

ELECTRIC BRAIN

Issue 20 Recommended price £1



FIGHT!

- REVIEWED :
- MOTOROADER II (PC)
 - DOWNLOAD II (PC)
 - DARIUS TWIN (SF)
 - VERYTEX (MD)
 - LEGEND OF TONMA (PC)
 - HELLFIRE (PC)
 - MIDNIGHT RESISTANCE (MD)
 - CHAMPION WRESTLE (PC)
 - FINAL MATCH TENNIS (PC)
 - SOLOMON'S KEY (GB)
 - R-TYPE (GB)
 - ULTIMATE TIGER (MD)
 - ULTRAMAN (SF)
 - AND MANY MORE!!



DATAEAST'S DVI
THUNDERSTORM

- * THE GX4000 - AN ACE MACHINE!!?
- * AUDIO - GAME SOUND MUSIC CDS
- * MORE TIPS THAN BIZARRE EXTRA



Moto
ROADER
II
KING OF
THE ROADS



FRANKIE HOWERD

OHH.. ER...
MISSUS-
WHAT A
FABRAIOUS
MAG!

THE CONSOLE MAGAZINE FOR NEW AGE GAME PLAYERS

BRAIN WAVE

HIYA console fans, it's me again. I must fist apologise for the last issue been fairly late, but this wasn't my fault again. Honest! It was the fault of certain people concerned with printing. Some silly sod didn't hand it to a certain person until over a week later, and when it was eventually printed a week later, a page was missing!! This all came about when SuperGraphic (so called Supervision) asked if I would like to go into partnership with them in producing the magazine. Their offer sounded a good deal, from increasing the readership by them distributing the 'zine to other console suppliers to sell, more 'zines means the cost of printing reduced, plus other support. So I agreed... but when the issue was done, things didn't go too well, and I, in my opinion, wasn't getting a good deal... infact, I was better off going alone, so that's what I've done again.

However, as you can see, this issue is now printed more like a proper 'zine - infact, it worked out cheaper than the last issue did, as SuperGraphic charged me extra instead of the actual cost of printing! Infact, if we can get a few more adverts from other suppliers, the next issue will contain a few more pages.... and if any dosh left, more comps.

Problems & Disasters
It's been a right old month

since the last issue was printed. As you know, the old Atari ST bugged up last time, but I'm now committed to using the Amiga to do the mag (if only I had enough money to get a Macintosh!). After seeing JAM, a magazine produced solely on the Amiga for the Amiga, which looks great - I think the Amiga has potential. As JAM is produced using a Desk Top Publishing program called Professional Page V2.0, I bought a second hand copy of it.... but after a month, I'm still using the old PageStream prog to do this issue, as ProPage is rather complex and confusing to use. Maybe, next month, I'll wade through the manual again, and have another stab.

I also got myself a wicked printer - a Sieman Thermal Transfer 735 Compact, which is laser quality, but unfortunately, it's not too hot when it comes to printing on normal paper.... so, I'm trying to sell it. Anyone out there want a portable printer - it's a must for anyone who uses a portable computer like a Laptop or notepad. The price - a messily £400. What? A lot? Well, it does retail for £1000, and I do need some cash for that Macintosh!! Incidentally, I've just got a Canon BJ-10e printer, which this is printed on - unfortunately, PageStream's printer driver for it doesn't

work!!, so I'd to use the preference driver instead which gives a lower resolution, so I must apologise for the quality in print, although it's still not too bad (380x180 dpi instead of 360x360 dpi !)

I also bought a second hand Atari Portfolio to write the magazine on when I'm away from the main machine - so there won't me any excuss if the 'zine is late! Unfortunately, the port. came with a parallel interface and not a serial one, which meant I needed an IBM PC or compatible to transfer files, and no, I don't have a PC, and crappy Trans-former (Amiga software PC Emulator) wouldn't work! It looks like I have to fork out more dosh for another interface....

Ideas

As this is a new issue in terms of a better look, I sure would like your views of the magazine. Plus, any contributions to Electric Brain are gladly welcome. We especially like reviews of games on 'minon' machines like the Neo Geo, Game Gear, or Lynx. But anything at all concerned with consoles really. What do you think of the console scene? Do you think the perfect console has yet to be produced? What would be your perfect console? What games would you like to see? Do you think we should

cover other subjects like arcade/coin-ops, best of the best computer games, and so on....

Favs

My fav. games this month includes MotoRoader II on the engine which is one hell of a game when played with 3 totally crazy guys all out to mash your vehicle. On the Amiga, I have been hooked on the Bitmap Bros.' ace arcade adventure - GODS - but unfortunately it's rather easy to complete as I completed it inside a week, and I have to say, the ending is a load of crap.... with just a piccy and a message - no brilliant anima- ted graphics or incredible music - one reason why consoles are in another league!!

I must also say a big HI to Sexy Steve, Colin the DJ and the rest of the crew down at Console Concepts when I visited them late April. I must say, you guys and gals are a mad bunch... but very professional about it. I must also say that the lovely Sue seems to do all the work, slaving away at the computer, answering all the calls, getting the items from the store room,..... only joking guys! I'll pop down again some time soon, although I'll have to have a word with British Rail about putting a toilet on the train to and from Stoke...

Until next time...

The Ed.



- * **EDITOR/ART EDITOR** *Onn Lee*
- * **CONTRIBUTION WRITERS** *Marc Foord, Dan.. the Man, Tai Ono.*
- * **SPECIAL THANK & SUPPLIERS** *Tsuyoshi Yamashiki (Japan), PC Engine Supplies/Console Concepts, Megaware, plus various magazines: Monthly PC Engine, Beep! Megadrive, Marukatsu PC Engine, Megadrive Fan, Famicom Journal, The Super Famicom, New Computer Express, etc.....*
- * **PUBLISHED BY** *Electric Brain, 125 Arnold Road, Bestwood Estate, Nottingham, NG5 5HR. Tel: 0602-606442*
- * All letters, queries, information, etc... please send to above address.
- * **SUPER SPECIAL THANK TO YOU THE READERS!!**

No material may be reproduced in part or whole without written consent of the copyright holders. While every care is taken..... bloody hell... you know all that bullshit!

To Subscribe to Electric Brain

Each issue cost £1.30 which includes the fanzine and P+P. Each issue will be mailed to you as soon as it's available. You can send any amount of money - £2.60 for next two issues, £3.90 for next 3, etc. Please make all cheques/P.O.'s payable to "Onn Lee"

SPECIAL OFFER: Get a year's subscription (12 issues) for the price of 10 - £13.00. AND/OR introduce a friend to subscribe a year, and you can get another issue FREE (make sure you tell the new subscriber to mention your name and address!)

(C) 1991 ELECTRIC BRAIN

PIRATED CARTS HITS UK

Big news last month was the under cover of pirated console games being spread around the country. It is believed these pirates could easily reproduce a pirated cartridge very easily and sell them for as little as £15, and still make a profit.

Cartridges are usually thought of as being the best way to combat piracy as it requires a lot of brains to crack the cartridges and money to get the equipment to do it. And, the only pirated cartridges that were available before were from the far east, namely Hong Kong, where you can get compilation cartridges containing anything up to 65 games on one cart. for the 8-bit Nintendo, and rather less on other systems. One such cart some of you may have seen is the PC Engine card

containing four sports games.

Ofcourse, this is wrong, but forking out £45 for a cartridge game is a bit pricey, when you consider it cost very much less to make that cartridge in the first place. However, you pay what you get, so read Electric Brain, and you'll know what's the best to get so you know you're not wasting your money.

Unlike computers however, it's unlikely to flood the place with pirated games as mentioned before, copying cartridges are difficult to do by your average console user, and a pirated cart can't be copied again for another person like 'cracked' games on computers that can be copied from disk to disk very easily and cheaply. So, companies like Sega or Nintendo won't go out of business in the next month or year. Considering Nintendo makes a

few million or is it billion quid each year pirated 8-bit nintendo games didn't affect them that much.

Personally, I have only seen a couple of pirated games on sale, and if that's anything to go by, there can't be that many about..... or I would have some, sure would save me money!! If Sega and the like want to stop piracy then, they should reduced the price of game considerably to a sensible amount, like the same price as the pirates sells them. What would you buy, a pirated game or the genuine thing for the same price? The pirate lose eh? What's you feeling?



Cheap Gear in Summer

As the Atari Lynx drops it's price down to £79 without a game, Virgin are considering releasing the Sega Game Gear for the same price when it is released sometime this summer. However, this price will most likely be for the basic machine - also without a game, and a more expensive package including other accessories should be available too.

This should give Atari a run for it's money, as the Game Gear is a far more impressive portable machine because of it's smaller size, and even though it hasn't been released long in japan, has nearly the same am-

mount of games for it as the Lynx - the main disappointment of the machine. Hardware wise ofcourse, the Lynx is far superior but I would rather have a Game Gear than a Lynx - especially as Lynx games are so expensive.... £30 a time is ridiculous however good the game..... although imported GG games are rather steep too around the £23 mark where as, in japan, they cost around £14. Hopefully Virgin will stick to the japanese price.

Infact, I could be tempted to get a GG when it becomes available.

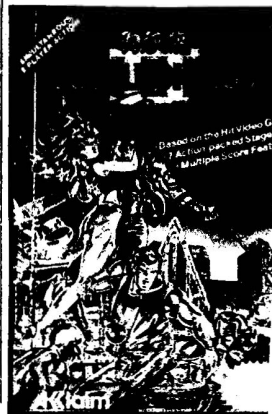
A Dragon Of A Movie



As the software industry continue to license feature films and characters to be converted into games, the other way around is becoming to take off too. Some time a go, we heard that Mario was to be made in to a film starring the little short guy Danny Devito, and now, the extremely popular beat'em up game, Double Dragon, is to make their way to Hollywood too.

The Double Dragon Movie is currently in production being produced by Imperial Entertainment, and hopefully should be released late next year. If the movie is based on the game, then there sure are going to be a lot of violence about what with pounding opponents with baseball bats, throwing knives, etc... But I suppose it will be in the same vein as the Turtles, not too violent, so to attract kids to the cinemas.

What ever next I wonder? Ys the Movie? Wonderboy? Shinobi? Or even Tetris Movie????!!



GAMES ARE A RAP

When you are running out of things to license, go for the most well known people - pop artists, and that's what THQ and Tiger Electronics have done - the former has done a deal with rap artist Vanilla Ice, while the latter with another rap artist, MC Hammer. However, they will appear in different formats.

Ice will be featured in games for the Super

Famicom, NES and Gameboy, while MC on LCD electronic handheld, although it's likely that the Hammer will make his way onto the Nintendo sooner or later.

Already, Michael Jackson have been put to silicon by Sega, and the trend should continue, especially as CD games become more popular, so you can have actual songs/music played.



S.F. 8-Bit Adaptor's A No No

ALL you waiting for Nintendo to release a 8-bit adaptor to run 8-bit famicom games on the S.F. could be in for a long wait, if at all, as Nintendo have dropped plans to launch the device. This is because, according to Nintendo, it's not worth the risk! What risk you ask? Apparently, they think the adaptor won't sell well, because most people already have the original famicom, plus, some of the most famous series titles

that attracted people to the Famicom like Dragon Warrior (Dragon Quest), Final Fantasy, and so forth - have abandoned the 8-bit section to release new versions of the games for the Super Famicom, so there's no need for a converter, as far as the future is concerned.

We certainly hope Nintendo change their mind, as most of us don't own a NES.

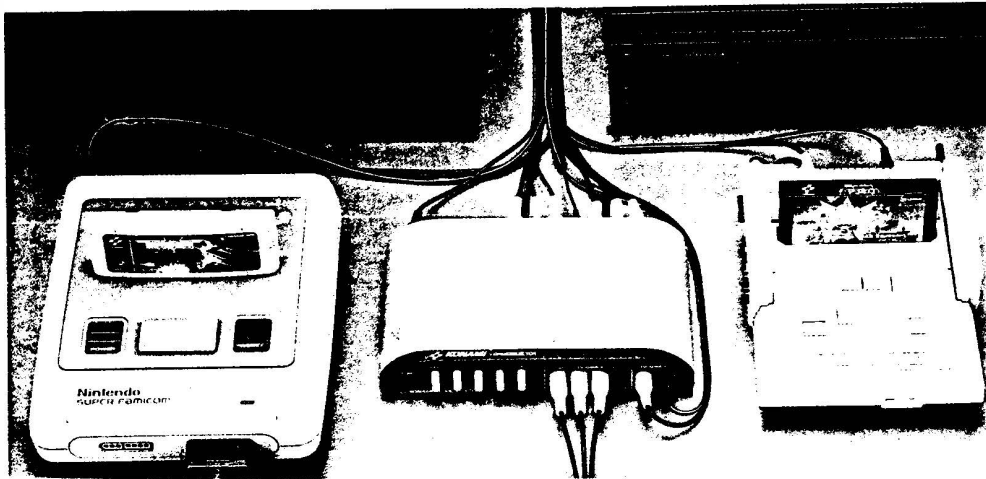
Konami's Double Unit

KONAMI have released a unit called the 'Game Selector' for use with the Super Famicom and normal Famicom. If you bought a S.F. in Japan, you would not have got a power pack with your machine (Nintendo's policy to reduce the price, and it seemed to have worked), because you can use the original Famicom one. *Why should Nintendo supply a power pack, when you should have one*

at home, makes sense eh? Anyway, the game selector is a box that lets you plug in one power supply and all connections into it, and lets you switch between the two machines without the need to unplug everything.

This goes to show, there's no need for a famicom adaptor!

The unit however, does not only work with the Nintendo machines of course, it can also be used with the PC Engine or Megadrive.... both as you know, use the same power supply. It also has TV, plus audio/video connectors.



KONAMI'S GAME SELECTOR

CD-ROM Goes One Step Further

More CD-Rom stuff comes from DataEast who have produced the first arcade gaming system to use Intel's DVI, full motion chip with a built in CD-Rom player. The i750 chip uses real time, live video, allowing 72 minutes of live video action. The system is fitted alongside DataEast's own hardware system called IVG (Interactive Video Gaming System). Data East has already a game up and running on the system called Thunderstorm, a helicopter simulator with a lot of shooting..... a sort of Thunderblade but in the cockpit instead, and should appear in Japan in the Summer.

Over on the other side, DataWest have come up with DAPS - DataWest Active Picture System. This is not quite advanced as DVI, but allows full-screen animation as seen on many CD-Rom PC Engine games, but of course data can be pulled from the CD a lot faster than the Engine without breaks. An animated graphic adventure using the system is currently running on

the FM-Towns machine.

Next Issue, we'll give you the low-down on ICOM Simulations, Inc. the people responsible for the engine version of Sherlock Holmes... and Camp California.



*DVIはIntel Corpの商標です。

DATEAST'S DVI RUNNING THUNDERSTORM

CD-ROM Extra

What about the CD-Rom system for the Megadrive? Well, latest report is, it won't be available until atleast next year - what a bugger eh? Atleast it will have the advantage of seeing how well Commodore's CDTV takes off.

As for the Super Famicom Cd-Rom, it's hoped to be released before Christmas but it is rumoured to cost around \$700, but as Sony are designing the kit, it could well incorporate some extra features.

What of NEC upgrading the CD-Rom's memory - as yet, plans are still afoot, but as yet still undecided if they are to release yet another new system card with extra RAM on like Hudson's Populous, or actually put extra ram chips in the interface unit, although the former option seems the best bet, as it's less complex.



DATEWEST'S DAPS ADVENTURE

Engine Software

LATEST sequel to be program- med for the engine is Valis... yep! Valis IV is under development to be released CD-ROM by Telenet Japan as you might expect. The game looks very much like III and should be out in August. In a surprise re- lease, Telenet have also released Sega's puzzle game Columns



Top & Above, Hudson's Adventure sequel, Cobra II

for the engine, on 2meg card. As far as it goes, it's basically the same as the MD version, with an additional option for the GT, for Battle link.

Hudson are currently beavering away on a new RPG called 'Monbit' on CD-ROM featuring a cute little guy and his pet dinosaur. The game's very much like Ys... unfortunately it's all in Japanese. Power Eleven, Hudson's Footie game is still not complete yet, and should be out on 22st of June, and on 3meg card with backup

facility. The game looks very much like a horizontal version of the MD soccer game, but with smaller players, hopefully better gameplay. The game features several options - a Hudson Cup, where you play teams from different countries in a knock-out, PK Mode - penalty kicks (viewed in 3D behind keeper), Vs mode - play against another opponent or different level of com-

puter teams, plus Watch mode - where you can watch a saved game!! Hudson are also to release Cobra II the space adventure on CD-Rom in early June. Being an adventure, it's not going to be playable unless you know Japanese, but does feature terrific graphics. Hudson has also converted Capcom's bubble bursting arcade game Pang! although it is to be called 'Pomping World' ... why? I haven't a clue, but it's to be on CD-Rom, so there might be some changes. Other planned games from the

mega company includes a sequel to Gunhed & Super Star Soldier - called Final Soldier. This looks very much like

Super Star with very similar graphics... and the flame weapon is still included. However, from the start, you get to pick the four types of weapons - each one with three choices. eg. Laser - either Spear, Short or Bubble type. And

there are 3 difficulty levels - Normal, Hard and ExHard! On 4meg and out for 5th July, so I should order your copy now!! Plus the programmer of Super Star is to write another shoot 'em up for CD format! I can't wait! As for PC Kid 2, it should be out on the 19th July on 4 meg card.. quite a long wait eh? As for the dual player, split

lasers from their horns, birds, and so forth. Looks good, hopefully it'll be as playable as L-Dis. Naxat's answer to Side Arms is Eternal City, which should be available as you read this on 3meg. Their other great looking vertical shoot'em up - Spriggan, should be out on 19th July too on CD-Rom, and it's looking real ace.

