a miss.

A pointless and pathetic game.

- Video - 63%
- Audio - 45%
- Playability - 60%
- Lastability - 65%
  
- Overall - 60%

# SOUL BLAZER

SUPER FAMICOM BY ENIX



**Marc:** Finally, the English text version of Soul Blazer is released, and it definitely warrants a re-review!

This is supposedly the sequel to

Actraiser and Enix have been a bit naughty and stolen quite a few bits from their previous effort, whilst at the same time incorporating enough new ideas to make this well worthwhile.

Comparisons to Zelda will be made straight away, since the view point is similar and some of the gameplay is also quite familiar from Nintendo's superb Arcade/RPG.

It does have to be said straight away that Soul Blazer ISN'T as good as Zelda but it is an ideal next game for anyone who has finished it and is looking for a new challenge. (I guess that's everyone who's got Zelda then??!!).

A very brief idea of the game; the basic idea is to gain experience, weapons, magic and items by knocking out Gauntlet-like enemy bases which then release

Everything that's released either gives you something, allows you to get somewhere or tells you something. Whatever happens, it means that you can get further into the game.

The overall aim is to collect 6 coloured stones (one from each level) and these are given to you once you've completed a major task.

Although the walking about and slashing things part of the game is the main 'action' and the basis for the whole thing, strangely enough it doesn't get tedious because there's always something around the corner to collect which opens up a whole new part of the game. This is actually pretty addictive stuff!

This is also one BIG game!!! Each level is made up of lots of sub-stages, each with a set number of bases to destroy. The further you get, the bigger the levels are, and most people aren't going to beat this too soon.

Graphics are, again, not unlike Zelda's; not the best ever, but doing their job well. There are some nice effects scattered throughout and nothing has really been skimped on.

Music is well done but, inevitably in a game of this depth, repeats too often and does get annoying from time to time.

Some people will find Soul Blazer a bit too deep, but most will enjoy its mix of RPG and arcade/adventure.

Overall, Soul Blazer is well worth getting. If you've seen the Jap version and been daunted by all the text, buy this now!

Highly recommended.

- Video - 83%
- Audio - 78%
- Playability - 92%
- Lastability - 93%
  
- Overall - 90%



● THE ICE LEVEL... WHERE IS AN RPG WITHOUT AN ICE LEVEL?

either a creature, a plant or an item. Simple, eh?? Well, No, not really!

The gameplay itself is actually bordering on fluff....this is really a glorified Gauntlet with some quite manic sword fighting to be done. It's when things are released by bases that it's all elevated that bit higher.



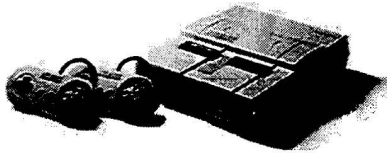
## OVERSEA VIEW

You know the situation in the UK... generally crap!, so what's it like overseas... Nick 'Columbus' Burne discovers America, and Onn takes a peep at a German magazine.



Hi there gamers, just after finishing my reviews for E.B last month, I went off to the good ol' US of A and boy was I surprised. I stayed with some friends of the family in a place called Zephyrhills which is near Tampa.

Every so often we would drive into Tampa and there I would walk around the malls and the several Toy's R Us stores situated there. Every computer store seems to be going mad over the Super Nintendo and they seemed to have a lot of games in stock. However I



was surprised to find out that the Toys R Us stocked more SNES, Genesis (MD), Turbo graphix (P.C.Engine) and hand-held games than the dedicated computer shops combined!

The latest game though seemed to be The Wheel Of Fortune (Oh my god!) for the SNES, Aliens 3 for the Megadrive and Nutopia for the Engine. The thing is though is that it so cheap out there! I picked up a handheld Engine out there for \$199 dollars (£100 to us Brit's!) and that came with a choice of 4 games! A Famicom is £50, an Engine is £35 with one game and the games are all dirt cheap! If you want to get good games cheap this is the place to go!

There is also arcades every where and nearly every place stocked about three Street Fighter II Champion Editions! However everywhere I played '92

you are bound to get challenged but they are crap at the game!!

I played some awesome games out there, the best being a game called "Mortal Kombat (Yes, it is spelt with a "K")" which is played like Street Fighter but with digitised

characters which are animated so smoothly. There is lots of gore in this game especially when you strike the final blow, the worst being when you rip their spinal cord out! Brain attached! Yuk!! Total Carnage was there (The follow up to Smash T.V) and that is very playable and yes it's got lots of gore as well.

Others included :Guardians of the Hood (Final Fight style but with digitised characters.) Aero Fighters (Awesome Shoot-Em-Up) Knights of the Round, G.I Joe, Relief Pitcher and Air Rescue.

So the scoop on America is, great for arcades and bargains but let down by poor releases and nasty hurricanes! Cor, was that terrible!

But look for great new games coming from them like Star Wars, (Looking good!) Mario Kart and various others too long to mention. Hope to see you there soon!



The 1992 European Sega champ is Reza Abdolali from Germany. The 20 year old fought eight of the best Sega players from around the world (excluding the E.B. Team).

However, what's it like in the land of the big fat frankfurt we ask?

The Console scene in Germany is not as big as it is over here, but there is one thing going for the Germans... and that's a video games magazine. Note that I said 'a' video game magazine as this seems to be the only one available... unlike the millions we have in the UK. The german magazine is called non other than 'Video Games', and cost 4.90DM (Work that out yourself with the yoyo pound, but approx. 2.5DM = 1, therefore approx. £2).

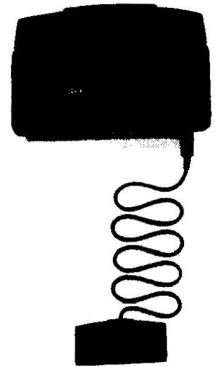
The magazine is an all format one, detailing all the main machines (Gameboy, Megadrive, NES, Super Nintendo, Sega Master, Lynx,

and Game Gear), and is very much like the best commercial video games magazine on the market - the American Electronic Gaming Monthly (unfortunately for E.G.M., we in the UK get it about a month or so late, so info. is old). The mag. is layed out

extremely well, with good use of large detailed screen shots, and good editorials. Infact, it's so much like E.G.M. that I had to scan through the magazine to see if it was done by the same people, as not only is the content very similar, but the paper quality is very much the same too.

Unfortunately, the whole thing is in german as you expect... so unless you can read/understand german... it's as good as buying japanese magazines. However, considering the germans only have this magazine - it really kicks the british publishers who insist on churning out more and more of the same and think splitting up magazines is a good thing when it's actually worst.

Price wise in Germany, it's approx. the same. A Megadrive can be bought for around 269DM which includes a game.. A Super NES for around 300DM, and a Neo Geo for 700DM. Games are around 110DM for new MegaDrive and Super NES games.



# DIRTY CHALLENGER

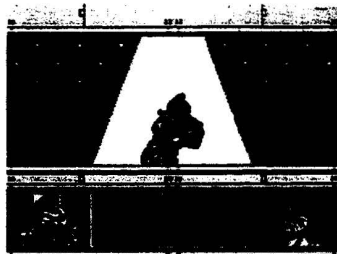
SUPER FAMICOM



**Nick:** Dirty Challenger? What a name for a game! (The game is based on a Japanese comic/cartoon ..Ed.) When I actually

turned on the game I was VERY surprised to find out it was a wrestling game! First of all there is a little Anime intro about some giant wrestling geezers fightin' and when you start the game you have the usual options, you vs. computer, player one vs. player two and options. You have a choice of 6 wrestlers ranging from a karate style bloke to a muscle bound brawler! The games background graphics are nice especially the prison (full of convicts cheering you on!) and the stadium. The characters animation is terrible for example:

Commentator 1: Lovely pink wrestler is going for the suplex!  
 Commentator 1: Pink wrestler didn't even move and blue rock



hard geezer is in the air..No he's on his back!

Normally in a game I would expect to see more than three

frames of animation for a move! Some nice WWF style graphics would have gone down a treat. Another thing is the control method. To do a move, first you must grab you opponent, pull down and then push the desired direction and button for a move! Come back good ol' button pressing!

The sound is o.k with all the usual sounds you would expect to here in a wrestling game i.e SMACK! CRUNCH! This game isn't going to start riots but it still isn't that bad, however if you are looking for a wrestling game go for Fire Pro it's a right laugh!

**Video** - 77%  
**Audio** - 65%  
**Lastability** - 70%  
**Playability** - 71%

**Overall** - 70%

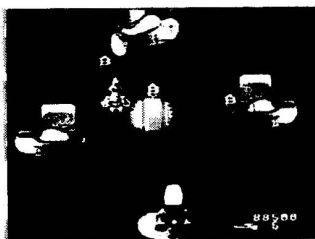
# ACROBAT MISSION

SUPER FAMICOM BY TEICHIKU

Acrobat Mission is a vertical scrolling shoot 'em up - a conversion of an UPL coin-op game. You control a fighter craft up against hordes of enemy ships that are out to stop you. The game has five stages, and you are armed with rapid fire lasers. As soon as you start, enemy ships swirl down the screen while shooting at you... taking them out with your lasers require a number of hits before they turn into space dust. As well as these ship, there are bigger crafts that fire lasers at you plus even bigger mothers which are lined with gun

turrets!

