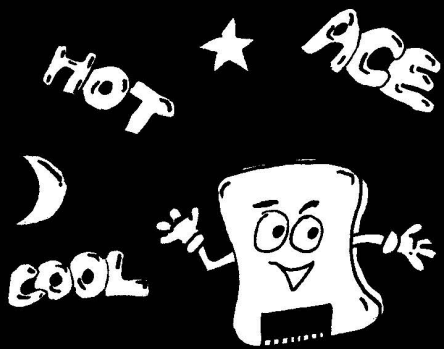


ELECTRIC BRAIN

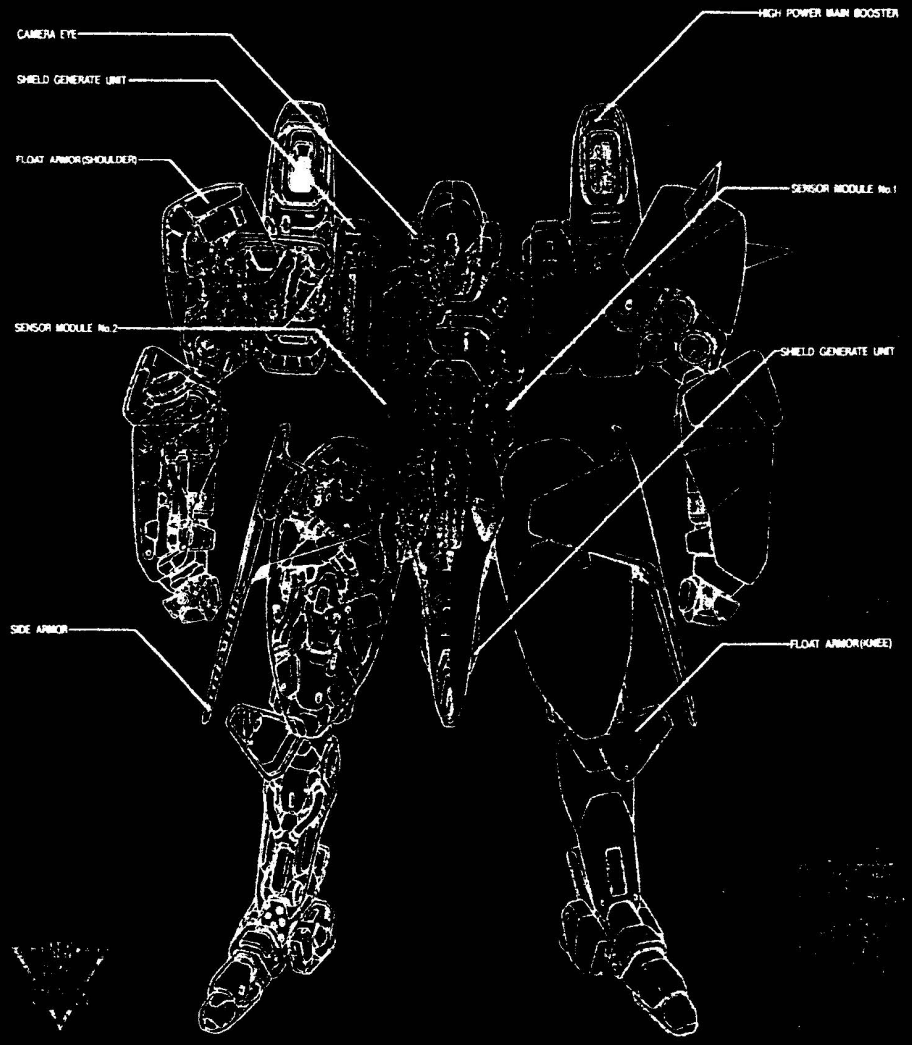
* ISSUE 23 * Recommended Price £1. "A lot better than Mean Machines!!" *



DARK ISSUE!



- * **HARDWARE:**
D.A.C'S
NINTENDO
COMPATIBLE!
PLUS MARIO 3
- * **SOFTWARE:**
S.F. BASEBALL
ACTION !!
- * **PLUS TENNIS
AND SOCCER**
- * **KONAMI
SEQUELS FOR
THE GAMEBOY.**
- * **GAME GEAR
ROUND-UP !!**
- * **E.A. HOCKEY
VS TAITO'S HIT
THE ICE**
- * **PLUS MORE!!!**



MECHANICAL DESIGN K.FUJITA

EDITORIAL

Well, what a month it has been, with some excellent games released - namely *Road Rash*, *Super Ghouls 'n' Ghosts*, *Super Tennis*, *EA Hockey & Hit the Ice*, plus *Castlevania II* and *Nemesis II* amongst others. In fact, in all respects, it's been a rather bad month for the bank balance as it's costing us a fortune in buying the games! I also had to fork out for a new joystick after LeeLee tried to get a fire out when playing *Fighting Street* on my PC Engine, and snapped the stick!! Maybe in the future, we'll do a joystick test... although we'll be hard pressed to find a supplier whose will to loan us joysticks to test! If so, we'll have to test the MD ones on the C64 on *Hyper Sports and Decathlon!!*

I, at long last got my *NES compatible* after six weeks of wait... but when it arrived - did it work? NO!! What a bummer! So back it went to London, via my sister, but has it arrived back...? Because of this, the *Super Mario 3* review will now appear if and when I get the game and machine - hopefully for next issue!

As you can see, this issue is mega bumper, as it contains more full console reviews than any other magazine and a ton of tips and cheats. If you have any cheats not listed here, then please send them in... while compiling I sure could have missed out quite a few. Please don't send pages of maps!!

Oh yeah.... just to let you know, the next issue will probably be a few weeks late - this is because I shall be going on my hols to Hong Kong for a couple of weeks in late November. Rest assured that, I'll be giving you the low down on the console scene over there.... assuming I can get away from the mass of relatives that I'm staying with!!

I must also congratulate "*Computer & Video Games*" on their tenth anniversary... I actually bought the magazine from issue 2 and must say... it's was totally crap! I must have spent about an hour typing in those nasty listings on my then new *Vic 20* computer and did they work? - not on your nelly! Then again, looking at the current issue - it's still crap! I think the graphic artist should be shot too... even LeeLee could draw better! Come on... who would put that awful Turtle/Toads poster on their wall?! YUK!! I would rather type in the listing for *Demon Driver* which takes several pages and what you got at the end is a heart graphic at the bottom of the screen with square blocks jerking down, and you have to move the heart left and right to avoid them.... Wow!! I wish I had that game on my Super Famicom! It would translate well, especially with the SF's expansion and roation features... and it has the right speed?!

Well, until next issue.... which will most likely be the Christmas one... so if you have any Christmas greetings, a letter to Santa maybe, or any old crap, send them in to the usual address!!

Onn



The E.B. Team Challenge!!!!

After the amount of video games the team have been playing - it's about time they did something constructive than sitting on their arse. As it's nearing November 5th... the task was set to build either a bonfire or make a Guy... the winner would earn themselves a tenner.

Onn: "Hmmm... I think I'll go for the bon-fire, it's only a pile of sticks after all". Getting wood wasn't easy, so armed with an axe, a chainsaw, a pound of semtex and an Uzi 9mm ("in case I came across some grey squirrels.... 'Long live the Reds!'"). Onn looked for some trees to cut down. After 4 hours of hard tree felling, and six clips of ammo after trying to get a pesky grey. Onn had a ton of wood! Unfortunately, to cart it, he had to hire a lorry for £40, and just as he got to the challenge site, the police stopped Onn and fined him £500 for felling privately owned Sherwood Forest trees... and was dragged to the local nick!

Rating : 0/10

Lee: Lee decided for the Guy as stacking wood wasn't his scene. After a minute's thought, he said, "I'll just be off to get some materials", and disappeared down a dark alley. Half an hour later, he emerged wheeling a rather scruffy looking Guy Fawks in a shopping trolley, dressed in a headscarf, big overcoat, thick tights, and realistically clutching a handbag. This was great.... a definite 10/10 here. Just as Lee was about to lift the Guy onto the ready prepared bonfire, the police rolled in and arrested him for mugging the pensioner in the trolley!

Rating : -5/10

Dan: Dan had a plan. Accountancy is his business, and working out how to build a bonfire would be a piece of cake. He reached in to his pocket and produced a calculator and started tapping away. In minutes, he was away.... stealing a crane, swiping the pile of wood from Onn's hired lorry, and in no time, constructed a bonfire of great splendor! It looked like Dan would win this contest for sure! After lunch, the final test! Would it light? Dan led us back to the site, and lit a match... and WHOOOOAAMMM!! The whole thing went up in flames.... Great!.... ermmm... not so great.... we had returned to the wrong site, and Dan had just burnt down next door's garden shed!

Rating : 5/10

Tai: Tai, being japanese didn't see the point of this, but agreed to go ahead. He opted for the Guy making - he would make the first origami Guy Fawks, and show us all how amazing this oriental japanese art was. After a couple of hours of folding a gigantic piece of paper, Tai came up with a great looking paper Guy.... Dan's rating was in danger! Tai perched his masterpiece on the bonfire, and just as he lit it.... a gust of wind blew the Guy and took it out of sight... that was the last we saw of it!

Rating : 5/10

Steve: Our new guest reviewer this month was in two minds... he had 5 to beat... so he decided to do both - to double the points!! The rest of the team complained, but there wasn't anything in the rules. So, Steve went into his shed and got busy and an hour later produced a Guy... not bad! Next, after another hour in the park to collect wood, he also built a bonfire... not bad again! We gather round to see if it will light. Something was up... there was this very strong smell! Lee protested it wasn't him! But it smelt... like Petrol... yes... definitely petrol.... petrol on the Guy..... petrol on the bonfire..... petrol on Steve..... Steve was taken into intensive care - burns unit a few minutes after.

Rating : 14/20

Marc: It was now up to Marc... and a real difficult challenge as he had to do both too to beat 14 points! We wondered what Marc would do, but he said he had already built his bonfire and Guy! He took us round the other side of the site and there it was - a bonfire with a Guy on top and a good one at that. The torch test: Marc lit the bonfire, and it went up in flames.... well, it looks like Marc wins the £10. However, just as we were to hand over the dosh... a gang of Hell's Angels emerged.... "Ere! What're you doing with our bonfire?! 'Ere... they've set it on fire!!!.... let's kill them!!!" We didn't hang around!!

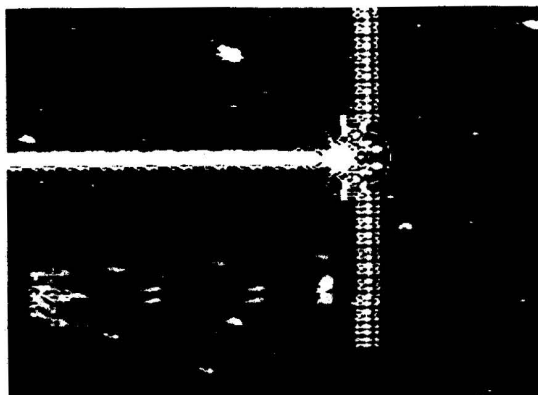
Rating : 0/20

So, Steve wins the £10... but as he's in hospital... we decided to buy him some lovely flowers with the money!

MEGADRIVE NEWS

* Future Mega-CD owners can look forward to some great games for the machine - there's a number of strategy war games, RPGs and Adventure games! But what about some real arcade games you ask?

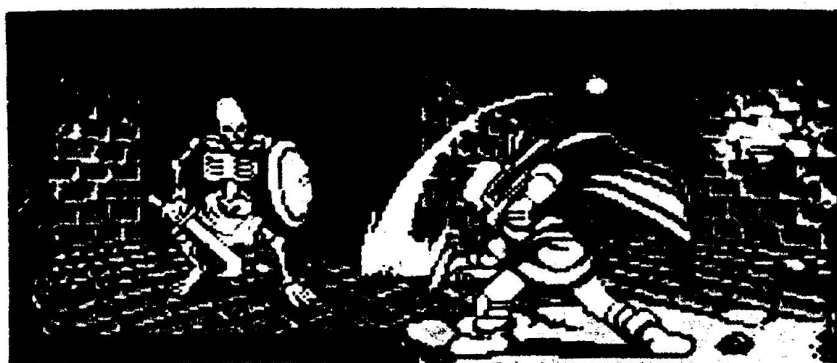
One of the first shoot 'em ups will be *Sol-Feuce* by Wolf Team, a horizontal scrolling one. The game is a conversion from the X68000 machine and should be out early next year, between January and March. The game looks superb with great whopping enemy sprites, some awesome destructive weapons - not only on your ship but the enemies'. Wolf Team's other game, *Ernest Evans* is also looking fantastic with excellent graphics, with giant size sprites, and looks to be competition with *Castlevania* on the SF as Ernest has the same ability to whip with his whip, but also latch on items to swing around! The game also features lots of full screen pictures and animation as you might expect from all the engine CD-Rom titles we've seen. The game should be out the same time as the Mega-CD hardware, which is planned for a 1st December release.



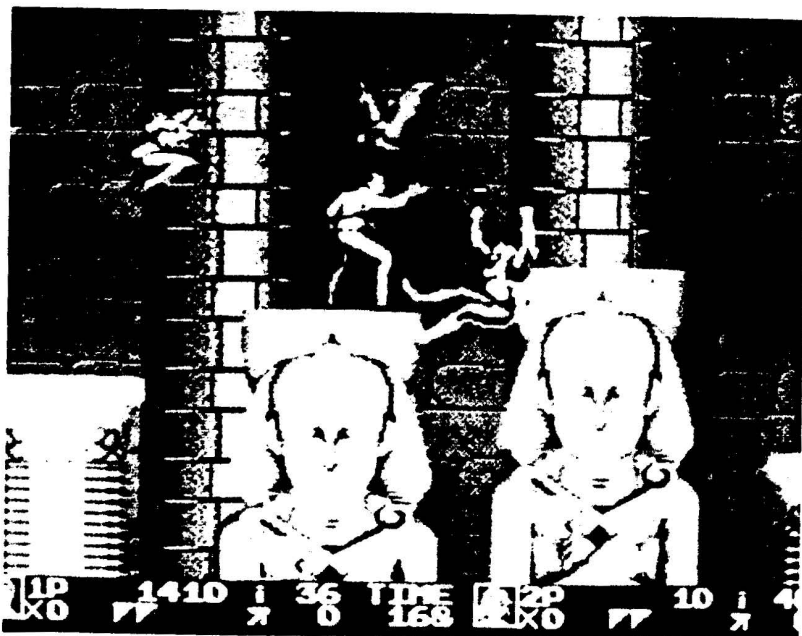
SOL FEUCE - ONE HOT CD SHOOT 'EM UP!

* Fans of Sega's excellent RPG *Shining and the Darkness* (very likely you are japanese, or you recently got the US or UK version) will be glad to hear that the sequel is currently in production and will be out on a whopping 12meg cart plus battery backup. The sequel called *Shining Force* takes a different approach because it's now played in the traditional RPG view, although full screen animated scenes are used in battle sequences viewed in 3D isometric!! Looks terrific.

Sega's *Wonderboy V (Monster World III)* will be available late October on 5meg cart with battery backup memory, and very good it looks too, with play similar to *Wonderboy 2*, which means japanese text when you meet other characters, hopefully the US/UK version appears very soon after.



SHINING FORCE - THE ATTACK SEQUENCE... WELL ACE!



ROLLING THUNDER 2 - TWO SPIES IN ANCIENT EGYPT... WATCH THE BATS TOO!

* Coming out in December, in time for the launch of the Mega-CD will be Micronet's *Heavy Nova*, a two player horizontally scrolling shoot 'em up featuring giant size robot sprites. This looks real neat... but as *Heavy Unit* had a big robot to control, it wasn't very playable... we shall wait and see!!