More wacky shoot'em ups comes from newcomer PAL-Soft/Quest, and Taito. Firstly, the former's is called Magical Chase, where you control a witch on a broomstick, in a cute and colourful horizontal blaster. This is very much like Namco's Ordyne in that, shooting the enemies gain you money, which you can spend on goods from balloon shops that float by occasionally. Items you can buy includes speed-ups, 3-way fire, fire balls, health, and so on. The game's graphics are really cute, with teddy bears, chickens with



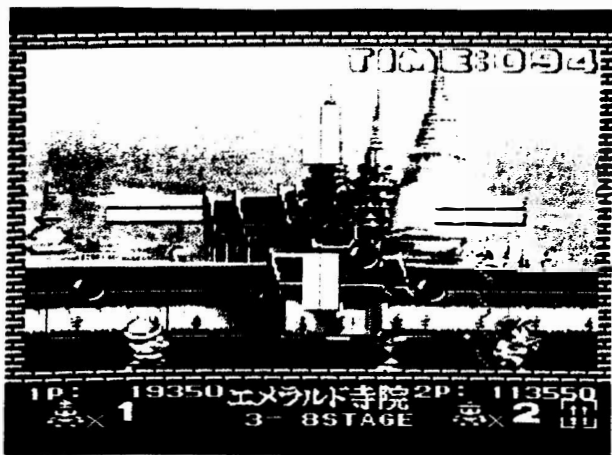
Hudson's footie game... looks fairly basic, but so is Anco's Kick Off.

screen buggy game... it has currently been shelved at the time being, as the programmer concentrate on PC Kid 2.

Naxat has a number of games on the line. There's Coryoon on 4meg Card, which is a horizontal shoot'em up as you control a baby dragon who has to battle through several deadly levels to save a lovely princess... sounds familiar? The game features very cute cartoon graphics like wonderboy, where you're attacked by big hairy dangling spiders, squirrels, unicorns that fire

ladies' legs, squirrels, a clown on a rolling ball, hedgehogs that chuck quills, turtles on hangliders, etc.. on 4meg card, release date unknown as yet.

Taito's is similar and on 4meg card too. This time you take on the Gnome from Don-Doko-Don, who has magically got a pair of wings made from leaves, so he can fly. Usual sort of things attack you - chickens, fat ducks (kiwis?), ghosts, birds, flying broomstick, etc... considering the graphics of Don., you can guess what the graphics are like., plus multiple levels, and power ups. Again, no

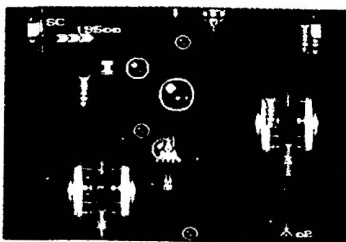


Hudson's Pomping World or Pang! to you and me. Simple but Addictive.

Megadrive Software

release dates.

Victor looks to be the company to watch for, because of the licence games from other countries. The game that's most eagerly awaited has got to be Sherlock Holmes Consulting Detective from US company ICOM Simulation on CD-Rom. The main attractions is ofcourse the digitised



FINAL SOLDIER: WITH NEW BUBBLE LASER!!!

(partial) video-motion in the game never done before of the engine. It also features 3 cases to solve - The Mummy's curse, the case of the mystified murderess, and the Case of the tin soldier, so will keep you busy for some-time. Late July, Victor will release Falcom's ARPG Sorcerer, again on CD. Victor are also handling Cinemaware gear - and next game should be TV Sports Basketball - one for all you BBall freaks. As for Desert, still no release date! Infogrames' (Loriciel) Skweek should also be out in June from Victor, with Psygnosis' Ballistix out in July.... as for Shadow of the Beast, you'll have to wait until very late in the year, although Lucasfilm's Loom should be out sometime.

Nihon Bussan's only game for the engine has been the brilliant racing game F1 Circus, but not content with it, are to release the follow up

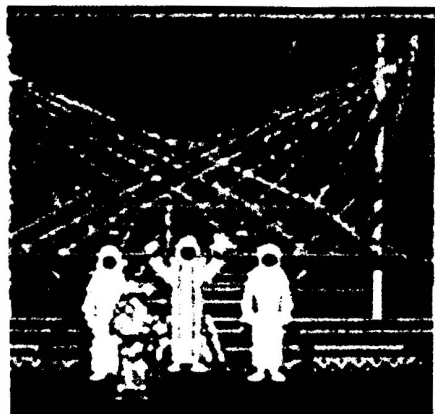
called F1 Circus '91 on 4meg. What's new is unknown as yet, but out for July. I love to see it two player!! Oh yeah, they are also writing a saucy Mah Jong game on CD-ROM... well... yes! If only I know how to play Mah Jong properly!!?

Nec Avenue are to re-released a souped up version of Twin Hawk (Hurricane) on CD with 'Super' stuck on the front. The game will feature different boss vehicles, and probably like Side Arms Special. Personally, I would tell Avenue to forget it, and start putting more effort on converting their other license games - how about Strider on CD-Rom?!

One mega game that will make some Megadrive owners drool over (and take back the horizontal scrolling shoot'em up title from Thunderforce III) is a horizontal shoot'em up from Datawest called RayXanber II. New company? No.... these guys, and gals, are no rookies as the same game has already graced the FM Towns machine, and it looks arcade quality with similarities to R-Type, and should be out on CD-Rom sometime May.

What do you get if you cross Taito's Motorbike game with Namco's Final Lap Twin? Well, could be Irem's next, a dual player Motorbike game. It has options for full Japanese GP, Endurance and Test, plus like Taito's, able to kit your bike out to suit conditions. Should be good, especially with two players... out on 4meg with backup facility, sometime July.

Atlus are to release a wacky arcade adventure/platform game featuring a pink walking bendy thing... which goes around like a slinky spring. The thing has suction pads on both ends so it can climb walls and ceilings too, and also fire bullets...wierd. To come out on 3meg card... Release date unknown.



LOOM: SOME STRANGE GOING ONS HERE!

THE game everyone is waiting for 'Sonic the Hedgehog' is still a long way off from completion, and have been given a July release date and



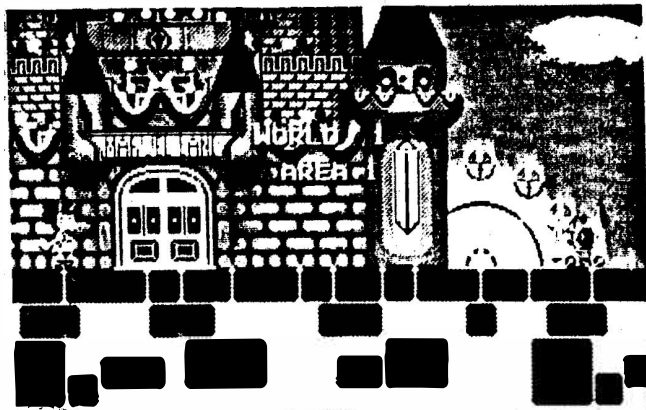
SONIC THE HEDGE - WHEN?

out on standard 4meg Cartridge.... with so much hype, you'd expect it on 8meg wouldn't you! From the various screen shots of the game however, it's sure to be a hit.... infact, according to Console Concepts, if they had sold a copy of the game to everyone who had asked for it, they would be sunning it in Barbados.

should be able to let two people beat each other up.

More conversions, but this time from the PC Engine, from Human, called Fastest 1, a conversion of F1 Triple Battle.... a rather average 3 player racing game with crude graphics - and as the MD has only 2 control ports, Fastest 1 looks identical but with 2 screens instead!

Last issue, I mentioned NEC Avenue was to convert Sega's dual play action game Bonanza Bros for the engine, and would you believe it, sega are to convert it for the MD too, but releasing it a lot sooner - infact, it should be available as you read this!! More from Sega, and as expected - the coin-op Alien Storm, and it will be dual play too. Graphically, not as good as the coin-op, but very close... very much Shadow Dancer quality. Out for June on 4meg. Sega also have two other games set for June, but one is an RPG and the other is a



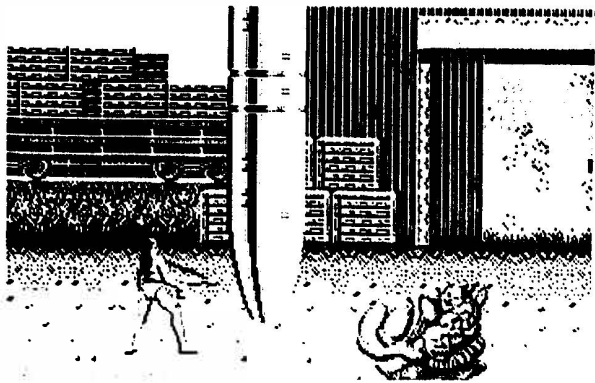
NAMCO'S MARVEL LAND... OUR HERO ENTERS WORLD ONE... WHAT LIES AHEAD?

One sort of game that's lacking in the MD's collection are beat'em ups (this also goes for on the Engine for that matter), but that's about to change by June with Toreco converting one of UPL's beat 'em up games - the name of which I don't know of, but it's basically a one on one affair, in front of a crowd of cheering people. Like Street fighter, you play a normal guy and go up against a number of wierd characters like punks, graphics muscle men, etc. Graphics are very SNK-like, out on 4meg, and

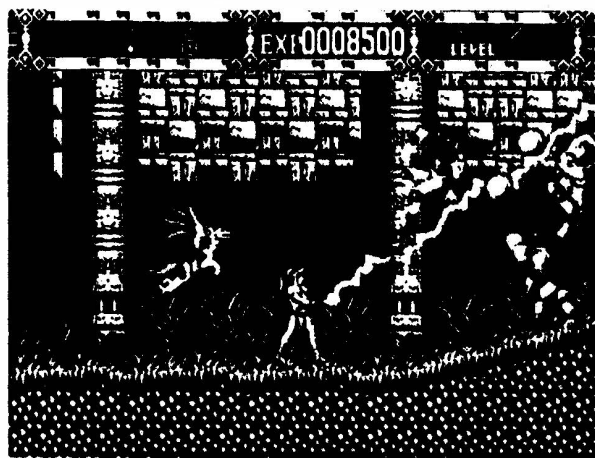
strategy/RPG game... both only playable if you know Japanese, but both also contain some great looking side-on arcade action sequences.

Taito is set to release another horizontal shoot'em up for May called U.S. AAF Mustang, and to put it plainly, looks like a P*47 ripp off as you control a plane that gets attacked by waves of enemy planes of various sizes, plus boats, tanks, etc.. Like P*47, you can also fire bullets and drop bombs.

Kaneko's next game - The Berlin Wall, is definitely a new version of Space Panic where



SEGA'S ALIEN STORM: OUR FEMALE HEROINE GOES AFTER A RATHER NASTY ALIEN!!



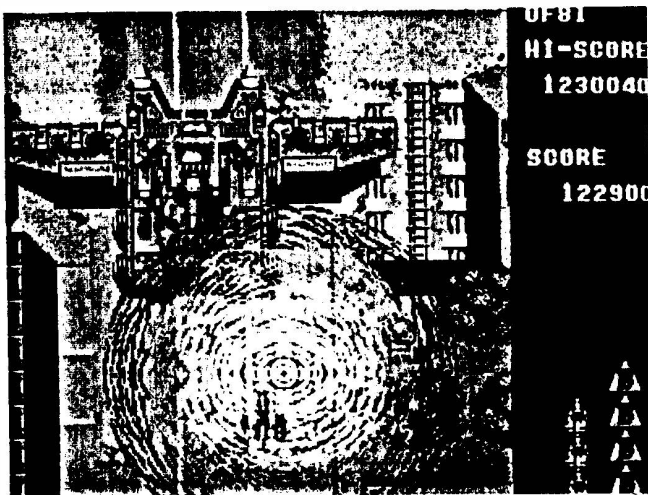
ALISIA DRAGON (MD) - THAT'S ONE HELL OF A WEAPON EH? TAKE THAT YOU DRAGON!!

you have platforms and ladders, while monsters chase you around, and you have to kill them off by digging holes, trap them in, and bonk them.

Micronet haven't produced many great games, but their next, the conversion of Raiden Trad looks quite a good vertical shoot'em up... but the two player option seems to have

taken the chop again! But still, it's still look pretty cool - but why do all MD producers insist on putting the score bar down the right hand side of the screen. It's about time they adapted the PC engine style.

Namco have a couple of games in the works. June sees



MICRONET'S RAIDEN (MD) ANOTHER VERTICAL BLASTER - HE'S JUST LET ONE RIP!!!



NAMCO'S DUAL PLAY BUGGY GAME

the conversion of Marvel Land on 8meg cart. The game's an arcade adventure in the sort of same style as Mario, Wonderboy, etc.. with very colourful and cute graphics - all situated in a

fun fair with a big wheel, roller coaster, etc. Coming out for August is a dual play, split screen racing buggy game. Imagine Namco's Final Lap Twin, but on dirt track and buggies - and you have the ability to jump, so you can try to knock each other!!

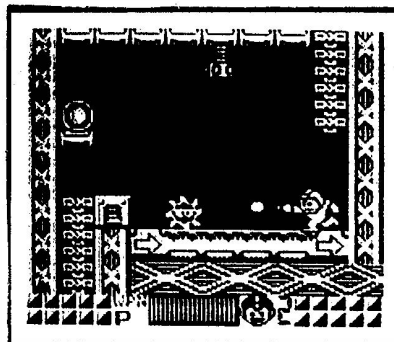
From Game Arts comes Alisia Dragon, a wicked looking Ghosts and

Goblins like arcade adventure as you take on a rather sexy lady with some magical power lighting weapons. The game will come out on 8meg Cart. and looks to be a winner.

Gameboy etc. Soft

NOT much happening on the Gameboy front... After Saga 2 from square, their next game for the Gameboy will be Seiken Densetsu, another Role playing game, but this time in-

to stab it with your sword by running in close, like in Ys. The game will be on 2meg cartridge with backup ram (which should be a huge game considering Saga) and out at the end of June.

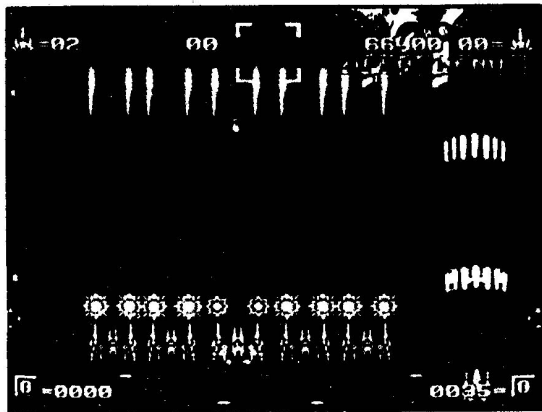


MEGAMAN - TAKE THAT YOU NASTY!

Another 2meg gameboy game is Rockman World from Capcom. Yes, that totally awesome Famicom/ NES arcade adventure will be converted to the good old gameboy. The game looks terrific, and should be a hit if the NES version is anything to go by, I can't wait. It's a long time since capcom produced Gargolyes

stead of indirect fighting with the monsters, you now have full contact action, as you dodge the lightning bolts from the giant orge, and try

Quest. Apart from that, nothing much else - there is another tetris clone, but do we want another?



ASO II - LEFT SHIP HAS SOME MEGA AWESOME WEAPONS!

All you Neo Geo owners should look out for SNK's latest vertical shoot'em up, ASO II - Last Guardian, which looks fantastic. It's dual play too.

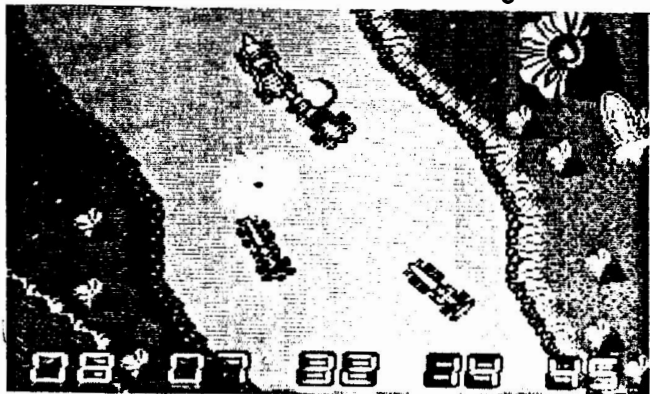
MOTOROADER II

PC ENGINE BY NCS - Supplied by Console concepts

This is a game I've been waiting for some time, as the original Moto-Roader was, and still is, one of the best multi-player games around - well, it's the ONLY 5 player racing game there is (apart from the crap one from Reno/Telenet on CD-Rom).

As you might have guessed, M.R.II is similar to the original, but it's not just a cosmetic change, or a few added features here and there. The sequel has been reprogrammed and not a lot of the original remains, not even the standard 5-player colour match (eg. player one -

rather confusing at first as there are 3 types of vehicle parts - car, tank and hovercraft, so if you intend to drive a car, don't pick tank or hovercraft bits. So the thing to do is, buy only one vehicle parts, although you can drive other vehicles in the next track, but you'll lose money. You can also have two options - a feature which should have been included in the original, as getting a fuel tank meant you couldn't get a weapon. The difference between the vehicles are quite obvious... the car is the fastest on normal roads but must dodge all the



white....).