However, occasionally, a big blue craft appears, and if you can blow it up leaves icons behind... either a bomb which attached to the



underside of your ship and activated with the other button... however, like Tiger Heli, should a bullet hit the bomb, it'll go off too! The other icons - a 'H' or 'W' gives you a power-up weapons.

Like most shoot 'em ups, reach the end of the level, and you have blow up the big boss. Oh.. I must also mention that, hitting other ships doesn't damage or kill you - a good job really as the sprites are really big!



**Nick:** Acrobat Mission, hmm, well what can I say? This game is very dodgy. The graphics are highly detailed and look like an Amiga game. The game itself isn't very hard with enemies swooping in rarely. Your ship moves at an average speed and when you move horizontally the ship rolls in a certain direction.

Also when you move, little jets thrust out the back of your ship and this looks quite smart. From what I have seen there are only two weapons in the entire game which are both.. How can I put it? Rubbish! You can however charge these up and fire them off as a huge mega laser! When you get shot you have three seconds to guide your ship into it's final resting place i.e. into the boss! Where you will then explode inflicting large amounts of damage on your enemies!

The music isn't too clever and it doesn't really suit a shoot-em-up at all. What I like to hear is some loud thumping tunes which get the ol' adrenaline flowing! The lasting interest of this game isn't too long as you soon find your self looking out of the window etc.

The bosses are nice and well drawn and the first boss is massive! After playing games like Axelay and Parodius I can't really recommend this game but it's certainly better than Blazeon! Yuk!

**Video** - 81%      **Audio** - 65%  
**Lastability** - 50%      **Playability** - 59%      **Overall** - 55%



**Onn:** Firstly, the presentation of the game is very bland indeed.. but once you start to play the game, you realise why they didn't bother as the gameplay is terrible. Your

craft is real big not to mention slow (no speed ups here either!), and the enemy crafts are on the large size too, making things quite tough. The enemies require a ton of shots to take them out... and to top it all, the extra weapons are rather crap... two weapons and both fire upscreen. The enemy crafts are boring too... just different shaped ships/tanks that fire bullets or lasers... nothing amazing or interesting to make you jump up with surprise.

All in all, Acrobat Mission is one awful game and should be avoided at all costs... give me Dimension Force any day!

**Video** - 70%  
**Audio** - 85%  
**Playability** - 30%  
**Lastability** - 15%

**Overall** - 35%

# E.B. CHALLENGE

## E.B. Challenge no. 4351.2

While bored out of my mind one day, I popped into the newsagent and bought myself a copy of Sega Power (my choice of reading matter was hugely limited...). I flicked through the pages of news and reviews and came across a page titled *Curly's Challenge!* Apparently, this page was to invite a reader to come in an challenge the Sega champ at his own game. A good idea... but on this occasion, Mr. Curley boasted he had more brains than the readers, and had put together a quiz to show how clever he is...

So, this month's E.B. Challenge is - **The E.B. Team Vs Danny Curley\***

### Challenge #1 - 100m Dash

The famous olympic event where one must run 100m as fast as possible... the winner been the first to cross the tape. The E.B. Team aren't the most fit lot around, so we decided to enter the E.B. pet in the event instead. Curley got onto his starting blocks and next to him stood E.B. supremo Arthur the pet Tortoise. "On your marks, set... BANG!" Two days later... Arthur had cross the line, and the E.B. Team wins!!

**E.B. Team - 1 Curley - 0**

### Challenge #2 - Ugly Face Contest

The famous screw your face to look like the elephant man contest. The person to perform the most awful face wins! As the entire E.B. Team are so handsome, we decided to enter our new recruit in this event... Mr. Tetris himself - Andrew Lloyd Webber. Andrew was really on form.. the judges had awarded him 9 out of 10 before he even started. Andrew pulled a face so terrible, a Domino pizza special looked handsome... it was surely a win for the E.B. Team.

Unfortunately we spoke too soon... the judges went over to Curley who had fallen asleep.. and that face.. Arrgghh!!

**E.B. Team - 1 Curley - 1**

### Challenge #3 - Fat Boy Contest

Here one must eat as much as possible in 10 minutes, and the winner will be the person with the largest measured mid drift!!

We had two great contestants... Marc could eat a horse with one gulp, and Dan could eat a large Cheese and Tomato pizza with extra cheese in seconds. However, we decided to enter the E.B. Cook for the day, in this contest instead... Bernald Manning.

When the starting gun was fired, food was disappearing faster than sales of Dragon Quest V... although Bernald had most of it. When the 10 minutes were up.. it was time for measuring... And the results... Curley had won by a good 10 inches.!

**E.B. Team - 1 Curley - 2**

### Challenge #4 - Lying through your teeth Contest

Here the contestants must tell the truth whatever the situation.. the person who tells a lie first would be the loser.

Firstly, no sharp instruments, lamp in face, etc.. straight forward questioning: "So.. Danny, When you were on the GamesMaster Challenge, had you played Shadow Dancer before?" "NO!"

**E.B. Team - 2 Curley - 2**

### Challenge 5 - Hi-score Challenge

As this was the last challenge, we asked Curley what challenge he would like to compete against the E.B. Team... we had to give him a chance!

Well, Curley stated Highest score on a game. (Very original.. but he's wisjes were our command!).

However, we decided as Curley is so good at Sega games, the game had to be a non-Sega game.. We decided to play Bomberman on the PC Engine... with Curley as the fifth green player starting in the middle of the screen... and the four E.B. Team in the corners. Very Fair if we say so ourselves!

Just as the game started.. Curley accidentally pressed the drop bomb button.. and KABOOM!! Suicide!!!

**E.B. Team - 3 Curley - 2**

## The E.B. Team Wins!

\*WE COULDN'T CONTACT CURLEY, BUT THIS IS WHAT HE WOULD HAVE DONE!

## CARTOGRAPHY

As you read E.B. you might come across some Console terms that might confuse you if you are not an expert - so if you don't know your RS232 ports from your multi-arm-mega-spinning-thing-sprocket, or your japenese intruction manual from the Maastricht Treaty, then all will be explained here...

**Adaptor** - If you have one of these, then you are a thick git and have bought the wrong machine in the first place!

**Dan** - Hairy, Vegetarian Pizza guzzler from the dark depths of Hell.

**Grey Import** - John Major coming home from Holiday.

**Joystick** - Ermmm... I bet you know what I was going to print here, eh? I won't even mention Joypad.. Oops!

**PAL** - 8 out of 10 dog owners feed their dogs with it.. although 9.9 dog perfer a big fat juicy beef steak.

**Megadrive** - When you have that Friday feeling.... that get up and go....

**Mode 7** - A great Text mode on the BBC Computer... those were the days.. you could change the colour of the Text, and even make them flash... which really got the Computer Studies' teacher annoyed. But this mode couldn't display graphics.. Chucky Mode 5 was much better!

**NES** - Naff Empty Soapbox.

**NTSC** - Also known as Never The Same Colour... which means if you connect a NTSC machine to your TV, it will flicker like mad.

**SNES** - Slow Nippon Edible Sandwich

**Sprite** - A tiny little fairy at the bottom of your garden that you never see.. but I bet you it's there!



# SPIDERMAN & THE X-MEN

SUPER FAMICOM BY ACCLAIM - SUPPLIED BY MEGAWARE



**Marc:** I'm always a bit cynical about film or character tie-in games, so it's nice to see one like this where some effort has been made to actually make a decent game rather than just cash-in.

X-Men is actually written by Software Creations, a UK software house who Amiga owners will remember for some complete disasters (Ghouls and Ghosts, Bionic Commando etc) and whose only previous effort on the SF was Off Road Racer (hardly a revelation!).

However, X-Men is actually pretty good.....

The game starts with one of the best tunes to grace the machine - complete with a stunning sampled guitar intro.

Fortunately, the rest of the music is well up to this standard with some absolutely brilliant tunes which really suit the game perfectly (the underwater tune is wonderfully atmospheric).

The first level sees you as Spiderman, with the task of collecting

bomb-like items in order which allow you to escape. Naturally, you can shoot webs to swing around and climb the walls as expected. After this you can then select which of the X-Men characters you play as - each with their own different level. I have to say, having to do the initial level each time you play is a major pain and it soon gets very tedious. Why couldn't we have a password to



● HERE CYCLOPS IS IN A RAIL CART.. STEP ON THE RAILS.. FRY TIME!!!

get to the main part of the game???