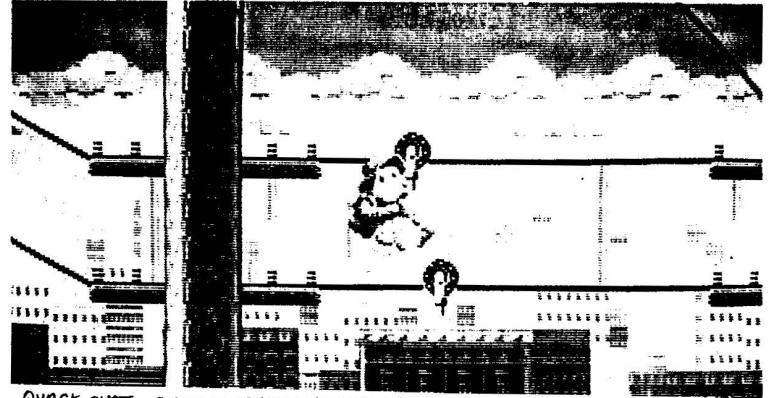
* Namco haven't really done anything fantastic on the Megadrive for some reason, what with *Wrestleball*, *Fourtrax*, *Burning Force*, etc..but their next release looks to be a real winner, although the game is been produced by their US division, and the game - *Rolling Thunder 2* on 8meg cart, and should be available in late November. I haven't played the coin-op of the sequel, but the original game was quite good fun and challenging, and with the two player option should be a real hit - as there are a lack of two player arcade action games on the megadrive apart from sport ones that is.

* Toaplan have produced some of the best shoot 'em ups in the arcades, and converted some excellent ones to the Megadrive, but their next is the classic vertical shoot 'em up - *Slap Fight*. At the time, the game was one brill game, but now, rather

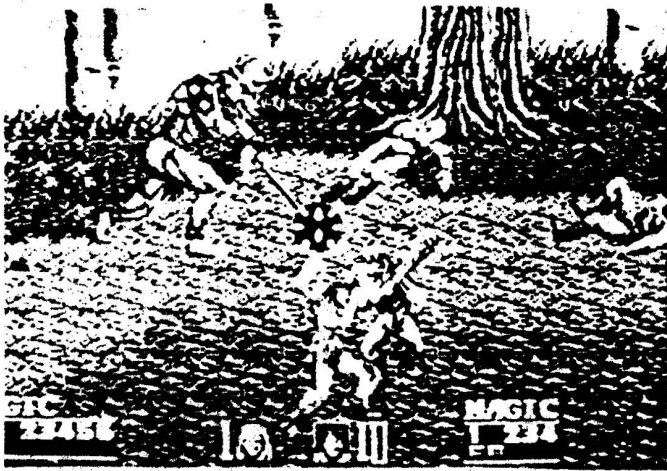
dated... but will be released on Cd-Rom format!! They have also commissioned top musician Yuzo Koshiro to produce their music for them... so definitely worth a listen even if the game is aging!!

* November, and *Task Force Harrier EX* takes off, on 8meg cart. The coin-op game looked a very good vertical blaster featuring super large enemy planes... and the MD version doesn't look half bad either. Out from Treco who will be releasing their *Monster beat 'em up Fighting Masters* around the same time too.

* After the super duper *Castle of Illusions featuring Mickey Mouse*, Sega US will soon release their next Walt Disney hero in the form of *Donald Duck - Quack Shot*, and this one looks totally awesome with great graphics. If it's not done by the crappy french, then we're certainly in for a treat! But the game's animation are terrific, if you though Mickey was good, wait till you see Donald - he's got more frames than the Tate Gallery. Should be out just before Christmas.



QUACK SHOT - DONALD KNOWS HOW TO HAVE A SWINGING TIME!



AXE ATTACK II... MORE MEANER, GREENER... ENVIRONMENTALLY CLEANER TOO!

Also from Sega US is *Golden Axe II* and this looks well ace. The game will basically be the same format as the original as your three characters go forth (well, one or two of them) to rescue some people and slain the evil enemy foes. As you might expect, the game features a host of newer enemies and they are more meaner, and some larger from beasts with long claws like wolverine, and a large minotaurs with a big spiked mace! Each of the three characters have now gained a special move too ie. the dwarf can now stick his axe in the ground and swing around knocking out all enemies around him with his feet, and magic range from large boulders dropping from the sky, spinning whirlwinds, to a giant fiery phoenix from Tyra with full magic. Magic is now collected from the mystical dark mage in books. And the thing that made golden axe what it is... the creatures you can ride on are still present, but different... they are very lizard like. Looks real cool... and the duel mode is still there!

you read this. The game is on 8meg cart with BB. Although the RPG features a fair bit of Japanese, we managed to get quite far into the game on the Engine version, so worth checking out, but if not that desperate... wait for the US/UK one!

* With the announcement that Sega and Falcom had join forces to produce games together for the Megadrive under the 'Sega Falcom' label, their first title to hit the streets is *Ys III*, which should be out as

* From Sims co. coming out in January '92 is a conversion of Tecmo's footie game - *World Soccer '92 MD*, and is only on 2meg cart.

Hopefully Sims can do a good job on the game as there's a lack of footie games on the machine... and although *Kick Off 2* is on it's way, I don't see it converting as good as the Amiga one, unless they use all the buttons!

* On the home front, Virgin games are to convert a number of UK titles to the MD including *Corporation*, *Terminator*, *Supremacy*, *Monthly Python*, and *Judge Dredd*. From Mirrorsoft, there's *Predator II*, *Back to the Future III*, *Aliens III*, *Battlemaster*, and *Brat* - which will be renamed as *Don't Drop Off*.

Over at US Gold, there's *Leaderboard Golf*, *Indiana Jones III and IV*, *The Godfather*, plus *The A-Team* and *Strider 2*.

* Racing fans who has admired *F1 Circus* on the engine can soon play the game on their MD at the end of the year on 4meg + BB. The game has been given a polishing and features better graphics and radar



World Soccer '92 MD - ERRM... I THINK YOU THE ONE WITH THE BALL!

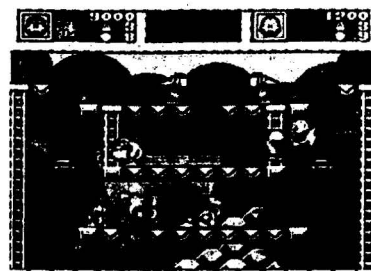
showing what the road is like ahead.

* Kaneko are to convert their Game gear game *Berlin Wall* to the MD under a different name... ermm... something *World* on 4meg cart for Jan. '92. The game features some terrific cartoon graphics, and can be played by one or two players. However, the game looks like *Space Panic*... not the most interesting game around.

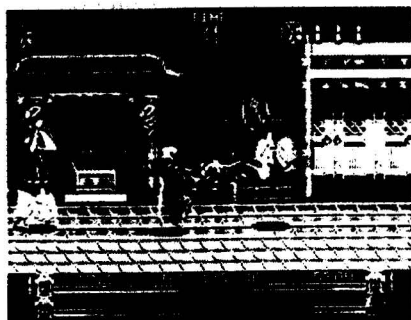
* Recently, there have been a lack of shoot'em ups for the MD, but in the new year, Hot-B will unleash a 8meg horizontally scrolling one... unfortunately I don't know the name of it. Going by the graphics, it looks well ace - we shall wait and see.

* From Palsoft, there's an up-screen shoot'em up called *Underline* on 8meg cart, out in December. The game's a little like *Elemental Master* as you control a guy walking up-screen while attacked by all manner of enemies and lots of collectable power-up weapons.

Palsoft have also got the license to *Double Dragon II - The Revenge* from Technos Japan Corp. No release dates or screen shots.



TWO PLAYER BERLIN WALL ACTION



KABUKI - FINAL FIGHT ACTION

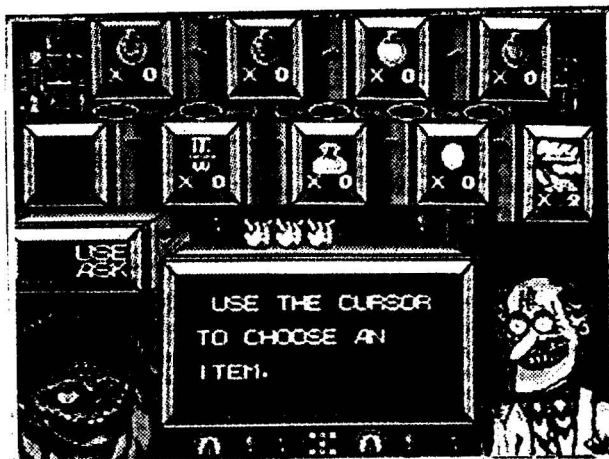
* More Final Fight style game comes from Taito with *Kabuki*, out around the end of October on 4meg cart. Here, you take control of a white haired fighter whose up against a host of wierdo fighters from hat-fighters to a giant santa claus in the snow!! Different I suppose!

Taito are also planning to convert their rather average beat 'em up *Ninja Warriors* to the MD and have got the license to the crazy Hanna Barbara prehistoric family - *The Flintstones*. What sort of game it will be should be worth waiting for.

* From Tengen, *Paperboy* will be making it's way to the Megadrive and very good it looks too. Hopefully i'll be a better conversion than the

awful *Hard Drivin'*. Personally, I think *Paparboy* is boring after a few goes.... but all have their own.

* More Sega US releases planned includes *Joe Montana II* - the sequel to *Joe Montana* - the baseball game. Basically, it's *Super League II*. Then there's *Hallow World*, a role play game from the makers of *Dungeons and Dragons*. TSR. There's also a game called *Cyborg Justice*... what exactly this is is beyond me! And *Toki*, the crazy monkey is about to hit the Megadrive after it has already hit the 8-bit famicom and soon on the Lynx too. Incidentally, if you have seen or heard about Sega's US/UK game *Decap-Attack*, you might like to know it's actually the same game as *Magic Hat*, so don't buy it if you already have the game!!



DECAP ATTACK OR MAGIC HAT WITH DIFFERENT GRAPHICS!



The picture on the left is taken from an American magazine.

I lost the slogan.... but I think it goes something like this....

"Left: Are you in a mess with all your Gameboy gear?"

"Right: Then you need a Game Keeper, with this you can keep all those Gameboy gadgets safe, and you can look a complete dork in the process like this kid!!"

ENGINE NEWS

* December sees Irem re-release R-type for the PC Engine, although this one will be called R-Type complete CD, and will be Super CD-Rom compatible. As far as I can gather, the game will basically be R-Type I + II (the two cards from Hudson Soft) together as one on CD, but also incorporating lots of animation sequences and of course improved digital music. Definitely a must if you've missed the classic shoot'em up, or if you already have it, the CD-Rom version should still be worth checking out.

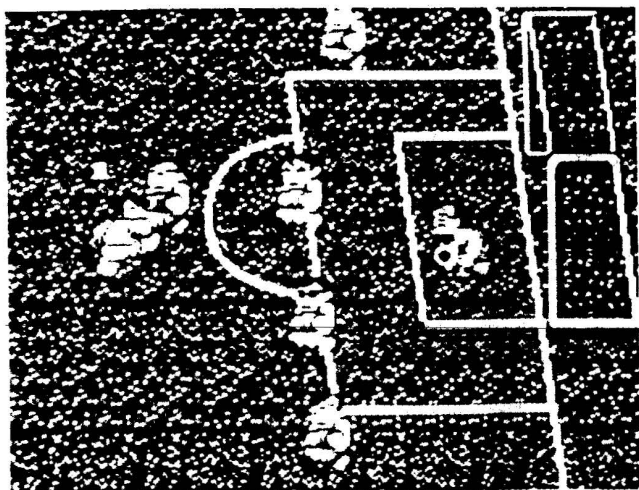


NAMCO'S DRAGON SABRE... TWO DRAGON ACTION!

early December on 4meg card in a side-on scrolling arcade adventure and very good it looks too... more on this next time.

* Two new shoot'em ups are currently in the works from I'Max and Media Rings Corp. Both of them will be on 4meg card, but I don't know their titles. The first one should be out in January and looks the better of the two - a horizontally scrolling one will fabalous graphics. The other is a 3D one in the Buck Rogers, Galaxy Force II style. No dates on this.

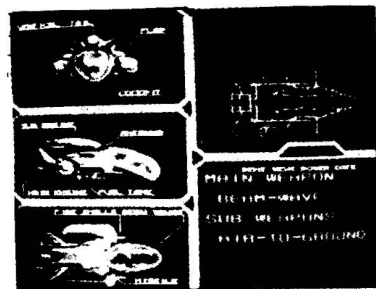
* Naxat soft is current converting Technos Japan's Football game for the Engine on CD-Rom set for December. The game looks very much like the NES version but will slightly better graphics. Hopefully, Naxat will improve the gameplay, as the



MORE FOOTIE GAME FOR THE ENGINE FROM NAXAT!

RPG style, and there are lots of robots for you to choose from, all with different weapons, etc. Out end of November.

* From Nihon Bussan, out in November is an ace looking game called Fighting Run. It's a one or two player game where you control Cybertech robots in a vertical scrolling game... but as robots are armed - you can attack your opponents! Along the way, there are icons dotted around to top up your fuel level, give you extra weapons, or power-ups. Out on 4meg.



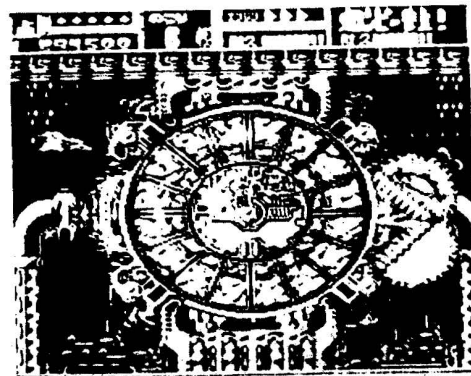
R-TYPE ON CD-ROM

* After the great shoot'em up - Dragon Spirit by Namco, it's no surprise that the company is working on the sequel for the Engine - Dragon Sabre. The game will feature all the levels of the coin-op and the two player option will remain (hurray!!), plus all the nasties and the great looking new weapons. Will be out on 4meg card, at the end of the year. Namco have also a top down racing game in the works on 2meg card. This doesn't look too bad, but when are they going to release a two player simultaneous version. Should be out as you read this... full review next issue.

* One ace arcade puzzle game released by Hudson soft last year was the strange hamburger eating cat - Doraman. Well, he is to return in



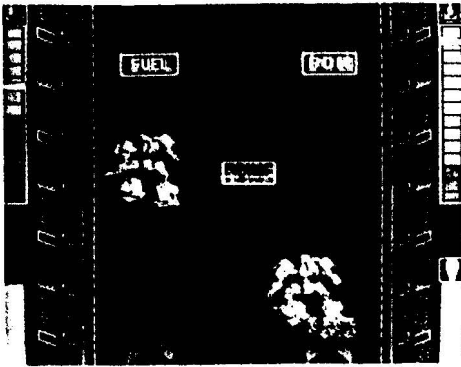
DORAMAN - ARMED AND DANGEROUS!



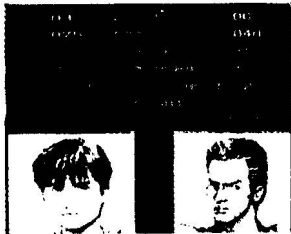
I'MAX'S ACE LOOKING SHOOT'EM UP

NES and Gameboy versions are rather naff. What we really want is Kick Off II for the Engine!! Before this, Naxat have Corycon (Child of Dragon), a cute horizontal shoot'em up which should be available on 4meg card in November, and very good and wierd it looks too.