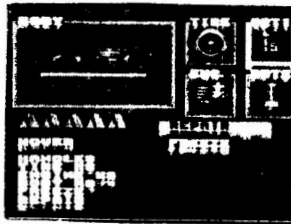
Ok... the basics. Like the original, the object of the game is to race around 8 tracks, and try to come first in all of them - the better you do, the more points you score, and if after the 8th race, you have the most points - you're the champ!

Once you bunge in the card, you are presented with 4 races, ranging from beginners (fairly normal single tracks) to specials (harder multi-terrain tracks). You start with \$5000 to spend on your vehicle... either on tyres, engine, body or options. Options range from repairs (the game is now based on damage instead of fuel), and weaponry including missiles, bomber, freeze, oil, & laser, although they are rather expensive.

Picking your gear is

hazards, the tank is more suited for rugged terrain and can sustain more damage, and the hovercraft can fly over obstacles, but is more difficult to control.

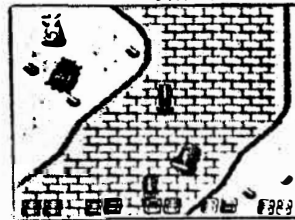
Unlike MotoRoader one, the game doesn't scroll 4-way, but up only with slight movements left and right... this makes things a little easier... but the added terrain features and damage you can sustain, makes up for this. When the green lamp lights up, you're off. There are five scenic terrain with normal race track featuring barriers, and jumps, icy roads that's very slippery, rocky and desert roads with trees and rocks in the way, plus added hazards like mines, rolling boulders, and planes, birds and U.F.O.'s that drop explosive bombs!!



TOP: THE SELECTION SCREEN. HERE AAAAA HAS SELECTED A HOVER.

LEFT: IN THE THICK OF IT. THE LAST CAR FIRES A FREEZE RAY!!

BOTTOM: MORE VARIED TERRAIN. THE DRAGSTER CAR IS IN THE LEAD, BUT NOTE THE HOVERCRAFT TAKING A SHORT CUT!!



As mentioned, the game is based on damage instead of fuel, so hitting any other vehicle (note: hovercrafts are above ground), means your damage indicator drops.... if this reaches zero, then you blow up and you'll out of the race, or if you're the only human competitor, it's Game Over. Weapons are the real fun bit in this game... Drill puts spikes on your sides, Freeze will stop all controls, missile fires forward And backwards, and there are the powerful but expensive laser and cannon. Also, Blue blobs appears along the track, when run over releases floating spheres that will either top up your damage indicator, top up your options, gives you turbo speed, limited invincibility, or will reduce your damage!

Roader II is a great sequel, and has playability as good as the original especially with human opponents! The main play- graphics are pretty good, and suit the game well, although the items, stills, etc. are especially well done. Sound is above average, but nothing fantastic - although the first tune has a well known piece in it from the magnificent 7.. real ace! But like the original, it's the actual competitive game play that makes Moto-Roader II a brill game. If you like the original, then this is a must, especially (like all multi-play games) if you can round up a few friends to play against!!

- Graphics - 85%
- Sound - 75%
- Playability - 90%
- Lastability - 90%
- Overall - 90%
- Onn

LEGEND OF HERO TONMA

PC ENGINE BY IREM - Supplied by Console Concepts

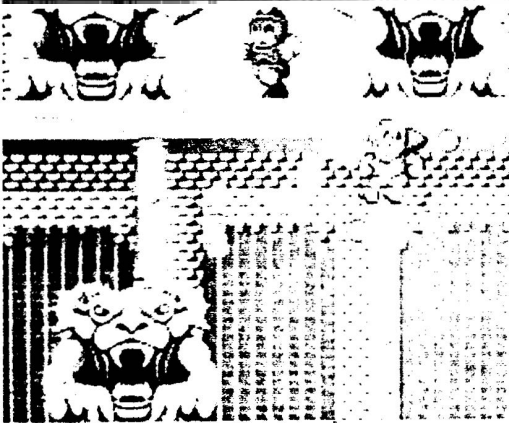
I haven't seen this game in the arcades before, but I sure wish I have. 'cos Tonma is one well aca. arcade adventure.

Tonma is rather like a cross between Ninja Spirits (Irem's own arcade game) and games like Wonderboy/Ghosts 'n' Goblins. You play the part of a cute little guy who must get through several stages of nastiness to rescue to good ol' fair princess held captive by the nasty of all nasties.

The game has 7 stages (I think), each ofcourse, getting progressively harder as you go along. As

Hero Tonma, you start well far away, and is attacked right from the start by little demons that follow you about. You are armed with magic shots, which can easily take them out, especially with autofire depressed! Tonma can also jump, and duck, and glide with his cloak. Should any enemies touch you, one of your three lives are loss... although some creatures, you can jump on top of them, Mario style, to stun or kill them.

However, the demons soon appear in numbers and from all directions, so it's a good job you can pick up power-up spheres. These increases the rate and power



lob fire bombs, rolling barrels in one level like playing Donkey Kong, and statues that require hundreds of hits before they crack. Best all all are the end of stage Bos-

of your weapon, plus give additional homing fire bolts or destructive bombs. Aswell as these, money bags and chest of coins can be collected for extra points, and keys required to open doors.

The enemy come in all different shape and sizes ranging from ghouls that appear out of coffins, men armed with bazookas like from Bionic Commandos, guys in chain-main that

ses. The first is a fairly large skeleton in armour that tries to zap you with his magic sword, and then there are two muscle men on pillars that throw boulders at you, which are a pain in the arse to kill.

Graphically, Tonma is excellent, and extremely colourful and detailed, and very similar to the coin-op pics I've seen.... really cute! Sound is good, the usual catchy

tunes of this type of game, with eerie and thumping ones in the heart of the action. Gameplay is all the way, non-stop action with enemies coming from all sides, and highly playable. Each stage is fairly short, either moving left to right, or down to up.... which at first seems too easy, but once you get to the fifth stage, it's quite tough. In fact, as I write this, having had the game for nearly a week, I still haven't managed to get pass the Bosses of 5... which is very frustrating, and it's the 'just one more go' phrase again. Although the game features Unlimited continues, it doesn't really matter too much as the latter stages are hard enough to enable not to complete the game by continuously continuing. The only gripe in the game, like

other Irem games, is that, it does slow down rather a lot when there are a lot going on, but not too much of a bother to affect play.

Overall, I do recommend Legend of Hero Tonma, if you have some spare cash.... it's not a 'must' buy, but definitely worth a bash. Fans of Ghosts 'n' Goblins, Bionic Commandos, will love it!

- Graphics - 90%
- Sound - 90%
- Playability - 90%
- Lastability - 85%
- Overall - 88%

Onn



MONSTER HUNT

Megadrive by NCS - Supplied by Megaware

ANOTHER release of an obscure NCS coin-op, converted by the coders responsible for Hellfire and the abysmal Shiten Myooh.

Funnily enough, this isn't a shoot 'em up! Instead we get a Rastan Saga style platform hack 'em up which is no bad thing considering we haven't really had many of those on the MD so far.

The story seems to be one of a schoolgirl (complete with circular pig-tails!) who apparently becomes some kind of super fighter, ready to avenge the murder of somebody or another.

The game starts with a reasonable intro with a house being taken over by an evil force and then it's on with the action.

You control the girl who can jump, walk, crouch and swipe with her sword. The objective is basically to kill anything which gets in the way of you getting to the end of the level and

facing the guardian. Beat the guardian and it's onto the next level.

The layout of the levels is interesting in that you don't just go from left to right but also up/down and diagonally. For instance, the first level has you climbing around the leaves of a large plant.

The graphics are fairly consistently well done throughout, with a good overall effect. Lots of colour has been used and the graphics have been well drawn, although in some parts they do tend to look a bit ragged at the edges.

Music is good, not brilliant but pleasant enough ditties to play along to. Sound effects are basic.

The gameplay is fairly challenging - although the end of level guardians seem far too hard - however hardened games players will probably not complete this in a hurry.

The gameplay is quite addictive although I did

find myself giving up with some of the frustratingly hard end of levels.

An above average MD release, though not an essential purchase.

- Graphics - 84%
- Sound - 82%
- Playability - 80%
- Lastability - 80%
- Overall - 80%

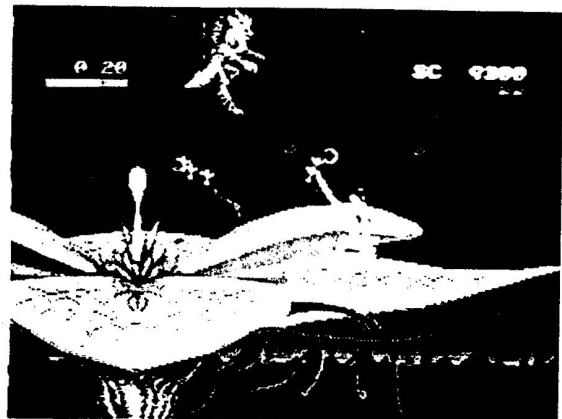
Marc

Well, at first this seems like another 'run around and beat things up with your sword' game, but it's actually rather better than most. The playing area is

huge and a real sense of freedom is experienced whilst playing. The wonderful atmospheric graphics and sound add a great deal to the game, and there are some really interesting sections (I particularly like the fire level). Monster Hunter is another good game from NCS which just lacks that certain something that would make it a classic.

- Graphics - 89%
- Sound - 87%
- Playability - 86%
- V.F.M. - 80%
- Overall - 85%

Dan



Champion Wrestle

PC Engine by Taito

Wrestle games haven't really been implemented too well on video format because of the mass of moves in the sport - my favorite is still Epyx's for the C64/ST which was very easy to play and great fun.

Human's attempt - Fire Pro was quite good, but was too difficult when it comes to performing the moves and near impossible against the computer opponents. Taito's latest has some great touches, and looked very good... very much like the WWF coin-op one. Unfortunately, Taito have bodge the control and playability and produced a Bernard Matthews.

Like Fire-Pro, you can compete in a single match against the computer or up to a 4-player tag team match. Also like most Wrestle games there's a choice of mean wrestlers to choose from, all with specialised moves. Once you've selected your guy, it's onto the ring, and the fight begins. The game is based on the WWF rules... one round only - where a win is a 3 count pin or a disqualification. Controlling the wrestlers are a pain as each character has two energy bars. The top starts off full and represents the wrestler's health, while the bottom is empty and presents your power for moves. Wagging the joystick increases the power - Hyper Sports style... so the more and faster you waggle the more power you'll get. Power is directly proportional to the success of your moves... trying to lift an opponent on the air with minimal

flying tackles, arm drags, slaps, kicks, pile drivers, sling opponent against the turn buckles, throw opponent out of the ring by their feet, and lots more.

Graphics are quite good and the animation very good, although sound isn't too hot with only one fairly simple tune playing throughout plus a few ditties. Sound FX aren't bad, and fit well with the game, but no speech. There are some nice touches in the game, like one guy can breath fire and has a manager who walks up and down the outside of the ring rather like 'slick'.

Overall, I can't recommend Champion Wrestle, it's a lot easier to play against the computer than Fire Pro, although I think Fire-Pro is a much better game overall... you don't have to mess about with the power gauge, but I would stick with Epyx's, or play the coin-op until a more decent Wrestle game appears.

Graphics - 80% Sound - 75%
 Playability - 65% V.F.M. - 70%
 Overall - 70%

Onn Lee

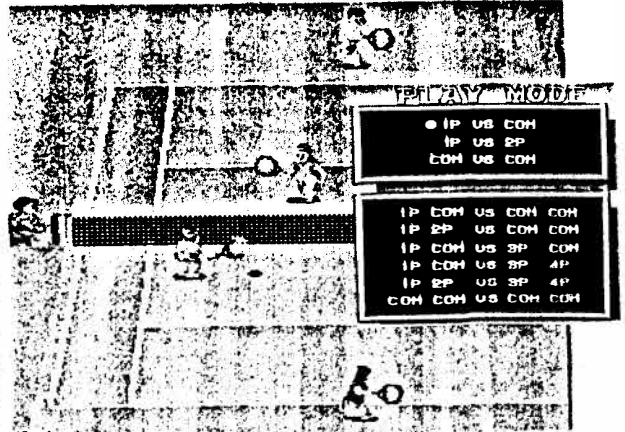
Final Match Tennis

PC Engine by Human/2meg

Like World Court, Human's has a range of options including Exhibition, Tournament & Training modes, single or doubles, from one player to four, one or three set win, and choice of surfaces.

Exhibition is a single game match, while Tournament is you vs different opponents in knockout matches to win the Australian Open. Training puts you on the court with a machine at the other end. You can select a number of options for the machine from still/moving and howit throws out the balls - either normal or with topspin, slice, or lob, and play from either side of the court.

Gameplay wise, it's very similar to W.C., but a lot tougher. Getting your shots right is more trickier, as you have spins of the ball to contend with, just like the real thing, plus the use of the Run button - making things a bit fiddly.



TENNIS: AGAIN, WITH LOTS OF OPTIONS.

For example, if an opponent sends a ball your way, you could hit it expecting it to go a certain place, and it could go totally wild. However, once you've had enough practice, you can knock up a few points and possibly win a few games.

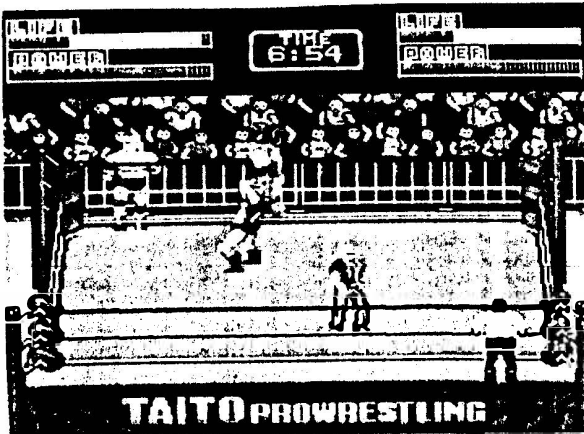
Graphics are real ace... although all the players look the same, but with different colour shirts and shorts, they fit well with the game and proportional to the court. They also animate extremely well, and when doing nothing, bounce in the 'ready' position. Sound is limited with only a tune on the option/title screen and the usual basic sound FX as with W.C., and NO speech which is a shame considering it's now common on most Tennis games recently on the Amiga.

As mentioned, control is tough, but the computer players are a real hard lot to beat, returning nearly all balls thrown at them.... and extremely tricky when playing doubles (you can now play doubles in a one player game partnered with a computer controlled player!).

All in all, Final Match Tennis is great fun, and fans of Namco's Tennis who are hungry for more challenge should check this out now. Personally, at first, I found it tooo difficult, but once I've had several goes, I was hooked, especially playing doubles - letting my computer partner take the heavy stuff, and me making the winning... or very likely, losing shot. It's fast and furious, and should not be missed.... I still haven't won a match yet.... got very close, but always pipped by that extra shot by the opponent. Human shows who's got the stuff when it comes to producing multi-player games again.

Graphics - 90% Sound - 60%
 Playability - 90% Lastability - 90%
 Overall - 90%

Onn Lee



TAITO'S WRESTLE GAME. TAG-TEAM ACTION, BUT ANWARD CONTROLS MAKES IT A DIFFICULT GAME.

power and you won't succeed. Because of this, it's just too difficult to play the game. Should you get it right however, a range of moves can be performed including several types of holds including a bear hugl,

L-DIS

PC Engine by NCS - CD-ROM - Supplied by Console Concepts

L-DIS is a rather wacko game - it's basically a horizontally scrolling shoot'em up in the same line as Nemesis... but different. Unfortunately, NCS haven't managed to make the disc access fast as Hudson's or Avenue's, but loading isn't too bad... taking a few seconds... certainly faster than majority of computer floppies or some hard drives!

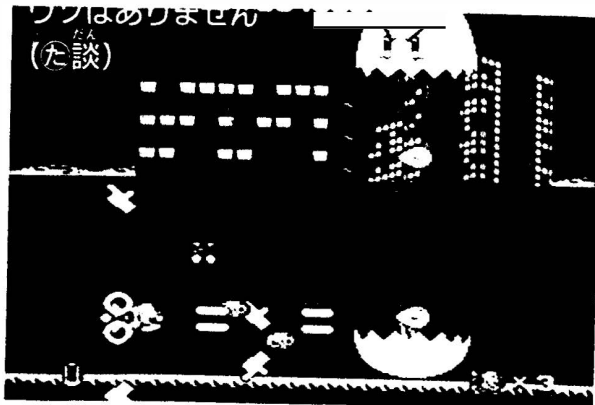
Once it has loaded the title screen - you can wait for the usual animated story, or start the game. You can start the game in Easy, Normal or Hard mode, although in easy, the game ends when you complete stage 4 (there are 6 stages) so it's best to stick with normal or hard. Like Gradius III, you can choose from three weapon options. These affect options (multiples), so you can have them fire forwards only or backwards, drop bombs, fire diagonally, fire lasers, etc.. However, the differences are the graphics... they are totally crazy. Your ship is like a red fish, and every thing have faces on them... including enemy fighters, missiles, gun enplacements, bombs, etc. Right from the start, waves of enemies set out to kill you from all sides... and these are quite tough as they move quite quickly and fire bullets. Like all games, you start with basic single rapid-fire bullets so you really need some more power. These come in the form of yellow faces that appear from the bottom of the screen. Shoot these, and they leave a colour icon with jap.

text inside. If left alone the text will change thus different weapon. Pink will either power up your main weapon or give you speed-up. Blue gives you three types of multiples depending on what you picked, and yellow, either smart bomb or shield. The weapons are real wacko... as the multiples fire hands instead of bullets, instead of bombs - drops red shoes, fire hammers, and missiles have legs that run along the ground! Each stage is massive containing 2 parts with nasty bosses at the end. Not only are the bosses wacko too including a giant customised shoe, a freaky snake, and a red crab, but the stage nasties are just as silly.

