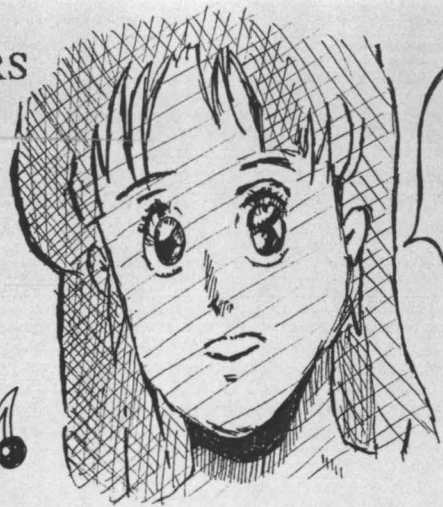


A MONTHLY FANZINE FOR NEW VIDEO GAMERS

PC Engine FANATICS

AUGUST 1989 - ISSUE 4 - ONLY 60p

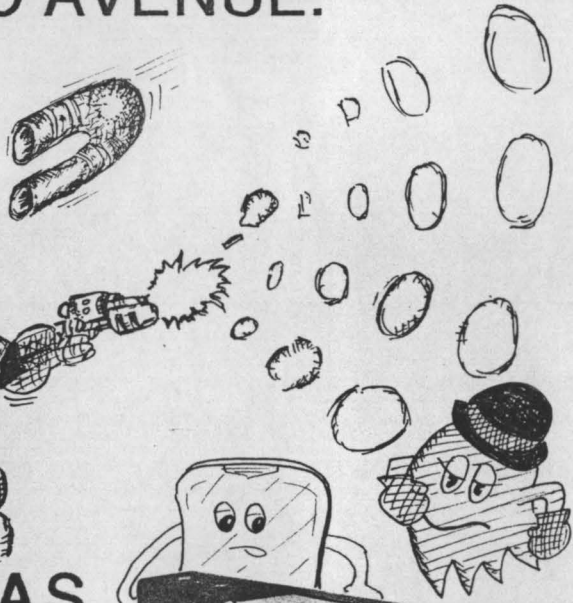


THE
DEFINITE
GUIDE
FOR
THE
PC ENGINE...
...Y's

ALTERED BEAST
DELAYED AGAIN!!
MORE CAPCOM
GAMES THANKS TO
NEC AVENUE.



OWN BY



COMPETITION HOTS UP AS
MORE CONSOLES HITS THE UK!

QUIET MONTH, BUT REVIEWS
OF PACLAND, CYBERCROSS,
SIDE-ARMS, AND FINAL LAP
TWIN... PLUS MORE.

NOT FORGETTING THE MASSIVE
TECH TIPS SECTION, LETTERS
PAGE, mini compo.,



EDITORIAL

Hello Engineers,

Tell your friends about me - I'm Batman! ok, I'm not, but it's better than saying, 'welcome to another issue of PEF' I Anyway, as Batman does his rounds across the country, no new software has appeared this month for the engine. A few games have been released namely, Break In (Pool game - 10/8/89), a graphic adventure where you take the role of a girl dealing with life - 4/8/89), F1-Dream (Avenue's conversion of Capcom's racing game - 25/8/89), Takeda Shingen (Strange Japanese Sword fighting arcade adventure - 28/7/89), and Power League II (Baseball - 8/8/89), but none of these have appeared in the UK yet as I write this.

Because of the lack of new games to review, luckily we have those we just missed last issue, this month we have a host of additional items. Next month should be real hot, as we hope to have reviews of the latest CD-Rom games - the delayed Altered Beast, Wonderboy III, and possibly Darius and Super Albatross (Golf/RPG game). On HuCard, Bloody Wolf (Great looking 4meg Rambo type game - 1/9/89), and above titles.

We like to thank all who wrote in, and those who sent in their hi-scores, and those who offered to review games for us. We shall also be at the forth coming PC Show at Earl's Court, London on Sunday October 1st... so maybe we will see some of you guys (gals? are there any females that owns or plays on the Engine?) down there. We shall probably be wearing T-shirts with PC Engine Fanatics on them, Entry Ticket with P.E.F., or something. If you wish to meet us, we'll let you know when and where in the next issue... again available 3rd of them next month.

Anyway, until next time - see ya,

Onn Lee (Ed)

CREDITS

Editor/Art Editor -

Onn Lee

Staff Writer/Reviewers -

Justin Saunders

Darren Pottage

Caspar Lailey

Games & News Suppliers -

Steve of PC Engine Supplies

Tsuyoshi Yamashiki (Japan)

.... plus various magazines

Photocopying -

Cranwells Stationary

And YOU!



To Subscribe to P.E.F. - each issue will cost 90p - this will cover cost of Fanzine, envelope and first class stamp. As soon as the latest issue is finished, it will be sent to you faster than walking bullet. You can send any amount of money, - £1.80 for the next two issue, or £4.50 for the next five.. and so on.

If you want to get each issue as they become available, you can still send a S.A.E. plus 60p for the fanzine.

Please make all cheques/P.O.s payable to 'Onn Lee'.

To contact P.E.F. send letters, etc. to :

Onn Lee (P.E.F.)
125 Arnold Road
Bestwood Estate
Nottingham
NG5 5HR

For your PC Engine goods, contact:

PC Engine Supplies
223B Waterloo Road
Cobridge
Stoke On Trent
Staffs. ST6 2HS
Tel: 0782 - 284328 (Day)
0782 - 213993 (After 6pm)

NINETENDO'S BID

Ninetendo hit the news this month - who is said to be trying to buy up sole rights to future arcade games , so stopping other companies from converting games to other machine formats. Therefore, people who want to play a certain game will have to buy their games console. Should this happen, how it will affect the engine is open to question, as most of the coin-op conversions are actually produced by the coin-op manufacturers themselves eg. Irem, Taito, DataEast/DECO, Namco, etc. Sega games won't be affected as Sega are in competition with Ninetendo's console... but why they agree to sell licenses to convert their games to the engine is a mystery - maybe they don't think the engine is any competition, or does NEC provide them with their technology or they just need the money?! Another company that will NOT be involved with the Ninetendo's deal is Tengen (Atari Games) as they aren't exactly best friends.... although, as yet, no coin-op games from the US company has been converted to the engine, but hopefully will soon change as the US Engine gets more established in America.