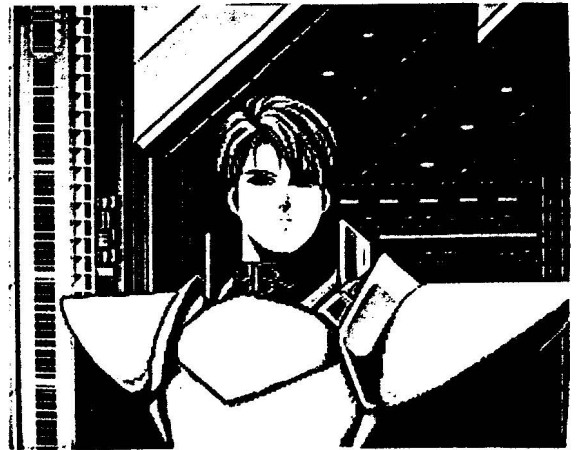
* Pack-in-Video, have yet to redeem themselves as a dominant engine software producer, but they are to release a rather nifty looking arcade RPG game in december on CD-Rom. The game will be similar in style to Ys III with great looking side-on arcade action scenes, plus the usual visuals and audio animation scenes. They have also a robot beat'em up game on 2meg card in the works called Super Metal Crusher. The game is viewed in



FIGHTING RUN
ROBOT RACING
AND BEAT 'EM
UP ACTION
IN ONE!



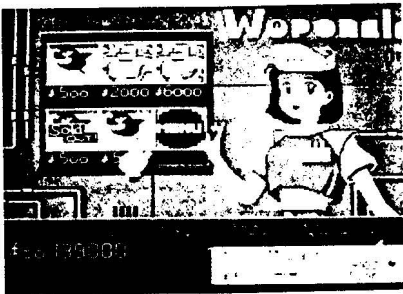
* From Kogado is a wicked looking war simulation called Super Schwarzschild. The game is based in outer space and on Cd-Rom, and should be out in december. The game features some great graphics, and although it features a fair bit of japanese, it shouldn't be too difficult to figure out - unfortunately not a lot of importers get war games in. I've been after a CD-Rom game called Vasteel for yonks!!



SUPER SCHWARZCHILD... WAR GAMING ACTION!

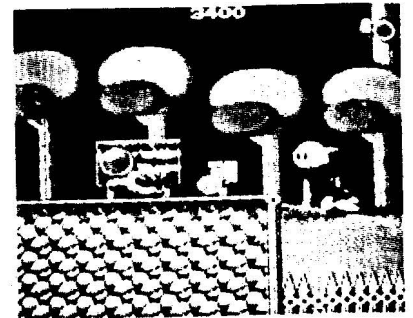
* Taito's next game for the engine goes back to the cute and fun theme, as it's an arcade adventure where you control (I think) a duck billed platypuss! Yep! Taito have returned to New Zealand or is it australia. Your puss can create large bubbles of water and launch them at his enemies with a splosh. Like New Zealand Story, there are lots of platforms to negotiate, sharp spikes to avoid, and lots of cute but dangerous enemies to reduce!!

* Although I mentioned last issue that Raiden will be converted to the engine on CD format, Hudson are to convert the game onto normal card too... and a 6meg card too! The game should hit the streets in November.



SPACE FANTASY ZONE... SHOP!!

* At long last NEC Avenue have revealed screen shots of the engine version of Capcom's Forgotten Worlds, which will be released on CD-Rom, and very good it looks too. Unfortunately, NEC are tight lipped as when the game will actually be available. They have also converted Space Fantasy Zone onto CD-Rom too, featuring speech in the shop scene, better sound, etc.. Out in November.



TAITO'S NEXT ARCADE ADVENTURE GAME.

* Ranma Nibunnoichi 1/2 will return to the engine again on CD in december - the sequel's called Be Seized of Bride from NCS. The game comes in two parts - an action game where you beat up all the bad guys, or the graphic adventure - which you're not likely to play unless you know japanese of course.

US of A

* Things are hotting up in the US too, as the Turbo Gfx-16 have a number of games written for it. There's Davis Cup Tennis (originally called Tennis Cup on computer format) , and it's as good as the computer game, certainly worth getting, but alas it's on Turbocard format, so won't be compatible with the japanese engine. Hopefully it will be converted... or better still, a converter becomes available for it.

* There's also Andre Panza Kickboxing... another superb beat'em up converted from computer format. The game features 56 different moves, where you can customise your player, and save it to memory . A real ass-kicking game! on card again.

* Coming out in November on CD-Rom (Hooray!!) is The Addams Family, based on the cult wierdo family in a action adventure game. You can expect all the main characters - Gomez, Morticia, Uncle Fester, Grandmama, Puugsley, the lovely (or as they say - ugly) Wednesday, and not forgetting Lurch!

* Other turbo-card games arriving includes Darkwing Duck - based on Disney's newest afternoon kiddies cartoon show, where you control a Lone Ranger-like Duck hero in a wacky arcade adventure; TV Sports Hockey - Cinemaware's latest sports game on ice... good but not as good as EA's Hockey on the MD; and then there's Turrigan... will it be better than the MD version?!

* Expected on CD-Rom format in the not too distant future will be It Came From The Desert - the most eagerly waited CD title, and of course, Cinemaware's other amiga conversion, Lords of the Rising Run.

SUPER FAMICOM NEWS

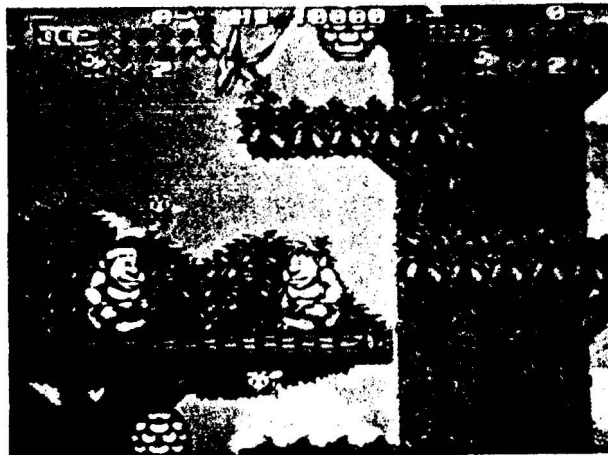
* The Super Famicom is really hitting town now, and software for the machine has rocketted. October seems to be the month for some awesome stuff.

Out as you read this is Capcom's Super Ghouls 'n' Ghosts - see review in this month's issue!

October 25th is the date for Konami's Castlevania, and again, this looks great as Belmont goes forth once again to defeat old Drac, and his minions including goemons, skeletons, bats, the dreaded snaking medusa and giant floating skull. With added feature of using your rope as a grappling hook to swing across gaps and more deadly traps abound, Castlevania is a MUST!

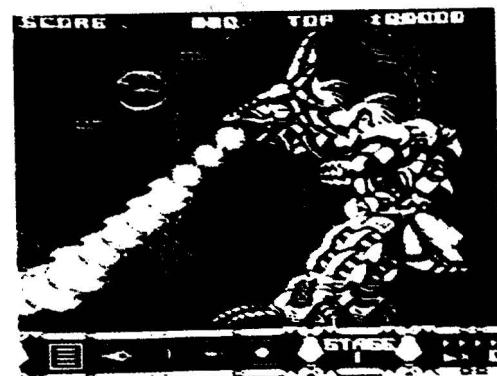
From Jaleco, who haven't impressed us on the SF will be releasing Super E.D.F. on 25th October. As a shoot'em up goes, it looks very good indeed, with masses of weaponry, and some mega bosses. If it's as good as Area 88, which it looks very similar to, it should be worth checking out!

Another October release is from Data East, with Joe & Mac (Ninja Cavemen), which looks identical to the coin-op. An extra feature is a Versus mode, where two players compete against one another, like in Super Mario World.



JOE & MAC..... ON THE SUPER FAMICOM.....

* Talking of 'Rocketted', the latest movie license to be snapped up and converted to the SF is Touchstone Picture's Rocketeer, which will be hitting the SF on 8meg cart. The game looks quite stunning as all the backdrops are digitised... although they look a bit fuzzy (looks like it's in that famous mode 7 interface mode), but I suppose when the game is moving, it won't be too bad. As you'd expect, the game is based around the movie plot with different scenes. Scene one has you racing your plane against another plane at the airfield.... while scene two has you race against the plane again, but this time as the rocketeer. Other scenes has you up against parachuters, planes and other rocketeers. Looks great!

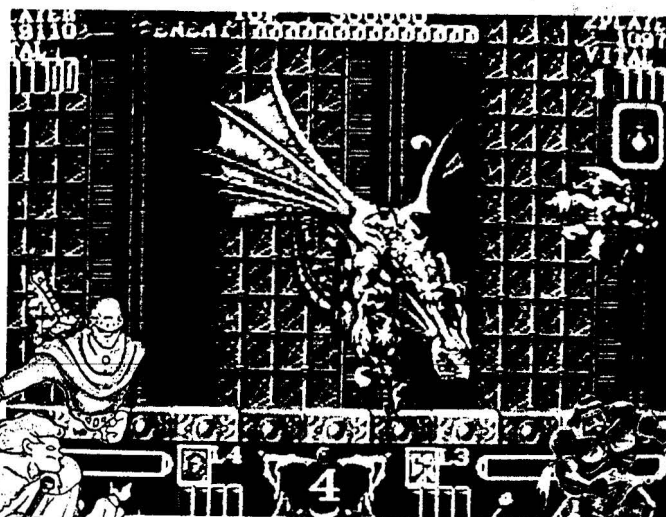


THUNDER FORCE 3..... THUNDER SPIRITS ON SF.

* One of the best shoot'em ups on the Megadrive, Thunderforce III, will be converted to the Super Famicom by EMI under the new title of Thunder Spirits. The game will be on 8meg cart., and should be available in December. The game is likely to be a conversion of the coin-op version, more on this in the next issue.

* The next Capcom game to be converted to the Super Famicom will be their fantasy arcade game Magic Sword. The game will

again be on 8meg cart., and judging by their excellent conversion of Final Fight and Area 88, this should be terrific. Unfortunately, the coin-op game wasn't that hot, a bit like a side view version of Gauntlet. Here, you can take on a warrior, move forward, take out the enemy nasties from skeletons, wizards, goblins, etc... collect keys to unlock prisoners which tag along and help you, unlock treasure chests, gain powers-ups, and defeat the end of level bosses. The coin-op had a two player option, but considering Capcom missed the dual player options on both their previous titles, it probably won't feature in this game. As yet, no release dates. If you are after news of Capcom converting Street Fighter II - then I have to inform you as yet, there are no definite plans on the line to do so. Be assured that, if and when they do, we'll be the first to let you know!!



CAPCOM'S MAGIC SWORD TO BE CONVERTED TO THE S.F.

* Dungeon Master fans can look forward to the SF Japanese version of the game from Victor Musical Ind. in November. Apart from the Japanese text, the conversion should be the same as the computer versions.

name suggests - this is a 5-on-5 basketball game featuring your more than average share of violence - none of these ridiculous non-contact rules here! Considering the great fun there is in the current spree of Ice Hockey games, this should play well!

* Over at Taito, they are putting together Hat Trick Hero, a football game with lots of extra moves including over head kicks, and if it's as good as their coin-op game Football Champ, it should be worth checking out when it is released.

* Electronic Arts have a number of titles in the wings for the Super Famicom, mainly Megadrive conversions. Although John Madden's is currently been put together, other titles includes the basketball game, Lakers Vs Celtics, and their excellent Golf simulation, PGA Tour Golf. Maybe EA will convert their ace Ice Hockey and Road Rash in the not too distant future.

* From Acclaim, in the US - they are converting Williams' ace coin-op hit game Smash TV for the Super 16-bit, which should go down well on the SF. However, as the company is American - it's likely, a Super NES version will come out first, so unless someone produces a cartridge converter soon, we'll just have to wait a bit longer for the japanese version. Incidentally, in japan, Populous has only recently been released on the Megadrive!

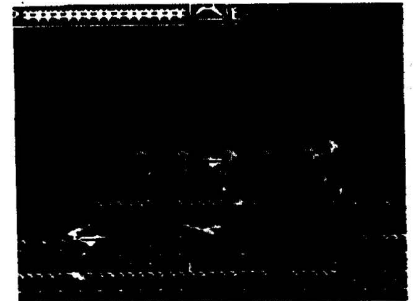


GAME GEAR NEWS

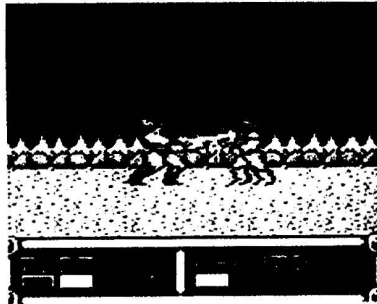


* With the Master System adaptor available for the Game Gear, you have a ton of games for your machine... but this doesn't stop people producing games officially for the machine, even old ones.

Sims have licensed two Sega games and are currently converting them to the GG. They are Alien Syndrome - which looks very close to the coin-op version, and a lot better than the MS one... expect to see it around December, and the other - a boxing game... a 1976 Sega boxing game at that... coming out in January. Both are on 1meg carts.



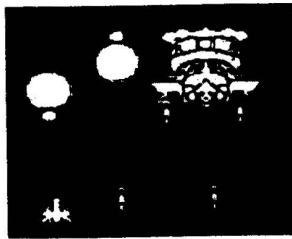
NINJA GAIDEN... GREAT ARCADE ACTION FUN...



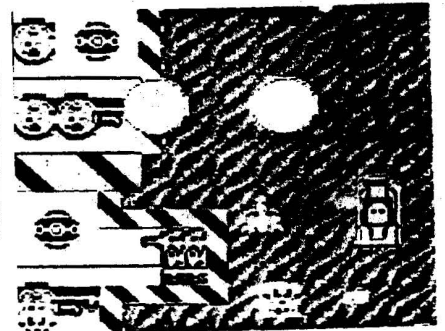
AX BATTLER... THE FIGHT SCENE

* From Micro Cabin Corp. is Fray, a vertical shoot 'em up originally appeared on the old MSX. The 2meg game is similar to Dragon Spirit, but you control a flying girl instead, with lots of enemies attacking you and power-ups and magic to get. Out in December.

* Like on the Gameboy, Ninja Gaiden will make it's way to the Game Gear and it



GG ALESTE... MEGA BLASTER!



looks rather cool. The game's based on the NES version, and not like the lynx one.

November the 1st, and Sega will release Ax Battler - The Legend of Golden Axe. The 1meg cartridge with addition memory backup is an A-RPG.. ei, a role play game, with arcade action sequences... similar in style to Gargoyles Quest on the gameboy. As you wander around around the giant map world, whenever you meet an enemy you are going to fight against - the screen reverts to a side-on view, where you can battle it out.

Sega will also release a multi-play game cartridge for the third quarter of the month in November. The 2meg cart. features four games in one. A variant of Columns, a cards game, Tennis, and a board game like Monopoly which feature japanese. We're not sure if the cart is linkable - but if it is it should be good, especially tennis!

* Shoot'em ups are rare on the Game Gear, but very soon, Compile will release GG Aleste, a vertical scrolling shoot'em up, which is set to be released at the end of November. The game will be very much like Image Fight with lots of enemies which attack you, and of course there are a host of weapons to collect from lasers, wide beams, multiles way fire, and so on... plus the usual end of level bosses. Graphically, it doesn't look too bad... but then again, GG graphics aren't the best around... should be worth getting... look s a whole lot better than Halley's War though!

* Fan's of Galaga '88 will soon be able to play it on their game gear under the name of Galaga '91 on 1meg cart from Namco. The game looks and should play exactly the same as the coin-op/engine version with multiple fire, scrolling attack sequences, big bosses and so on.

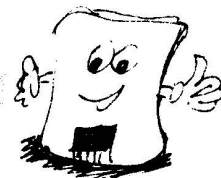


SPACE HARRIER ON G.G. IDENTICAL TO THE MASTER SYSTEM VERSION!

On this page, we give you the news that has a small part related to the console scene but not entirely 100% related to it... but I hope you find them interesting.