Graphically, the game is great, very silly, cartoon style sprites, with smooth scrolling. Sound as you might expect from the CD is brilliant with ace funky tunes, accompanied by strange japanese speech, and the sound FX are mega too with loud explosions, and other samples. Overall, L-Dis is a great shoot'em up and a must if you have a CD-Rom and into Nemesis like games. It's also quite difficult... with the last stage been near impossible! L-Dis is a Must!

- Graphics - 90%
- Sound - 95%
- Playability - 95%
- Lastability - 90%
- Overall - 92%

Onn



ULTRA MAN

Super Famicom by Bandal

ULTRA MAN is a giant size japanese super hero - dressed in red and silver and standing about 100 ft tall. The object of the game is like Karate Champ where it's an one on one beat'em up... win, and it's against a harder opponent... lose, and one of your three lives are loss.

However, as you are so huge, your opponents are no ordinary beings. Your are up against monsters the same size as you. These includes one that looks like godzilla on stage one, an orange ant-eater like monster on stage two, and on three, a snowman-like monster. As with Karate Champ, Ultra Man can perform a number of moves ranging from punching and kicking, jumping, grabbing and throwing the opponent, to extra power weaponry - more on this later. Each character has an energy bar at

the bottom of the screen, which depletes when you are hit. Getting a hit on your opponent also increases a energy bar in the middle bottom of the screen - this is the special weapon level. There are four special weapons at your disposal, so long as the bar has lit it up, ranging from low power laser beam, to the super beam which you must light up and use to destroy your opponent. However, the opponents are no easy wimps, and require time to knock out. The first baddie, like Godzilla can breath ice and swing it's long tail to knock you down. Overall, I can't recommend Ultra Man... it's ok to play for a while but gets rather boring. Graphics and sound are rather average, and nothing spectacular, and it just hasn't got that appeal to want you to continue. If you want a beat'em up, stick with Capcom's brilliant Final Fight, or pop down to the arcades and play Street Fighter II instead!!

- Graphics - 75%
- Sound - 75%
- Playability - 75%
- Lastability - 70%
- Overall - 74%

Onn



ULTRAMAN VS MR. LOBSTER



MIDNIGHT RESISTANCE

Megadrive by DataEast - Supplied by Console Concepts

THE coin-op of this game didn't excite me overmuch. It had it's interesting points, but was flawed by some really crappy graphics and some very tedious sections. The conversion is an excellent one, though. The graphics are very similar to it's coin-op counterpart (though still not exactly brilliant).

The control methods work well (though a bit of practice is required to master them). The music is great, particularly the first piece, (I can't say I ever noticed the music of the coin-op, so how accurate it has been converted I don't know) and the sound effects are crap.

If you like the coin-op, take a look. If you didn't, steer clear!

- Graphics - 65%
- Sound - 87%
- Playability - 70%
- V.F.M. - 80%
- Overall - 75%

Dan



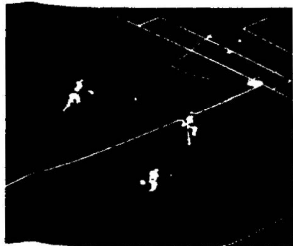
Super Famicom Software

OK... here's the full run-down on what's to come for your Super Famicom.



ULTRA-MAN THROWS A BARRIER

* UltraMan which is already available..... see review. Incidentally, you can now play the game in the arcades as it's now available in coin-op format!
* Sim City - should avail-



SUPER PRO. BASEBALL

able as you read this. As you all know, this is a brilliant strategy game, but only worth getting if you haven't played the game on other versions. Also, all in Japanese, so difficult to play.

* Super Professional Baseball - out for 17th May on 8meg Cart. This is Jaleco's first baseball game for the SF, and it doesn't look at all bad.

* Drakken - Role Play game from french company infogrammes... not bad but in Japanese ofcourse. 24/5/91.

* Gadulyn - Another RPG - 28/5/91.



GOEMON - TWO PLAYER ARCADE ACTION GAME!

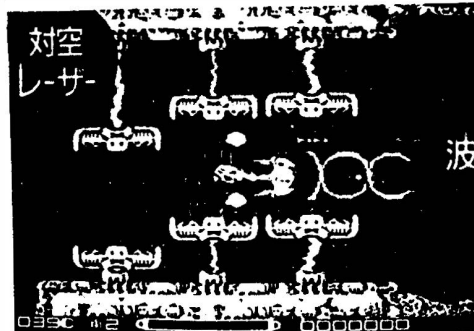
* Super Ultra Baseball - out sometime in June. The second, and looks better than Jaleco's with cartoon graphics, baseball game.
* Y's III (Wanderers from Y's) - Arcade RPG continuing from Y's II, out late June.

* Goemon - Konami's arcade action adventure - out in June.

* Super Stadium - Yes!! Another blasted baseball game out for June by Seta... noy too impressive as the others.... very NES like.

* Super R-Type - Out for July, and one that looks brilliant. The game features extra levels and these look ace, plus changes to original levels too. The original stage 1 is now stage 2, with stage 1 being out in space flying through an asteroid field, and the water stage is now the third with changes plus different mid and end bosses. The homing laser has gone too, and is replaced by a spread energy balls weapon... I can't wait!

* Lagoon - Another RPG (August)



R-TYPE 2 ON STAGE 1. MORE ACTION.

* Raiden Legend - Yet another RPG (August)
* Dungeon Master - (August) FTL's classic arcade RPG game.
* Dimension Force - (August) A shoot'em up game, no idea what's it like as there's no

pics.

* Morita Shogi - (July). No classification. Could be anything.

* New Legend of Zelda - New improved version of the popular NES RPG game, which should be good considering how popular the NES game was.

* Final Fantasy IV - Again, new improved version of popular NES RPG.

* Battle Dodge Ball - Strange violent volleyball game with SD battle characters.

* Pro-Baseball Ganba-League - yep! Even more baseball... this one isn't too bad with some nice cartoon graphics (July)

* Hyper Zone - by HAL, and is a car racing game. As yet, no pics.

* Pro Soccer - Anco's Super duper soccer game Kick Off 2, with slightly better graphics!

* Hokuto-No-Ken - Another RPG!!

* Sim-Earth - Latest version of the popular sim city but more bigger.

* Jerry Boy - Arcade Adventure as you control a blue blob of

..well... ermm... blobli?

* Area '88 - or better known as UN Squadron, capcom's dual player shoot'em up.
* Gundam

F91 - from Bandai, meaning SD robots, in a strategy war game.

* Pro Wrestling - Have a guess.... wrestling? (Provisional title)

* Soccer - Errmm... have another guess! (" " ") * Poppers - Described as an action game, but no idea what.

* Super Ghouls 'n' Ghosts - Latest version of capcom's successful arcade adventure game.

* Hiryu-No-Ken - Not to be confused with one above, this one is a action game (!)

* Sherazard 2 - Arcade RPG. No idea what it looks like.

* Dragon Quest V (or known as Dragon Warrior in USA)... the latest epic RPG game that's a top seller in japan.

* Super Nova - A shoot'em up (!)

* Ring Master - Another RPG....ZZZZzzzz

* Wizardry V - Yet more... zzzzz... RPG

* Dragon Slayer - ...ZZzzz... my god, another RPG

* Chibi-Maruko-Chan - unknown.

* Shin-Megami-Tensei - RPG.

* Super Tennis - Hurray!! A Tennis Gamel

* Kunio-Kun - action game.

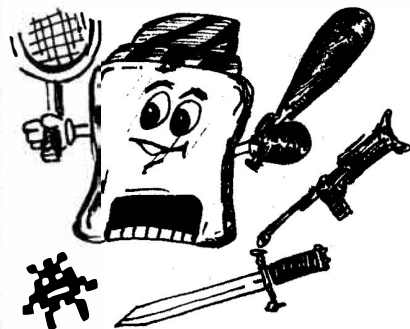
* Birdy Tale - a sport game.

Maybe it's golf?

* Battle Command - Strategy war game. Could it be the same one as on the Amiga?

* Hero Wars - RPG

Phew!! That's quite a load eh? Oh yeah, Also to be converted is that crazy beat'em up game doing the rounds in the arcades now - Ninja Caveman or is it Caveman Ninja... what ever, it should be good. I especially like the music of the coin-op, reminds me of that age old game Congo Bongo.. remember that?



AMSTRAD GX4000*

SPECIAL

THE console scene exploded last year with several 'new' machines hitting the high street stores including machines from Sega (Mega-drive), Commodore (64 Console), Nintendo (Gameboy), and from Amstrad - the GX-4000, and it is this machine that the E.B. spies and technicians have decided to check out..

Problem no.1

Where can we get one? We looked high and low, and eventually found a small shop selling one.

"How much is this machine?", we asked. Suddenly, we heard church bells ringing, crowd cheering, and trumpets trumpeting..... we waited for Leslie Crowther to jump out.

"We'll give you £100 to take it off our hands", the shop keeper replied, rubbing his hands. Deathly silence fell upon the shop - we had to step back to miss it hitting us. Fifty pairs of eyes fixed upon us (there were only 5 people around..!?) waiting for our reply.

We suspected something was up, this machine must be very dodgy.

"Eeerrmmm... we'll think about it", we said, and hurriedly walked out.

"Bugger!! We'll never get rid of this F***** machine!"

Falling to buy a GX4000, the E.B. spies decided to find out who owns such a mysterious console

Problem no. 2

Tracking down a GX4000 owner was another difficult task. Who better than the man who owns the company.... Mr. Amstrad himself?

"Mr. Amstrad...errmm.. Mr. Sugar - we would like to ask you a few questions about one of your machines?" "Sure, come in!"

After clearing a path through the thick persian rug, or was it Mr. Sweetex's beard... we couldn't tell, we got down to business"

"Do you own a GX4000?"

"A What?"

"A GX4000...it's a games console, produced by your company!"

"Why... yes, ofcourse... why didn't you say. It's so popular, errmmm, I've lent it to my friend!"

"Can you let us in on the machine then?"

"Yes..... It's very cheap... ermhhh.... I mean very competitively priced, isn't it? I mean, where can you get a machine at that high quality at such a low price! Amstrad, gives you quality



MR. SILVERSPDON OR IS IT A GX4000?!

without the price! Yes! That's our policy. Price...." "Yes... we have to go now, thank you Mr. Sweet. Bye Bye!"

Located

Word was out that, a GX4000 owner was seen in Milton Keynes' Shopping Center. So, off we went.

We waited 6 hours at the center hoping to meet this fellow being, and wondering how we would recognise him in this crowd of shoppers. And then we spotted him coming out of Dixons, where he had just purchased a Sky satellite dish. He was 6ft 6", and wearing silver tin foil from top to bottom.

We rushed up to him, so as not to lose him in the

mob of maniac shoppers.

"HALT!", he shouted, "Stay away, you evil alien scum! You won't take me alive!! I'm armed with an anti-matter 1000 watt laser blaster!" We stood our ground, as the wierdo pulled out a Morphy Richards' hairdryer.

This was getting ridiculous, but luckily, one of our spies came prepared and reached out from within his overcoat, a Carmen 1500 watt hairdryer with diffuser. This was no match - Michael Barrymore surrendered.

"We've heard you own a GX4000? Is this true?"

"You'll never make me talk!" After listening to Des O'connor, and watching the Sound of Music for a few seconds - Jeremy Beadle blabbed.

"Yes.. yes... I confess, I have a GX4000 It's in my space ship, currently orbiting the planet Mars...." We Left.

Hacking

This was getting no where. So we decided to hack into the police computer to see if anyone else owned this wiz

piece of kit.

"Aaha... the Queen owns one!" "What do you think of the GX4000, your richness?" "I'm not amused", she replied, "now, piss off my private line"

"Aaahhhhaaa.. Norman Lamont!"

"What do you think of the machine?"

"It's outstanding. I use it to balance the books, and it worked out that I needed to increase VAT by 2.5%. It also said I should increase it to 50% in the next budget!"

Just as a list of more GX4000 owners came up on the screen of our C64, there was a knock at the door, and suddenly, a gang of angry looking police men were storming through. "You are all under arrest. We are arresting you for accessing the police computer... you have the right...."

"It's not our fault.... It was watching neighbours... you see, Todd and that smart arse was tapping into..... OUCH!! Watch were you stick that...owww!!....."

HARDWARE AND SOFTWARE

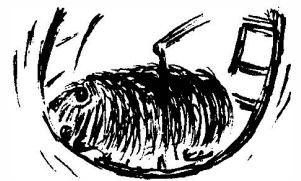
THE GX4000 is quite a remarkable machine, and one of it's remarkable features is it's shape. Why was it modelled like this you ask? Most have said it looks space aged, sci-fi look, etc..., but we know the real truth. Yes, each time you are driving, and go over a hump in the road, you are reminded that you still have that GX4000 in the attic! We have heard, some people have gone further, and have ran over their GX4000, which reminded them that they have just ran over a GX4000! (?)

The machine also boasts a powerful engine under that 'humpy' exterior - capable of running rings round any other consoles available at present - so long you feed the little rodent it's daily suppliment of fruit and nuts,

and oil it's play wheel.

The audio/video are handled by real hot customised chips, which are especially tasty with salt and vinegar, or HP Sauce.

But best of all are the handy cartridges, that are small enough to keep in the boot of your car! The cartridges also come in very hip and trendy carrying cases that are now all in the rage, infact, you shouldn't leave home without one. However, be warned, displaying such hip gear in public could send people crazy... as they try to rip it from your grasp.



* Everything on this page is true, or my name isn't Ronald Reagan!

Parodius

Gameboy by Konami - Supplied by Console Concepts

PARODIUS is Konami's latest Nemesis game, but for some reason, never made it over here as a coin-op (or have I missed it?). However, now that it's on the Gameboy, all is forgiven (well, almost), as Parodius is the best Gameboy game I've played for some time. Parodius is basically, Nemesis but with cute and very silly graphics, not to mention tunes.



THE CLOWN STAGE.... SHOOT IT IN THE MOUTH!

From the start, you can select from four crafts - the standard Vic Viper ship with standard Nemesis weapons. Octopus with ripple laser, etc., Twin Bee with 3-way fire etc. (the best ship), and Pentarou (Penguin) with powerful explosive fire (and worst ship). There's also an option screen to set trigger speed, control, stage select, and difficulty level.

On to the actual game, and it's straight forward Nemesis with strings of enemy ships flying in, but they are now clown faces, chicks, etc. Shooting whole strings of enemies leave a POW icon behind, which you can select. However, like Twin Bee, (or Bells & Whistle) bells float towards you at times, and shooting them, changes it's colour, where you can get extra items. These includes smart bombs, barrier or send your weapon selection running, thus hitting the selection button, gets you extra weapons.

Things gets more hectic as you progress, with gun turrets lined along the ground and ceiling, penguins shooting at you, and so on. Half way and at the end of each stage, you'll meet a boss, to destroy. On stage one, there's a pirate ship with a cat's head on the front - although is quite

easy to blow up. And at the end of stage, a pirate dressed Parrot with rotating polly's around it.... shoot it's belly button, and it's a gonnal

Later levels includes a Japanese stage with moving bonsi trees, ninja penguins, sumo's with long extended staffs, and at the end, a big fat Sumo Wrestler pig, a fun level with clowns that spit at you and similar to the head level in Nemesis as it scrolls up and down too, but best off all is the giant R-Type-like ship lined with the famous Easter Island heads, but this time they have had face lifts with eye patches, sun glasses, big smiling faces, and most deadly, firing lasers, and fire balls!

Graphics are brilliant, and again, Konami have done the impossible with excellent define, shaded and animated sprites, plus flicker free multi-way



THE PIRATE PENGUIN BOSS!

scrolling with parallax. Tunes are brill too, with jolly well known ones, like flight of the bumble bee, and ones you might find in Road runner, and nursery rhynms... real ace.

As for the gameplay, it's exceptionally playable and addictive. It's also quite a



difficult game if you can ignore the unlimited continue option. If you like Nemesis, then Parodius is a must - don't miss it!

Graphics	- 100%
Sound	- 97%
Playability	- 95%
Lastability	- 95%
Overall	- 96%

Onn

action mode. You start off at the village and have 500 gold pieces to spend... a sword is essential! Because the game's in Japanese, buying what you want is a bit of trail and error, until you get it right. As well as swords, you can buy armour, and shield, although you won't have much money to get anything spectacular. Also, you can

Wanderers from Ys

PC Engine by Hudson Soft - CD-Rom - Supplied By Console Concepts

THIS is the third in the trilogy of the Ys Saga, and currently the most difficult to play. This is the Japanese version as you might expect, featuring Japanese text and speech, making it more confusing - I hope the US version appears soon.

Anyway, when it's loaded, you are presented with the usual brilliant animated intro, accompanied by some stunning music, and narrated by a bloke with a very deep voice.

The story follows from Ys II, where our hero returns home from his voyage, only to find it overrun by nasty nasties of the nasties once again. Like the original game, where you must find the Ys books, you now have to locate a number of statues, while helping other people along the way. Unlike the original, Ys III is played side-on instead of the usual angled top-down RPG view... which improves things as you get a better feel in the

buy herbs, and other items from a woman, plus other people will give you items if you perform a task for them.