Oh yes... I must mention that, the US Engine HuCards are NOT compatible with the normal Japanese Engine. They are the same size and look the same, but they just don't work. Hopefully some bright spark will come up with an adaptor so that the normal engine can use the American Turbo GrafX-16 Cards.... not to mention CDs!

Talking of Coin-op games, why are there no games from Konami, Tecmo, Nichibutsu, SNK, etc. ? All probably due to Ninetendo's policy that no games produced on the Ninetendo machine may be produced on other machines until a certain period is up - like a couple of years! We sure would love to play games like Nemesis, Salamanda, Vulcan Venture, Ikari Warriors, and so on.

Pirated Card-ridges

Because Taito's Ultimate Tiger is so popular, there are a few Engine retailers selling 'Pirated' versions of the game. These are from Taiwan, and are not the standard HuCARD, but instead, they are long bulky white Card-ridges, which comes in a cardboard box - even the picture on the box is NOT of the game but of another helicopter coin-op. Another thing is that, when you slot the game in, the usual 'Taito' sign and copyright notice aren't present. As the Engine and it's gear are not officially available in the UK, we don't suppose it's illegal to sell them. But we do know a guy who bought one of these, only to play it a few times, then it crashed.... with all the graphics corrupted. This may be a one-off.... but, better safe than sorry, and stick to the original HuCARD - the Card-ridges are not even cheaper! Another reason to avoid getting them, is that, they don't fit in CD racks.

R-Type re-release

Hudsonsoft are to re-release R-Type, but this time on CD-Rom. This version will incorporate the complete game (all 8 stages of 2 levels) and the same coin-op sounds. So, if you haven't got R-type yet, and have a CD, then it's well worth waiting for, but I assume most people have already got, or played it, so it isn't much point. Hudson should have released it together on 4meg HuCard in the first place!

NEC Avenue have signed up two more licence deals with **Capcom Corp.** and will be converting the coin-op games **DAIMAKAIMURA** or **Ghouls and Ghosts** to you, and **Strider**. Both of these games have terrific graphics, and will be some task to convert to the engine. No release dates of when they will be available, but not likely to appear this year. The Sega MegaDrive version of the former game will soon appear, so we'll let you know how good this version is. Avenue, have also put back a few games, and **Darius** will not appear until September on both CD and HuCARD format. The game also has rejected the two player option, and there are slight differences between the CD version and HuCARD one. The Card has only two of the very end BOSS sea creatures - the Sperm Whale and the Sea Horse - the toughest in the arcades to beat. The CD version has all the original coin-op battle crafts - the Turtle, Octopus (easiest to destroy) and Squid aswell - but an added bonus, Avenue have also included an extra two new ones - a Pink Manta Ray and a Blue Shark, not featured the in the original coin-op!!

Outrun has still not been given a release date, but hopefully should appear at the end of the year. No news on **Thunderblade** or **Afterburner**, but **Operation Wolf** is coming along. We've only seen pictures of the backdrops and they look very good. **Altered Beast** on CD will be released end of August or early September, and Card version will follow.

Taito's next conversion will be their horizontal shoot'em up **Heavy Unit**. The coin-op was released last year and features some amazingly large sprites to destroy. Another game by Taito will be a motorbike racing game like **Super Hang-On**. The game differs slightly as you have a choice of tracks to race on (16 in all), and have options for kitting out your bike from types of tyres, engine, suspension etc. Available on the more common 3meg HuCard. On the subject of Taito, keep an eye out for a great looking coin-op machine by the giants called **'Night Striker'**. The game's a cross between all the 3d style coin-ops - **Outrun**, **Space Harrier**, **Thunderblade**, **Afterburner**, etc. as you control a land/ sea/air super vehicle against some mean looking robots, tanks, planes, hovercrafts, etc. The screen shots we've seen of it are incredible - and as expected, it comes in a sit in machine with surround sound and vision, Bass sonic woofer, Light Stream System (light zoom across panels on the side of your ears to give a sense of speed), and adjustable slide seat. Game has 21 stages, but like the pyramid sections in **Outrun**, you choose the course, so only travel through 6.

NCS have also a line up of games in the pipeline, but none of them may appear over these shores as all require some knowledge of Japanese, as they are either Role play or adventures. One of them will appear on CD called **Bianca**, and feature five young girls in a giant Role play adventure set in the future. Available in December. The other three games will be on HuCARD - one a graphic Adventure on 3meg and like **Cludeo**, one is a sci-fi Strategy War game - again on 3meg, and the last, another role play one on 3meg available in November.

New Software team **Information Global Services (IGS)** will be swooping down on the PC Engine with 3 titles to be released in December. One is a RPG called **Sindibad**, which means you'll need to know Japanese. Next is a 2meg Volleyball game called **World Beach Volley Ball**, which feature cute cartoon characters. Each team comprises of two players, and the game looks similar to **Ocean's Beach Volley** for most popular makes of computers. This Volleyball game is NOT the same one mentioned in last month's issue. The other is a scrolling sideview one called **Super Volley Ball** and and is a conversion of a forth coming coin-op game. The last is **Cyber Core**, a 3meg vertical scrolling shoot'em up where you control a transformer like robot. As expected, loads of destructive weapons can be acquired.... infact, it's like **GunHed** but you fly over cityscapes, deserts, and so forth.

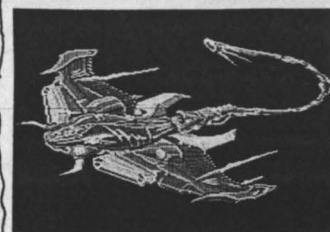
No new games from Hudson Soft, although we suspect they are too busy putting Y's onto CD. They will however be releasing their baseball game **Power League II** and **Super Momotaro Train**. Both of these games are quite unique as they are the first to be able to use the **Battery Backed Up Ram Unit**. Therefore in the former game, you can save a half finished game, or if playing a full league, save the league table, so you can continue the game at a later date! **Power League II** is expected to be a winning game in Japan, and almost certainly hit the top Japanese chart spot when it's released.

Namco have also just released a sequel coin-op machine of their baseball game **World Series Baseball** called - **World Series Baseball '89**.... I bet you wouldn't have guessed that, would you? Chances are they will convert the game to the PC Engine considering how dated the former game is compared to Hudson Soft's **Power League II**.