Each of the selectable levels are fairly varied - Storm has an

underwater scene where she must raise the level to progress; Wolverine has a platform section with a funfair theme; Gambit has a left to right scroller where he's pursued by a large boulder; Cyclops has a multi scrolling collect-em-up and Spiderman an awkward arcade scene which makes the most of his swinging abilities.

Everyone will have a favourite as they're all different enough from each other, with some levels weaker than others. On the whole though, the gameplay is good.

Graphics are nice throughout, although highlights are Storm's watery level (with some superb effects) and Gambit's dark scene. Animation is also pretty good and the overall visual effect is a good one.

None of the levels are at all easy, and completing even a couple of characters' levels is a decent challenge. However, I did find that just as you are getting into a level properly, it's game over and you have to do the initial level again (Infuriating!).

On the whole though, Spiderman & The X-Men is a solid game, with decent graphics and excellent sound, although a few gameplay mistakes prevent it from being a classic.

**Video** - 88%  
**Audio** - 94%  
**Playability** - 82%  
**Lastability** - 80%

**Overall** - 85%

# CAPTAIN AMERICA AND THE AVENGERS

MEGADRIVE BY DATAEAST



**Onn:** The Avengers are one my favorite super hero teams (well... the original team

- others been the Fantastic Four and

X-Men), and I was anxious to see what DataEast makes of this game as I've never played the coin-op before. Unfortunately, in looks wise, it's a bad conversion as the

graphics are pretty poor with fairly chunky sprites and bland scenery which has as much colour as you can display on a Commodore 64.

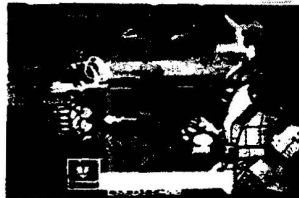
The gameplay is very much like Turtles on the SF - same style of beat

'em up with lots of moves, plus additional scenes... in this case the flying and underwater shoot'em up bits. However, where Turtles

succeeds.. the Avengers fails because it's graphics are small, drab, collision detection pretty awful, and the game is too repetitive.. there aren't too many surprises in this

game. Sound is just pretty good (DataEast

aren't too bad at producing musical scores), sound FX are functional, and as for the speech... they are pretty awful which is not bad as it's so awful it's funny! The samples sounds like the bloke that introduces those B-movies like The



● CAPT. A & IRONMAN FIGHTS THE SECOND BOSS IN THE FLYING SECTION.

Toxic Avenger, and Sex Starved Space Women from Mars.

Overall... Captain America (why is his name separate when he IS an Avenger!?) and the Avengers isn't an awful game... it's fairly playable... but that's about it... play it once or twice (just to see who the boss is at the end of the stage and if you can recognise him/her/it/ them) and you're unlikely to play it again.

**Video** - 65%  
**Audio** - 70%  
**Playability** - 70%  
**Lastability** - 55%

**Overall** - 66%



● UNDERWATER TIME.. VISION AND HAWKEYE IN ACTION!

# SUPERMAN

MEGADRIVE BY SUNSOFT

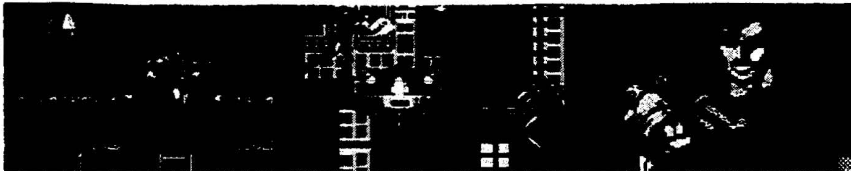


super at all.

**Onn:** Sunsoft don't produce many games for consoles, but when they do they usually come up with the goods... but unfortunately Superman is not so

enemy crafts, and villains. Superman only has one life BUT a long energy bar that can sustain a number of hit before he kicks the bucket... who said he can't die? He can punch and kick the enemy in different ways, including a power punch that has to be charged up first.

As you progress through the stage, you can collect Superman 'S' icons



The game puts you in control of the man of steel in a side-on arcade action adventure. Stage one is set on the roof tops as Superman runs left to right while been attacked by nasty robots,

which can increase your energy, and gain you extra items for you to use. Reach the end of the level, and you face a big mechanical beast for you to bust up... rather tricky!!

Stage two is in a building, and very

similar to the first as you set to rescue the kidnapped children... a bit like Moonwalker eh?, while the third see Superman flying in a side-on scrolling shoot'em up as he dodges the obstacles/landscape and shoot the nasty enemy crafts and meanies with his laser eyes!

All in all, Superman is a pretty average arcade adventure game with nothing really new.... infact, with the fighting bit and shoot'em up bits, it's very similar to Captain America and the Avengers. The graphics are average with okay backdrops and small sprites, and sound is adequate. Overall, Superman is worth a look, but is nothing outstanding, there are certainly better games than this available.

**Video** - 70%  
**Audio** - 65%  
**Playability** - 70%  
**Lastability** - 70%

**Overall** - 68%

# PREDATOR 2

MEGADRIVE BY ARENA



villians, this game is slightly different from the film... as you'll have very little to do it was the

**Onn:** I have to admit, I didn't think Predator II (the film) was all that good... but it was watchable. As the film has the Predator going around killing the

bombs and flak jackets to help you.

Where does the Predator come in you ask? Well, the Predator is high up in the buildings and as you wander around, you'll see the three red dots sight of the Predator, moving towards the nearest hostage! You must reach the hostage before the sight does, or the Predator will shoot it's lasers and blow the hostage up!

The enemy gangs and villains are not your ordinary thieves... they are armed with deadly machine guns, bombs, ride on motorcycles to try to run you down, hide behind vehicles, and there are sure enough of them!

Each of the

levels are very much the same but set in a different location and a tad tougher as you progress, although on the last stage, you are up against hordes of Predators which require a number of hits to destroy.

I have to say, this is a pretty terrible game, and if I didn't know I was playing on the Megadrive, I would have thought this was running on the

Atari ST as it features very bad graphics... lack of colour and a lot of stippling. The angle of the isometric is too sharp too making the game look wierd, and the scenery is very crude indeed. The Sound is okay, but again nothing special.

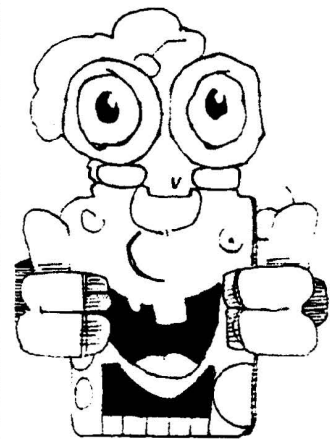
This is another bad film license which has very little related to the film... only playable for the first time where interest drops like a brick. Worth buying? Only if you look like the Predator!

**Video** - 55%  
**Audio** - 65%  
**Playability** - 60%  
**Lastability** - 30%

**Overall** - 50%



same as the movie. However, what you get is a cross between Commando/Rambo/Narc and Moonwalker (the coin-op), as you have to wander around the 3D isometric stages - locate and rescue the hostages, shoot the gangs and villains, pick up the drugs for extra points and get those useful weapons... machine gun,



# ART OF FIGHTING

NEO GEO BY SNK



**Onn:** The next game to hit the streets for the Neo Geo is SNK's massive beat'em up Art of Fighting. This mammoth 102meg game is another Street Fighter II style beat 'em up and will be available for your machine

around mid. December. Like SFII the game features eight characters to choose from (although in one player mode, you can only pick from two), all with their personal moves and special ones (most can throw missiles of some sort) and there are three different bonus stages.

As the coin-op version sneaked into our naff arcades, I managed to get my hands on the game. Unfortunately, I have to report that this is a real let down... in fact, Fatal Fury is a lot better!! The first irritating thing is the

scaling which really puts you off when you are trying to get a hit on the opponent. Because of the size of the characters, the screen zooms out when you move apart, and when you are in touching range, it zooms in!! The game's

graphics are very good, but the animation is pretty poor, just not fluid enough for this type of game, and although the characters are massive, they spoil the gameplay as it's difficult to tell what's



A PUNCH IN THE STOMACH FROM RYO

happening at time, not to mention the controls are not responsive enough. Talking of controls - it uses three buttons to represent six, by using combinations of the three... quite complicated.

Okay, it looks pretty good, but



THIS GUY USES HIS SPECIAL BUBBLE GUM MOVE

when it comes down to it, Art of Fighting is a poor beat 'em up. In a one player game, the computer opponents are extremely difficult to beat... even the first character is a bugger to over come. But the most annoying feature is that, when someone is attacking you and you are

blocking, you still lose energy! Thus you could easily lose by blocking every move! It is however quite fun when you play against another human opponent

especially with the other six characters, but not worth the 100+ it will cost you Neo Geo owners!! Very Disappointing... you'd thought SNK had learned their lesson with Fatal Fury!