Once equipped, you can enter the first danger area, the mines. Here, it's packed with flying birds, wriggling worms, and ghoulie creatures, who are all out to kill you. Like most RPGs, killing these creatures, gains you gold, plus increases your experience... and thus your Hit points. Chests can be found in the mines, and these reveal useful items. Your first task is to locate a boy, who will give you a key to open the door to a room where a nasty boss resides, who just happen to have one of the statues you're after. Finding the room is quite difficult as it's fairly hidden, and killing the boss is impossible at first, until you figure out how... which is dead simple!

Once you've killed the boss, and gained the statue, it's back to the village where you can buy more useful items, and get an extra ring from someone! Then it's out to the next location.

Things get more difficult, as the nasties in each level

WANDERERS FROM YS INTRO GRAPHICS... ACE!



increase in power, number, and speed. There's even a level where you have to run in front of rolling flames like in salamada, and kill a flying dragon that spits fire at you.

Graphically, Ys III is rather crude compared to what the engine is capable of, and is like a PC port, or even from the master system - especially bad is the parallax scrolling with is extremely jerky, YUK!! Sound on the other hand is top notch as you might expect from the CD, with brilliant atmospheric tunes, and good sound fx.

Although the game is all in japanese, it's still quite playable when you figure out what's on offer at the shops, which isn't too difficult. In one day, I managed to get through 4 locations (level 20), so it's not a game that really needs you to know japanese, although it does feature more japanese speech than the previous two games. As with the other two games, it has save/load/continue options, so you don't have to start from the beginning each

time you die, although, it's a good time to save quite often.

Overall, at first, I couldn't make head or tails from the game, and didn't touch it for a week, but once Dan figured out which was the sword and how to access the other options, I've really got into it, and is just as good, if not better, than Ys I and II, although how Hudson bodged the graphics is beyond me! Wanderers, is definitely worth getting if you like the original, and if you like a challenge, not only the actual game, but the mystery of japanese.... although you could have some great fun with it.... "What?!! My girl have been having it off with the dragon?... that son of a lizard..... I'll rip him apart...."

- Graphics - 65%
- Sound - 95%
- Playability - 87%
- Lastability - 85%
- Overall - 85%

Onn

A lot higher Playability and Overall if it was in English!

Bonanza Bros.

Megadrive by Sega - Supplied by Console Concepts

I have never seen this coin-op before, but having seen pictures of it, it looked a real cool game, resembling Spy vs Spy, with the two player split screen action, and antics. So is it?

The game puts in control of a robber (or robbers if in two player mode), and your objective is to steal all the goodies from various buildings within a set time limit and then escape to the roof, where an airship takes you home.

From the start, you get the usual option screen which you can change number of lives, control, level and sound test. You then get a little animation showing where you're off too and what goodies you're after.

Then it's onto the main game. Here, the screen is split into three strips.. the top and bottom for player

one and two, while the middle has a scanner showing where the two crooks (heroes!?) and goodies are.

The graphics are rather basic, but they looked great on the coin-op because it contained lots of colours which faded out. Unfortunately, the MD doesn't seem to be able to display as many shades, so are subjected to stippled graphics, which don't exactly look too great, and some of them objects are difficult to see. Sound wise, it's not bad, with jolly tunes that fit well with the corny game. Best of all are the sound FX, with dogs barking, the robbers laughing when they get a item, etc...

To get through each stage, you must negotiate the obstacles and avoid

R-Type

Gameboy by Irem - Supplied by Super Graphic

THIS is only a rather short review as I've lost the original review of the game which I did a few weeks back.

The Gameboy version is very close to the coin-op as it could be with a couple of stages left out (There's no stage 4 or 5 from the coin-op), plus no extra orb or homing missiles.... but apart from that it's very similar. I won't go into the game play of the game, as you all should know - if not, you should be shot!

When you stick in the cart. It comes up with the R-Type pic. and some ship information, and then the normal start screen. Hit start, and you are plunged into space.... accompanied by the same coin-op music which is quite impressive indeed! Graphically, your ship is well too big (long) and getting through the stages is quite difficult because of this.

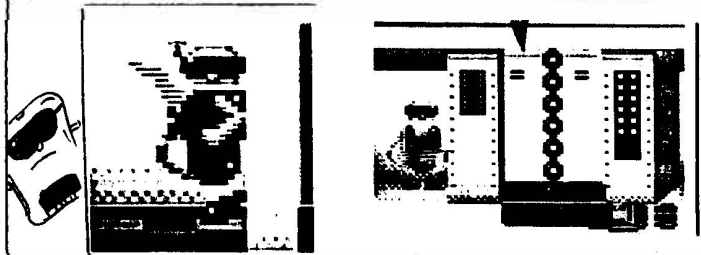
Basically, the stages that are present are very close to the

coin-op - with gun turrets lining the floor and ceiling, rotating spheres, jetpack blokes with blasters, the mushrooms (or are they jellyfish) and snake on stage 2, and even the big ship on stage 3, although it's rather crap! The best I've gone, is to reach the end of stage 4 (stage 6 on the coin-op), which is real difficult because your ship is soo bloody big, dodging the maze is quite a problem!!

Overall, R-Type is not a bad conversion, but certainly could have been a whole lot better (making the ship smaller for a start). Worth getting? I must say, try it first - I personally would opt for Konami's Parodius which is brilliant.

- Graphics - 75%
- Sound - 80%
- Playability - 80%
- Lastability - 75%
- Overall - 80%

Onn



BONANZA BROS: OUR COOL DUDE HIDES BEHIND A WALL & FLATTENS A GUARD WITH TRAP!

and/or shoot the security guards in each building. You are armed with a gun which can fire two rounds at a time, which will stun the opposition for a few seconds, letting you go pass them. The enemies come in several guises - normal guards who hide and shoot you if in same plane; guards that have shields and can't be shot from the front; dogs that pounce on you; and big fat guys that must be shot a few times before they drop or they will lob bombs at you! Other obstacles includes tin cans which you can slip on, and garden rakes which springs up it you step on them - just like a Tom and Jerry cartoon.... real ace!! There's also traps and other great touches in B.Bros.

Overall, B.Bros. is very playable and fun, but there is one major problem, there's only ten stages!! Considering the first stage can be done in a minute or so, completing the game is fairly easy - and doing the whole game again on a more difficult level isn't too appealing. Had the game had 100 or so buildings to raid, plus extra variations (as it can get rather samey) B.Bros would be a must, but Sega have done another D.J.Boy - great game, but well too easy to complete.

- Graphics - 80%
- Sound - 85%
- Playability - 85%
- Lastability - 60%
- Overall - 75%

Onn

Verytex

Megadrive by Asmik - Supplied by Megaware/Console Concepts

WHERE, oh where, have all the good megadrive games gone???

A good question since most of the recent releases I have seen have been very average (at best).

And so, on with the review of Verytex - and it's yet another in the long line of shoot 'em ups on the MD. The Japanese seem to love coding these games - and I have to say I love playing them when they are good (nothing beats a high quality shoot 'em up for sheer enjoyment) but when they poorly coded and bring no new ideas to the genre, they really are a waste of ROM chips.

Verytex is a vertical scrolling shoot 'em up and looks like an attempt to create Gunhed (the PC Engine favourite) on the MD.

The only options available to the player are Start or Continue (and I couldn't find any 'hidden' options).

Gameplay is the usual - blast everything that comes at you, get to the end of level and defeat the guardian, then on to the next level for more of the same.



Power-ups are provided by certain craft which appear on screen and these vary from speed-ups to different weapons (all of which are very uninspiring).

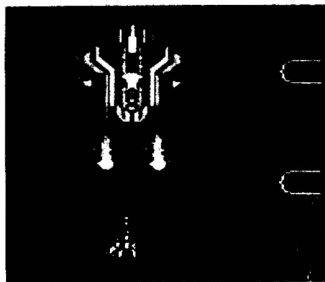
The Gunhed inspiration is obvious - you can shoot scaffolding-style constructions at times and at the start of level two the scrolling speeds up then slows down.

The graphics are decidedly average - there is some nice 9 layer parallax but this is spoilt by the tacky looking graphics that are actually being scrolled!

The graphics on Gunhed are a lot better and this is not the sort of thing us MD owners want to hear these days!

The music is best described as 'muzak' and the sound effects are the usual noises we come to expect on this type of game.

Well, I can honestly say that Verytex is not the sort of game I'd pay money for - the best thing I could say about it is 'very poor' but



many other words jump to mind!!

Steer WELL clear!!

Graphics - 60%
 Sound - 55%
 Playability - 65%
 Lastability - 58%
 Overall - 55%
 Marc

Verytex The latest vertical scrolling shoot'em up from Asmik bears something of a similarity to the aging Gunhed. Still, that's no bad thing is it? Verytex is a basic, no nonsense vertical scroller. The graphics may be a little blocky, but everything is colourful and moves well. The music is great, and the gameplay, although a little easy until the last level (which is a bit on the tricky side) is sufficiently good to warrant a fair few goes. Worth checking out.

Graphics - 80%
 Sound - 90%
 Playability - 85%
 V.F.M. - 80%
 Overall - 86%
 Dan

Kageki

Megadrive by Hot B- Supplied by Megaware

If this is the standard of MD games to come, then I think I'll sell mine and trade it for a NES!!

Kageki is purely and simply a beat 'em up and an absolutely bog standard one at that.

The title screen pops up and we see and panel



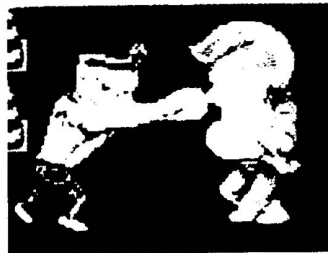
TITLE SCREEN - HOT B'S KA-GE-KI

which is punched by a fist. Choices here are 1 player or Options (although there is no 2 player game).

The options themselves are: Level (Easy, Normal, Hard), Life (Energy - 40 or 32 blocks), Round (Start level 1,2,3), Continues (3,6,9), Control (defining which buttons do what) and Sound Test.

Then it's into the game. The game is displayed as a block of flats which you must work your way up (presumably in order to save a damsel in distress or whatever!). Each floor of the block of flats is actually one room (which is about 1.5 screens square).

The MD then presents you with the bad guys who you must beat up in order to progress to the next floor. These appear in order of difficulty - first you get 1 or 2 weaker characters, then the big guy. On



PUNCH 'EM IN THE NOSE!

later levels the first baddies are harder and the big guy is very hard (and so the difficulty increases).

The first problem with Kageki is that there are only 3 moves - jump, punch and super punch. This doesn't exactly make for a lot of variety in gameplay.

The graphics for the characters are all pretty large on screen but are poorly animated and garishly coloured. The speed at which you move around is also quite painful (particularly the very sad jumps!) and the action also slows down at times!!

The music is very annoying indeed

and grates on the ears very soon after first hearing it. There is also some horrible Japanese speech (the usual MD offering- 'What did it say?!!!!). Believe me, this game is no way to treat a lovely sound chip!!

The gameplay is :

- a) Very annoying - the wait after you have been knocked down is really frustrating.
- b) Very slow for this type of game
- c) Very monotonous

This is a totally uninspired MD release - the machine just doesn't need rubbish like this released for it. I have a feeling this was rushed out for some reason as the amount of effort put into it looks minimal. I can honestly say this is one of the most hideous games I have played on any machine, and certainly sits up beside 'Shiten Myooh' on the Megadrive 'Crap Pile'!!!!

And if you haven't got the drift - AVOID THIS!!!!!!!

Graphics - 60%
 Sound - 50%
 Gameplay - 40%
 Lastability - 40%
 Overall - 47%
 Marc

Well here are some more juicy 'intensional bugs' for ya. If you find any others, get some good tips, or passwords, please send them in to the usual address.

Mostly Translated and
Ingo Tai Ono.....

Monster Lair

(Megadrive) - {W.Boy III}
When you reach the end of level Boss (any stage), Dodge his shots without attacking. No shots must be fired! The scrolling will get faster and faster until you overtake it..... level cleared!!!! (?)

Gaiares

(Megadrive)
Pause the game once in play, then hold LEFT, A and C and unpause the game for invincibility. (* This has to be repeated for each stage!)

Dangerous Seed

(Megadrive)
On the opening demo-screen, press Left, Left, Left, Up, Down, Right, Left, and Right. Play the game, when GAME OVER, look at the credits. It should be at 99.

Gynoug

(Megadrive)
On the Options screen, adjust the cursor to 'Control'. Then hold button A, B, and C, for about 8 seconds. You should now have STAGE SELECT.

Same as above, adjust the cursor to 'Game Level' and hold all three buttons for the EASY MODE

Once Game Over, Hold A, C, and LEFT for infinite continues. It will not say so on the screen, but observe that your credits never run out.

Elemental Master

(Megadrive)
When you come across the fruit of life, the thing that looks like a bunch of red grapes, get hit and take it. The sound indicates you're dead but you're still alive!

Volfield

(Megadrive)
On the options screen, increase the number of lives and then watch the Demo. The computer will have more lives to play with and so you can study it's moves!

Gaiares

(Megadrive) {..yes! more}
Kill off 6 of your WOZ crafts - do this at the beginning of the stage. With your 7th craft, find some enemies and gain their abilities. WOZ should then be equipped with the T-Blaster, a weapon not on the manual but a very good one, it follows thewell, just wait and see!

Mega Panel

(Megadrive)
On the 2 player mode, start, wait for a 'Miss', then you are presented with a 'Draw game', so that you can compete again!

Bomber Man

(PC Engine)
Try out the following passwords:

- for S 1-1 : UKBLMNKP - Start the game with Level 8 firepower!
- for S 1-2 : UUOKJNEC - firepower Level 10, can carry 2 bombs
- for S 1-3 : RWNNJLVS - firepower level 13, carry 6 bombs
- for S 3-5 : RBKBJNVY - firepower level 3, carry 10 bombs

Thunderblade

(PC Engine)
On the title screen hold 'I' + Select and press Down Left for stage select.

Cadash

(PC Engine)
On stage 4, if you search the area after the hiding place of the fleeing people, go right, and walk into the wall. (If you don't follow, don't bother). If you find the hidden room, open and reopen the treasure box, and increase your HP up to a maximum of 255.

Override

(PC Engine)
If you top the score meter (99999990 pts) a bug in the game allows you to have an extra life for each point gained after your score meter has been topped!

Jackie Chan

(PC Engine)
Press Left, Right, 'II', and repeat until you hear a sound on the title screen. Then hold down Select and push run. You now have stage select.

Extra life items do appear sometimes, if you wander around certain areas. On stage 1, try the area where there's a staircase leading into the tunnel just before the stage boss. On stage 3 go down the first waterfall, and search the right hand side of the green platypuss-type creature. On stage 4, search the area where the martial arts woman is (was) and where the 2 apes are.

1943

(PC Engine)
Like Naxat's previous shoot'em up game - play the following combinations of music on the option screen for some cheats:

03 3839 0080
160 10 5 2 10 38
777 793 10



Alice in Wonderland

- (PC Engine)
1. On the title screen, press Down, Left, 'II', Up, 'II', Down, Right, Left. The amount of continue credits goes up to 20.
 2. To start the game with all of the magic books, Red, Blue, Green, Silver and Gold, on the title screen, press Right, Left, Left, 'II', Select, 'II', Up, 'II'.
 3. For lots of life and magic, press Up, Select, 'I', Up, Down, Down, Left, Down.
 4. To continue on the spot, press 'II', Down, Up, Down, 'I', Up, 'II', Select.
 5. Down, Left, 'II', Up, Up, 'I', Right, Select, and then press 'I' times the number of stage you want to play, and Run.

Parasol Stars

(PC Engine)
To get the Music mode (Toy Box) - On the title screen, hold Down, 'I', 'II' and press Run.
There's a 'bug' in the high score table too, type 'BAN'....
To fully complete the game you require 3 stars. The easiest way is to get two elements, then get the circle of pearls.

Final Fight

(Super Famicom)

This is not a cheat, but a BUG. On stage 3, When you break down the door to the bar, scroll the screen until the 'E' in 'TIME' moves to right of the door seperator wall. Then go back left, and push up/left and your man will walk UP the screen!!

Incidentally, at the end of the level, when you're up against the big fat police man, you can eat the chewing gum he spits out to regain that little bit of extra energy! Yuk!!

Darius II

(Megadrive)

For the Sound Test, type in ZTT.

For the Stage Select, enter the following on the title screen :

C, A, C, B, C, A, B, A, B, C, A, C.

Contra

(Gameboy)

On the title screen, press Up, Up, Down, Down, Right, Left, Right, Left, B, A, B, A, and start the game for 9 men.

Or, for sound test mode, press Up, Down, Left, Right, and Start for Sound Test Mode.

Pilot Wings

(Super Famicom)

When you play the Jet Pack bloke, and there's a level with lots of circular blobs (or domes) on the ground, you can blow them up by flying extremely low over them!

Super Mario World

(Super Famicom)

Ok, here's the tip I forgot to stick in last issue. On World 4, right up the top of the map, under the water fall, between the green tube and the water, is a stage with lots of jumping turtles, which is real tricky. Anyway, negotiate the turtles, and get the dino. Ride him all the way to the part where there's a gap with lots of spiky creatures and four blocks above. Inch your dino to the edge, and head the second block to reveal a dome 'P'. Eat the 'P' and run like crazy left, until dino is about to swallow the 'P', where apon, you should spit it out, and jump on it. This will bring on lots of purple spinning coins to the left, so run like crazy to get them, as you don't have much time. Each time you get a coin, it gives you a 1up, then a 2up, and then 3up. If you're fast enough, it's possible to get 50 lives... do it twice, and you can get the maximum 99 lives!!