The 3 player racing game like **Final Lap Twin - F1 Grand Prix**, will be released at the end of the year in December. The game will have 20 tracks to choose from, and computer controlled competitors have some non-well known names like **Sesna**, **Frast**, **Miquet** and **Warvick!**? The cars also have 5 gears plus a Reverse - which could mean some skillful driving manouvers should you crash or skid off the track!

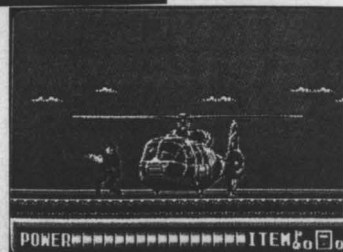
In issue two of **P.E.F.**, we mentioned that a CD game from **Victor Musical Ind.** will be available which will feature a female Japanese singer. The game will be released sometime around September and will be a Graphic Adventure like **Cobra**, where a quarter of the screen shows your view in amazing detailed cartoon style. Another quarter of the screen gives a list of options you can take, and bottom half of screen gives description of surrounding area, etc. Game is based in a fantasy land with animal talking creatures like frog, crabs, and so on, plus some evil looking creatures! You will find mirrors of all shapes and sizes throughout the adventure, and looking into a mirror, **Noriko** will appear in digital form to give you clues, info. etc. She also performs a number of songs in the game!! Game ofcourse is all in Japanese, so not worth getting.

Mah Jong fans (are there any?) will be able to get **Face's Mah Jong Academy** - licensed from **Capcom** on 4meg HuCard sometime in October. You can play against 6 female opponents in a Strip Mah Jong game, or choose to play male opponents where you use their faces as punch-bags if they lose, or play the R.P.G. where you travel all around Japan to play against 40 other stange characters... some of which are really really strange, including a face-less man, volcano head, and sumo wrestler.



CD DARIUS -
PINK MANTA
RAY.

CITY HUNTER...
PASSING A
HELICOPTER!



U.S. SCENE

Firstly, we must thank John Borelli from New York, USA for the general information for this column. Info. plucked from US gaming magazine from article by Tom. R.Halfhill.

In the U.S., the video game market is dominated by the giant Japanese company Nintendo and its 8-bit console. They currently control at least 80 percent of the U.S. market with nearly 15 million Nintendo machines in American homes! Just imagine if every one of these owners bought one of your games.... you could retire and never work again!!? Like the U.K., the Sega Mega Drive or U.S. 16-bit Genesis has also just been available... so the US Engine has some competition.

Although the new US Engine - the TurboGrafx-16 was unveiled at the Chicago C.E.S., the machine and its peripherals won't appear until the fall (autumn)... in time for the one American holiday shopping season! The machine will come with one game called 'Keith Courage in Alpha Zones' which incidentally is called 'Watura' over here, plus the controller pad of course. Other games that will be available when it's launched will be Vigilante and Victory Run, but NEC US have promised around 20 titles before Christmas, priced about the same as Nintendo games.

When the TurboGrafx-16 becomes available it will sell for \$199, with optional accessories - TurboTap (5-player Multi-tap) at \$19.99; TurboStick... joystick with variable speed turbo-fire and slow-motion feature at \$44.99; TurboBooster (Audio-Video Booster) at \$34.99; and the TurboGrafx-CD (CD-Rom and interface) at \$399.

Interestingly enough, the US CD-Rom is more advance than the normal Japanese version, as it comes with its own AA battery pack, so that you can use it as a normal portable CD player like a Sony Discman!! It's also compatible with audio CDs that include low-resolution graphics. (We are unsure if the Japanese ones are compatible as we don't have a CD that has lo-res graphics included). For example, the Talking Heads album - *Naked*, released last year, contains graphics screens that show the lyrics, the basic chords, and the musical instruments used for each song. This information can be continuously displayed on a TV screen as the music plays - but only when the CD is played on a graphics-compatible CD player. Very few CD players in the US (less in UK I suspect) have this capability, so most people aren't aware that some CDs already in their collections include graphics. With the spread of CD players like the TurboGrafx-CD, that will begin to change.

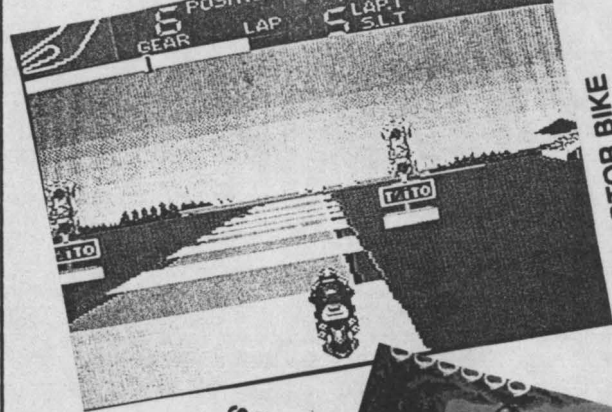
To view these graphics, however, the TurboGrafx-CD must be attached to a TurboGrafx-16 game machine, so it's not the ideal solution for audiophiles who don't play video games. Also, the CD graphics should not be confused with the Gold Video Discs which recently became available. CD Video discs offer about five minutes of TV quality, full-motion video, plus about 20 minutes of CD-quality sound. The TurboGrafx-CD can play the audio portion of these discs, but not the video portion.

Why is the US Engine called the TurboGrafx-16? The machine is actually a hybrid 8/16-bit microcomputer. It has a special 16-bit Video chip (hence Grafx-16) - which is more powerful and flexible than chips found in today's consoles and most personal computers. The microprocessor is a very fast 8-bit chip (customised 6502) that runs at 8mhz... that's faster than the Amiga, or matching the ST or approximately four times as fast as the Nintendo game machine!

The machine should be available in the states next month or most probably the following month, but be sure we'll get the low down on the TurboGrafx-16 and how well it sells. There are rumours that a specialised magazine for the machine will be available when it's released - so NEC US sure predict that their product will sell in droves.