**Video** - 90%  
**Audio** - 85%  
**Playability** - 80%  
**Lastability** - 70%

**Overall** - 80%

# WORLD HEROES

NEO GEO BY ALPHA - SUPPLIED BY ARCADIA (0303-850410)

**Ian:** The latest title from Alpha for SNK is World Heroes, packing a mighty 82meg punch... has Street Fighter 2 finally arrived on Neo Geo format?.. Read on.

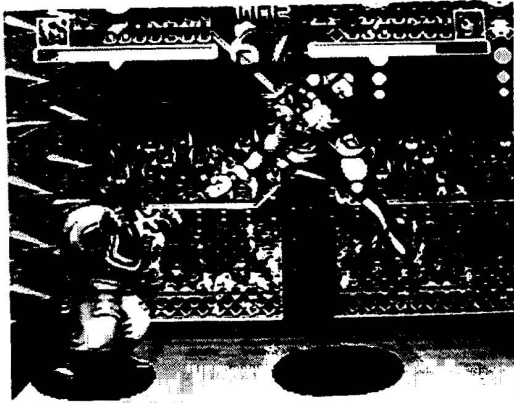
A mysterious scientist has bought together a group of fighters from around the world. Each must complete to become the next World Hero and assume the role of Earth's Defender!! Earth is already under the threat of a conqueror called 'Geegus', so finding a defender from the eight heroes is vital.

Each World Hero has his or her own special moves plus individual attacks, throws and defence moves. Two players can compete against each other, or one player can take on the rest of the World Heroes for a chance

to defend Earth against 'Geegus', who has the power to change shape and assume the role of any world hero. Should you be fortunate enough to reach this stage, I can assure you that a good kicking and other delights

await you!!

Once you have chosen your warrior, you must decide whether to play a standard game or go into the death match, in which you fight in a ring filled with



● THE ARENA... WATCH THOSE SPIKES OF DEATH ON THE LEFT!!!

surprises like wall spikes, energy barriers, fire and floor mines... throwing an opponent against the spiked wall is great fun, especially when they fall from the spikes at your feet, ready for another severe beating, HA-HA-HA.. Sadistic pleasure!



● MAGIC POWER FROM RASPUTIN OF RUSSIA!

The graphics in this game are stunning. Characters and backgrounds are crisp, colourful and attractive to watch, especially good are the moving platform scenes which create the sensation of movement while you are fighting. Sound is also to a very high standard, comparisons with Street Fighter 2 both graphically and sound wise are pointless really, the Neo Geo is light years ahead and it shows.

Attention to detail is also good in this game. Small touches like 'Brocken' putting on his black shades after winning a fight. The expressions on the faces of the fighters when they receive a heavy blow and 'Dragon' shouting 'Wooh' in 'Bruce Lee' style when he wins, all add to the game's quality.

... sadly, World Heroes' is let down in it's playability. It's difficult to describe why that is, but for me the game didn't grab me by the throat with that addictiveness and determination to succeed factor and that certain

CONTINUE.....



something that draws you back or another go...

Perhaps the undeniable lack of special moves and a lack of depth and challenge in the game are to blame? Sure, the graphics are brilliant, but it doesn't have that special quality that makes Street Fighter 2 such a joy to return to time and time again...

To sum up, this game is difficult because on one hand it is graphically spectacular and great fun to play, especially in two player mode, but on the other, it lacks depth and strategy.

If you're a Neo Geo fan like myself, you will probably forgive and forget the lack of challenge and enjoy the gorgeous graphics and sound, perhaps it will grow on me in time, but I just have that feeling deep inside (should never have eaten that curry!) that this could have been so much better.

Come on SNK, get some decent third party licenses.. Capcom or Konami are out there and just maybe they could perhaps, maybe, possibly... (Fat Chance!!.. Ed.)!!

**Video** - 95%  
**Audio** - 90%  
**Playability** - 80%  
**Lastability** - 75%

**Overall** - 81%

## NEWS:

Unfortunately, there's no new news of any new developments for the Neo Geo.

Still to come includes of course, Sammy's 3D isometric Zaxxon-like game *View Point*



which looks very impressive with strange cubist-computer-like graphics. If you like Zaxxon, this this is one game not to be missed!

Other games still to come includes *Senkoku 2*, the mysterious *Wrestle Feast* (155meg!).



## TATSUJIN

PC ENGINE BY TAITO



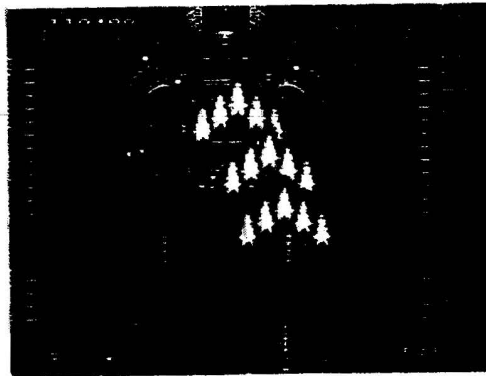
**Onn:** Tatsujin is a rather old game now... so even if this was an exact copy of the coin-op, it won't compare to the like of GunHed, and other excellent vertical blasters

on the Engine.

However, Tatsujin isn't a perfect conversion.. the graphics are okay, and near as possible to the coin-op as it can get, although they are rather large compared to the size of the screen.

Soundwise it's quite good too with the same reditions of the coin-op themes and sound effects.

After a quick go at this version for the engine... I was fairly disappointed with it... it was very difficult... I couldn't even get past stage one... surely the Megadrive version wasn't this tough? So I dug out the MD version, and was quite amazed by how good a conversion the MD



● THE TATSUJIN SHIP LETS LOOSE A VOLLEY OF PEAR DROPS

game was.. and I got through stage one without too much problem. Yep! The Engine version is definitely much harder with the enemies firing more bullets, and because the sprites are so 'big'... your ship is also slow even when you collect the speed-ups! Another thing is, the Engine version doesn't have the arcade feel too it... I can't put my finger on what

exactly... but whatever it is, it's not in this Engine version.

Overall, Tatsujin is a pretty average game.. an okay blaster with nothing at all special.. and quite dated now... you should consider the mass of other better vertical shoot 'em ups before

forking out your dosh on this.

**Video** - 70%  
**Audio** - 75%  
**Playability** - 70%  
**Lastability** - 65%

**Overall** - 70%

## LEMMINGS

MEGADRIVE BY SUNSOFT

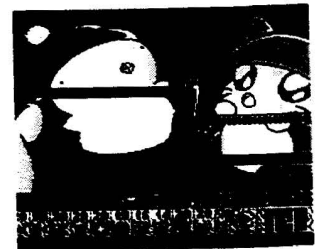


**Onn:** Okay... Lemmings... you know what this game is all about! And this MD version is a pretty good conversion. The game plays like all other versions of the game with the same levels, although with Sunsoft behind the game, a few levels have levels with the fun Sunsoft characters as part of the landscape for the Lemmings

to dig through.

The control method is very good considering it's done with a joystick/stick... but still less playable than using a mouse. With three buttons for control, it's a lot simpler than the SF version... making it a lot more playable.

On the graphics and sound, it's not quite as good as say the Amiga version, but adequate. All in all... Lemmings is certainly worth getting if you've never played the game before, but like the SF version.. if you have an Amiga, then don't bother.



● ONE OF THE NEW SUNSOFT LEVELS!

**Video** - 88%  
**Audio** - 80%  
**Playability** - 90%  
**Lastability** - 75%

**Overall** - 87%

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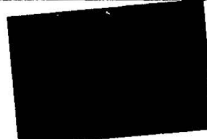
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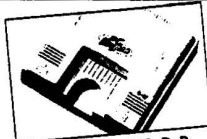
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# SURVEY RESULTS

**Dan the Man hauls in the sack full of E.B. Surveys we got from the Post Office... only to find 99% of it should have been delivered to the Blue Peter Save the GX4000 appeal.**

Well, the response to our recent attempt to find out exactly how badly we've been doing, prompted a phenomenal response and so, collecting together the absolute dungload (Ahem) of paper you returned to us, we compiled the results. Here's the lowdown:

**Name:** Yes, you all have a name. No real surprises there.

**Address:** Surprisingly enough, you all are blessed with one of these and... (..although Dan is so poor, he lives in a cardboard box in the middle of a motorway... Ed) ... Okay, Okay.. so it wasn't even funny the first time.

**Age:** The average (mean) age of our readership is surprisingly old, at a whopping 83,663.5 years old (Dan worked this out without using a calculator too... impressive eh? ..Ed). (Though this figure is pushed artificially high by Janine Conteh, who claims to be over 830,000 years old. Sadly we were not able to question her on this claim as she neglected to include her 'phone number (that's probably because the phone wasn't invented then...Ed)). E.B. certainly has a more mature readership than other mags. (I wonder if the same can be said for the reviewers?)