● Most of you have seen pictures of Sega's Golden Axe II for the MD... well, if you have seen the pic. where Tyra uses her most

HOT GOSSIP



in this issue) has a female shop keeper - the graphic of the lady was copied from the cover of a Japanese music CD, and so was the face of the hero in Rent a Hero!



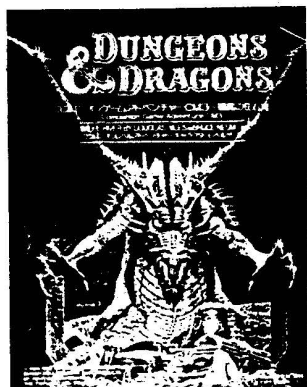
GOLDEN AXE 2... AXED

● Fans of Bomberman will be pleased to know that, the game has been bought from Hudson by Irem, who has converted it into coin-op format! Unfortunately, Irem have only included a two player option and not a four or even five player one which is a real disappointment. However, there are two computer opponents, who are out to get you if played in Versus mode - if they are very intelligent, then it should be great!

● Fans of Yuzo

(SF). Both are on the Alfa label and retail in Japan at 2,500 yen. Yuzo has already released four music CDs in the past including the excellent Super Shinobi music. Fans should order their copies now... especially Bare Knuckle which is well ace.

● Talking of music CDs, Konami have also just released three CDs too. The first is their latest collection featuring music from three of their latest coin-ops including the well ace four player beat'em up Vendetta (one of the best beat'em up around I



THE ORIGINAL D+D PIC.

powerful magic, a large dragon appears and flames the whole area. Apparently, Sega nicked the picture from Dungeons & Dragons role play game CM3, and TSR are not too happy with Sega. So, not to get into the bad books Sega have remove the dragon, and have now replaced it with a large fiery phoenix instead!

In fact, Sega has copied a number of picture from other sources for their games. Mercs II (reviewed



YUZO KOSHIRO...

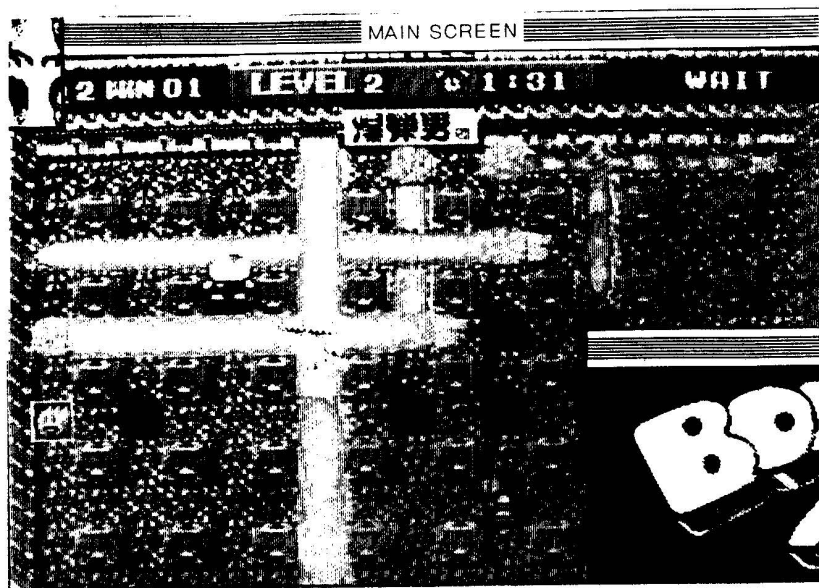


... AND HIS LATEST CD TITLE

Koshiro will be delighted to hear, that the freelance musician has just released two new music CDs based on his last two compositions games - Bare Knuckle (MD) and Actraiser

think!) Next, is a Cd contain all the music (and possibly sound FX) from their ace SF game Goemon the Warrior. The other CD... well, there is actually two volumes - is Konami Ending Collection. As the title suggests... the CDs contain most of the ending tunes from their games. Vol. 1 contains 20 tunes, while Vol. 2 contains 30. A must for Konami music listeners.

Myself and Dan think they are the best... Salamada is surely their best yet... wicked tunes!!



The top Japanese software company returns with two mega sequels... are they significantly better? Or have Konami just changed the graphics and sound?

KONAMI'S

NEMESIS II

Gameboy by Konami - Supplied by Console Concepts

Although, officially, Nemesis II is Vulcan Venture, the Gameboy version is a totally different new game.

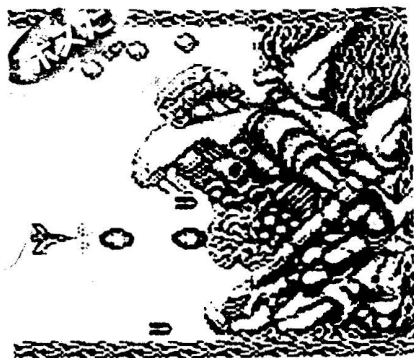
Before you begin, you can select the option screen where you can choose Easy, Normal or Hard difficulty setting, plus the usual controls, etc. You can then play a normal game or practice. The latter lets you start from the first four levels, but with no continue options.

Before you actually get going, you can choose from three types of missiles, double shot and lasers to use. You are then presented with the intro scene

where your two mother ships are destroyed by a giant enemy craft... and you high tail it out into an asteroid

field... where you actually start playing.

The first rule of weaving through an asteroid field is - Stay at the back of the screen.... but if you do here, you'll slam straight into the big enemy ship that's chasing you!!! After dodging around



STAGE ONE BOSS... EKK !!

space and rocks, you head into a cave... the entrances are too small for this mutha, but

no such luck.. it goes straight through, sending rocks dropping on your craft... some skillful dodging is required here! More tight spots to get through, until the mutha gives up the chase as you descend into a cavern lined with gun turrets, and small enemy crafts... all shooting at you!!

Blow the enemy up and some will leave pods behind - either

weapons ones that light up your arms strip, or smart bombs, like the original. The cavern has a lot of ancient remains will pillars, stone statues and such like which must be avoided, plus the nasty snakes that emerge and

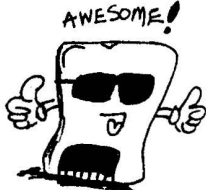
giant mushrooms and hundreds of alien crafts swirling around and appearing from crevasses... (this part scrolls up and down like the head levels). Then it's up against the first boss... a giant alien life form which must be shot in the mid-section first while it fires bullets at you. Destroying it's tummy, and it's head reveals itself, swirls down, fires and launches itself at you. A few shots in it's gob and it's

history, revealing an exit tunnel, where you carry on out to space. Suddenly, two electrical orbs surrounds you, takes away all your weapons and guides you to the big ship that was chasing you, and takes you in. You must then fight your way through the mayhem in the mother ship, which of course is armed to the teeth. Further on, you descend down on to a planet where you're

Onn: I thought the original Nemesis was an ace game, and this one is a well cool sequel. The way the stages are all linked together is great, especially the animated sequences. The graphics are well up to Konami's usual excellent standards, with superb shading and defined backdrops and sprites. Sound is fab. too in both backing music and sound FX.

At first, Nemesis II seems ridiculously difficult, but after a few goes, it's still tough, but manageable... although in hard level, it's quite a challenge. If you're after a shoot'em up, Nemesis II is a must, it's not as varied as Parodius which I think is a lot better, but this sequel is certainly worth getting!

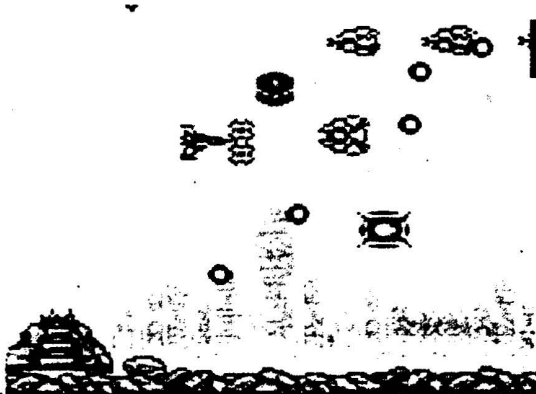
Visuals	- 95%
Audio	- 95%
Playability	- 92%
Lastability	- 90%
Overall	- 92%



must be shot in the head a few hundred times to destroy - a laser is a must!

It's then into a huge cavern with lots of platforms with

attacked by big robots that fire plasma bolts, out in another asteroid field but with tons of aliens too, and the enemy's stronghold!!



FULLY ARMED... DIE YOU ALIEN SCUM!

Dan: Nemesis and all it's various sequels and variants are usually great games whichever machine they appear on, and this is no exception. Technically, the game is really something. The graphics are great - detailed, but very clear, with some great visuals effects. The music and sound FX are some of the best heard on the game-boy, and really add to the game. The gameplay is what really distinguishes this game from other gameboy titles, as the game is very addictive, though unfortunately too easy, even on hard mode. Still, that small criticism aside, this is certainly the best gameboy shoot'em up and an essential purchase for fans of the genre.

Visuals	- 90%
Audio	- 92%
Playability	- 95%
Lastability	- 85%
Overall	- 91%



BACK AGAIN!!!

CASTLEVANIA II (Belmont's Revenge)

Gameboy by Konami - Supplied by Console Concepts

Christopher Belmont - our whip lashing hero is back, and so is Count Dracula. This time Drac has turned your son, Soleiyu Belmont into a deadly demon to do his dirty deeds, and it's up to you to track down your kid, rescue him, and kill old Drac once and for all.

You can pick from any of the first four locations to begin your quest - either the Crystal, Plant, Stone or Cloud Castles..

STAGE SELECT



each with different enemies, layouts, and traps. The game plays like the original - as you must negotiate through the castle of traps, dodge or kill the many nasties which inhabit it, whip the candles to reveal useful items, and locate the end of guardian which you must destroy. Each castle is different and includes ropes to climb while avoiding the

FAMOUS NON-GAMES PLAYERS



GEORGE
BEST DOES
NOT OWN A
CONSOLE....
"I BLOODY
DON'T
THICK

moving spikes, flying birds and flapping bats, moving platforms, rolling eyeballs, and carnivorous jumping toads!!

Whipping candles leave useful items to increase the power of your whip, money for bonus points, magic weapons - either a battle axe or Beast burning holy water, and hearts. The extra weapons are activated by pressing up and fire.

Improvements over the original includes been able to use the whip when on the ropes, improved scrolling, you're able to shoot down ropes faster by pressing down and button A, none of the original's awkward pixel perfect jumps, and greatly improved

Dan: The original Castlevania was rather frustrating, it has to be said, with too much necessity for pixel perfect jumping. Konami have moved the emphasis more towards action on this sequel, and the result is a great game : very challenging and addictive, but not overly frustrating like it's predecessor. The graphics are nice - decent backdrops and nicely detailed sprites are in abundance. The real icing on the cake though, is the music, which is brilliantly atmospheric, and adds a lot to the game. A must buy!

Visuals - 85%
Audio - 96%
Playability - 92%
Lastability - 90%
Overall - 90%



Onn: Well, what can I say... Konami have done an ace sequel - Castlevania II is just a dream arcade adventure game. The graphics are fantastic with superb detailed backdrops... most of which animated extremely well, and just as good sprites. The Music however knocks the spots off any Gameboy game, not to mention some table top console machine tunes - they are totally awesome - worth getting just to listen to the music. In fact, if there's a music mode on it, I would stick in a pair of headphones, and use the gameboy as a walkman!!

On game play, it's plays real great, and leaves the original game in the gutter as there's no stupid pixel perfect jumps required, and everything put together nicely - starting off extremely playable as it's quite easy, but soon gets real tough!! Thank god there's a password system!! It's totally action packed stuff and very addictive! A Must amongst must buys!

Visuals - 95%
Audio - 98%
Playability - 94%
Lastability - 95%
Overall - 95%

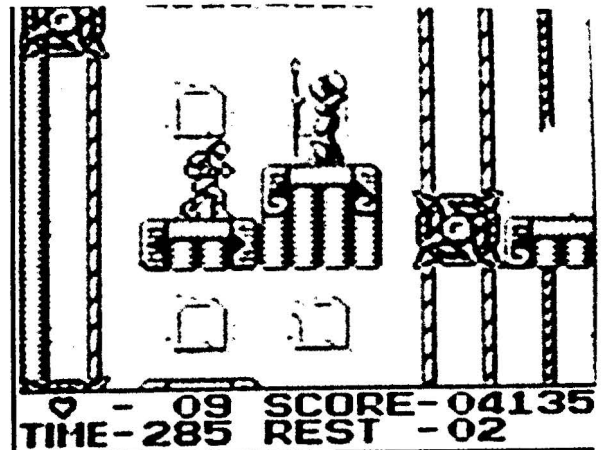


sound and graphics.

The game also includes a password system, once you've died, a simple and easy password is given,

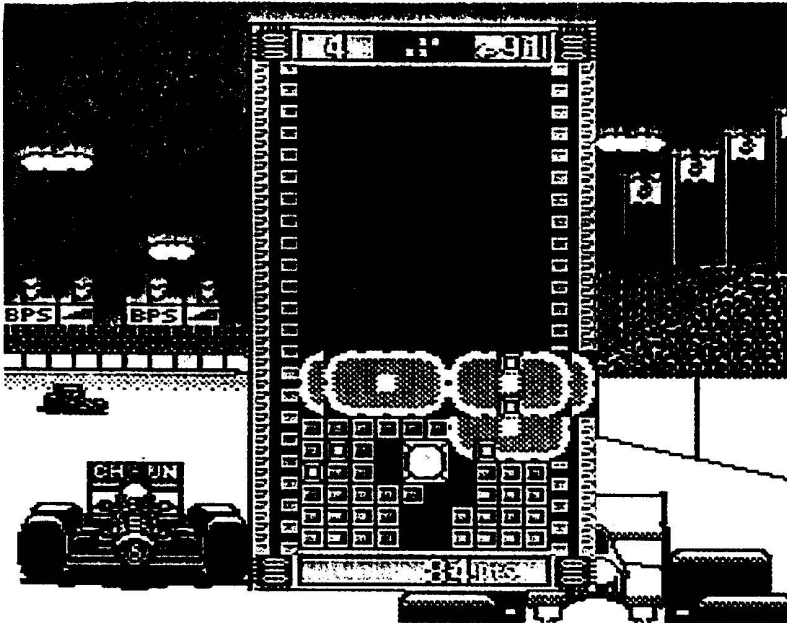
so that you can continue from the start of the stage you died on, instead of going right from the start.

The game contains seven fairly large and challenging stages, including hidden bonus items, and secret passages.



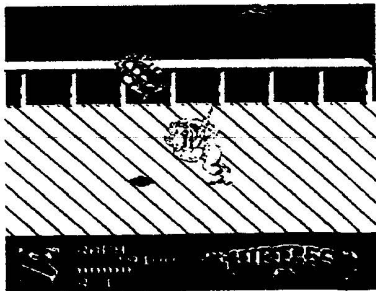
8-BIT FAMILIAR NEWS

* From Bullet-Proof-Software comes the proper sequel to the game most people have been waiting for - Tetris 2 + Bombliss. The two in one game is sure to be a hit as this one features a host of different games in one. Tetris 2 is based on the Type B game on the gameboy Tetris with random blocks at the bottom of the screen, with a one or two player option. Tetris 2 features around four types of games based on this format. Bombliss is slightly different, and has some similarities to Sega's Bloxead, as the game is like Tetris 2 but also features Bombs. When bombs are within a line, they will explode, blowing up blocks around the bombs. Should bombs be near other bombs... then they go off too!! Like Tetris 2 too, there are several types of games available including a construction kit! Should be out late October! I hope it's converted to the gameboy!!!



TETRIS 2 + BOMBLISS: BOMBLISS SHOWING HOW EFFECTIVE THE BOMBS ARE WHEN A CHAIN REACTION ARISES.