SCENES FROM SUPER ALBATROSS - CD-ROM



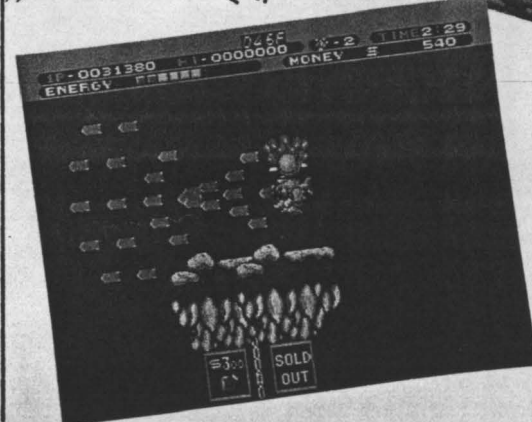
TAITO'S MOTOR BIKE RACING GAME



ONE PART OF NAMCOT'S ACTION/RPG WITH LARGE SPRITES.



IREM'S MR. HELL WHICH IS IDENTICAL AS THE COIN-OP AS YOU CAN GET!

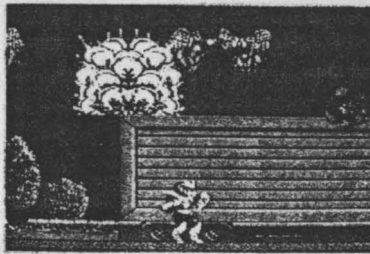


CyberCross
by FACE - 3meg Card

Reviewed by Oon Lee
Thanks to Alex for the game

This is FACE's second release for the PC Engine - first been a strange shoot'em up where you control a hero shaped rather like a thimble - I believe the game's called Overhauled Man or something.

Anyway, Cybercross is a left to right scrolling beat'em up arcade adventure - rather like a cross between Shinobi and Rolling Thunder. You control a guy, similar in look to the hero of Vigilante, who can do the usual martial arts. As you start the game, man size insects comes towards you, so a couple of punches and kicks will show 'em whose boss. Soon enough, a floating pod flies pass, and if you can punch it, an icon will drop from it. The first will be a red sphere, which when collected will turn you into Cybercross in spectacular style. As Cybercross, you can hold down the fire button (a bar will increase at the bottom of the screen like in R-Type), and when you release the button, he will spin around kicking anything on either side - a sort of quadruple roundhouse (!?). Alternatively, pushing up aswell on releasing will produce a power punch - necessary for big bad bosses! Collecting green or blue spheres when you are a normal person will also turn you into Cybercross, but collecting spheres when you are already a super being, and you'll get a weapon ... either red-sword, green-boomerang, or blue-gun. Weapons can only be used in a standing position and holding down fire will increase the power of the Weapon. Weapons are also limited to three, and one is loss each time you get hit. An energy bar represents you life, and depletes when hit, but Hearts can be collected to increase health, and heart Cans to increase the bar's length so you can store more energy. To complete a stage, you must reach the end in a set time, although a 'T' icon can be collected to add time to the clock. Other icons includes coloured gems for bonus points, and a star which increases your weapon hold by one. Each stage is plagued with different insects which attack from the ground or air. These include walking ants, rolling slugs, hopping locust, homing blue bottles and swirling flies. Some insects also carry guns, mortars and drop bombs. Aswell as insects, there are also mechanical droids, and moving crates on later levels! Once you get to the end on a stage, a strange creature will confront you. On stage one, there's a fire breathing jumping frog, and other stages includes a sexy rabbit with a blaster, lobster with a machine gun, and a large electro elephant which throws a curtain of electricity from both sides! Killing them, and a bonus will be award based on time energy remaining. Later levels, these Boss creatures appear within levels making progress doubly difficult.



Cybercross: Safe from bombing insects above

Graphics are first Class, very detailed animated sprites, good use of colour and nice scrolling backdrops. Sound effects are well done with a lot more than just explosions, although the backing tune is alright, it does get very repetitive. CyberCross is a fantastic game, quite a challenge and very playable.

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

Overall - 85%

Side Arms
by NEC Avenue - 2meg

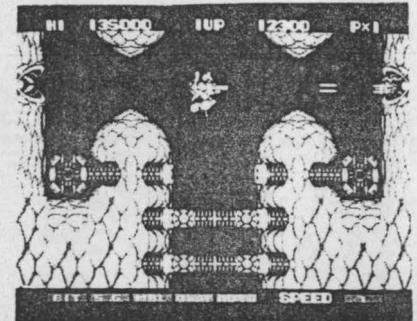
Reviewed by Oon Lee
Thanks to Tsuyoshi Yamashiki for game

Side Arms is Avenue's first batch of license deals converted for the engine mentioned in issue 2 of P.E.F. The game, as expected is identical to the coin-op in sound, graphics and playability.... with a few minor differences, namely only a one player game.

The game involves controlling a robot, flying through ten stages of multi-scrolling landscape, shooting everything that looks menacing, collecting different weapons, get to the end of the level, and blow-up the mother craft. Simple - but very hard!! You start by moving left to right, over a moonscape, where aliens come at you. Shooting certain aliens will leave weapon icons behind. To change the icons, just shoot it - and when you want the one you're after, collect it. Weapons includes speed-ups, 3-way laser, and a Mega Bazooka laser! Control is by pad, which moves your robot around the screen, with the two fire buttons for left or right fire. To change weapons, you must press the run buttons which pauses the game and slides up the weapons window, where you can select the weapon you want. This method is effective, but slows the fast pace of the game down. Also, in each stage, there's a hidden power-up icon, find it, and another robot ship appears and attaches itself to you, giving all round fire. There are also hidden bonus points in the form of cows, barrows &

strawberries. Once you get to the end, the scrolling stops and a large ship appears throwing out more arsenal than liverpool can handle, where you have to blow it up by pumping in a number of direct hits... then it's off to the next stage, where things get a lot tougher - not only the enemy, but scenery gets more denser!

As stated before, the graphics and sound are excellent, same as the coin-op. The game is very playable, if a little easy as first when you get the power-up and 3 levels of Shotgun... but later levels are extremely hard, so will take some time to complete all 10 stages. Anyone thinking of using SlowMo can forget it, as the run button is the select weapons button, and moving the stick will change your weapon which can be quite deathly!



SideArms: Moving Down and looking for bonus!

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

Overall - 87%

MINI REVIEW
YAKSA

This is a rip-off of SEGA's Space Harrier, but not up to it's standard. Here you control a samurai with a sword who can run into and out of the screen, Space Harrier style while being attacked by Ghouls, Ghosts, skull, crabs, and the like. With his sword, he can slash these, or jump out of their way. Like S.H. you must get to the end of the level, and once there, kill a rather nasty creature, which requires several repeated hits. As Yaksa, you will occasionally come across a small alien looking bloke which will give you a weapon so you can kill the enemy at long range or increase you energy as you only get one life. Sound is ok, Graphics are great, but 3D animation is jerky, and gameplay is very boring. It can take several minutes just to kill the first end of level Dragon! This game is not recommended - try if thinking of Buying.