More tips on S.Mario next issue!!

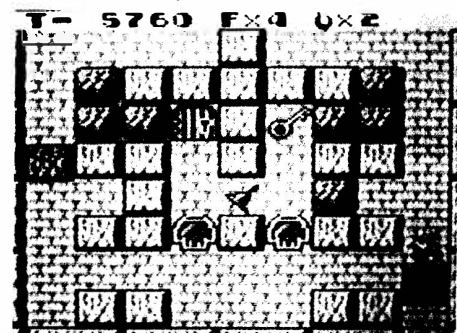
Solomon's Key

Gameboy by Tecmo - Supplied by Console Concepts

Solomon's Key Solomon's Key is one of the best platform games around when it was released some years ago. And the gameboy version has captured all the addictive gameplay and nifty graphics and sound of the original. If you haven't played Solomon's, it's very simple, but require a lot of

door to the exit, you can create blocks so you can climb, up or detroy them. You can also head butt blocks to rid them. This would be fairly easy of-course, except for the nasties in each stage. Should any of them touch you, it's history, but you can destroy them by removing blocks

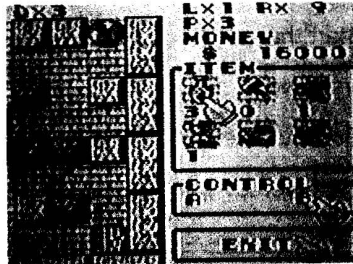
undemeath them, so they fall down and die. The nasties range from really dumb characters that walk up and down aimlessly, to more intelligent ones that's after your hind, and require some skillful manouvres to kill them. Aswell as trying to get the



HOW DO YOU GET THE KEY TO OPEN THE DOOR?

thought aswell as fast reactions. The game is played side-on, with a maze of platform blocks. Situated somewhere is the exit, a key, and far out of reach, you! To get the key thus opening the

key, there are coins which you can collect plus bells which collected release fairies and gain you big money. Money can be spent at shops which appear, when you can buy magic



TIME FOR SOME GOODIES !!

bolts, hammer and gun to kill the nasties, or an hour glass which stops time for a few secs. Overall, Tecmo have done a well ace conversion of their game - graphics are great, it's a

shame there's no wicked backdrops but you can't have every thing. Sound is also not forgotten with some nice jolly tunes plus fairly good sound FX. And the gameplay is suited well for the gameboy as it's requires a bit of thinking, fast action, and real addictive... well wort getting.

Graphics - 85%
Sound - 85%
Playability - 85%
Lastability - 85%
Overall - 85%

Onn

NOTE

Because of the delay of last issue's release, the competition result will be announced in the next issue. So, if you haven't yet entered, then get your pen out, rack your brain, and send the easy answers to the usual address found at the Editorial page.

Good Luck!!!!!!



Software News

WITH the Lynx dropping in price, it's becoming quite an affordable portable to get compared to Nintendo's mono mini machine. Unfortunately, it still has many problems - battery life (Atari should really come up with a longer life battery pack for the machine), and the slow release of games for the machine. However, the latter seems to be changing, as a number of games are being converted to the little beast.

Surprisingly, the best game released this year, and was voted the best original game, Psygnosis' Lemmings is to be converted to the Lynx. As you know, the game sports a new concept, in that, you don't actually control the lemmings, but influence them, by giving selected ones commands. The object of the game is real simple..... the dumb lemming are stupid and suicidal, and will continue to walk in a straight line, which will end in death - and you must save a minimum amount of them within a time limited by guiding them to a exit point. To do this, you can issue commands to the lemmings to build bridges, dig tunnels, stop lemmings, climb, or even blow them up! The game is fun, great to play, and extremely addictive, and certainly one of my top 5 games of all time. The conversion should be good, although the Amiga 'lemming' sprites were rather small... so on the Lynx, it's going to be even smaller if it's a direct port, so unless they change it by enlarging everything, it's going to be difficult to play. Another thing is the control - playing with the mouse is the only way to play on the Amiga, and I would say, on the Lynx's pad - is going to be tough! Anyway, we wait and see... hopefully released by the end of the year.

Another game to be converted by Psygnosis is Shadow of the Beast (a game that's to be converted for the Engine and MD), and again should be fairly good on the lynx as it doesn't feature anything the machine can not

handle. Again, should be released at the end of the year.

From Tengen (Atari) there should be STUN Runner (graphics look naff, but it's the speed that counts), Pit-fighter, NFL Superbowl Football, Tournament Cyberball, Blockout, Scrapyard dog, World Class Soccer (this looks very good!), Validators, 720 Degrees Chequered Flag, APB, Hard Driving (another game I wouldn't mind seeing on the Lynx for speed), Toki (a brilliant conversion on the Amiga although the screen was small as a matchbox, so should be great on the Lynx!), Xybots, and Ninja Gaiden (or Shadow Warriors to you and me... again looks great!)

Other planned games includes Bill and Ted's Excellent Adventure (which is a right load of crap on the Amiga), Upshot, Crystal Mines II, Ishido (a wierd puzzle game), and Viking Child; again another Amiga conversion, which wasn't too bad an arcade adventure.

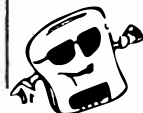
No Go East

Unfortunately, the Lynx haven't taken off in Japan, and there doesn't seem to be any japanese company releasing games for the machine - so all you Lynx owners have to rely on the Yanks to dish out the goods, and if and when any stuff appears from the british or european side.

WILD CAT?

For more Lynx news etc... you should contact Andrew Reid, who runs WYLD KATZ, and produces a newsletter for the Lynx. To get a copy of the newsletter, send a SAE plus 25p to :

63 Croftway
Selby
N.Yorks
YO8 9DD



Accessories
Atari have also released a whole set of accessories for the Lynx. You can now pick up a carrying case for the machine and all extra items (only for the rich sods and posers mind you), a travel pouch for your carts, and stuff, a sun visor, (so your Lynx don't

get sun burnt or is it for better vision, more likely the former, I'd say), an adaptor for use with a car cigarette lighter (although don't smoke and play the Lynx at the same time!), or your Lynx won't kick the habit!), plus a multi-player link up cable and AC adaptor.



BE HIP -
GET THE
GEAR!

MEGAWARE

THE ULTIMATE CONSOLE HIRE CLUB

Why buy when you can hire from our vast selection of cartridges. We have over 110 titles on the MEGADRIVE 130 on the P.C. ENGINE, and all current FAMICOM carts in multiples of six to ten so there is little or no wait for your selection and remember we were first on the scene and will remain the U.K.s No 1 PREMIER HIRE CLUB.
LIFE M-SHIP £5 all PC. ENGINE titles £2.50 per week, MEGADRIVE £3.00 and FAMICOM £3.50 regardless of title.

ATTENTION! RUN JAP CARTS ON YOUR BRITISH MEGADRIVE CONVERTOR NOW ONLY £9.95.

CARTRIDGE EXCHANGE SERVICES

Swop your old or unwanted carts for both New or Used titles.

WE WILL PAY UPTO £24.00 FOR YOUR USED FAMICOM AND MEGADRIVE GAMES AND EXCHANGE FOR AROUND £5.00 SO BEFORE YOU TRY THE REST COME TO THE BEST!

FAMICOM		
(inc free game)	£269.99	Hellfire
(inc two games)	£299.99	Curse
Phone for best prices on		Zoom
NEW and USED cartridges.		Whip Rush
		Strider
		S.R. Basketball
MEGADRIVE		Dick Tracey
(inc 1 from below)	£139.99	Gaijars
Mickey Mouse	£26.99	Verityx
Magical Hat	£26.99	Pro Tour Golf
Granada	£13.99	
Elemental Master	£19.99	
Hard Drivin	£19.99	
Shadow Dancer	£19.99	
Crackdown	£19.99	
Joe Montanas	£19.99	
Sword of Sodan	£19.99	

Phone for latest releases & Please add £1.00 p + p for carts and £5.00 machines. We also have a vast stock of used carts from £12.00

For more details Tel (091) 5498807 or S.A.E. to MEGAWARE
35 Cullercoats Road, Hyton Castle, Sunderland, SR5 3RZ.
Office Hours : Mon-Thurs (11 till 7) and Fri-Sun (11 till 5).

DEJÀ VU

ULTIMATE TIGER

Megadrive by Treco

I really do think that the MD has had enough vertically scrolling shoot 'em ups already and so any new ones have to be exceptional otherwise it seems a pointless exercise releasing them.

Tiger Heli is a textbook vertical scroller - you control a plane which flies up the screen blowing up everything and anything, collecting various power ups along the way and battling against large end of level guardians before moving onto more of the same.

Now, I've got nothing against this sort of game, in fact I really enjoy a good shoot 'em up; however having said that when these sort of games are poor, they really are utter rubbish!!!

The game starts with a standard title screen - press A and B and the options screen appears. Here you can change Hero Counts (lives), Extend (after how many points you get an extra life), Difficulty level, Control (define buttons), Rapid fire on/off and music test.

Also, pressing A,B and C on the title screen seems to increase your credits.

The first thing you notice about this game is the annoying pauses before you start the game and in between losing lives. I mean, what is going on here? Loading?!!

The graphics immediately hit you as being well below par. The sea at the start of the game looks like it has been painted by a 4 year old and the colours throughout are garish and out of place. Also, the definition of the backdrops looks very blocky and all these points give the game a very dated look.

The sound is also very dodgy; the sound effects are the usual stuff but the music is awful and, again, make this look like a 1970 coin op not a 1991 MD game!!!

The gameplay is very very very predictable. There are no neat touches or innovative elements, just the same old stuff. This is effectively a carbon copy of Tora!

Tora! Tora! or Hurricane and in fact it isn't even anywhere near as good as either of those.

I can't honestly see any room in this area of the MD especially for suspect, poor quality efforts like this.

Definitely pass on this!!!!

Graphics	-	53%
Sound	-	52%
Playability	-	57%
Lastability	-	55%
Overall	-	52%

Marc Foord

I have only had a quick go at the MD version of this game, and I must say it isn't much cop compared to what's already on offer for the machine. However, as a conversion goes, it's also not too hot, especially the colour scheme... these guys must have been taken drugs or something as they are terrible... bright orange planes, yellow 'copters, etc...yuk!! If you like the coin-op, it's worth a look, but personally, it's a bit dated now considering how long the engine version has been out. Good, but not terrific.

Onn

DICK TRACY

Megadrive by Sega

Another big game licence from Sega hits the Megadrive but is it all name and no game?

The game starts with an average intro and allows the usual options to be set.

The basic format of the game itself is a cross between Moonwalker and Operation Wolf - as Dick Tracy you must make your way to the end of each level shooting anyone who approaches from the left or right with your handgun and anyone in the background with your machine gun.

After completing two levels

you face a boss-type character who runs on and off screen at various intervals and takes multiple hits. Kill him and its on to more of the same.

Graphics are patchy - the 'cartoon' style inter-level pieces are very poorly drawn and although most of the in-game visuals are pretty good, they do seem a tad blocky and not the most excellently defined graphics you will see on an MD. There is some nice animation on the main sprite, but a fair amount of the enemy characters are crude looking with far too few frames of animation used.

The music throughout I found disappointing. The tunes themselves seem very run-of-the-mill and the instrument sounds used are very tacky. If authentic instrument effects were incorporated together with some relevant music in the style of the era, the music could have been superb. Sound effects are uninspir-

ing.

The gameplay seems quite good to start out with, but after a while you tend to realise how 'samey' it is. I didn't really find myself wanting to have two consecutive games.

Don't be bought off by the big name, this is only mar-

ginally better than the appalling film! Not worth bothering about.

Graphics	-	72%
Sound	-	65%
Playability	-	62%
Lastability	-	50%
Overall	-	62%

Marc Foord

POPULOUS

PC Engine by Hudson Soft - Supplied by Console Concepts

POPULOUS atlast makes it's way to the engine, and the card is a bit thicker too as it has extra ram to save your games on, so you don't need a CD-Rom or Backup-unit.

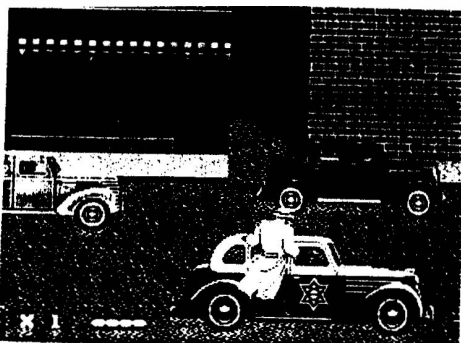
As you might expect, the game is basically identical to the Amiga version, with a couple of minor differences. The main difference as you can guess is the control - with a joystick or pad, it's rather difficult... and one rather annoying feature is, you have to press the select button to switch your pointer between the main play area and the icon commands...a real pain. The other difference like the MD version is the missing link

option, but apart from that, everything else is there - the hundreds of worlds to battle through, Edit options to create your own worlds, sound on/off, etc.

Overall, populous on the engine, is a very good conversion, but control is a bit fiddly. If you only have a PC Engine, then it's definitely worth getting... but then again, if you have an amiga, etc.. then forget it... mouse rules!

Graphics	-	90%
Sound	-	85%
Playability	-	87%
Lastability	-	90%
Overall	-	87%

Onn



RAVEN GAMES LONDON

D.S.B. House, 30 High Street, Beckenham, Kent BR3 1AY Tel: 081-464 2933

OPENING HOURS:

Please Note: New Address

MONDAY-FRIDAY 10am-5.30pm SATURDAY: Please ring as times vary

FAMICOM

Super Famicom (Pal or Scart) inc 2 Games	Please ring
SOFTWARE		
Super Mario World (Over 80 levels)	£44.95
F Zero	£44.95
Bombuzal	£49.95
Final Fight	£49.95
Populous	£49.95
Pilot Wings	£44.95
Act Raiser	£44.95
Gradius III	£49.95
SD The Great Battle	£44.95
Hole in one Golf	£49.95
Big Run	£49.95
Darius Twin	£49.95
Super R Type	TBA
UN Squadron	TBA

SEGA MEGA DRIVE

Sega Megadrive (Pal)	£145.00
Sega Megadrive (Pal) inc Game	£155.00
Sega Megadrive (Scart) inc Game	£155.00
Japanese/English Games Converter	£19.95
Arcade Power Stick	£39.95
Megadrive Fan (Japanese Magazine)	£8.99
SOFTWARE		
World Cup Soccer	£32.95
Super Hang On	£32.95
Golden Axe	£34.95
New Zealand Story	£31.95
Afterburner II	£34.95
D.J. Boy	£32.95
Batman	£37.95
Super Monaco GP	£34.95
Super Shinobi (USA Version)	£39.95
Space Invaders 90	£34.95
Hellfire	£34.95
Mickey Mouse	£34.95
Lakers Vs Celtic	£37.95
John Maddens Football	£39.95
Ringside Angel (Wrestling)	£34.95
Hard Drivin	£34.95
Crackdown	£34.95
Magical Hat	£34.95
Vermillion (RPG with battery back up + Hint book)	£49.95
Darius II	£39.95
Heavy Unit	£34.95
Alesfe Musha	£34.95
Wonderboy III	£34.95
Garius	£37.95
Techno Cop	£39.95
Super Volleyball	£34.95
Sword of Sodan	£34.95
Gynoug	£34.95
Wrestle Ball	£34.95
Aero Blasters	£34.95
Joe Mantanas Football	£39.95
Volived	£34.95
Vertex	£34.95
Master of Weapon	£34.95
Twin Cobra	£37.95
Dick Tracy	£34.95
Battle Golf	£34.95
Maijo Hunter	£34.95
Midnight Resistance	TBA
Vais III	MARCH
Warder	£34.95
Pit Fighter	TBA
Road Blasters	TBA
Ms Pacman	TBA



PC Engine GT Hand Held Inc Game		£299.00
PC Engine Core Grafx (pal)	£155.00
PC Engine core grafx (pal) inc Game	£169.00
PC Engine (scart) inc game	£159.00
PC Engine Super Grafx (pal) inc Game	£285.00
PC Engine Super Grafx (scart) inc Battle Ace	£275.00
CD Rom + Interface	£299.00
PC Engine Japanese Magazines	£7.50
LATEST SOFTWARE		
Toy Shop Boys	£34.95
Out Run	£34.95
ST Dragon	£34.95
Jackie Chan's Kung Fu	£34.95
SCI Chase HQ (II)	£34.95
Cadash	£34.95
Legend of Hero Tonma	£36.95
Motoroad II	£34.95
Parasol Stars (The Story of Bubble Bobble III)	£36.95
1943	£34.95
Aldynes (Super Grafx)	£49.95
TV Sports Football	£34.95
Dead Moon	£34.95
Road Spirits	£34.95
Down Load II	TBA
Populas	APRIL
Tennis	£34.95

SEGA GAME GEAR

Sega Game Gear inc Game	£149.95
SOFTWARE		
Columns	£27.95
Pengo	£27.95
Super Monaco GP	£27.95
Wonderboy	£27.95
G Loc	£27.95
Sokoban	£27.95
Junction	£27.95
Golf	£27.95
Baseball 91	£27.95
Pacman	£27.95
Phyctic World	£27.95
Pop Breaker	£27.95
Chase HQ	MARCH
Wooly Pop	£27.95