* Goeman the warrior is a great game on the SF, but it will soon make a comeback on the 8-bit machine, although in this latest wpic, it's a RPG, and amazingly on 4megabit cartridge... very rare on the famicom/NES. Konami are the first company to produce games on 4megabit carts for the 8-bitter as they develop the chips themselves! Expected to hit japan in january 1992 from Konami.



TURTLES TWO..... RAPH IS UP AGAINST THE MUTANT RHINO....

Konami also have T.M.N.T. 2 (provisional title) on 4meg cart set for mid. December... just in time for Christmas. The game follows the same 4 heroes against Shredder and his minors once again... although this time it's more radical as you get to take on the enemy on water riding on a surf board amongst other cool things!

Konami has also got the license to Tengen's strategy arcade wargame - Ramparts. The game looks real ace, and if you

haven't played it in the arcades, it's a cross between Tetris, and Missile Command as you build a wall around a castle within a time limit using Tetris-like shapes, add some cannons within the wall, then in the time limit, move your target to blow the enemy up as in missile command.... then you do this over again, by repairing your walls.... damaged by your opponent's fire!! The game will be out on 8th November.

* Irem on the other hand has Hammering Harry on the line - and will be out in November. The conversion looks great - although it wasn't such a great coin-op game!

GAMEBOY NEWS

* The game that's on every Gameboy owner's shopping list, has got to be Tradewest's Battle Toads, which should have hit the US punters by now, so expect to see the game from your local importers real soon, if there is enough to go round in the US. The game is a beat'em up not unlike Final Fight but features a large number of moves and varied terrain and enemies to tackle! A must buy!!

* Another must buy, is Prince of Persia, another game developed in the US by top US firm Br0derbund, and doing the rounds in the US, but as yet, no sign of it over here. The game looks real ace, and apart from the obvious colour, looks identical to the computer versions... a game I was hooked on when I got it on the Amiga.... reached the last level, but never got round to completing it.



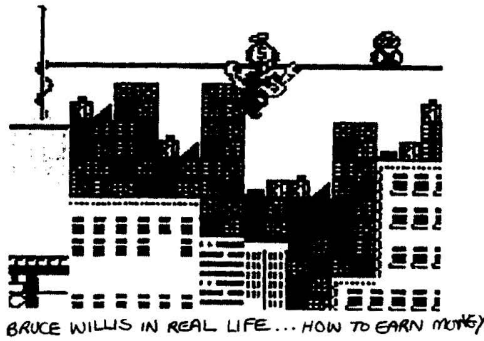
* After the totally awesome Rockman World, Capcom are currently

putting the final touches to the sequel, which should hit the streets in December. The game is based on the highly successful Rockman 3, as the doggy is featured in this one, as you can ride on him to cross dangerous gaps, and underwater. The screen shots looks as good, if not better than the original with more devious traps, nastier creatures, etc. It's time to save up!!

* Ocean have a number of games for the gameboy too, based on their computer film licenses. They include Navy Seals and Dark Man... and if they are as bad as their computer versions - forget it! However, gameboy conversions are usually different, so there may still be some hope! Ocean also have Hudson Hawk in the pipeline and you should see it sometime December in monochrome - the game looks rather cool, and if it plays as well

as it looks, should be worth checking out!

* Ninja fans... Tecmo will be releasing their ace game, Ninja Gaiden (not shadow Warrior as on the Lynx, but conversion of the NES one) for the GB in



BRUCE WILLIS IN REAL LIFE... HOW TO EARN MONEY

December. The game looks quite good, as you go up against gun touting soldiers, hi-tech robots, deadly traps, amongst other things. The game will be on a 1 meg cart, so don't expect a massive game like Rockman.

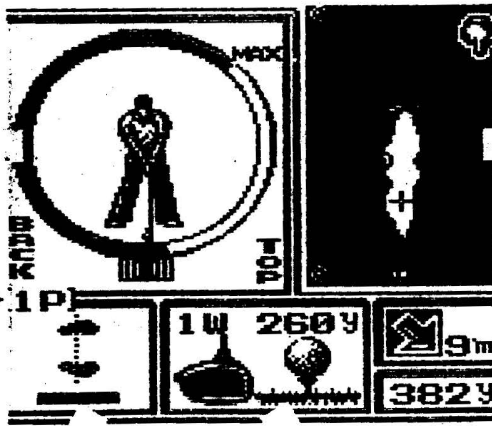
* WWF Wrestling fans don't have to wait for the next wrestling game for their machine, as in January, there going to be WWF Super Stars... based on the coin-op wrestling game. I'm not a fan of coin-op wrestling games, so won't comment on it... but it looks very nice.



WWF - SAVAGE VS DIBISE....

* Namco have two gameboy games in the works - a golf game similar to leaderboard set for early December, and in later December, a mahjong one.

* More golf comes from Konami who are to release Konamic Golf on 1st November, and this one looks ace. Although the



KONAMI'S KONAMIC GOLF... EXCELENT PLAY SHOT

game is viewed from top down only. the way you control and hit the ball is as good as the coin-ops. You can be sure we'll be reviewing this game in the next issue... no Konami game escapes us!!!

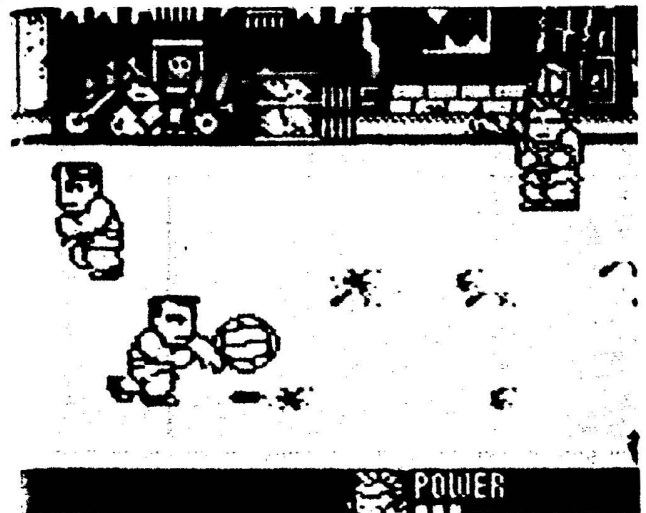
* From BEC, they are convertinf the Super Famicom game - Ultra man to the gameboy. Although the game wasn't that impressive on the SF, the GB version looks terrific, with extremely well defined graphics. No release dates on this... I suppose it's the nearest thing you're likely to get to Street

Fighter II on the mono machine, until some one pulls their socks up!



ULTRA IN MINI-FORM..

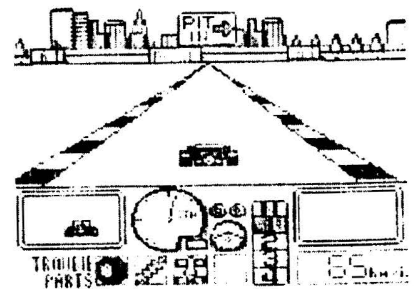
* But, the most ambitiuos conversion has got to be from Taito - who are converting a version of Darius to the GB, under the title of Sagaia. And the release date - 13th December! No pictures of it as yet... more in next issue!!!



BODGE BALL ON GB... LOOKS GREAT.... BUT HITTING AN OPPONENT LOOKS TO BE DIFFICULT AS IT SCROLLS.

* If you haven't experienced the wacky sport of dodgeball - then you soon can, as the game will be released for the GB in japan on 8th Nov. As the game isn't very complex, the game should convert well to the machine - the screen shots certainly look good, and with four player linl-up available should be quite fun. Unfortunately I wasn't a great fan of the game.

* From Varie, they are producing F1 Hero GB, and this one looks one ace racing game... and like F1 Race, will have a four player option. The game is based on the World Grand Prix, where you can race in normal race, or go to win the GP. Although the game is played like F1-Race, it also features damage



F1-HERO GB - F1-RACE BEATER

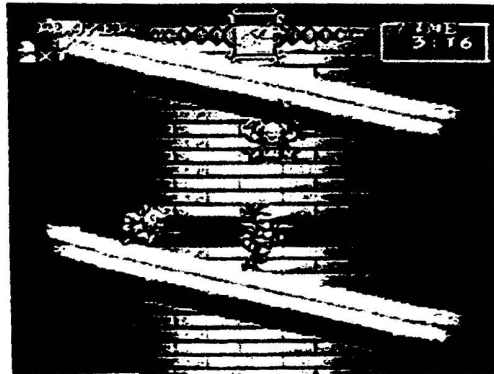
parts should you hit other competitors. etc.. so you will have to go into the pits to change tyres. etc. One nice feature is the inclusion on wing mirrors like the Lynx version of Checkered Flag.... hopefully it plays better than that game though!

* Another great looking game that's to hit the streets in the New Year is Accolade's excellent Turrican. Yep! The great Amiga game comes to the small screen, and old Dave of Console Crazy have had the fortune to play the little beast and can report it's an excellent conversion - even better than the Megadrive one in fact. Well.... it looks like another game to stick on your shopping list.... I hope they reduce the price for the sales!!!

AT long last, Capcom's mega game appears for the SF, but was it worth the wait?

The game follows on from Arthur's last quest as he returns home to the castle where the people are celebrating... but deep in the forest lurks the evil once more. As Arthur reunites with his long lost love, the evil demon from the original Ghosts 'n' Goblins - smashes through the window and kidnaps your princess once again.

Your quest starts in the forest and very similar to the



MOVING DOWN THE REVOLVING TOWER ON STAGE 3... BUT WATCH OUT FOR THE DROPPING PIGS!

last coin-op, but you soon see it's a lot more complex. From out of the ground, coffins rise, and out pops the undead zombies... so shoot 'em with your trusty lance. A new feature to the game is that, Arthur now has the ability to double jump.. ie. jump once,

and when in flight, press again to skip even higher! This is not a novelty, but essential for getting through the levels, not to mention very handy for saving your bacon, and revealing chests.

Chests? Like the previous

SUPER GHOULS 'N' GHOSTS

Super Famicom by Capcom - Bought from Japan - Thanx to Tsuyoshi for getting it!

have gold armour, Arthur also carry a shield, and which can protect you from attacks... although anything hitting the shield, breaks it until you collect another. Then there is the joker, which will fire a transformation spell at you if you don't kill it

Dan: Capcom's eagerly awaited follow up to Ghoul's 'n' Ghosts finally hits Nintendo's Ultra-Slow 16-bit machine, and does so in style!

Well, I suppose the first thing I should mention is the graphics which, apart from one or two rough areas, are superb. There are some brilliant sprites in the game (the ghosts are my fave), and the use of hardware rotation is just jaw-dropping! There is also a level where you ride a flying pizza, where low-res and interlace mode are used on screen concurrently. Very clever!

Sound is excellent too. SFX are great, with some very nice samples (particularly the breaking glass sample), and music is fab. One or two of the tunes are rather average, but some of them (such as the music on level 2) are just brilliant.

But what about the gameplay. Is it as good as G 'n' G? Yes, definitely! Although the gameplay is very similar too, the original, the graphics and sound draw you into the game. You just have to see the next stage! Consequently, the game is extremely addictive. I have to say, however, that now I have seen all the levels, I feel very little compulsion to play again. I'm afraid it's a case of great game, shame about the lastability.

Chohmakaimura is a great game, but Goemon is still the best on the machine.

Visuals	- 97%
Audio	- 94%
Playability	- 94%
Lastability	- 80%
Overall	- 92%



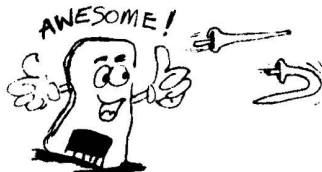
Onn: Capcom again have done what most SF owners have been waiting for, a very playable and challenging game that takes advantage of the machines hardware.

When you start, control of your knight is fairly difficult but once you've got the hand of the double jump, it's real fun. Stage one is not too impressive, great graphics and sound but basically too samey as the original, but the other levels are superb especially the sea level with the rolling tides, which looks great, accompanied by excellent orchestral music with thunder and lighting effects!! Throughout, the graphics are out of this world with great animation and excellent special FX from the parallax scrolling to the Nebulus rotating towers, 360 degree screen rotation, rocking pizza screen, plus the amazing serpent on stage 3... real awesome! Sound is as good as the graphics - with fabulous music accompanied by sound FX to match... the breaking glass samples are well ace!

As each level is different, playing the game varies, giving it a lot of playability, and challenge... it's also quite tough and like the former game, to complete, you have to go round twice. This is rather boring on this version as most of the levels are nearly twice as long, so could take between an hour or two... and I have to say, once round is enough!!

Overall, Super G 'n' G is a game all SF owners should get hold off, it's one brilliant arcade adventure. Unfortunately, once you've played through all the levels, it's too repetitive and takes too long to want to complete it by going round again... it would have been nice if Capcom put in a password once you've completed it once round, so you can start on the second round.

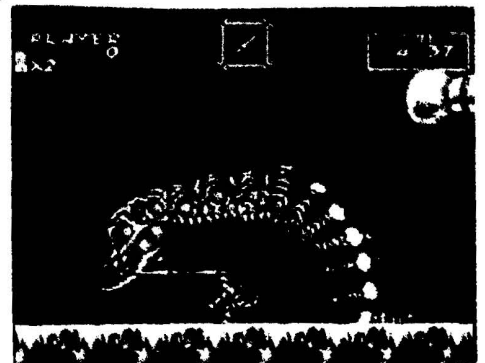
Visuals	- 98%
Sound	- 98%
Playability	- 96%
Lastability	- 88%
Overall	- 95%



games, jumping (or walking) at certain places reveals chests. The first one that appears usually reveals a weapon - they include the old and new - some good and some bad... but the knives are still the best, plus the new crossbows, but yet again, the fireball is the dud weapon! There are also armour, Grey, which you lose your armour, Green - which powers up your weapon (ie. knives to powerful long laser-knives & crossbox into homing flames), and Gold for Super beam-up weapon. When beamed up and used, knives send a blue dragon snaking around the screen killing all in it's path, and axe sends out a 8-way burst laser. When you

first. You can be transformed into a wasp, baby, a milkmaid, or sealion!!

Back to the game - aswell as the zombies, there are tall rock statues to jump over, firey skulls that spit fire balls, leaping were-hounds, eye spitting giant clams, rolling fire carts, pulsating blobs and tidal waves!! Reach the end of the stage, and a giant vulture flies in dropping eggs that hatch out into baby vultures that run towards you, and extends it's neck to bill you. But, get a large number of hits into it, and it's



THE AWESOME SERPENT BOSS ON STAGE 3.

roast vulture for tea.

Stage two, and you must negotiate two sinking pirate ships inhabited by some spooky floating ghosts and bobbing chests containing pink blobs, not to mention the swinging blades of death! Before the second ship sinks, you have to leap onto a life raft, where you must negotiate the storming sea that rises and falls, avoid deadly spiked columns, and kill the sea urchins, sea creatures, leaping fish, and then the sea monster at the end.

Later levels have you climbing/descending towers which rotates like Nebulus, wander around a cave of spikes where the screen rotates like on Goemon, trek through a snowing ice level, face giant spinning serpent and climb the demon's strong hold. The game features 8 stages, but you must complete the first 7, then do it all over again, get the magic weapon, and finally destroy the boss on stage 8.

EL VIENTO

Megadrive by Wolf Team - Supplied by Console Concepts

Onn: ERMmmm... yes, El Viento is a young girl from the past (or is it the future... I'm not sure.... then again probably from a different world.... the again.. who cares?). The game's a side view arcade adventure in the usual Sega Megadrive style of Shinobi, Batman, Moonwalker and Dick Tracy.

El Viento is armed with a couple of returning boomerangs and at the start, magic power beam-up'able fireballs. There is a way to get other magic powers, but we weren't able to find or figure out how!