FINAL LAP TWIN

by Namcot - 3meg
Reviewed by Caspar Lailey

This is a conversion of Namco's coin-op. The original consisted of two (up to 8 was possible) car cabinets placed side to side, and when played with a mate was a real test of manhood.

The Engine version may not match the coin-op with it's graphics, but it sure as hell plays well !! The screen is split horizontally, and details like speed, position and circuit layout etc., are displayed at the top of the screen. You can choose from both formula one and formula 3000, and between manual or automatic gear change. With the big V12 engine in a F1 car, you can reach speeds of up to 310 kph.

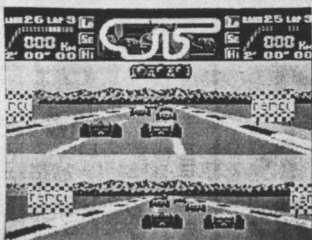
Although not as fast, the F3000 cars are much zippier and the action is fast and furious. The cars response is superb and gives you total control, although you can oversteer and spin off the track, or be rammed off, (by the opposition, right into a pacman sign, with his toothless grin). The scrolling is perfect and the speed looks very realistic. You can choose from 20 tracks, from around the world, infact everywhere except England!?

Other options includes test laps, two player matches, and also a decent little R.P.G. game in which you guide your character around a map, with his radio controlled car and other characters challenge you to races. You can also customize your car with new tyres, motors, etc.

The Sounds in the game are also good, with realistic wheel spins, crashes and skidding effects. A nice touch is that, both opponents' cars have their own S.F.X., so as you drive, you can hear if the other car is ripping around a corner or has crashed. There are also a couple of good tunes. Overall, Final Lap Twin is a hardcore game, with addictive game play, and even better when you burn rubber with a mate. A serious contender if you're a speed freak, and a game not to be missed - check it out!

Graphics - 75%
Sound - 78%
V.F.M. - 88%
Playability - 90%

Overall - 88%



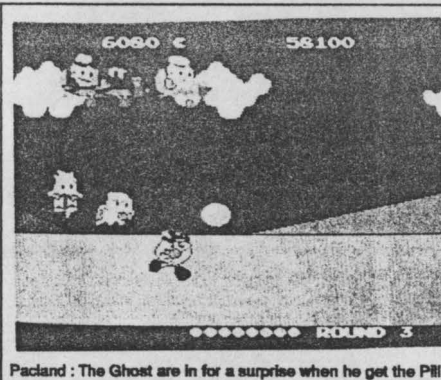
PAC-LAND

Namcot / 2meg
Reviewed by Darren Pottage

Pacman bounces onto the engine with Namcot's conversion of Pac-Land.

Here you control the famous yellow muncher through 9 levels of mayhem, accompanied by the fair Princess whom you must return to her home safely. Each level gets progressively harder, as you tackle spring board jumps over water, horrendous mazes in which you have to locate keys to open barriers to progress through. Every so often there are gold capsules, which when munched, turn every ghost in the vicinity in a tasty morsel.

At the end of every level, you jump through a door into a garden where the Princess greets you and hands over a trendy pair of red shoes, which enable you to leap as high as you wish, very useful, for jumping loft cactuses, (or is it Cactii? - never was good as english).



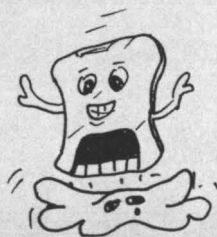
Pacland : The Ghost are in for a surprise when he get the Pill

The only niggle about Pacland is that you can choose which trip to start on, from 1 to 6 (round 17) and the never ending credit system which, after a little time enables you to complete it.

Overall though, Pacland is fun, with plenty of platform frivolities, nice graphics, such as the ghosts flying in the planes who hurtle baby ghosts at you and cartoon like tunes which help to make a very entertaining game.

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

Overall - 82%



PAST BLAST ALIEN CRUSH

Naxat / 2meg
Reviewed by Onn Lee

This is the first and only pinball game for the engine and one of the best on any machine - apart from those on the old C64. Alien Crush was released nearly a year ago, and is a two stage table long pinball game which flips quickly when the ball past from one to the other. This might sound ridiculous, and you might say it would be better if it scrolled, but because the ball can travel at such a speed between the sections, the game plays a lot better this way. The table itself is based on the 'Alien' theme - hence the name, and has the usual, and has the usual pinball gadgets like bumpers, roll-overs, etc., but in alien form, like brains, gaping mouths, skulls, kidneys, and so forth. Like the game Time Scanner, you can enter different tables, but Crush's are bonus ones, so losing a ball in them doesn't matter. To get these tables, you must hit certain items, and a gaping alien mouth will open with a yellow arrow pointing to it. Get the ball into the mouth, and you'll enter the table. There are four of these - three accessed from the top half of the main section and one from the lower. The bonus tables are all single screen and all different. One involves a multi-section snake, like one in R-Type, which you must disembody by hitting each section with the ball, whereas another involves hitting moving skulls and gremlins into holes amongst obstacles. Bonus points are awarded for amount hit, or should you clear it, a extra big bonus is added.

Alien Crush is a very playable pinball game - and well worth getting if you like the old ball and flippers. Graphics are great with nice animated touches like blood flowing through veins around the main table, aliens chomping on the ball, and when the brain is hit enough times, it splits open where scorpion burst out. Two backing tunes are selectable from the start - both very strange with a touch of heavy rock. Sound F.X. are usual pinball like which suit the game well. The ball moves very realistically, and game can be played slow or fast, although slow mode is not very playable. Oh yes.... if anyone is thinking of beating my hi-score, it took around three and a half hours to accumulate.... worst of all I started playing it after Midnight!!

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

Overall - 75%

Ultimate Tiger

This is a good one - how to start with extra 3 helicopters!

First start the game - and when you take off from your carrier, move your Heli to the bottom left corner. As soon as get there, drop a big one... I mean a bomb! You will hear a noise (not that kinda noise!).. and you will get your extra lives. To verify this, get hit to see your line of heli's.