**Consoles owned:** The most popular machines with E.B. readers are (unsurprisingly) the GX4000... ermmm... no... the Megadrive and Super Famicom with both machines being owned by 50% of our readers. The PC Engine made a decent showing at 30% with the Gameboy bringing up the rear with a paltry 10%. (Handhelds really have declined in popularity haven't they?)

**The all important three Shredded Wheat question:** Certainly the most important question, and easily the most disappointing result. A massive 70% of our readers were not confident enough of their cereal consuming prowess to be able to answer in the positive

(You Weeds!! Dan can gulp down four, if it was on a large Cheese and Tomato Pizza not forgetting the extra cheese! Ed!). Only Francis Anani (a man with such a cool name is obviously destined for great things in life) and the brothers Miotic (and with names like *that*, one can only wonder if they eat the damn things or ingest them analy) were hard enough to answer 'yes'. Bier avec Limonade. (Bier What?!... Ed)

**Game Music CDs:**

Approximately half of you showed some interest in these, but the main put-off seemed to be cost. For those of you who are interested, why not contact the ever generous editor? I'm sure he'd be happy to tape you some. (Do I think Mean Machines is better than E.B.?....Ed)

**Videos:**

70% were interested in videos showing new games. This amazes me, as I personally feel they are somewhat redundant, particularly if you live anywhere near a console shop. However, we may look into this.

**Other suggestions:**

Many of the replies we received contained some very interesting ideas, though a few were a little unrealistic. Here are a few of the more common ideas.

**Anime:**

We are all fans of Anime (japanese cartoons), and so an inclusion on the mag is a distinct possibility.

**Colour:**

No way! (at lease not yet) Colour photocopying and printing costs almost 100 times the price of monochrome. Mags such as C+VG etc. enjoy massive economies of scale that we (at current) do not. Why not invest in a set of oil paints?

**Arcades**

Sadly, Nottingham isn't exactly the centre of the coin-op world. If anybody wishes to review coin-ops for us, you know who to ring.

**Shops**

Many of you showed interest in a 'recommended shopping guide'. We will look into this. If anyone lives near any particularly outstanding shops they wish to recommend,

please drop us a line.

**'Behind the scenes' info.**

Sadly, this is not possible until we get a new japanese translator. Can any of you readers help? (Also, people programming games are tight-lipped about what they are doing. We had planned to get a 'programmer's Diary' but due to the Nintendo license agreement, it wasn't possible to reveal much that we could print...Ed)

**Individual replies**

**Janine Conteh** - Converting prices is easy. Divide the japanese price by 1000 and then multiply by 4 to give an approximate english price. (Alternatively, look up the japanese exchange rate.. approx. 230 yen to the pound... so divide japanese price by 230..Ed)

**Derek Garforth** - Your grasp of superlatives is truly inspired. Are you really 'Mental'?

**David Charles** - We will always highlight bad points in games, such as slow sown, etc. and this is the way it should be. The SF is a slow machine, of that there is no question.

**Luke Harris** - 'Or equivalent' refers to the fact that E.B. has been known under two other names (but they were both rather crap.) There *is* a letters page, but Onn can only print the letters he receivees. Why don't you send one? The trick with your dad's Mac is pretty funny, but why not booby trap it, just for a change?

**Tim Lankshear** - You are a sad child. It's not just the atrocious spelling and grammatical mistakes, but moreover your brain-dead comments that mark you as such. Anybody who writes "Fair reviews ie. Salamanda is dead crap", and "More about what's comming (sic) out" has got a real problem. (I must also add that both Legend of Valkyrie and J.B. Murder Club are NOT crap... it's just that both require a lot of brain matter to play... which no doubt you don't have... especially as you couldn't figure out how to get the english text up on Murder Club after having it for two days!!, and I bet you didn't figure out how to use the special powers on Valkyrie!...Ed)

While we have not printed everything from the survey (it would not make interesting reading if we included occupations etc. as some mags do) everything that was written (especially by the rather loquacious Luke Harris) was noted, and much appreciated, by ourselves.



# GAME MEDIA

## ● GAME MUSIC

If you are into game music, then you should have attended the Game Music Festival '92 in Japan between 22nd and 23rd of August. Six of the top Japanese game music bands were there to break the sound barrier. On the 22nd, bands J.D.K. Band, Gamadelic, and Zuntana



● THE S.S.T. BAND - ONE OF THE BANDS AT THE GAME MUSIC FESTIVAL '92

played, while on the 23rd, Alfth Lyra, S.S.T. Band and another showed what they could do. The concert was a huge success, but if you weren't there then.....



If you didn't attend the Game Music Festival '92 in Japan, then you can buy the music CD.. now available for Y2500.

**Konami:**  
The latest Konami Music Collection is number 5, which includes music from three of their coin-ops -



● AXELAY IS MUSIC CD FORM

Sunset Riders, Asterix and Hexion. Available now for Y2800. If you like the music on the game Axelay, then you can get the music CD for Y2800. Konami have just released a new version of Gradius 2 music CD under the Perfect selection title.

If you haven't played the most popular game in Japan.. Dragon Quest.. especially the latest saga, then you can get the music CD, as Dragon Quest V is now available for Y3600.

Toaplan have just released a new music CD called Fix Eight. I assume this is based on one of their coin-ops, but as I have never heard of such a game, I can't comment.

## ● VIDEO & LASER DISK

Not only can you get Video Game music on Tapes and CDs, but you can also get Video Game Videos and on Laser Disk. Latest titles includes Solvalou - a video of the



● THE SFII LASER DISK !!

coin-op game from Namco.. a sort of 3D version of Xevious with fast filled in polygon. The video is released by Victor and available late October for Y4757. (Strange price!). On video and Laser Disk is Street Fighter II Championship Edition. Here you get the moves, the tactics, and other info on this famous game. Under the Pony Canyon/Scrpton label.

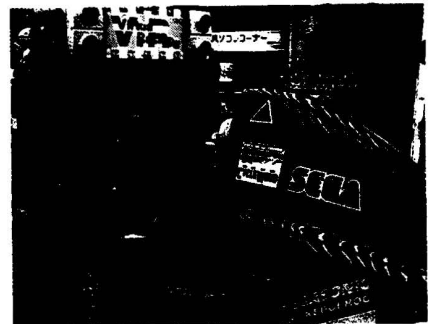


● TOA-PLAN'S NEW MUSIC CD FIX EIGHT.

## ● COIN-OPS

If you are into coin-ops, you could have visited The Associated Leisure Preview show in London in mid. October, or better, attended Japan's mega 30th Amusement Machine Show where the top arcade producers showed their worth... however, there wasn't that much that wowwed the average gamer!

Sega: Sega's latest is their Virtua Racing machine... a super duper mega fast 3D polygon F3000 race game using their amazing 32bit CG board. Golden Axe II or whatever they call it was on



● SEGA'S VIRTUA RACING MACHINE... VROOOOO!!!

show too - this 4 player sequel looks great and has all the hacking and blood of the original but a lot better. There's Stadium Cross too, a neat motocross bike racing game. You are given a third person perspective as you take on the dirt tracks and obstacles in this one or two player simultaneous race game, although four machines can be connected up, so eight people can race against each other!

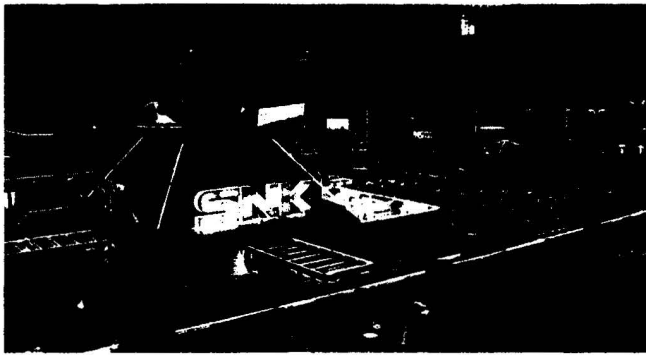
Sega also had Desert Breaker, the sequel to Mercs, and this looks just as good as the original game as one to three commandos head up screen blasting all the bad guys and mega large vehicles to kingdom come. Maybe Sega will convert this to the MD soon?



● SEGA'S MERCS 2 - DESERT BREAKER!

Namco: Namco had nothing much interesting... Roadster or SimDrive is a fabulous race game where you sit in a complete car and drive with a massive

screen in front of you... makes Hard Drivin' look like Pole Position.. looks well cool but I doubt we'll see this monster over here! Namco also had a new baseball game (Zzzzz), and a vertical shoot 'em up called F/X which is not unlike Vapor Trail.



↑ IREM'S NEW MAJOR TITLE 2.