Stage one is set in modern day times where you are attacked by Dick Tracy look-a-likes in yellow mac, snipers that hide behind pillars, thugs on motorbikes, guys throwing objects at you from windows, and a number of car thieves (?) who try to run you over. These guys are rather easy to take out, especially if you slap on the autofire (well... you have to don't you!?), although the baddies are only half your problem, as you have to jump from platform,

run across disappearing bridges, and worst of all on stage two, jump along these spinning windmill things.... very frustrating... fall off and



EL VIENTO ENTERS A DANGEROUS
LOOKING BUILDING... OHH EARR...



you have to do them again!!

Each level is huge... it could take several minutes to reach the end of a level, and once you're there, a huge mechanical tank on stage one that's armed to the teeth tries to make mince meat out of you... quite difficult to destroy, unless you find a safe spot and again, use that autofire! Later levels are more tricky with devious

traps, lifts to jump onto which carry you off, caves to explore with deadly scorpions, and more.

Graphically, the main sprites are great, well defined and animation is good - I really like the way our heroine spins around in mid air. Unfortunately, this is let down by the very awful backdrops which are extremely bright and looks like they are done in disgusting stipple effect only associated with machines with lack of display colours like the ST/Amiga. With this, the sprites blends in too much with the backdrops.... YUK!! Sound is average... the tunes are listen'able and sound FX are up to the usual weapon fire and explosion standards.

On gameplay, it's not too bad... quite fun to play but compared to other Sega releases of this type, it looks very average.... although it's one tough game!!

- Visuals - 50%
- Audio - 70%
- Playability - 70%
- Lastability - 65%
- Overall - 65%

LONG NOSE GOBLIN

PC Engine by Luto
Supplied by Console Concepts

Onn: The story goes that in rabbit Kingdom, band of red bears have kidnapped the princess rabbit... and there's only one person who can save her - the Long Nosed Goblin, and this is where you come in. Controlling the goblin couldn't be easier... the pad moves him around, button II fire pink blobs, and you can also beam up to fire a big blob.

Level one is out in the county-side with parasol stars like backdrops. The enemies fly in at you from all angles including butterflies, birds, and other wierd looking sprites. Along the ground, there are missiles which fire up at you, Kiwi's that fire arrows, plus a little boy with a butterfly new whose out to catch a goblin!

Dotted around the area are small pink parcels which when shot reveal weapon icons for you to collect. These includes wings for speed-up, scrolls to enlarge the goblin, small goblins which follow you and fire (multiplies), plus power-up weapons and bombs, shields, and more.

Reach the end of the level, and yep! you've guessed it - a big boss. Stage 1 contains a big egg-head bloke who jumps about and fires at you.

After a few goes and progressing through a few levels, it grows on you as later levels are really wierd and some of the bosses are so stupid.

From stage two onwards, you get ninjas that throw shurikans at you and leap about all over the place, the repeatedly appearing Kiwi's in balloons and other vehicles,

you have to dodge a storm including lighting, destroy a giant space craft, and more!

Overall, Long Nose Goblin is quite a good shoot'em up - it's not one of the top blasters but worth checking out as it's quite fun to play. The graphics are rather chunky but range

from extremely awful to very good, and sound isn't too bad with japanese tunes and good sound FX.

- Visuals - 75%
- Sound - 70%
- Playability - 80%
- Lastability - 75%
- Overall - 77%



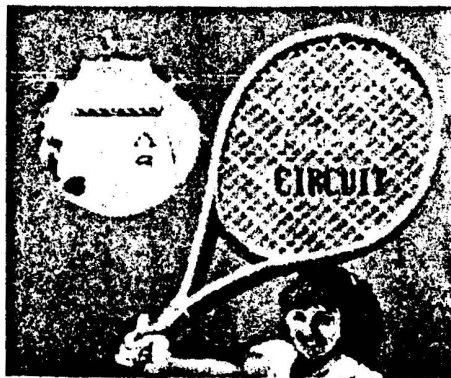
OUR GOBLIN HAS TURNED BIGGER... AND UNDER ATTACK!

SUPER TENNIS

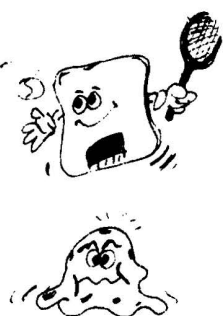
Super Famicom by Tokien House - Supplied by Console Concepts

TENNIS - a great sport - two or four players with stringed bats hitting a furry ball over a net! And in this SF version, you have three options - play a single match, double, or go for the circuit tour.

In singles - you can challenge a computer opponent or a human one. Doubles - you can play one versus the computer, two vs the computer, or one with computer vs the same. And



SELECT SINGLE, DOUBLES, OR GO FOR THE CIRCUIT.



Marc: The graphics are good throughout (another excellent intro!) but some parts aren't particularly smooth looking and chunks of the game look a little rushed/poorly done which is a shame (ie: when the viewpoint pans around the lines are jagged, when you change ends the rotate/enlarge looks o.k but isn't breathtaking like Pilot Wings etc). The caricatures of famous player's are excellent and the in-game sprites/animation are good but by no means perfect. A little more time and effort would have increased the presentation no end.

The title music and in-game ditties are nicely done and the sound effects (all using the Famicom's brilliant sound chip to handle very good quality samples) are great. The ball sound is perfect, umpire calls are good and even the crowd noise sounds o.k.!

Where Super Tennis really excels in not in presentation particularly but in playability. The control method is really logical and it doesn't take long before you can perform stunning spin shots, half volleys and lobs! The lastability is high since you have a lot of options.

My only niggles are the annoying end changes, the fact that it is hard to judge shots when you are at the 'top' end of the court and the tendency of the SF to raise it's game when it's losing!

The best tennis game on any machine. Need I say more?

Visuals	- 82%	Audio	- 88%
Playability	- 93%	Lastability	- 93%
		Overall	- 90%

Dan: Up until now the PC Engine has dominated the tennis scene, with World Court and Final Match. Can the first SF tennis game match these two great games?

On the audio-visual presentation side, the answer has to be a resounding yes. The graphics are nothing short of superb. The animation is very cartoon like, the ball movement very convincing and the caricatures of the tennis players are great. Sound FX are great too, absolutely spot on samples. (The one or two pieces of music in the game are absolutely dire, but this can be forgiven).

Playability wise, Super Tennis is the best yet. The game plays very much like World Court or Final Match, but with one important difference: the shots you can play. The addition of two extra buttons add immensely to the game play and a lot of quick thinking is required to select the right shot.

Super Tennis is certainly the best Tennis game available in one or two player mode, but the loss of a four player mode makes a big difference. Whilst Mean Machines may tell you that this is easily the best Tennis game ever, the fact is that a two player game of Super Tennis is not as enjoyable as a four player game of World Court, and at the end of the day, that is what counts!

Visuals	- 90%
Audio	- 92%
Playability	- 92%
Lastability	- 94%
Overall	- 93%



Circuit - where a player enters any or all of the tournaments from around the world - there are eight championships. Four of the tournaments are minor ones including Tokyo, and the other are the major ones in New York, London, Melbourne and Paris - equivalent to the American Open, Wimbledon, Australian and French Opens. The game is played in knockout competitions, and your objective is to become number one. Winning a game will gain you points, the better you do in a tournament, the more points you gain.

Once you've selected your game, you can

select surface types (not in tournament mode), select your player either Women or mens (mens are harder). All the players you can pick are based on real Tennis stars with appropriate cartoon pictures of them. They include - Lendou, Wagasi, and Obekka for the men, and Gurafe, Saba, and Capria for the Women. Aswell as the twenty starts, there are several other players who appear in Tournament ... but not quite as good.

Each of the players have their own strengths and weaknesses... especially when

they are computer controlled. For example, Guarfe and Capria will run into the net as soon as possible, while Selese and Sancha will play more of a baseline game. Selese also has a special move of hitting the ball down the line, then dropping it short to make you go for the cross court, where she is waiting to smash it... but you can easily send it back down the line for the winner.

The game is viewed down the court like World Court on the Engine, and control is similar but will all four of the buttons used.

Button B is the main hit button, with normal spin, but with power.

Button X is the heavy top-spin/drop shot... ie. hits the ball slightly higher, but suddenly drops like a brink shorter than normal.

Button Y is the lob which is not very accurate.

Button A is the hard hitting slice, killing the pace and height of the ball, but retains length.

Depending on where you are on the court and where the ball is,



DOUBLE FAULT... WHAT A CRAP PLAYER ...

and the direction of the pad/joystick you are pressing when you hit the button, you can preform all manner of different shots. You can do drop shots, smashes, send the ball down the line, although lobbing a player who is at the net when you are at the baseline is near impossible!

The game features some nice effects like the officials

shouting OUT, FAULT, LET and DEUCE in very clear speech, although doesn't call out the rest of the score. When you change sides, the court spins around - real nice. And, occasionally, your player have messages above their heads - either SHIT or YEAH!



Onn: World Court Tennis on the Engine is one of my favorite games, and I was looking forward to Super Tennis for the SF. Firstly, It's very difficult as you might expect. But once you get the hang of the controls, it's very addictive and the circuit option is a real challenge - nothing more infuriating to get to the finals and losing!! Unfortunately, there's no multi-play option for the circuit. It would have been nice to enter several human players in the tournament so you're up against Human players aswell as computer ones like in Kick Off II's World Cup.

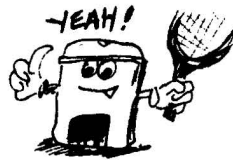
Graphics are real neat with good animation... not that much better than World Court mind you, but suit the game well. Sound FX is good, and so is the speech, but it would have been nice to have all the score been spoken.

There are a few flaws however. As usual, playing at the top end is too difficult... it's about time the japs go for the split screen, so you are always hitting up screen. Playing with the joypad is aching on the fingers as the players move very sluggish... you really need a proper joystick is playing a long game!! Also, sometimes, the screen doesn't scroll fast enough so that you can't get the ball.

All in all, Super Tennis is worth checking out, and has had me playing all day for the past couple of days... although after completing the circuit and became number one (although I lost two major tournaments), I got rather bored with it.... also, my two index fingers have gone numb and reek of SF joypad plastic!!!

- Visuals - 85%
- Audio - 80%
- Playability - 90%
- Lastability - 85%

Overall - 87%



SUPER MONACO G.P.

GameGear by Sega - Hired from Preview Video Rental

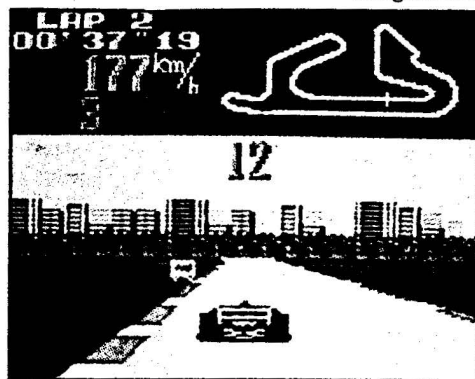
AS you might expect, this is nothing like the coin-op or megadrive version, but again, like the Master system one, a similar game to pole position in fact, viewed from behind the car.

When you start, you can select Practice - where you can race on any track, or go for the Grand Prix - raxe all 16 circuits from around the world from Brazil, England, to Australia and Japan. All the tracks are different with the usual long straights, hair

racing game I've played. Graphics are very average, but suit the game well, and the feeling of speed is great with smooth scrolling in the background and the road itself. Sound is superb with ace sound effects when you take over a car as it roars louder and than fades out.

Overall, Super Monaco GP isn't a bad game, but just too difficult. With more practice, I suppose you could get the hang of it, but I found it too frustrating. Also, racing games can get rather boring, some

additional features would have been nice... Pole Position was great at it's time, but now a days, you need something more like Road Rash to add a bit of spice. Racing fans should take a look especially if you know



NO SURPRISE YOU ARE IN 12th POSITION !

pins, etc.

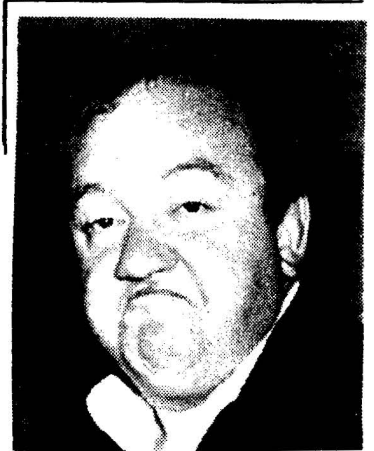
You can can also customise your car - changing the wing, tires, engine and mission (auto or 7-speed manual gears). To win the grand prix, you must come in 7th or better to gain points, although you must start at Brazil and race the rest of the tracks in order.

The game is real difficult... I've only had a few goes on the game, but in all attempts, I couldn't get round any of the corners without having to slow right down... it's certainly the hardest

someone else who has a Game Gear and willing to shell out for it too for a link-up, but for the norm amongst us, I'll give it a miss.

- Visuals - 80%
- Audio - 80%
- Playability - 65%
- Lastability - 60%

Overall - 65%



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Dynablaster

Gameboy by Hudson soft - Bought from Virgin Megastore

This has been out for some time as Bomberboy, but as it has just been released officially for the GB, it's a good time to review it, especially as Virgin Megastore sells it for just over £20 - cheaper than some second hand titles!

The game features 3 play modes - A, B, or Vs. In reverse order, Vs mode is for the Gameboy link, similar to the PC Engine Battle mode but only two humans opponents... and scrolling. Here, you have to blow each other up, out of 1 to 5 matches to win. The game can be played in two modes... penant or powerful. Penant is same as the engine one as blowing up wall sometimes reveal bombs so you can lay more, or flames boosting the power of your bombs so the flames grow longer. While in powerful mode, you have maximum bombs and flames!

Game B is the same as the one player game on the engine - destroy all the nasties in the maze, blow up the walls to find the exit to the next stage... etc..

Game A is another single player game - and a lot better than the one above. Your Bomberboy friends have been captured and held prisoner in several islands. You must conquer each island, which comprises of several stages, to free your friends. Before you start, you have a some money to send at your home to equip yourself.. you can buy a number of bombs and flames. Once you've spent your money, you can then select one of islands to start on. The gameplay is like game B, kill all the nasties, and find the exit. Sometimes, extra items can be found by blasting walls. Before you begin play, you can select what items you wish to take with you on that stage to use from your inventory. Should you die, all items you currently carry are lost... well, assuming you bought extra lives... or it's game over!

Each of the islands are different... one is made of ice cubes, requiring two blasts to break them up, and penguins that freezes your bombs. Another has a moving floor which is rather deadly moving you into dead ends (deadly if you've dropped a bomb aswell!) ... and the last level - the maze

network are made from flames.. accidentally walking into them, and it's death, plus the enemies are flames that charges for you... they can pass through the maze flames!!!

Onn: Bomberman is one of my favorite games on the engine (especially with four and even five human players) but the one player game isn't that hot apart from the final stage against the evil black bomberman. Hudson soft must have got a few letters about this, and added the extra game A mode in the GB version which is a real challenge and great fun. As yet, I haven't managed to beat the last stage.. it's rock hard!

Mode B is too boring like the original game, but the VS game is the ultimate one, and even more fun than the engine game. Because the game scrolls, you can get killed by bombs going off, off screen!! And one tactic is to charge around laying bombs all over the place... which is great fun and highly dangerous as you can suddenly run into your opponent or his/her bombs! However, I really think Hudson should have included an option for a 4-player link... that would be totally awesome... maybe a sequel?

Graphically, it's very good for an arcade puzzle game - and sound is very effective to match... useful too as when you reveal items off screen, you hear a jingle.... you can also hear the opponent when he picks something up in VS mode. In Vs mode too, you get some excellent animated pictures.

Overall Dynablaster is great fun. In on player mode, game A is really great and a real challenge, but can get boring once you've done all or most of the stage, but on link-up, as always, it's mega... nearly as good as link-up Tetris. We wait in hope for a 4-play version.