Also, if you have watched the demo, you will notice when it collects the yellow disk, the heli gets homing bullets, but even when you get maximum 'S' icons, you will never get them. Help is at hand - or finger, as you must hold down the SELECT key at the same time you collect the yellow disk to get homing bullets. Note that, they are not too effective - usually going after enemies you don't want them to go after, leaving you open to close quarter helicopters, tanks etc.

A couple of notes on the game:

Every Ten 'P' bonus Stars you collect, a Bomb icon will appear.

1UP extra heli icons appear at hidden parts of each stage. One appears every 80% of each stage if you can shoot it.

When using bombs to destroy end of level tanks, planes or bases, stay in the explosion and keep firing at the target for maximum effect, and protection.

Son Son II

Here's two small tips: Either

i) Hold down Button I, Select key and joystick Up when you start and you'll have a magic lamp.

ii) Hold down Button II, Select key and joystick Up when you start and you'll have an reserve health potion.

GunHed

Here are a host of tips for this Mega shoot'em up.

If you find GunHed a bit easy, then try playing the game at a harder level. To do this, Hold down Select and press button I, II, I, II, I, II.... etc.. (up to 60 times), where you can select a level. The title GUNHED logo changes colour. Different levels have different names like God of Game.

How about extra 8 way fire aswell as your normal weaponry? You would? First use up all bombs you have, then collect 30 gels - those pink spheres which appear when you shoot certain targets, BUT do NOT collect other items during collecting the gels! This is quite difficult to do, but if you survive to stage 2, a flashing yellow ship like yours will float down - collect it and you will have 8-way fire. You can also collect the protection balls (IV) aswell as second weapons.

What about an extra 10ups and 20 bombs? You would again? To get them, DON'T attack the mother ship THUNDER BREATH (the big enemy that divides itself in three at the end of stage 1) for approx. 80 seconds!

To see ending sequence : Push run button rapidly (or turn on Slow Switch if you have one) at the title screen. (Turn off the Slow switch when it starts). Unfortunately this doesn't work most of the time.

SOUND TEST MODE : On the title screen, hold down the SELECT button, push left and right by turns for 16 times, and hey presto! Music Mode. You can then use the buttons to select required tunes and S.F.X.

Tales of the Monster Path

To start on later stage at the lava/clouds - first enter the Staff Information Board by Holding down both I+II buttons, plus the SELECT key, and tap RUN. When you get it up, type in :

"S.62.08.22"

Then reset the game (SELECT & RUN), and when you start, you'll be on a later stage.

Last Issue we mentioned how to (or not to) get 4 super fast screen on Space Harrier.... but, it's definately possible on this game. Again, get the Staff Info Board up, and type in :

"SPEED-UP"

again reset, and when you start, four mini super fast screens!! Not only is the games fast, but the music speeds up too.

If anyone has got past the Budda in the clouds - please let us know. We have seen pics of later stages like when you get turned into a frog, you enter a city with lots of mini guys like you and you bathing nude with a woman!!!

SIDEARMS

As this game is fairly tough, the game has a slow motion mode built in - which is a great help, as the slow motion switch on certain joysticks don't work correctly as this upsets the weapons when you move left/right. To get slow-mo :-

On the title screen, hold down Down, I, II and push RUN.

To get Monochrome mode, which doesn't work on scart versions (we haven't got a PAL engine to try either) do the same as above but push UP instead of Down.

VALIS II

To get the 'Visual Test Tool' screen up, push the following buttons in order on the title screen:

UP, I, SELECT, II, DOWN, RUN

Aswell as the Visual Test, there are also Sound, Level and colour test in the 'Extra Test' option.

FOR ITEM SELECT:

Pause the game and enter the command below:

Pause while holding down II. SELECT, I, II, I

You may continue now. When you want wany weapon or item, pause the game and push (II) to choose a different weapon or (I) to get any item.

CYBERCROSS

This game isn't very hard to complete, but if you're having trouble, how about been able to Continue from the start of the stage you died on?

When you die, pause the game, then press I, II, & DOWN. Then un-pause the game, and when you are back on the title screen, press Run to start the game, and you should re-start from the stage you died.

TECH TIPS

If you have any Hints, Tips, Cheats, Maps, suggestions, found strange happenings or bugs in any PC Engine game, then please write in and let us know.

YAKSA

If any of you have bought this game, here's a code for you. To continue the game, use the PASSWORD - 'AKISH-INOSAN'.

PAC-LAND

You really don't need any tips for this game as there is the ever lasting credit system, so that you can complete the game, or die of boredom trying!

Anyway, to activate the cheat option mode - If you haven't already figured out, on the title screen, hold down both fire buttons, and press Run. You will then be presented with a Giant pacman and some Japanese text, accompanied by a jolly tune. Well, that doesn't help much, does it? So, hold down the buttons and press Run again, and you'll get the message 'PACS' and 'SKIPS'. On selecting pacs, you can change the amount of pacmen to start each game with a maximum of 9, and toggle the stage skipping, so that you can start/skip whatever level you want. Once you have made your decision, hit run and you will enter und Test Mode. Here you can listen to all the sound and tunes from the game. Reset to start normal play with the game options you've selected.

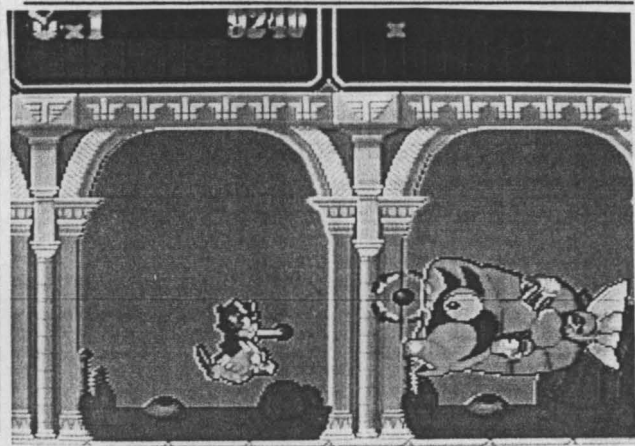
Even with the above.... If you still find the game difficult, how about invincibility? First do above with Skip On. When you start the game, select Skip 1, and tap the joystick/pad 'Down' 100 times - where a message will appear - 'NOMISS'. Invin. mode active! You can now pass through ghosts, buses, cars, etc... without a care in the pacland.