NINTENDO NES

Turtle Pack	£89.95
Action Pack	£99.95
NES Joystick	£39.95
Wicho Joystick	£19.95
SOFTWARE		
Tiger Heli	£29.95
Pinbot	£29.95
Bubble Bobble	£29.95
Black Manta	£29.95
Legend of Zelda	£39.95
Silent Service	£34.95
Double Dragon	£34.95
Teenages Mutant Turtle	£39.95
Snake Rattle Roll	£24.95
Mega Man II	£39.95
Ghostbusters II	£34.95
World Wrestling	£38.95
Grēmiin II	TBA

All above NES titles are UK releases

NINTENDO GAMEBOY

Gameboy + Tetris	£69.95
Game pacs carry case (Stores 12 pacs)	£9.95
Soft Carry Case	£19.95
Lightboy	£19.95
Caseboy (Plastic cover for your Gameboy)	£19.95
Wideboy (Magnifying glass)	£19.95
Gameboy Japanese Magazines	£7.50
4 Player Adaptor	£19.95
SOFTWARE		
Batman	£26.95
Soccerboy	£25.95
Pro Wrestling	£25.95
Double Dragon	£26.95
Teenage Mutant Ninja Turtles	£26.95
Final Fantasy Legend	£29.95
Boulderdash	£25.95
Paperboy	£26.95
Duck Tails	£26.95
Side Pocket	£25.95
Radar Mission	£25.95
Space Invaders	£25.95
NFL American Football	£25.95
Bubble Ghost	£25.95
Dr. Mario	£25.95
Ninja Adventure	£25.95
Ghostbusters II	£25.95
Skate or Die	£25.95
Pacman	£25.95
F1 Race	£25.95
Gremlins II	£25.95
Robocop	£26.95
Angry Man	£26.95
Dragon Tail	£25.95
Chase HQ	£26.95
Super Contra	£26.95
F1 Spirit	£26.95
Jackie Chan's Kung Fu	£26.95
F1 Boy	£25.95
1 Man + Blob	£25.95
R-Type	£26.95
Potato	£25.95
Burger Time	£25.95
Chess (Digitise Speech)	£25.95
Ray Thunder	£25.95
Fastest Lap	£26.95

LYNX

Atari Lynx inc California Games, 2 player lead and Power Adaptor	£129.99
SOFTWARE		
Blue Lightening	£29.95
Electrocop	£29.95
Gates of Zendoco	£29.95
Chips Challenge	£29.95
Gauntlet III	£34.95
Klax	£29.95
Slime World	£29.95
Paperboy	£29.95
Zarior Mercenary	£29.95
Rygar	£29.95
Stampage	£29.95
Robo Squash	£29.95

Please Ring for New Releases

WE NOW HAVE A WIDE SELECTION OF SECOND HAND GAMES AVAILABLE FOR THE ABOVE MACHINES

Ring for latest releases Gameboy/Lynx/PC Engine/Neo Geo/Nintendo/Sega. We have a lot more available than listed above.

SAE for full price lists Please make Cheques + PO's to: RAVEN GAMES LONDON.

P&P Machines: Gameboy £2/GT Game Gear £3/Engine Lynx £4/Megadrive Neo-Geo Famicom £5/Games £1 (Execpt Neo-Geo £2.50)



GUARANTEED FAST DELIVERY



Sim City

Super Famicom by Nintendo/Maxis - Supplied by Console Concepts

SIM CITY came out a couple of years ago, and won several awards. When I first played the game on the Amiga... I was bored stiff.... but after a couple of days, I was hooked and was up in the early hours playing it. So when the SF version popped through the letterbox, I rammed in the cart.... and got fairly cheesed off with it! BUT, when I returned that night, I was hard at it all night again..... it's one strange game.... seems very boring at first, but grows on you, very addictive - although not in the populous, power-monger, or Lemmings

what, where and when to stick it. It's no good sticking lots of industrial zones, and residential zones to provide labour, next to them, as pollution will be high, and people will be driven out!

Disasters can be activated if you wish, with monsters roaming, fires blazing, planes crashes, etc. With this, buildings will be demolished and fires spread... so you have to isolate the fires so the fire service can put them out, and then rebuild everything back! The game also have a few options to view your game's statistics,

3D isometric, but unfortunately, you can't play in this mode. On the sound front, there's a rather awful tune that continuously play throughout the game - luckily you can turn it off, but sound FX are at a minimum with the occasional sound of ships, train, helicopter, or when something new appears... apart from that, it's silent. It would have been nice to have extra sound fx for certain other items like if traffic is packed solid in an area, you could get car horns, crashes, and so on.

As mentioned, Sim City is a great game for strategic thinking, budding town planners. Once you've stuck on a few buildings.... there's an urge to make it grow, making the game very addictive, and highly playable. However, there are a few quirks to it. The most obvious is the Japanese text - which appears occasionally when you play. This can be very important, with the city telling you they need a Sport Stadium, or airport or something else. The speed of the game runs quite slow even at it's fastest option, so if you've spent all your money, or saving for something - you can wait ages for each year to end - which get extremely boring.... as this could take a few minutes.

As for the lasting interest, it can be very boring after you have played it up to 40-50 years, especially with no disasters. Overall, Sim City is a worthy game, fun to play - addictive, but lasting interest - short lived. It's one of those

games that will only be played every so often. However, with all those awards it got, it must be quite something! But definitely avoid this if you're a maniac shoot'em up freak.

Graphics	- 85%
Sound	- 30%
Playability	- 85%
Lastability	- 60%
Overall	- 80%

Onn

COMMENTARY

DARIUS TWIN

SUPER FAMICOM

DARIUS hits the SF and is it better than it's MD cousin? Well, Yes and No really. The graphics throughout are superb; a lot bigger on screen, more colourful and better animated. The music is also better with some excellent hard guitar tracks backing the action. There's also a 2 PLAYER option (simultaneous!!!) which the MD sadly missed.

However, The actual size of the game is considerably smaller; whereas the MD has A-Z, the SF has A-L. This surprised me a great deal since this is supposedly an 8 meg game (why?).

Having said that, the latter stages do get very challenging and although most hardened shoot 'em up players will complete this pretty soon, the hard level (and the very enjoyable two player game) will bring you back again.

If this game had more levels, it would get another 10% which is a wasted opportunity on Taito's part.

SF shoot 'em up fans should play this before buying, although I think most will have already bought it or will still buy it after seeing it. Now R-Type II will be something very special indeed....!

Graphics	- 89%
Sound	- 87%
Playability	- 90%
Lastability	- 80%
Overall	- 82%

Marc



SF SIM CITY: ONE PACKED CITY - BUT RESIDENTIAL AND COMMERCIAL ZONES AREN'T TOO HOT

class.

If you haven't played Sim City, the objective is to create a city and maintain it over several years. To do this, you must plan where to put houses, industrial estates, commercial property, road networks, parks, etc... If there's no police station, crime will increase, and people will leave - they will also leave if taxes or pollution are too high.

Creating a city is dead easy - just pick up the icon you want, and plonk it on the map. The hard bit is

map details of high/low population, crime, traffic, etc., if you do well - can get a loan from the bank, change taxes and other funds, and so on.

Graphics are generally the same as other versions... if a little more colourful, and with minimal animation, is quite good - with smoke coming out of factories, roundabouts rotating in the parks, train moving along the tracks, etc. A nice touch is an option which lets you view the map in



SF DARIUS TWIN: THE END BOSS - ONCE KILLED, YOU ENTER IT TO FACE WALLY!

CONT.. ON Page 27

SWAPLINE

Swapline is totally FREE to non-trade users. So, if you have something to sell, after something to buy, swap, or general information.... then send message to the usual address. We cannot be responsible for lost goods, etc.... should you reply to an advert.

Scart Super Famicom and 3 games. Still boxed and only 2 months old. £230. Tel: 0925- 861417 after 6pm.

For sale - Super Grafx, Scart + Leads + P.S.U. + Rapid fire joystick + Boxed in excellent condition £145. CD-ROM interface unit but with broken CD-Rom drive £65 (Boxed). Contact James on 0278-780796. Thanks!

Wanted: Quarth for the Gameboy... old game - but one I've missed. Give me a buzz on 0602-606442, ask for Onn, or write to usual E.B. address. Prefer American version, but jap. will do.



NOTICE

If you subscribe to Electric Brain, please note. A few people have got confused with the 'Credit' and 'Sub'. Sub stands for Subscription left (in issues). And Credit is how much money you have left in change. So,

Sub: 21-26
Credit: 30p
...means, you have issues 21 to 26 to come, with 30p extra. In other words, in money term - £8.10 in credit. This system is easier for you and me to see exactly how many issues you have left, and so you (and me) don't have to calculate what you have left each time.

I hope you all understand.

EVEN MORE GAME MUSIC

If you are after Game music CDs or tapes of them, you can also contact Nicky Lee, at 20 Fairway, Princes Risborough, Bucks, HP17 9DH. Tel: 08444-2859. He sells CDs for £12 each or tapes for £4. The tapes are recorded on Sony 90 metal tapes.

Want to put forward a question, express yourself, then write in to the usual address.

Suggestions

I would like to see the mag stay the name as it is. I like comic strips, but personally I'd rather have the space filled with console stuff.

An occasional Arcade section would be good maybe quarterly with a roundup of the best releases. Also, in the megadrive news section, a bit with UK release dates for official games would be nice for those of us with British megadrives and no adaptor.

One last thing before I go, I think the new name is good (although there was nothing wrong with CM) but I think whoever wrote in complaining about the odd name was very petty. Until next time, keep up the good work.

Darren Ash
Somerset

Glad you like the new name - and it shall remain..... until ofcourse there's already a magazine that has the same name. I have thought of doing an arcade section (plus a few people have asked for one), but as it is Nottingham is not exactly the centre of the amusement world - so if anyone out there lives near a place where there's up and coming coin-ops (and other strange machines), and is willing to write a section for us, please let us know..... especially as Virtual Reality machines are popping up at various places. If anyone has had a go on any of these - how about writing us a column... a free copy of E.B. will be sent to you.

As for official british release dates of MD games - we'll try to put them in, but E.B. is mostly devoted to japanese stuff, where other mags don't, although official

Open Forum

games with english instructions are a must at times! Why haven't you got an adaptor?

Sport mate?

Can you tell me if there are any other sport games coming out for the Super Famicom, apart from Golf, and Pro Soccer (Kick Off 2)?

(oops. I forgot his name!)

You're in luck as there are quite a number of sport games coming out, including four baseball games (YES.. 4!!), plus wrestling, tennis and another soccer game. See SF news page for more.

Pinball Crazy

Is there any pinball games planned for the Megadrive?

Unknown

Yes... the Wolf Team is to release Dino Land soon... around June, but I have to admit it doesn't look too cool. However, latest news are - Techno Soft have got the license to convert Naxat's brilliant PC Engine pinball game Devil Crash for the Megadrive. As you might know, Devil CRash is the best pinball game around with lots of animation and multiple screens... not to mention ace music. The game is planned for release on 9th June in Japan and should be available here there after.... check it out!

Talking of Megadrive games, if you're after a Final Fight game for your machine - Sega are to release a game called Bare Knuckle in mid July which looks very similar, as you can take control of one of three street fighters (one is female) and beat up all manner of street opponents. The game even have similar moves, flying kicks, throws, pile driver, etc.... looks ace, and one to save up for!!!

More Music CDs

James Dobson have put together two music tapes and on them includes:

Tape 1.

This includes music from Afterburner, Crude Buster, Midnight Resistance and R-Type II from the arcade soundtracks. For a copy of the music, send a 90 min. tape + £2.50 to:

J. Dobson (Arcade Trax)
65 High Street
Burnham on Sea
Somerset
TA8 1PD

Tape 2.

This is only about 40mins long, but if you were lucky enough to see the film or are a general fan of AKIRA, give this a try. A copy of the original motion picture soundtrack! Send tape + £2.00 to the above address.

GAME MUSIC

Video games are big in Japan, but video game music are something else.... we charged up the PC Engine CD-Rom player, to put our ear drums to the test.

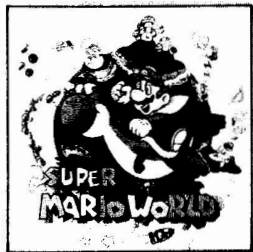
AS you might already know, in Japan, you can not only buy games for your machine, but at times, music of games on CD format or cassette, although the former is more popular - those Japs don't mess about when it comes to quality.... they are also ruddy rich! As they are quite popular in Japan (or they wouldn't be producing them), I thought it would be a good idea to take a look at this market, especially as Console Concepts have got a



few of them in.

As you might expect, the most popular Game Music are related to the most popular games. And as the top selling games are the Dragon Quest series, they are also the top selling music CDs. And second place goes to Super Mario Bros. series - strange that eh? Mario don't actually have the best music in their games. Infact, you can get Super Mario Bros. 1, 2 & 3 - these are Dance versions (yes, you read right!!) which includes sound effects library!

Like over here, music CDs costs around £15, with some cheaper and some more ex-



pensive. Music CDs, or as they are called Game Sound Music (GSM), come in two forms... actual music from the console or arcade coin-op, or remix versions performed by musicians using 'proper' instruments, which (strangely) is quite popular. The former as you guess is not as popular because of the limitations of the machine, especially consoles, although some of the better ones includes Namco's music from Dragon Spirit on the PC Engine, which is well ace, and many GSM from coin-ops with good sound chips. You now now also get the Super Famicom - Super Mario World music CD for 3800 yen.

Remix coin-op music are



dominated by two main bands, who in their own right are quite famous - rather like real pop stars. These two are the S.S.T. Band and Zuntana. Both produce music mainly for one company, and you can see why they are the most popular, as S.S.T. produce for Sega and Zuntana for Taito... two of the biggest video game companies in Japan. Also, as you can guess, S.S.T. are a little more popular especially with classics like Afterburner, the unforgettable Outrun, Space

Harrier, and my fav. - Fantasy Zone, to name but a few.

S.S.T. Band

The S.S.T. Band comprises of 4 members ... incidentally, the initials stand for 'Super Sonic Team', and if you are into Sega music, you should look out for their name. If you are after one, the Sega Collection is a safe bet, comprising of ten of the most popular tunes from various Sega coin-op, all remixed and sounds rather cool. This includes music from Outrun, Afterburner, Space Harrier II, Powerdrift, and Fantasy Zone.

If you got my music tape



some time ago, you would have heard two tunes from the S.S.T. Band Sega 3 CD. This includes music from Afterburner, Outrun, Super Monaco GP, Turbo Outrun, Tetremix (a version of Tetris), and Golden Axe. Not all tunes on the disc are full length music pieces, but includes short tunes from the coin-op. Personally, I don't rate S.S.T. remixes too much, the original sound tracks are usually better.

For all freaks out there, one should check out a GSM CD from Namco called 'This Is Namco!' which features heavily arranged coin-op music (Rock, Jazz, Classical music, etc.) including Pac Man, Galaga '88, Mappy, Dragon Spirit, Xevious, Rolling Thunder, Thunder Ceptor, Return of Ishtar and Assault.

Coin-op Direct

Just about all coin-op music can be bought, including very latest coin-op machines.



Released at the end of March was Street Fighter II, under the Capcom 4 GSM. And the retail Japanese price for it is 3500 yen. Other GSM coming out includes Konami's Game Music Collection Volume 3, which includes music from coin-op Surprise Attack, Punk Shot, and Escape Kids. This should be available now at 2800 yen. Namco's latest is Video Game Graffiti Vol. 7, which includes music from Burning Force and Dragon Sabre and others. How about NEO GEO music? SNK's latest game ASO II (a wicked vertical shoot 'em up), is now on CD music format.

Opinions

What do you think of music on games? If suppliers started selling GSMs, would you buy 'em? Some are certainly better than some of the 'pop' music in the music charts these days, that's for sure. As yet, there doesn't seem to be any music CDs based on computer games.... one I like to see is Turrican II, (Amiga) which has some awesome toons. In future issues, we will give you the load down on new GSM CDs, plus reviewing some of them, and letting you know which are the best to get.



MISC.

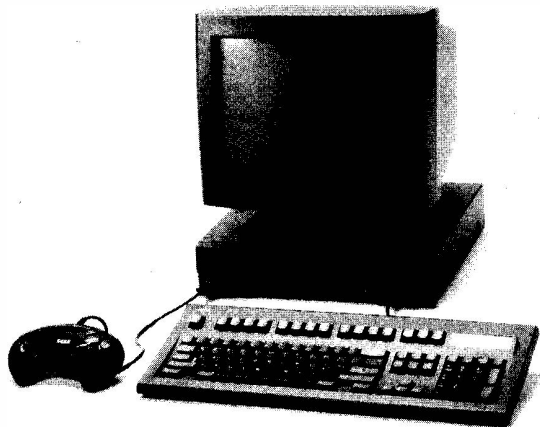


TERA HITS JAPAN

On the 31st May, IBM/Sega will release the Teradrive in Japan. As you know the Tera is a fully fledged IBM PC with a megadrive built in. There are 3 versions of the machine, different in hardware on the PC side. First up is the Tera1 which has 640k of ram, single floppy drive and will cost 148,000 yen. The Tera2 has

months of advertising, the company seem to have disappeared from the face of the earth, just like 'Mention' the console supplier company. If anyone managed to get the unit, please let us know... or where you can get one.