Visuals - 85 %
Audio - 80 %
Playability - 86 %
Lastability - 75 %
Overall - 85 %

SPACE SHIP PALADINE

Megadrive by UPL - Supplied by Console Concepts

UPL's first game for the Megadrive hits the machine with the conversion of their horizontally scrolling shoot'em up - Space Ship Paladine. Before you start, you can select the option screen which contains the usual stuff, including the ability to play in a one or two (simultaneous) game, or a two player controlling one ship game.

The ship you control is a slow bulking craft and has two weapon systems. The main weapon fires weak twin lasers, although you can beam up to fire a power laser. The secondary weapon is similar to missile command. There are two ways to fire this. By holding buttons A + B, you can then control the target cursor around the screen while firing, and moving your ship at the same time - similar to Cabal/Nam '75. Or, tap button C, and you have total control over the target cursor, but no control over the ship



YOUR SHIP FIRES A WHOPPA THROUGH THE ASTEROIDS

unless you tap button C again. The weapon fires beams at the target which explodes, and are quite powerful. Missile Command style.

Any one who has seen pictures of this game would have marvelled at the amount of sprites on the screen - and UPL have not cut them down. Right from the start, a whole screen full of enemy ships appear. Shooting the first lot is no problem, and they will leave weapon orbs behind with letters on. If you don't want a particular weapon, you can shoot to change them.

They include Speed-ups (you definitely should get a few of these!!!), ship size increase which also adds extra energy, homing bit, and orbs that attach to your craft that fire electric beams... you can have six of these!!

Once kitted out - (you sure need them), more armoured plated ships glide in, including asteroids, rockets that fire from the ceiling and surface, ships that fire hundreds of lasers, and the biggy ships, which fire homing missiles, multi-bullets and more!

Graphically, the game is real ace with some above average backdrops (although some awful) and excellent metallic sprites. The amount of sprites on the screen really knocks you out... it's totally amazing, and none of the flicker or slow down. Unfortunately, the game moves at such a slow pace, it can't really slow down!! Sound is good, but nothing special or out of the ordinary.

Playing the game in easy mode, according to Dan is dead easy, as he completed it first time, although in Normal, it's extremely difficult. The main trouble is the slow speed of your ship and the game itself. Had the game been faster (inc. your ship) it would be a lot more playable, and controlling two weapons systems is quite difficult too, especially as your main lasers are crap.

Overall, Space Ship Paladine is quite a good shoot'em up, but not an outstanding one, and probably not for fast action packed shoot'em up fans. Worth a bash, but try it out first if you intend to buy.

Visuals - 80 %
Audio - 70 %
Playability - 72 %
Lastability - 70 %
Overall - 72 %

JERRY BOY

Super Famicom by Epic/Sony - Supplied by Console Concepts

Onn: Jerry Boy has been a naughty boy... and a wizard has turned him into a blob of blue jelly. And this is where you start. You begin in the country and must make your way to the town. As a blob, you can glide left and right, jump, and also stick onto walls. Jerry can also stretch up making him taller and thinner



YOU HAVE TWO MICE EITHER SIDE... BUT THEY ARE DEAD MEAT!

(this move also act as a headbutt to kill creatures), or flatten himself thus become shorter.

As you move along, small mice run towards you - if you touch them, one of your three energy hearts are reduced, although you do have a few lives. You can jump over them, or kill them by

jumping on them and pulling down to squash them.

Along the way, there are also some flowers, jump on these and extra items can be got. These include extra energy hearts, life, and pink balls... a maximum of 9 balls can be collected. The ball can be thrown at the enemy.

Aswell as mice, there are other creatures out to get you... although some can be helpful too, like a bird, which you can jump on and ride.

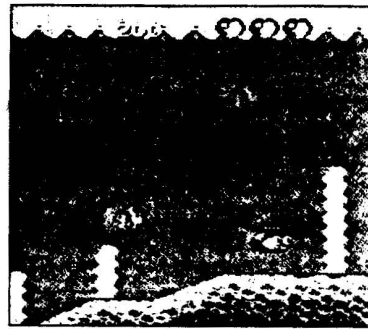
Aswell as the creatures, there are platforms to jump on, and when there seem to be no way to go, you can leap onto the wall, stick to it and make your way along it... even the ceiling can be edged along.

Reach the end, and you'll meet a giant chicken. To kill it, you either lob several pink balls at it, or head butt the fowl.

Once you complete the level, you enter the town, where there

is an extra life and you set forth to combat stage 2 which involves shooting down the sewer network of pipes, avoid the deadly spikes, negotiate the stinking water inhabited by fish, etc..

Graphically, the game's very basic with very drab backdrops and awful sprites... all of which look like they could be on the Master System. With Sony doing the music, you'd expect something terrific - surely they



JERRY GOES FOR A SNIM... YOU'D EXPECT HIM TO MELT !!

could have employed some superno - but unfortunately, it has short simple tunes, and gets too repetitive.

Gameplay however is the ultimate failure - at first it's quite enjoyable, but there are too many bad points. Firstly the control method is a right pain in the bum. The game uses two buttons... one to jump, while the other does three things - hold

down to glide faster (run... needed to jump further), also must be held down to stick onto walls, and used to fire the balls. Yes, you've sussed it... as you don't have unlimited balls, as soon as you hit the button to go faster or stick to a wall, you lose a ball. Also, you sometimes fall off walls/ceiling if you don't slide/stick on correctly. The game play also runs at a very slow pace with very few action parts, ie. Glide along, jump on a creature, glide along, stick to a wall, drop, glide along... After several screens of this, it gets very boring, and nothing outstanding pops up or extra special FX used as on Goeman or Super G 'n' G. The later levels are rather long too, and require big leaps into open space and hope for the best... and it has no password system or BB.

Overall, Jerry Boy is terrible, a very average platform game featuring a novel character which just doesn't work well. If the control method was improved with faster and more action, or even more in the line of puzzles like a Boy and his Blob, it probably could have been a good game, but I would say 'avoid Jerry Boy at all cost... or try it first before buying'.

Visuals	- 40%
Audio	- 45%
Playability	- 50%
Lastability	- 35%
Overall	- 45%

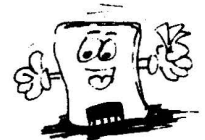


* E.B. CARTRIDGE HIRE * E.B. CARTRIDGE HIRE * E.B. CARTRIDGE HIRE * E.B. CARTRIDGE HIRE *

As Dan and I (Onn) have collected quite a fair bit of software since we have had our machines... which has cost us quite a bit of dosh... we have decided to start a mini-cartridge hire service. We must mention MINI, as we only have one copy of each game, apart from a few where Dan has a copy and I have one too. We are NOT competing with the tons of commercial hire firms that's available already, but should you wish to have a stab on a game which we have but don't wish to fork out the full price for it, then if we have it - Hire it and save you some money.... most games can be completed in a week or too any how. Anyway, they is a couple of rules:

- i) To Hire a game, you MUST have a Subscription with Us for Electric Brain magazine.
- ii) All hired games MUST be returned by RECORDED DELIVERY.
- iii) Only one game per hire.

The list of games we have are as follows:



GAME GEAR: Dragon Crystal, GG Shinobi

GAMEBOY: Alligator Pinball, Castlevania, Castlevania II, Double Dragon, Dynablast, F1-Race, Final Fantasy Legend, Gargoyle's Quest, Nemesis, Nemesis II, Quarth, Rockman World, Super R.C. Pro-Am, Tetris, Twin Bee

LYNX: Gates of Zendocon, Slimeworld, Warbirds, Zarlion Mercenary

PC ENGINE: Alien Crush, Atomic Robo Kid, Barunba, Be Ball, Bloody Wolf, Blue Brink, Bomberman, Break In, Chan & Chan, Chase HQ, Digital Champ, Don Doko Don, Dragon Spirit, Doraman, Download, Drunken Master, Dungeon Explorer, F1 Circus, F-1 Dream, Fighting Street (CD), Final Zone II (CD), Fantasy Zone, Final Lap Twin, Fire Pro Wrestling, Formation Soccer, GunHed, Heavy Unit, Hit the Ice, Image Fight, Jacky Chan, L-Dis (CD), Legendary Axe, Legendary Axe II, Legend of Valkyrie, Long Nose Goblin, Motoroad, Motoroad II, Mr. Foolish Man, Nectaris, New Zealand Story, Ninja Spirits, Ninja Warriors, Ordyne, P47, Parasol Stars, PC Kid, Powerdrift, Power Golf, Psycho Chaser, Puznic, Rock On, R-Type I, R-Type II, Shinobi, Side Arms, Space Harrier, Splatter House, Super Darius (CD), Super Star Soldier, Super Volley Ball, Taito Bike Racing, Tales of the Monster Path, Twin Cobra, Valis II (CD) Valis III (CD), Vigilante, Volfield, Wonderboy in Wonderland, Wonderboy III (CD), World Court Tennis.

MEGADRIVE: Afterburner II, Air Busters, Alien Storm, Arrow Flash, Assault Suit Leynos, Castle of Illusions, Columns, Curse, Devil Crash, E.A. Hockey, Elemental Master, E-Swat, Fire Shark, Ghost Busters, Golden Axe, Granada, Hellfire, John Madden's Football, Kujaku II, Magical Hat, Marvel Land, Mercs II, Moon Walker, Musha Aleste, Phantasy Star II, Road Rash, ShadowDancer, Sonic the Hedgehog, Streets of Rage, Strider, Super Monaco G.P., Super Shinobi, Tatsujin, Thunderforce II, Thunderforce III, Twin Hawk, Whip Rush.

SUPER FAMICOM: Actraiser, Area 88, Final Fight, F-Zero, Goeman the Warrior, Gradius III, Pilot Wings, Super Ghosts 'n' Goblins, Super Mario World, Super Tennis.

* All games £2.50 for 1 week hire apart from Super Famicom @£3.00. Send to usual address. Cheques payable to 'Onn Lee' as usual. All money will be used to acquire more games for the collection.

BATTLE UNIT ZEOTH

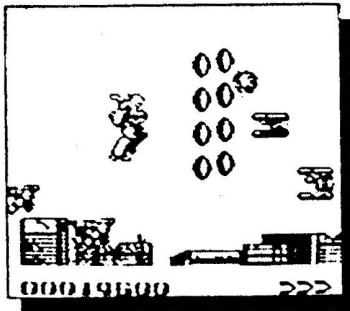
Gameboy by Jaleco - Supplied by Console Concepts

FAR in the future. Earth is at war with the 'Grein' - metallic creatures from outerspace, and there is only one machine to deal with them - the latest in anti-alien technology, the laser-firing Battle Unit Zeoth!!

Your objective is to attack the 5 stages of the evil alien-race's defenses from the city streets to the underground base, and Grein's command headquarters. Each level differs from scrolling horizontally, to descending down and then up, etc.

Your robot is equipped with a jet-pack which you can trust to move upwards and Vulcan cannons to wipe out the enemy. Throughout the game, shooting icons reveal useful objects like a Hyper Shield, Beam and Laser weapons, power-ups, and an upgrade shield... and if you are in desperate trouble, you can hit button B twice to activate the smart bomb, but this decreases your energy, like Forgotten Worlds!

Reach the end of the stage and you'll meet the end of



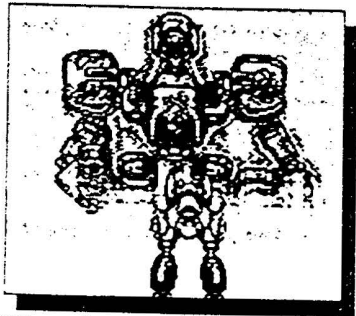
YOUR ZEOTH HAS FOUR WAY GLOB POWER!

never cease!

"But tell us about the bloody game", I hear you cry. O.K. Battle Unit Zeoth is technically pretty good. The graphics are nicely detailed and have a suitably 'metal' look to them (Of particular note are the bosses which are splendidly detailed and bloody Hugh!), the title screen music is nice and the SFX are appropriate. Gameplay-wise, Zeoth is pretty good - the action is fast and the powerups are nice, and with a little variation in the levels, not too samey. The main thing that lets this game down is that it suffers from the 'ZX Spectrum Slapfight syndrome' ie. you can't see the damned bullets. Despite this Zeoth is a decent game, and worth checking out.

Visuals - 90%
Audio - 87%
Playability - 84%
Lastability - 75%

Overall - 82%



THE INTRO SEQUENCE... THE ENEMY KESSES...

stage boss... big robots requiring a large number of hits to destroy.

Dan: "Hmm". I thought when I saw the title screen to this game. "A Jaleco game. I bet it's a load of old cobbles". But I was wrong! The softco who bought us P47 and that immortal game amongst games - the laughable Exerizer - have actually produced a decent game. Wonders will

Onn: I have to say, this is one tough game (even though Dan managed to through 4 stages in one session... lucky I say!). mainly because of the awkward control of your jet-packed robot. The game reminds me of Assault Suit Leynos on the MD... a game I wasn't too good at either, as the game has different stages ranging from the first horizontally scrolling shoot 'em up stage, with stage two being to descend down a

network of platforms, then up more platforms and obstacles, and a multi-parallax scrolling one again.

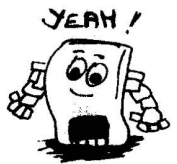
The graphics are quite good, although not much shading or animation, but the scrolling is nicely done, and the bosses are great... big whoppers - some moving back and forth! Sound is quite good, with a rather nice title tune and effective sound fx.

Overall, Zeoth is quite a

good shoot 'em up, but not a great one... especially with so many excellent titles we have had this month - it's difficult at first, but with only 5 stages, lastability will be short lived. Worth a look.

Visuals - 80%
Audio - 78%
Playability - 75%
Lastability - 70%

Overall - 76%



DRAGON CRYSTAL

Game Gear by Sega - Bought from Special Reserve

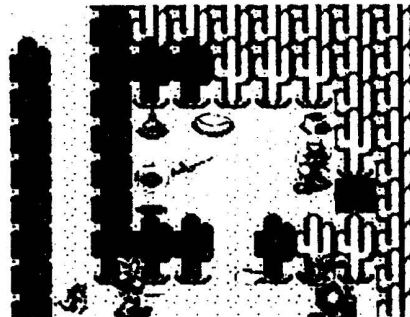
DRAGON Crystal is a cross between RPG and Gauntlet. You play a ranger who is armed with a dagger and wearing a robe, and following behind him is an egg.

Viewed in PRG style, you must go round a maze which scrolls 4-way, and find and exit to the next level - like Gauntlet. But, this is where the RPG parts steps in. When you start, you are in a small

determined by the amount of hits or misses by each opponent. The enemies also hit/fire differently... some just hurt you, other also switches your controls around, and some poison you.

Incidentally, you only get one life, although by collecting lots of money bags, you can gain yourself continues. As well as money, there are also weapons to collect (short and long swords, broadswords, etc.), armour (chain mail,

battlesuit, etc.), magic rings (of health, shield, etc.), Books of Spells & Potions (teleportation, increase health, cure illness, etc.) and Rods to cast deadly spells (of lighting, confusion, etc.). Another way to die is to run out of food, so you must constantly be on the lookout for them!



THERE'S THE EXIT... BUT THERE'S A NINJA GUARDING PLUS BIG EYE BALL!

clearing, and only when you move outwards do the maze reveal itself to you.

The maze contains open spaces which can contain nasties, and/or useful (and deadly) items which you can pick up, and use.

From stage 1, the nasties are easy to kill ranging from insects, scorpions, and other creatures. To kill them, just walk into them and press pad in that direction, and he'll stab them. Like RPGs, you have a certain amount of hit points... and so does the enemies... so who survives is

As you progress through the mazes, you'll acquire more kills - giving you more experience... increase HP... gain more better armour and weapons, but the nasties become more deadly too including deadly jumping ninjas, all powerful orbs, flaming trees, and sand sharks!

The egg is quite useful as it keeps behind you stopping things getting to you, and as your level increase it'll hatch into a baby dragon... then grow to a big one... however, I haven't a clue if it does anything else... frying the enemy would be nice!!