Side Arms

Best weapon to use in this game is the Shot Gun (SG) as it is the only weapon which stops the opponents bullets. On stage 4, when you get to the end, go to the bottom right corner and shot left with the Shot Gun, and you'll be safe and dispose of the giant rotating mothership.

Dungeon Explorer

Here is another silly password : JELAB NNMDK
This will let you become the princess, but you can still rescue another princess?



ON CD-ROM - WONDERBOY III
MONSTER LAIR/END OF LEVEL FISH!

The Japanese Charts !!

Here we go again, and this time the japs have gone CD crazy with 'Far East of Eden' rocketing straight in to the number One spot! The game's a fab giant Role Play graphic adventure..... unfortunately, the game is all in Japanese... and it's a little more expensive than other CD games at 7, 200 Yen (£33).

1	Far East of Eden	CD	RPG
2	Pro Wrestling	3meg	Sport game
3	Ninja Warriors	3meg	Arcade Action
4	Valis II	CD	Arcade Action
5	Pac-land	2meg	Arcade Action
6	??Unknown	4meg	RPG
7	Naxat Open	3meg	Sport game (Golf)
8	Tales of Monster Path	2meg	Arcade Action
9	Power Golf	3meg	Sport game (Golf)
10	Mah Jong game	3meg	Mah Jong game

The game that is hoped to top the charts next month will be Hudson Soft's Power League II, as it's a great baseball game, and currently, Japan is baseball crazy with a flood of baseball games for the Nintendo.



FAR EAST OF EDEN



As no-one entered last month's compo, this month we'll make it a little easier, and the first prize will be 6 months FREE subscription to P.E.F. If you already have place a subscription to to, then we'll refund the money, or give you a grand cash prize of £5.40 at no expense spared - no other magazine can have ever matched this!!

To win, just answer the following Engine related questions, then take the first letter from each answer, re-arrange the letters to make the title of a game on the engine... simple eh? Once you have worked out the word, send it in, and the first out of the hat will win the sub. So here goes :

1. What Animal features in Taito's Helicopter shoot'em up released at the end of march?
2. Second word in answer of question 5.
3. Name of a CD-Rom game featuring a girl who wish to become a pop star.
4. The game based on the Japanese series Monkey.
5. The sequel to Bobble Bubble coming soon on CD-Rom for the engine.
6. The two crazy character in Hudson soft's 6th game which W.H.Smiths would ban 'cos of it's rude happenings.
7. The Number in the title of a shoot'em up game that Namcot converted so brilliantly.
8. Name the game that E.T. and a flipping Elephant can play.

OPEN FORUM

If you have a question, problem, a view to put forward, etc., then drop us a line and make yourself heard... write to normal address.

Firstly, we had a few questions regarding different types of PC Engines been sold which has a TV Booster on the back. These are sold by Micro Media and Mention, and if you wish to connect a CD-Rom to them, you will have to get your engine modified, and should contact the place where you bought it. If you happen to have a scart socket on your TV or if you have a monitor, then it's quite easy to modify and shouldn't cost much.

We also had a letter from Rowan Held of Putney, London, who has an Engine from Mention which has a TV Booster, and was unable to use the stereo sound method mentioned in issue 1. However, he rang Mention up and they advised him to contact Warick Electronics on 0203-602070 who can convert your TV Booster to output stereo for a price of £6.56 which includes postage. Their address is 142 Woodway Lane, Walsgrave, Coventry. Thanks for the info. and the R-Type blow-ups Rowan!

Is there any truth in the Europe PC Engine? I phoned NEC but they say they have no plans for a UK PC Engine yet, but they would. Should the public buy an import, wait for a UK machine or wait for the American machine (I know this is big and black, has it any more ports or a joystick?)

Lee Branch, Peterborough.

With the console market increasing, and more non-official PC Engines selling, NEC is bound to step in and bring out an official one... but when is anyone's guess. As for getting a engine - it's best to stick with the current imported & modified ones. Atleast they are available with enough software and hardware add-ons. The American version is no different from the Japanese version apart from the casing as far as we know. The machine comes with an auto-fire pad like the ones you can buy, but no joystick - which is extra.

Talking of Joysticks, should you intend to buy one, it's a good idea to check if they work with the 5-player multi-tap, because, certain ones don't!! One of which is sold by Micro Media and it's outlets, & Mention at around £19.99. These are a strange shape with buttons on either side and look very plastic. A neat one to get is the XE T Pro which has the multi-tap built in, but it's very expensive at around £60.

A number of people have mentioned the Console Club... which I believe hire games out for £5 for a week... and should

you like the game and wish to buy it, your £5 is deducted from the original cost of the game. Quite a good deal if you wish to purchase a game.

If anyone IS interested in a hire service, I'm willing to hire my games out for a week for a price of say, £3 which will include the postage to you and return. All proceeds will go to getting more titles and even a game donated for a competition. The hire service is restricted to games, so we won't be hiring out CD-Rom Units to play CD only games!! We won't be selling the games as we don't want to go into the trade side of things. We leave that to the other companies. Alternatively, you can swap games with each other - saving money.

Cor Blimey!!

P.E.F. is fantastic. Never has a paper been used so well. A few ideas on how to make the 'zine even better - raise the price to a £1 and tell everyone that 'zine has now '?' more pages, including a letters page, tech tips page, a couple of comps, and a review update page, explaining what other people give the game. To compensate for the price rise you also supply the stamps and envelopes. Well keep up the good work.

G. de Bank, Uttox, Staffs.

I don't think the price rise is so necessary, but it now stands at 60p and subscription is 90p - close to your recommendation. The review update is a good idea, but it will depend on the users. So, if you have a different option of a game, then write in. Everyone has different tastes.

Congratulations on P.E.F.! It's a really good read. How the hell do you get past level 4 on Tales of the Monster Path? I can kill the fire-head and the tree thing, but the rocks always gets me. I agree the music on the demon scenes is pretty good, but it's not a patch on the Pet Shop Boys!!!

ps. What is "Overhauled Man" for God's sake?

Roger Moseley, Newcastle-Upon-Tyne.

The best way to destroy the Rocks is to stay on the left and beam up to maximum and let it have it. See Tech tips for other tips. No comment on Pet Shop Boys... I can't say I'm a fan of theirs.