Capcom: After Street Fighter II Champion



Edition, you'd expect another up-date, but no such luck. Capcom had nothing at all new apart from the sequel to their japanese slash 'em

up Dynasty Wars called Warriors of Fate. Apart from that, their only interesting surprise was three famous F3 racing drivers, some rather sexy dancers, and the Street Fighter II Chun-Li girl.

SNK: SNK had a whopping big stand, but was more into thier Neo



\*SNK'S ART OF FIGHTING



Geo machines. On view was Sammy's Zaxxon-like shoot'em up View Point, and their brand new 102meg beat'em up Art of Fighting which looks totally awesome, dot to mention just like Street Fighter II.

Taito: As you might expect, Taito had a few gun shoot'em ups on show which looked pretty good, plus a number of Laser Disk games that have been converted to the Mega-CD. Taito also had a 3D GI Joe style game but was a beat 'em up instead, plus IDYA.. Taito's latest mega massive simulator.

Toaplan: As you might expect from Toaplan, they have another vertical shoot'em up - called Daggiun. Like previous games, it's a mega two player blaster with tons of enemy ships most of which are mega huge. And your ships can gain some amazing weapons. Definitely one to look out for, especially if you are into Toaplan games. Hopefully this will be converted to a console.

↓ TOAPLAN'S DAGGIUN - MORE SHOOT'EM UP



four players can part take simultaneously! They also have a gun shooting game called Lethal Enforcers.

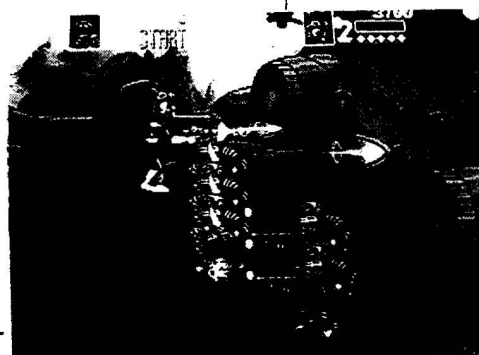
Irem: Irem only had two real new games - Hook, a four player beat'em up where you take on Peter Pan and gang against the nasty Captain Hook and his minors, and Major Title II, and updated version of their great golf game for up to four players.

Others: A number of

companies were 'into' gun games too.. Jaleco had a two player bi-plane shoot'em up. This put you in control of a bi-plane from behind the plane as you zoom into the screen gunning down enemy aircraft of different forms, and dodging enemy fire and buildings etc. DataEast had an op-wolf style shooter called DragonGun... where the baddies come in the form of nasty monsters of all

kinds! Also a horizontally scrolling shoot 'em up where you fly a bi-plane.

Konami: Konami were a bit thin too... with only Bucky O'Hare doing the



\*KONAMI'S BUCKY O'HARE

rounds.. which is horizontal scrolling shoot'em up. Although, like their previous coin-ops, up to



# SUPER PLAY ACTION FOOTBALL

SUPER FAMICOM BY NINTENDO

**Onn:** After the rather sad attempt of converting John Madden Football to the SF, Nintendo have decided to produce their own American Footie game - Super Play Action Football... and to be honest, they sure have wasted their time, as it's one of the worst I've played.

The game has a host of options.. one or two players, and even two players vs the computer, play college or NFL, single game or league, and so on.

Down to the game itself.. the pitch is played in 3D isometric... so the offense attacks diagonally up-right, while the defense defends facing down-left, and you always have a radar of the entire field on the left of the screen showing all the players, just like in Kick-off. The radar is essential to the game, as it's the only way you can tell where your fellow team mates are, especially if you consider passing the ball.

Like most team sports games, you control one member of the team (in this case, that person flashes) although you can switch to whichever character you want.

One of the major downers of this game is your selection of plays which are displayed on screen - usually 16 in all... which isn't very many... on the offensive - most are running plays with only a few passing ones.

Graphically, the game's terrible with very basic graphics in all areas, and the animation is pretty awful. Sound is okay, but nothing outstanding.

The gameplay is fairly slow, and the view doesn't help. Making a pass is very tricky... but overall it's a bog standard game... barely playable and not even a patch on John Madden Football on the SF. Definitely Avoid!

Video - 40%  
Audio - 45%  
Playability - 45%  
Lastability - 40%

Overall - 43%

# SONIC BLASTMAN

SUPER FAMICOM BY TAITO



**Onn:** Sonic Blastman is a fairly popular coin-op in Japan - probably because it's one game that lets you show off you have

some meat in those arms as you throw a left and a right at the punchblock to pound whatever appears on the video screen. I mean, if you walked by the machine with your mates, then you



● SONIC RAPID-PUNCHES THE FATBEER BELLY ENEMY!

can't miss the opportunity to show what you're made off... probably jelly!

Anyway, as Taito couldn't include a punchblock with the game, they have included a final fight style beat'em up as the main game with coin-op part for the end of the level.

The game puts you in control of super hero, Sonic Blastman - who has an uncanny resemblance to Banana man in blue and yellow suit and wearing a wide smile. Like Final Fight, thugs appear from all sides to take the superhero out. They include punks, fat bald guys, leggy women, soldiers with guns, and even ghouls and mutant-like creatures on later levels.

Sonic Blastman has a lengthy energy bar per man so can sustain a number of hits before losing a life. He however, has a host of moves using a combination of buttons and the pad... including combination punches ending with a wind-up punch or mega upper cut, rapid flame-punch, power bolt, flying kick, super spinning punch, leg-toss opponent, spin opponent and throw, and a shake and throw move! Hitting oil drums etc. can also reveal apples or hamburgers to increase energy.

Reach the end of the stage, and you must take out the boss... on stage one it's a muscle-bound bloke that packs quite a punch and slams you if your get too close fought on a swinging girder... stage two - two nasty guys with claws, and three - an 'orrid alien creatures that throws out ghoulies!!

Once you have completed a stage, you enter the bonus stage.. here you get to punch either a beefy punk, a speeding lorry, a falling sky scraper, a rampaging giant crab or a moon (asteroid?) heading

for a collision course with earth. To take 'em out, you must must must three times with as much power as possible. Power is a achieved by waggling the joystick as fast a possible to increase the power bar - and when you think you can't get it up any higher (oh-er!!!), and when the punch sight is on target, hit the button, and KAA-POW!!

Graphically, Sonic Blastman looks very good, but not as good as Final Fight (although the intro is rather nifty)... and the animation is not as slick.. very much like Rushing Beat. The action is also very similar to Rushing Beat, with

the collision detection being a bit iffy at times especially the bosses who hit you without actually touching you. SB is also a bit on the slow side. A nice touch is the cartoon effects in the same with 'SMASH' and '100M' , like in Batman in the TV series.

Sound is okay, with neat tunes, and effective sound effects, plus japanese sample speech... but nothing terrific.

Overall, Sonic Blastman is probably a tad better than Rushing Beat, but not quite as good as Final Fight. It's quite fun to play because to the humourous touches, and it's also quite tough... but the programming is a bit iffy, and the levels are too long and repetitive. Worth a look, but not an essential purchase!

Video - 70%  
Audio - 70%  
Playability - 75%  
Lastability - 70%

Overall - 72%



● BOSS NUMBER ONE... A REAL THUG!



# THE AQUATIC GAMES

MEGADRIVE BY ELECTRONIC ARTS



**Onn:** The Aquatic Games is the third James Pond game, and makes a departure from the all action adventure game to a multi-event sport game... with a difference. The game

comprises of eight events, all pretty wierd, from the rather simple 100m Splash, and Hop, Skip and Jump to the wacky and very difficult Bouncy Castle and Shell Shooting.

When it comes to audio visuals, I can't fault it, the graphics are as good as Robocod, very cute and colourful, great attention to detail and animation is excellent. Sound is like Robocod too, with fun jolly tunes and great FX.

However, when it comes down to playing the game, Aquatic Games is quite fun at first, but once you've played a few games of it, the events aren't too impressive... and not very addictive. They are either too easy like the 100m Splash where you just pound the buttons, too difficult like the Shell

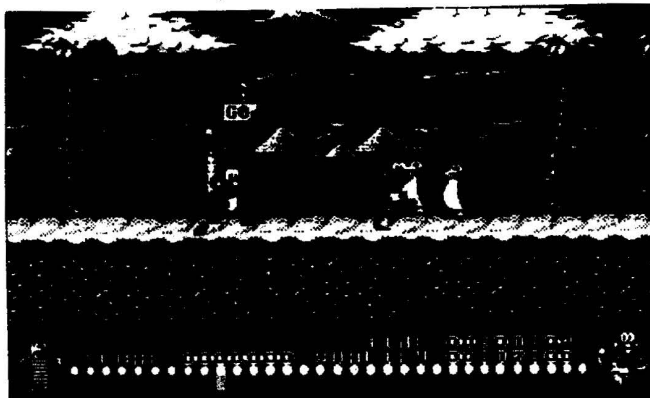
Shooting (as it's quite tough, when playing with friends, there isn't any competition unless every one gets in a lot of practice!), and the most playable ones are too long.. batting beach balls on Kipper Watching for four minutes is ridiculous! I also missed the simultaneous action as with some sport games - a bit more



● KIPPER WATCHING - BAT AWAY THE BEACH BALLS FROM HITTING YOUR FRIENDS!