However, if you're after a similar device that will let you play jamma arcade boards without having to



1 meg of memory, twin floppy drives and cost 188,000 yen, and the Tera3 has 2.5 megs of ram, single floppy and 30 meg hard drive and cost 248,000 yen. On the PC side, it uses a 80286 processor running at 10Mhz and has VGA graphic board, so can display 256 colours on screen from a palette of 262,144 shades on a 640x480 pixel screen.... quite a bit better than it's MD side! Stick on an AdLib sound board, and you'll be in business, especially with some of the latest PC games that have come out recently like Mindscape's Golf game Links, Microprose's F15 Strike Eagle II, and recent Sierra graphic adventures.

WHAT EVER HAPPENED TO.....

Yes! Whatever happened to the Universal Energiser from ex-Mention Boss and co. Do you remember the device? It was a dual joystick controller that not only hooked up to your NES, PC Engine or Megadrive, but with jamma connector, can play all those lovely (but rather expensive) arcade games. After a few

resort to having a cabinet - over in Japan, a company called KIC makes one called the KIC '91, but won't work with consoles. The unit is very similar in style to the Energiser with two control joysticks with 3 buttons each, plus start buttons, speed and rapid fire switches, and others. There are three versions available - one has a video (RF-NTSC) connector for 35,000 yen, one with RGB connector for 29,000 and the third with both for 38,000 yen. For around 150 quid, these are quite reasonable devices, considering how much consoles are these days, but



the big money is in the PCB boards, which can cost a few hundred for decent ones.

Also, taking of expensive software, what ever happened to the official SNK Neo Geos which such have been launched at the European Computer Show last September, but have never appeared, so relying on importers to get them into the country, without too much success... since the first batch of Neo games, there haven't been many new ones about.

GAME GEAR GEAR

Latest game for the Game Gear is GG Shinobi, a version of Super Shinobi for the mini machine, and very good it looks too. The game features multiple stages, and have the usual set of



weaponry, including rope to swing from tree/buildings, etc. The game should already be out, and a must for all GG owners. Out any time now from Namco is Mappy, a game released in the arcades in 1983!! It's a platform game as you control a mouse after the goodies in a building, and to get from level to level, must jump on trampolines, but must avoid the cats that inhabit the building. For shoot'em up fans, there's Griffin from Reno, which looks real ace. Coming out in June on usual 1 meg cart. Golf fans of the freaky nature will be interested in Crazy Golf, again on 1 meg and set for July. It's viewed in 3d isometric like EA's game. My fav. Sega game Fantasy Zone, will be out for the

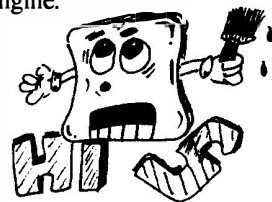
GG on 5th July, and it looks as good as the Master system version - although the game features new weapons, stages and bosses. If this is as good as the M.S. version, I might consider getting a GG, especially if the price drops!! Coming out on 21st June from Taito is Halley Wars, a vertical shoot'em up which again looks very good. Talking of the Game Gear, you can now get a Game Gear watch in Japan for as little as four quid. But then again, it's a rather naff black plastic job with the main main shaped and like a GG - very neat. I'll see if I can get hold of one, but I suspect they are difficult to come by.

TOP SELLERS

The top selling megadrive game in Japan is currently The Shining and the Darkness, which could well be the lease selling game over here because it's a difficult game to play unless you know Japanese. Strangely the top selling Game Gear game is still Monaco GP. As for the top selling Super Famicom game which is also the top overall game - Ultra Man! Gameboy - Parodius, and on the PC Engine - Namco's Baseball '91, which we hope to review once someone gets hold of a copy - as yet no one seems to have it.

We hope to have a proper UK chart next time if we can persuade suppliers to give us lists of all the games they sell in a month.

Oh yeah.... the high-score column has been missing from the 'zine for some time, so if you have a real heavy high score, then send it in, plus maybe some tips on how you managed it, and we'll start the high score table again with most of the major machines. We will however not print all game scores due to certain factors like games where it's possible to hang around for ages amassing massive scores, and certain games where you can clock it like The Kung Fu on the Engine.



PC Engine SUPPLIES

(MAIL ORDER)

PC Engine Supplies
223B Waterloo Road
Cobridge S-O-T
Staffs ST6 2HS
(Registered Office)

(SHOP & MAIL ORDER)

Console Concepts
The Village
Newcastle-U-Lyme
Staffs ST5 1QB

Telephone 0782 712759 (9.00 am TO 6.30 pm) 0782 213993 (6.00 pm TO 7.30 pm) (Orders only)
All enquiries daytime number only. Trade enquiries welcome. Access and Visa now accepted VAT No. 536 8202 45. Fax No. 0782 208429

NINTENDO GAMEBOY

NINTENDO GAMEBOY
JAPANESE CARTRIDGES ALL £20 & p+p

NINJA TURTLES
BATMAN
DOUBLE DRAGON
CHASE HQ
GRENADINE II
HEAD ON
KARATE BOY
KICK DEPTASH
1-MAN-AND-HIS-BLOB
PACMAN
DUCK TALES
CONTRA II
F1 SPIRIT
FINAL REVERSE
NEMESIS
ALLEYWAY
PINBALL PARTY
SPACE INVADERS
PENGUIN WARS
PENGUIN LAND
R-TYPE
TETRIS
NAVY BLUE 90
BLODIA
COSMIC TANK
PIPE DREAM
PC FROG
LUNAR LANDER
AFTERBURST

ALL USA CARTS BELOW £25 & p+p

NINJA TURTLES
BATMAN
DOUBLE DRAGON
FINAL FANTASY
ROBO COP
CHASE HQ
GHOSTBUSTERS II
POWER CHASE
PAPERBOY
SKATE OR DIE
R-TYPE
KUNG FU MASTER
DRAGONS LAIR



NINTENDO SUPER FAMICOM JAPANESE CARTS

ALL BELOW £40.00 & p+p

SUPER MARIO WORLD
F-ZERO
FINAL FIGHT
GRADIUS III
PILOT WINGS
POPULOUS
SUPER DEFORMER
BOMBUZAL
ACT RAISER (UK INSTRUCTIONS)

CALL FOR BEST PRICE FOR TITLES
I.E. LOW:-

SM CITY
GHOULS AND GHOSTS
POWERMONGER
HOLE IN 1 GOLF
KICK OFF 2
BIG RUN
R-TYPE II
ULTRA MAN
SUPER DARN

NINTENDO SUPER FAMICOM INCS:-

SUPER FAMICOM (TV OR
SCART), 2 JOYPAD, ANY 2
GAMES FREE
£290.00 & p+p

NINTENDO 8 BIT (NES)

ALL BELOW RT UK MACHINE

GUNSMOKE 24.00
STEALTH AFT 29.00
PRADIKUS CONFLICT 34.00
IMPOSSIBLE MISSION 34.00
BLACK MANTA 34.00
KING NEPTUNE 28.00
PINBOT 19.00
TETRIS 19.00
SPLAT BERRY 19.00
SILENT ASSAULT 34.00
SNAKE RATTLE & ROLL 29.00
DORNEY KONG 19.00
MANY MORE TITLES
AVAILABLE

To run the USA carts need your
machine to be for modification.
£26.99 the return p+p. It will
then run all our USA carts &
also all the UK carts.

USA IMPORTS
Please note the following
cartridges only work on USA
converted consoles

CYBERNOID 34.00
HEAVY BARREL 34.00
OPERATION WOLF 34.00
IRON SWORD 34.00
MARIO III 45.00
BACK TO THE FUTURE II CALL
A BOY AND HIS BLOB CALL
CALIFORNIA GAMES CALL
CONTRA CALL
DOUBLE DRAGON III CALL
DUCK TALES CALL
KAR WAREHOUSE II CALL
JACKIE CHAN CALL
MANIAC MISSION CALL
NARC CALL
MEGAMAN II CALL
THE MARCHING CALL

BEWARE OF IMITATIONS

We are one of the largest importers of Japanese
consoles/games in the UK.
We will still be here when others disappear.

PRICES SLAUGHTERED SEGA MEGADRIVE MADNESS

ANY GAME FROM THE LIST BELOW
£25.00 & p+p
(Please have alternative choices)

AOR CALL
DANGEROUS SEED CALL
ALTERED BEAST CALL
E SWAT CALL
HARD DRVIN CALL
GRANADA 2 CALL
SHADOW DANCER CALL
ARROW FLASH CALL
D.J. BOY CALL
ATOMIC ROBOKD CALL
PATMAN CALL
ELEMENTAL MASTER
RINGSIDE ANGEL
ZANY GOLF
MUSHA ALERT
CRACKDOWN
BURNING FORCE
SWORD OF BODAN
BUY 5 GAMES FROM
THIS COLUMN
£3.00 & p+p

ACCESSORIES

MEGADRIVE
CARRYCASE £30
INFRARED STICK £26
PRO 1 STICK £30
UKMAP CONVERTOR £14
JOYPAD £30
JOYPAD £15
JAP W/HD £7
ARCADE POWERSTICK £40
GAMEBOY
CARRYCASE £15
CONSOLE DELUXE £88
CASE BOY £20
LIGHT BOY £20
GAMELIGHT £14
STEREO ADAPTOR CALL
BATTERY PACK CALL

Same day despatch on all VISA/ACCESS/POSTAL ORDERS subject to
availability (call 0782 712759). All our consoles carry 12 months guarantee.
Please add £5.00 p+p for consoles £1.00 p+p for each game with rapid
despatch 24hr parcel force + Royal Mail

WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT NOTIFICATION. SEGA/NINTENDO/NEC FAMICOM ARE TRADEMARKS OF THEIR RESPECTIVE OWNERS

VOUCHER/ORDER FORM	CUSTOMER REF NO.	<input type="checkbox"/>	PLEASE TICK HERE TO BE PUT ON MAILING LIST
<p>NAME _____</p> <p>ADDRESS _____</p> <p>I enclose cheque/PO for £ _____</p> <p>or charge Access/Visa No: _____</p> <p>Expiry Date ____/____/____ Signature _____</p>			
<p>PLEASE RETURN TO: PC ENGINE SUPPLIES, 223B WATERLOO ROAD, COBRIDGE, STOKE-ON-TRENT, STAFFS ST6 2HS.</p>			

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

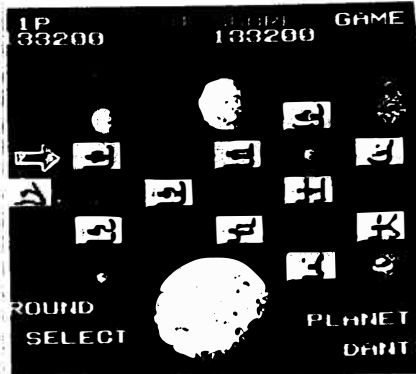
Darius Twin

Super Famicom by Taito

.. cont from page 22

I have to say, I'm a great fan of Darius, especially Darius II, which is great on the coin-op... so when Taito announced they were to convert the game to the S.F., I rushed out to borrow a copy when it was finally released. I was expecting great things, considering the brilliant conversion by NEC Avenue of the original game for the engine, and then Taito's own sequel for the Megadrive, and with more advanced graphics and bigger bosses for the S.F. version.

Unfortunately, Darius Twin is a real let down. Firstly, the most dissappointing feature is the lack of levels in the game... with only around a third of the original levels with are nearly all the same on each vertical plane, there isn't enough variety or lasting interest in the game. But, the game itself is just too easy too - in most cases, you only have to sit in the mid/back of the screen, have the autofire on, and dodge the occasional bullet and obstacles - there really isn't much challenge in the game. Getting killed won't remove all your weapons either, so you can continue with all your power-up!! And the bosses are all too easy to destroy too - infact, most of them can



Overall, however, it's the gameplay that counts, and Taito have managed to bodge it up - the two player option is nice to see but doesn't affect play, as there are plenty of weapons available, so makes it more easier. If you're after a shoot'em up, Darius Twin is only worth getting if you find the previous games extremely tough... avid maniac shoot'em up fans should definitely try it out first before parting with their hard earned cash... or better still, hire it out, as completing it won't take you a week to do! How this game is on an 8meg Cartridge is beyond me... more like 4meg..if that.

Graphics - 95%
Sound - 94%
Playability - 80%
Lastability - 55%
Overall - 70%

Onn

The object of the game is simple - you have to destroy a certain amount of enemy vehicles in the allowed time. To do this, you must shove moveable blocks to crush them. Block will slide in a straight line until they hit another block... so you can take out a row of enemies in one go. However, it's not that easy, as the enemy vehicles move around the screen and some will try to crush you too.

When you start the game, your vehicle is rather crap... dead slow, not much pushing power, and no extras, but you start with 500 gold pieces to spend. You can equip your machine with better engine, shovel, jump, extra lives and/or weapons... but 500 gold pieces is not enough to buy anything spectacular - infact, you can only buy the very basic engine! However, crushing vehicles awards you with more gold. Engines will speed you up, shovel gives more pushing power, jump enables you to jump over vehicles, and weapons arms you with huns so you can shoot the opponents instead of crushing them with blocks, although the cheapest gun cost 30,000 gold pieces!!

Later levels have blocks that can only be shoved one way,

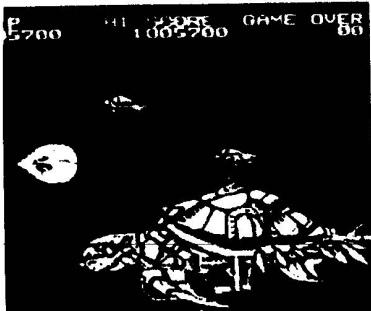
holes and trap doors... and then there are the opponents that are more difficult to destroy. Some chase you, some race round the maze at super speed, and most dangerous are those that fire at you.

At first I found Battle Bull very boring, but after you've got into it, it's highly playable and very addictive, especially when you get the missile weapon. Graphics are fairly good but nothing outstanding, and sound... well, rather awful really. However, the game has an unlimited continue option plus password, so I managed to get ALL the goodies from the shop - making things easy and rather boring, and not much of a challenge.

Overall, Battle Bull is quite a good game, and although it's really an arcade game, feels more like a puzzle game.. as it requires some strategy and thinking... and like most puzzle game, great to play anytime. However, it does get rather boring and repetitive, and with the continue/password... once you got all available weapons... too boring.

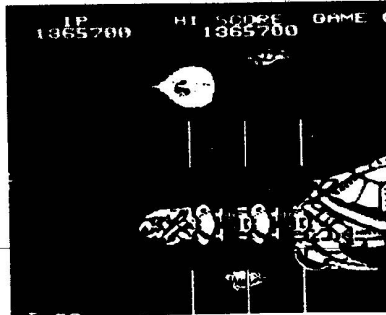
Graphics - 70%
Sound - 40%
Playability - 75%
Lastability - 70%
Overall - 70%

Onn



be killed within a matter of seconds - especially the end boss!!

Graphically, Darius Twin is fantastic, with beautifully drawn backdrops, and sprites, with real good, smooth parallax scrolling. Animation is real slick, and the big sprites hardly flicker.... it really nice. Sound isn't bad too, with great thumping tunes in the Darius theme, and excellent loud explosions and other sound FX.



Battle Bull

Gameboy by Seta

Battle Bull is a strange game, and play very much like Pengo, with extras. You take control of a bulldozer like vehicle in a top-down maze of blocks. There are two types of blocks - stationary and moveable - the former, you can't move, and the latter you can (obvious eh?), or crush.

NEXT ISSUE

Ok, what can you expect from next issue?

We take a look at the CD-Rom progress especially if Icom Simulation releases Sherlock Holmes in time, plus more on the Game Sound Music CDs that's available. If anyone out there can do use a column for an arcade section, then please let me know!

Expect to see some great game reviews - including Warder Special for the MD, Devil Crash for the MD - will it be as good as the Engine version?, More shoot'em up action from Toaplan with Zero Wing and Taito with Fire Mustang (MD), Hudson's conversion of bubble bursting Pang! (PC), DataWest's mega shoot'em up RayXanber II (PC), Snow Bros on the Gameboy, the first batch of Baseball games for the Super Famicom, plus lots more.... and the usual mountain of Hints, tips and cheats.



See Ya,
PALS.

No .1 Computers

19 Ashfield Precint, Kirkby in Ashfield, Notts, NG17 7BQ. Tel:0623 759308

CONSOLE SOFTWARE HIRE CLUB PART EXCHANGE COMPUTER REPAIRS

EXTENSIVE RANGE OF HARDWARE AND SOFTWARE

SNK NEO GEO

All Neo Geo games at £90 each:

NAM 75, Baseball Stars, Golf Riding Hero, Magician Lord, Super Spy.

Nintendo Gameboy

Games from £26

Double Dragon, Teenage Mutant Ninja Turtles, Duck Tales, Paperboy, Nemesis, Batman, Bubble Ghosts, Skate or Die, Gremlins II, Robocop, Chase HQ, Kung Fu Master, Dragon's Lair, Contra, Pacman, R-Type, Chess, Dr. Mario....

Sega Megadrive

Games from £32

Moonwalker, Gaiars, Darius II, Fire Shark, Dick Tracy, Heavy Unit, Wonderboy III, Mickey Mouse, Magical Hat, Aero Blaster, John Madden's Football, Joe Montana's Football, Alesfe Musha, Wrestleball, Super Airwolf, Gynoug, Valis III, Verytex, Twin Cobra, Monster Hunt, Midnight Resistance, Monaco GP, Kageki, Bonanza Bros., Warderer Special,

RING FOR LATEST RELEASES
AND PRICE

FOR ALL YOUR COMPUTER AND CONSOLE NEEDS