As for Overhauled Man - none of us have seen the game in action so we don't know. However, it could well be a vertical shoot'em up game by FACE which we have seen pics of in the Japanese press, which I believe is sometimes known as Honey Sky. Here you control a thimble like hero and fly through wierd landscape while attacked by some more even wierder creatures. Your character can also fire 360 degrees. You can also collect weapons etc. The game is FACE's first release - the people responsible for Cybercross. Should anyone have this game, please write in a let us know what it's like.

*Mr. W.Gneer would like to swap games with some one. He wish to swap P*47, Ninja Warriors, and Watura for any other PC Engine games. Mr Gneer can be contacted at 36, Wingates centre, Redditch, B98 0NR. or Tel: 0527-65025.*

THE DEF HIRE SERVICE

As we have quite a selection of games, we have decided to hire games out to our readers. That way, you can play games that you would never think of buying, try out games you'll thinking of buy, and so on. First HIRE rate is £5, with second etc. hire at £3. This is for 1 weeks hire, including return postage.

We don't have ALL games... and only a few copies of each, so we can't guarantee games that you want.

Our list includes:

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

We shall also soon have Bloody Wolf, Altered Beast (CD), Darius (CD), Wonderboy III (CD), and Power Golf when they become available hopefully this month.

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



Alternatively, you can hire games from the Console Club, who also sell games, minus the hire charge should you buy the game you hire.

The Mega Scores Chart

Bit of a change this month as each game will be accompanied by the top three scores, so that more people can have a chance of been on it.

ALIEN CRUSH :

79, 090, 400 - Onn Lee

Chan & Chan :

862, 060 - Tony Bunn (C)

842, 700 - Michael Glover

689, 000 - Gary Hall (C)

CyberCross :

150, 000+ - Goran Lukic (C)

150, 000+ - Onn Lee (C)

Dragon Spirit :

468, 980 - Onn Lee (C)

Fighting Street :

97, 100 - Darren Pottage

Galaga '88 :

1, 207, 990 - David Charles (C)

1, 119, 220 - Geoff Ousbey (C)

842, 700 - Michael Glover

GunHed :

12, 966, 390 - Justin Saunders (C)

10, 341, 510 - Onn Lee (C)

Legendary Axe :

107, 850 - Onn Lee

Ninja Warriors:

193, 800 - Geoff Ousbey

P*47 :

790, 500 - Onn Lee

Pacland:

92, 290 - Onn Lee

R-Type I + II :

973, 300 - Onn Lee (C)

Side Arms :

884, 200 - Onn Lee

Space Harrier :

30, 603, 110 - Zaqir Shaikh (C)

Son Son II :

865, 110 - Tony Bum (C)

500, 550 - Onn Lee

317, 800 - Rowan Held

The Kung Fu :

450, 000 - David Cheung (C)

Ultimate Tiger:

1, 678, 330 - W.Gneer

Valis II :

???????? - Justin Saunders (C)

Vigilante :

18, 460 - David Charles (C)

13, 520 - Darren Pottage (C)

Watura :

Level 7 - Goran Lukic

Wonderboy II :

266, 000 - Gary Hall

202, 770 - Roger Moseley

197, 500 - Zaqir Shaikh

MISC. : Nintendo

Best games on the 8-bit console has got to be RoboCop, looking extremely good... and certainly couldn't be worst than the ST / Amiga versions which are terrible. Apart from that game, nothing particularly stunning. However, because of the great success of the machine, the Japanese press are not content with just bog standard mags., but have just released the first Nintendo magazine on VHS Video Tape. The tape cost 1980 yen (approx. £9 - probably a bit more considering the state of the British trade figures, etc.), and last around 45mins, in stereo hi-fi quality sound. Although it is a Nintendo magazine, other consoles are mentioned including the Engine and Mega Drive. The tape will be bi-monthly, which shows how keen the Japs are about their machine. Unfortunately, as the Japanese uses the NTSC system, so we were unable to get a copy and see what it's like.

MISC: Sega

The PAL versions of the Mega Drives have finally arrived in the UK, which I believe are better than the scart versions as they are supposed to have better quality colour (?!). As mentioned last issue, Capcom's conversion of Ghouls & Ghosts is Mega awesome, and IS the coin-op. If the game is bundled with Mega Drive, then I would say that, the machine will sell like hot cakes.

On the magazine front - two new ones especially for the SEGA will be available. One in Japan called 'Mega Drive Fan', of course, just for the Sega 16-bit machine, and will be a monthly magazine. The other will be a British one from Future Publications - publisher of such magazines as New Computer Express and ACE. The magazine will cost £1.20, and will be launched at the forthcoming PC Show, and will only be available on subscription at first. The magazine will be called Sega Sensation, and will be mainly for the 8-bit console, as that's the most popular console in the UK at present, but will probably cover the Mega Drive in the future. By the way, if you have read the latest 'The Games Machine' magazine, and seen those great pictures of 'Double Dragon 2' which are supposedly on the Nintendo - they are NOT - as they are on the Sega Mega Drive!

MISC: The Others....

And what of the others? Strangely enough, a couple of old consoles are making it to the UK. The first is the ATARI 7800 ProSystem, and will sell for around £70. The unit comes with two standard 8-bit Sega type joypads, but a small level can be screwed into the centre of the pad to act like joysticks. The machine comes with Asteroids II built into the machine, rather like Hang-On is now on the Sega. The machine doesn't have great graphics, but are a little better than the original VCS - but not as good as a C64. Currently the machine only has a selection of old titles like Centipede, Joust, Xevious, Donkey Kong Jr. etc., but more are planned including some from British companies. We don't see this machine selling well over here, but it does have two things going for it, one - price, and that is, it can use all the old VCS cartridges!!

Another console to make a come back is CBS' Coleco Vision Console. The machine was released about 9 years ago, and was a state of the art console at its time with brilliant coin-op conversions like Popeye, Donkey Kong, and the totally amazing Zaxxon which were just like the original. The machine also had an optional steering wheel add-on for racing games like Turbo (remember that game?!). It was hoped to sell extremely well, but with the growing computer market it didn't succeed. Those were the days when you could buy a 'good' computer game for around £5 and console cartridges were several times more expensive. The machine is hoped to be re-launched for around £50 at around September, but again - it's unlikely to succeed considering the state of consoles available at the moment with better sound & graphics. It is however, a far better machine than the Atari 7800.

Will we see the return of the Vectrex system or the Intellivision ?!



← MEGA DRIVE GHOULS + GHOSTS