Aquatic Games can be played by up to four players, although all the events are single play ones, which is a bit of a let down. You can also practice a single event (essential!) or go for the full whack!

The games includes 100m Splash - simple button bashing (easy with autofire!!), Kipper Watching - very easy batting away beach balls, Hop, Skip and Jump - as the triple jump... run as fast as possible and then get the angle right, Bouncy Castle - very difficult trampoline-like event where you must perform stunts, Feeding Time - grab some sweets and feed the fishes before they are caught by fishermen, Shell Shooting - the most difficult of all where you have to jump on limpets and catch 'em and pop the balloons, Tour de Grass - unicycle through rough terrain, and Leap Frog - equivalent to the hurdles... plus some extras if you do very well.



● THE 100M SPLASH... JAMES IS BEHIND BUT NO FEAR, HE CAN EASILY CATCH UP!

thought and it could have been an excellent game.

All in all, The Aquatic Games is a pretty good Sport game, but no where as near as good as I had hoped.

**Video** - 90%  
**Audio** - 85%  
**Playability** - 65%  
**Lastability** - 50%

**Overall** - 70%

# IREM SKINS GOLF

SUPER FAMICOM BY IREM

**Onn:** I have to admit in playing this game a few times in the arcades under the proper name Major Title, although it was very difficult... go a couple of shots over par, and it's game over. So I was looking forward to getting this... and I'm pleased that Irem haven't let us down as Skins Golf is certainly one of the best golf games around... very much like Leaderboard or PGA.

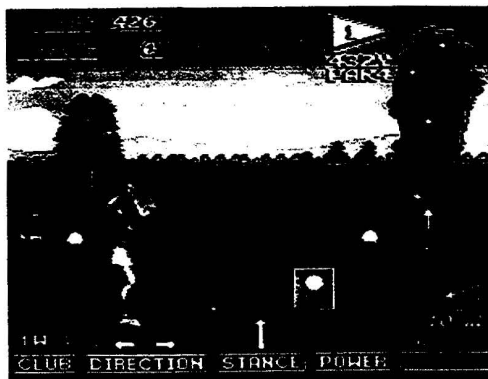
The graphics are very good indeed, and sound is okay... and the game is simple to play - no mucking about with menus and loads of options as on some games. And with up to four players, with four types of games... Skins Golf gets my vote as the best golf game for the SF, nudging PGA aside because of it's speed.

There are a few downers however... there's only one course which is a bit of a bummer... a few more courses like in PGA would have been nice. And sometimes the 3D view doesn't match the plan view...ie. Sometimes you can see the flag very clearly with no tree in sight, but on the plan view there's a tree right in front of you. You can never seem to be able to hit the ball over the trees either!

Overall however, Skins Golf is certainly worth checking out if you are desperate for a 'playable' arcade style golf game.

**Video** - 90%  
**Audio** - 85%  
**Playability** - 90%  
**Lastability** - 75%

**Overall** - 85%

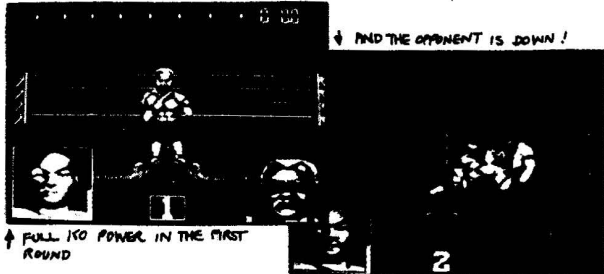


● THE FEMALE PLAYER TEES OFF ON HOLE NO. 1

# GEORGE FOREMAN'S KO BOXING

SUPER FAMICOM BY ACCLAIM

**Onn:** Well, I was expecting great things from Acclaim of this boxing game considering it was programmed the same team as Smash TV (Beam Software), but what we have is



another bogus Frank Bruno Boxing as on the 8-bit computer... but worst.

Firstly, the graphics look brilliant with two very good digitised pics. of Mr. Foreman, accompanied by some nice speech. But when it comes down to the actual game itself, you get the

most gross sprites ever seen in a boxing ring, and animation is pretty poor too... they should have called it George Foreman's Mutant boxing instead. And the sound effects (as there's only one piece of music on the title screen) are below average... and the ref's sampled count when someone hit's the deck sounds like a Hill Billy who has drunk a whole ship load of moonshine.

Playing the game is simple, as George, you must fight your way to become world champion. You can play in either a one or two player game (but this is awful!), and then it's into the ring. The game is viewed behind one of the players, and control is simple... you can

block, pull left or right, swing with the left or right, and then there's a heavy swing (each opponent has a different one), which if on target takes out quite a bit of energy. As usual, more hits you take, more energy you lose.. and with no energy.. you hit the canvas. You can recover by bashing the two punch buttons.. but should you go down three times.. it's over!

The game itself is very tough... as the computer opponent can swing a heavy punch at you and 90% of your energy is gone, while your hit hardly does any damage! Apart from that, the game's still terrible... I really can't say anything good about it! Avoid it at all costs!

**Video** - 30%  
**Audio** - 35%  
**Playability** - 40%  
**Lastability** - 25%



**Overall** - 35%

# WORLD JOCKEY

PC ENGINE BY NAMCO - 2MEG

**Dan:** When I saw the screenshots to this game, I thought "Yeah, Motoroad with Gee Gees! I hope they left the switch blades and missiles in!"

I was convinced it was going to be a great game, but somehow it isn't. It's not that there's anything wrong

their job, and that's it.

The gameplay is the problem. Where we were expecting another brilliantly competitive and extremely addictive 5-player game like Bomberman etc.. all the game actually is, is a very simple racing game with one or two pick up tokens and a betting section

between races. There's nothing wrong with the game itself, but it just doesn't have that addictive spark that turns an okay game into a timeless classic. After a few goes none of us wished to continue playing, and we have never gone back to it since.

World Jockey is another five player game which looked terribly exciting on the screen shots, but somehow falls a little short of it's potential. A disappointment, but still worth trying.



●... AND THEY'RE OFF... AND THEY ARE COMING TO THE FIRST...

with the game's technical accomplishments - though somehow they just don't seem relevant here. The graphics are cartoony, and the sound is twee and cutesy. Both suit

**Video** - 65%  
**Audio** - 65%  
**Playability** - 75%  
**Lastability** - 55%

**Overall** - 70%

# JOHN MADDEN '93

SUPER NINTENDO BY E.A.

**Onn:** The best American Footie game at last makes it to the Super Famicom in a more playable form and although '93 doesn't have much difference to '92, it's still one great game. Unlike the original version for the SF, this one, looks feels and and plays like the Megadrive game... it even uses three buttons like the MD game, so it's not as confusing! As you might expect, the game is very much like the MD version... the graphics are just the same, although the play field uses the SF's mode 7. This you might think would make the game faster and smoother, but this is not the case, as it's looks worst with blocky markings and not smooth at all.. just like the original SF Madden game. Sound is an improvement with a great title tune with a lot of samples, and overall SFX are good too.

I won't explain the game as you all know it by now, but all I can really say is, this is the ultimate american footie game around.... and definitely a MUST buy. All SF owners can't complain about not having a decent version of the game now!!

**Video** - 90%  
**Audio** - 93%  
**Playability** - 95%  
**Lastability** - 93%

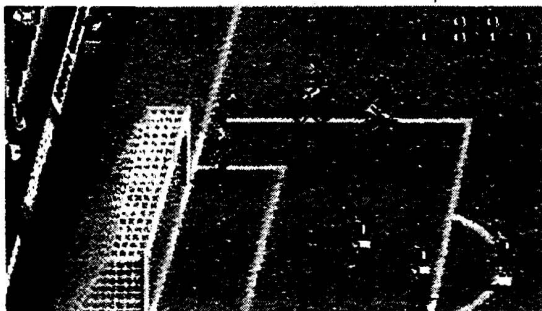
**Overall** - 94%

# EUROPEAN CLUB SOCCER

MEGADRIVE BY VIRGIN

**Onn:** When I got this, I was quite amazed by the presentation of the game... number of players - up to 8 in competition, single game, pitch, etc... but best of all you can almost pick every team in Europe... well, ones that are any good that would actually qualify for Europe that is, and all the kit are correct colour etc.

But down to the game itself... I was shocked to see it was a conversion of Manchester Utd. from the computer format... which has appeared more time than U.S. Gold's World Cup game (remember that?! What a con!). Considering I thought that Man. Utd. was a pretty naff game on computer - and I have to say - it's a naff game on the Megadrive. To



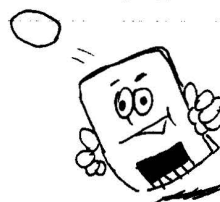
● THE RED TEAM CAN'T PASS BACK TO THE KEEPER SO PUTS IT OUT - OR IS THIS GUY REALLY A COMPLETE FOOL... YE! HE'S A FOOL!

jog your memory, the game is viewed side-on like Tecmo's Soccer game.

The graphics are very good with nice detailed sprites and not too badly animated, although sound is as good as the Atari ST game..Eekk!

However, the gameplay is very dull - control of the players is awkward as they seem to run around aimlessly. Collision detection is terrible... trying to tackle anyone, and more than that, the ref. will call a foul! The game play is slow too.. and the players has as much power in their shots than a new born baby. There are too many bad points to this game to warrant a Must Buy, but considering there isn't a single good soccer game for the Megadrive until Anco pull their socks up to release Kick Off 2, this is possibly the best of the rest... which is not saying much!

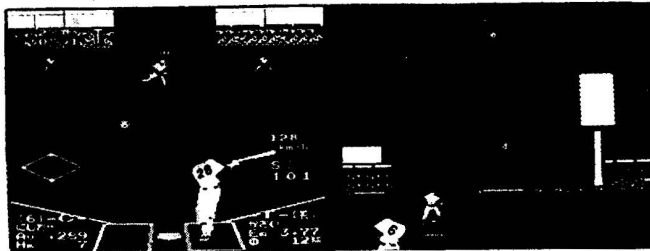
**Video** - 87%  
**Audio** - 40%  
**Playability** - 65%  
**Lastability** - 60%  
**Overall** - 60%



# POWER LEAGUE V

PC ENGINE BY HUDSON

**Onn:** Strangely, I haven't actually played Power League I - IV, so Power League V is the first I've ever played, and I have to admit, this is certainly one of the best Baseball games on the consoles. The thing which stands out most about Hudson's game is the speed. Most baseball games suffers from slow fielding (especially on the Super Famicom), but Power League is fast... you can



run for that ball, collect, throw and have a very good chance of getting the runners out.

The game doesn't really have any special effects like inbetween animations and so forth, but the overall game is very well put together. The graphics are very good.. again nothing special (in fact,

and a baseball fan.

**Video** - 85%  
**Audio** - 80%  
**Playability** - 90%  
**Lastability** - 85%

**Overall** - 85%

looks identical to it's prequels) and animation is okay, and sound is adequate.

All in all, I can't say much about it... great playable game with no thrills and a must if you have a PC Engine

# HIGH SCHOOL BASEBALL

SUPER FAMICOM

**Onn:** High School Baseball is very Japanese based... well, it's based on the high baseball league of Japan.

The game is very much like other baseball games... there are a few pages of options... from one to four players, single game, league game, player and team select, and so on... all in Japanese mind you!

When you actually get down to the game, after some weird Japanese animation of the teams bowing to each other and the crowd cheering madly, you get the standard behind the batter view, with the pitcher about to launch an attack.

The graphics are very basic - the play field is very bare and fenced around with no sign of the crowd! When you start, the batter walks on, and either adjusts his cap or bows before assuming the 'ready' position. As batting and fielding goes, it's okay apart from the fact that there are

less fielders! Apart from the pitcher and the three guys on the base (and the man behind the batter/last base), there are only three other fielders... so getting to a hit ball is very difficult indeed!

Overall, I really can't recommend High School Baseball at all... not only is the gameplay below par due to the reduction of fielders, but the graphics are off putting too.

**Video** - 60%  
**Audio** - 70%  
**Playability** - 55%  
**Lastability** - 45%

**Overall** - 55%





Welcome to Electric Brain Sports News (EBSN), where we give you the latest and hottest news on the sports front on the full range of video game consoles... we 'pitch' off this month with a series of Baseball games sweeping the machines recently, plus American Football, Boxing, Basketball, Golf and Horse Racing

# ROGER CLEMEN'S M.V.P. BASEBALL

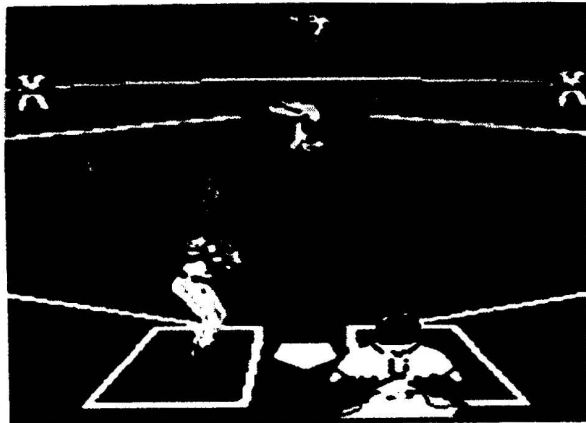
**SUPER FAMICOM  
BY ACCLAIM**

*Onn:* Acclaim is a US company... Baseball is a US game... so you'd expect them to produce a decent job at a baseball sim... but I'm afraid to say, Roger Clemen's MVP Baseball is a below average baseball game. At first it looks quite promising with very good graphics and sound, and good presentation. But

and when you get it, as you only have the same overhead view of the runners.

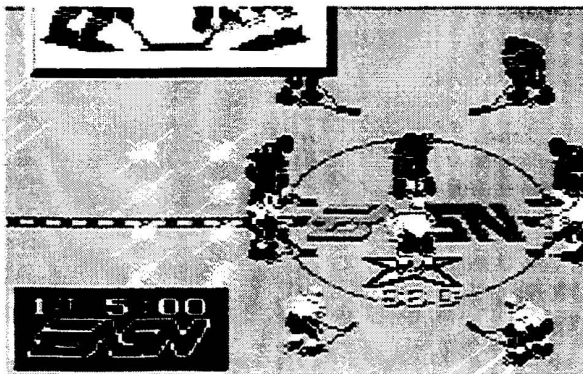
Because of this, the game isn't as good to watch, as it's very confusing as to where the ball is hit... is it to the left, right, or straight up for a home run?!

Overall, I can't really recommend this game... although it's probably one of the better SF Baseball games as there aren't any really great ones!



like most baseball games, the players are real slow... making fielding quite difficult especially when up against the computer. But the most annoying feature is the view of play. Pitching/batting is viewed from behind the batter - a very sensible idea... but when the ball is hit, the game is viewed from behind the fielder who the ball is heading to. This does not only make it difficult to get the ball as you have a 3D view and control of your guy isn't very responsive, but you sometimes get confused where exactly you are going to throw the ball if

**Video** - 80%  
**Audio** - 80%  
**Playability** - 65%  
**Lastability** - 50%  
**Overall** - 65%



# SPORT'S TALK BASEBALL

**MEGADRIVE  
BY SEGA**

*Onn:* After Sport's Talk Football, Sega US takes their Original Baseball game, tarts up bits here and there, and etched on the running commentary (sample speech)... so is it worth buying this version?

Graphically, the game's great with some superb detailed graphics in all departments... and with very good presentation. The thing that stands out from other's is in it's simple play options... none of this screen-full of statistics found in most games. If you want to look at a player's Stats.. you get a Stamina Bar and 'shape-indicator' which shows how good that player is at running, fielding or hitting. Simple.

Playing the game is great fun.. and the speed of the characters are just right... although at times it slows

down a wee bit, very annoying when the opponent is heading home! However, there is one major flaw - and that's when you are fielding... some of the time, you try to throw to a certain base, your fielder throws to another! Another annoying feature is that, should you hit the ball out, and you (or any men on the field) make it to a base before a fielder gets to the ball, he will continue to run to the next base automatically!

Sound wise, it's great, good sound effects, and the speech is great if a little slow at times. Overall, Sports Talk Baseball is definitely one of the best baseball games for the Megadrive.

**Video** - 93%  
**Audio** - 95%  
**Playability** - 85%  
**Lastability** - 80%

**Overall** - 85%

# NHLPA HOCKEY

MEGADRIVE BY E.A.

*Onn:* Well.....E.A. does it again, and produces another version of their own game with so little new. Yep! Hockey '93 is just a tarted up version of the old E.A. Hockey. The presentation is more slicker with the now famous E.A.

Sports presenter introducing the game, extra graphic touches, and so forth.

But when it comes down to it... the graphics are very much the same, and sound isn't that much different, and the gameplay is the same too... although there are a few very minor details like players with special signature moves, although because of the speed in the game... who can tell!?

So, if you don't have the original, then this is worth checking out, but if you do, then I can't really recommend this. Although we at E.B. found this new game a lot slower, and preferred the original!