GG SHINOBI

Game Gear by Sega - Bought from Special Reserve

After the first few goes on D.C., I was hooked on the game (just like playing Gauntlet for the first time), but later levels are extremely difficult... at times I would run into a mob of creatures and get wiped out in seconds... other times I run out of food and die, but worst of all a few times I got to mazes with no apparent exits!!!

What really lets the game down is, there is no password or Battery Backup... starting from the beginning is a real pig, 'cos I can play the game for about a hour at times!

Graphically, the game's great with well defined backdrops and sprites. Sound on the other hand is



THE DEADLY SAND-SHARK REARS HIS UGLY JAWS!

the worst I've heard. There is only one piece of music for the first 20-30 levels before it changes, which are short and repetitive, and after a few levels, drives you insane. Sound FX are Okay however, but not a lot of it.

Overall, Dragon Crystal is not a bad game for the first few plays, but without a password/BB, it's too repetitive.

- Visuals - 85%
- Audio - 25%
- Playability - 55%
- Lastability - 30%

Overall - 45%



COOL TIPS #3

NEVER PLUG YOURSELF INTO A SEGA!



Firstly, Dan was suppose to write the description of this game - BUT didn't - so he has left me (Onn), in the lurch... as I don't own a Game gear and Dan has the game instructions... I have to improvise a bit...

The story goes that, the evil Mean Machines gang are fuming.... after releasing their latest magazine, they have learnt that 9 out of 10 console owners prefer Electric Brain! In an attempt to recover some readers back to their rag, they employed the meanest dudes in town, the poll tax collector, and stormed into the 'Dan Waplington School of Ninjas', and kidnapped the young ninja E.B. writers... and brain washed them to do their dirty deed working for Emap Ltd.

The oldest of the Ninjas wasn't captured - Dan 'Joe Musashi' Waplington, must set off to rescue his chums... after all, he would have to write ALL future game descriptions himself! Each of the four young ninjas are situated at different locations, and Dan can choose to start

are there from guys with knives, some throw bombs or shoot you with rifles, fatties with large mallets, etc. Crates are located along the way, and hitting them reveals useful items... or exploding bombs! Items of use includes hearts to replenish energy, lups, or magic. Get to the end of the motorway, and you then have to climb a building with more baddies to take out. Reach the top, and you will have to destroy a helicopter piloted by one of the brain-washed ninjas. Destroy the 'copter, and the ninja will snap out of the trance, and help you to rescue the others.

The other levels includes negotiating Southampton docks attacked by striking dock workers, plus Sherwood Forest, the river Thames, and of course the deadly Mean Machine's Stronghold and Julian Rignall himself. Each of the other ninjas you rescue have different abilities - one can walk on water and fire fireballs, another has a grappling hook, another can walk on ceilings, and the last

is equipped with shurikans and can double somersault jump. Plus all have different types of Magic!

Will Dan succeed?... of course he will... nothing will stop him from not writing

game descriptions!!!

Onn: Shinobi Must be Sega's top character when it comes to games, what with several games based on the him, but then again, apart from him, Sega don't really have any other well know characters (excluding Sonic).

Firstly, I found this one real tough - more tricky than



ON THE M25... DAN LEAPS ON A LORRY WHILE A MEAN MACHINE MAN SHOTS AT HIM!

on any of them.

The game is played in normal Shinobi side-on view, and he is armed with only his trusty blade. The game begins on the M25 motorway and Dan must reach the end of the level.... difficult with all the traffic, so have decided to run along the roofs of the crawling vehicles.... but the Mean Machine's hench mean

Super Shinobi on the MD! But after a few goes, and getting past stage one, the first four levels are not too difficult to do, although the last is near impossible!

The graphics are real neat, very well shaded and animation, well ace. It also contains nice parallax scrolling and smooth multi-way scrolling. As for the sound, as it's by Mr music supremo Yuzo, and some of which from Super Shinobi, it's great!

The gameplay is varied and action pack, and with different shinobi's with different weapons and abilities, it also require a bit of thinking as to which guy is best to use at which point in the game. Ninja fan shouldn't miss this, it's awesome, and it'll sure take some time to crack especially the last stage which I didn't managed to get very far on after a weeks play.

- Graphics - 92%
- Sound - 91%
- Playability - 90%
- Lastability - 85%
- Overall - 90%

Dan: Shinobi games are always great (except Cyber Shinobi) and this version is no exception. This game has everything - sexy graphics (there are some lovely effects such as the lighting and running water, etc.), groovy music (done by the man himself, Yuzo Koshiro), and challenging and addictive gameplay. I particularly like the way you rescue your ninja chums and are then able to switch between them to use their various powers. It's great being able to walk on water and crawl across ceilings, and it is this myriad of ninja powers which separate G.G. Shinobi from the other versions.

Some of the levels in the game are really interesting, particularly the last one where you have to negotiate lots of traps by using all your various ninja skills.

If you currently have, or are getting, a Game Gear, make sure you get this. It's the best game currently available on the Game Gear.

- Visuals - 90%
- Audio - 92%
- Playability - 93%
- Lastability - 85%

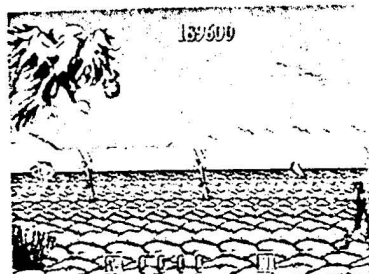
Overall - 91%



JEWEL MASTER

Megadrive by Sega - Supplied by Console Concepts

Jewel Master is a side-on arcade adventure where you control non other than a Jewel Master... well... Junior. The game plays very much like any other arcade adventure like G 'n' G, El Viento, etc.. as you have to move left to right, climb up and



ERM... BIT LIGHT... YOU ARE ON THE FAR RIGHT AND ATTACKED BY PHOENIX!

down ladders, trek up hills and slopes, jump onto platforms, and dodge and kill the nasties that attack you. You are equipped with two types of weapons at first - one on each hand... a shield and a weak fireball.

However, what makes Jewel Master different is that, you can acquire a number

of rings by killing the more meaner creatures. By bringing up the ring select screen, you can put on different rings on either hand to give you different weapons. You can place two rings on each hand, so mixing combinations of rings you collect can give you a suite of weapons from single fire balls, energy shield to powerful lasers, double and homing fire balls, high jumps and a wicked blade.

Each level is fairly large, packed with tons of very nasty

creatures, but reach the end and you'll have to destroy a big boss from a fiery phoenix, a giant size tortoise, flying dragon, and an enormous green serpent.

Dan: Graphically, Jewel Master is certainly nice. The sprites are all very well done, particularly the bosses, which are fab. The game also has some good backdrops, with some really cool parallax.

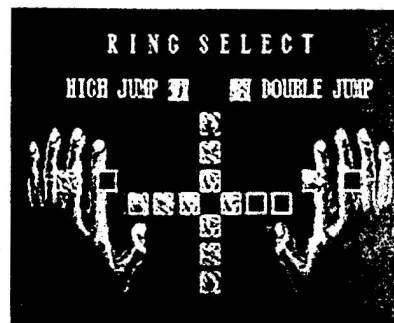
Sound is also up to the high standards we've come to expect of the machine, with good music and SFX, though nothing particularly stunning. Gameplay is up to the standards of the rest of the game. There is not a great deal to it, but it is challenging and enjoyable, and experimenting with the various rings is interesting.

To be perfectly honest, I didn't actually get very far in to this game, as although it is good, it's not quite good enough to drag me away from all the other really brilliant releases this month.

Jewel Master is a fun game to play, but it's not as much fun as thrashing Steve at EA Hockey! (Nor is it as much fun as driving a pick axe through Mr. Scum's spinal column, or perhaps watching him try to play Street Fighter on the Engine. Hahaha!).

Visuals - 90%
Audio - 85%
Playability - 87%
Lastability - 90%

Overall - 85%



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SUPER FAMICOM BASEBALL

You might have noticed that we haven't reviewed many baseball games in our fanzine since the very first issue. Infact, I think we have only reviewed one, and that was on the PC Engine on CD-Rom from Telenet... for some reason not many of them get imported (I have been after the latest from Namco and Hudson for the engine, but no luck), and when they do get them in, we never seem to get them.

Anyway, thanks to SF Games Services (0925-861417), we've got our hands on two SF Baseball games - one from Jaleco

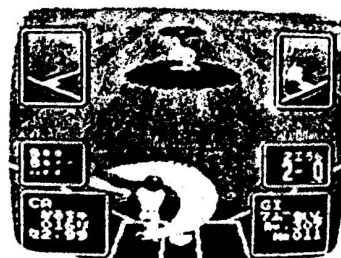
the pitcher's side at an angle, so judging where the ball is coming at you from so you can attempt to hit it is very difficult. You can not move your batter either. Culture Brain's takes the usual, behind the batter view, and you can move the batter around the square box. Judging the ball is much easier, thus there more chance of hitting the ball... and where you want to hit it too. Pitching is about the same as you can throw the ball to the left a little, swerve it, etc.. But from behind the batter, it seems better, although Jaleco's view looks better!

Fielding: Both are rather naff when it comes to fielding, although Jaleco's have the edge due to the bigger graphics so

catching the ball is easier. Getting a player to a loose ball is also easier. Throwing the ball to the bases are easy enough but when it's thrown it travels really slow and most of the time the ball doesn't even reach it's destination without hitting

the ground well short. Infact, the runners are also slow!!

All in all, both games are not much kop,

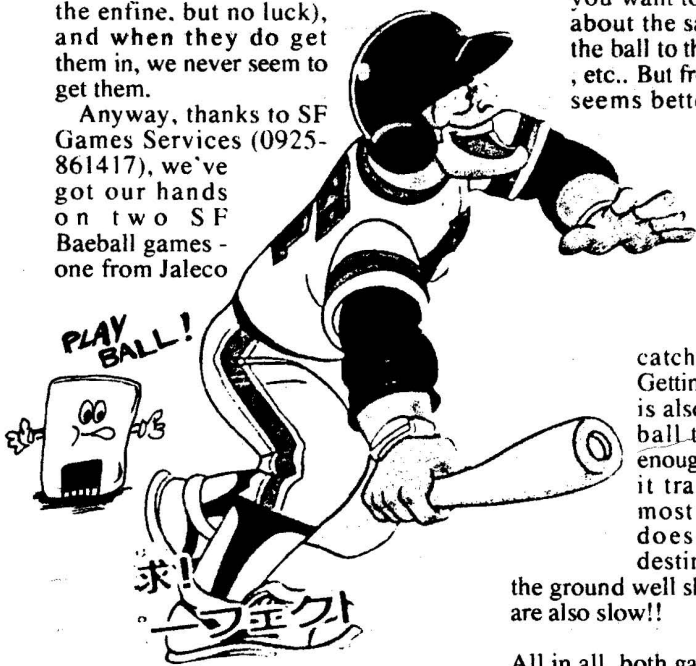


LEFT: CULTURE BRAIN'S BASEBALL. GREAT SWING BUT HOW DO YOU DO IT ?

and certainly no better than anything on the Engine, Megadrive or even the Gameboy for that matter, and certainly doesn't take advantage of the Super Famicom.

I wouldn't recommend either game, and if you have an engine or megadrive aswell, would say, get one for that machine instead. If you are a real baseball freak, then you should chuck out the SF and get yourself a Neo Geo as there's nothing to touch the excellent play of Baseball Stars, especially as the machine is a lot cheaper now, and so is the game, which can be picked up new for around £80 these days... only around twice the price of a SF game. Hopefully, some company will come up with a more decent baseball game for the SF soon.

* There are, as far as I can gather two more baseball games for the SF.... one called Ganbal League Baseball from Epic, although word is, it's not that good either, in fact, worst than the above two..... while the other, I don't know of.



and the other from Culture Brain.

Graphically, Jaleco's game is a lot better, featuring bigger characters, and a more realistic look, unlike Culture Brain's small cartoon like characters.

Sound, there's nothing between the two with non too impressive tunes, but good speech called Ball, Strike, etc., but not in the class of the Neo Geo of course.

But the all important playability:

Firstly, getting started, Jaleco's is more simpler - select your game and then a couple of option screens and you'll start, while Culture Brain's is more complex, featuring quite a number of screens of Japanese text options, although selecting the first option each time eventually gets you going, but the other options could improve the game if only we knew Japanese!

Batting/Pitching: Jaleco's is different to most baseball games as it's viewed at



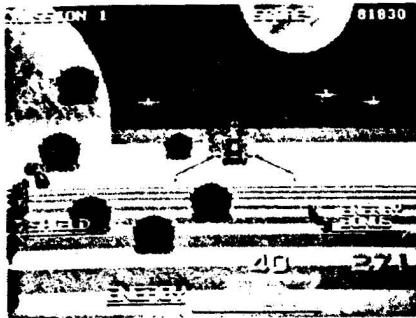
JALECO'S SUPER PROFESSIONAL BASEBALL - GREAT GRAPHICS



GALAXY FORCE II

Megadrive by CRI - Supplied by Console Concepts

Dan: Although not everybody has seen the coin-op, I'm not certainly going to bother to write a long



ERRR... FLY THROUGH THE MIDDLE !!

description of such a simple game. Just imagine a slowed down version of Afterburner with different graphics and only six levels and you've just about got it, okay?

I first saw the coin op version of this game three years ago in an arcade in Skegness, and I was certainly impressed. The deluxe version is a monster of a machine, with amazing visuals and very clever hydraulics, but unfortunately the conversion suffers the same problems that other sega titles such as Outrun and

Afterburner suffers ie. Take away the hardware, and you don't have much left. Despite this, Galaxy Force II is still a decent game. The graphics are good, with some nice visual effects (particularly on the fire planet), the music is great and the gameplay is sufficiently enjoyable to warrant a fair few games.

Unfortunately, this is another one of those games which just doesn't provide enough entertainment to warrant a £30 price tag.

Visuals - 87%
Audio - 90%
Playability - 85%
Lastability - 65%
Overall - 75%



AVOID THE FIRE FOUNTAIN OR DIE !!

THUNDER FOX

Megadrive by Taito - Supplied by Console Concepts

Dan: Thunderfox is a horizontally scrolling beat'em



TAKE THAT YOU SEA DOGS!

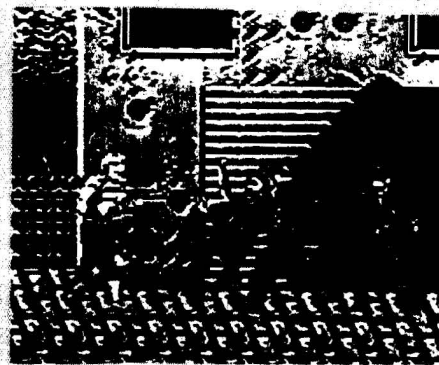
up, in the Green Beret mould. Set over five levels, the aim is to reach and destroy the boss located at the end of each stage, whilst destroying enemy soldiers, robots, etc. The hero of the game (Thunder or Fox, hence the name, although both are the same) is able to attack with a

jumping kick, somersault kick, tumble and is also able to strike and fire with whatever weapon he happens to be holding. He starts the game with a knife, and can upgrade to flamethrower, M16, Bazooka or Grenades. When all fire levels have been completed, the final boss, a huge robot, must also be destroyed.

First impressions of Thunderfox are not at all good. The graphics are poor, with very basic definition and animation, and awful colour schemes. Sound is not a great deal better; the sound FX are very boring and the music is fairly average.

Gameplay is fairly okay. Fans of this type of game should derive some enjoyment from this title, and the game is fairly challenging on hard level. Despite this, the game has nothing outstanding within it, and therefore is not one I would recommend.

Visuals - 55%
Audio - 65%
Playability - 70%
Lastability - 75%
Overall - 67%



AHH! ARMED WITH A WEAPON... EASY !!

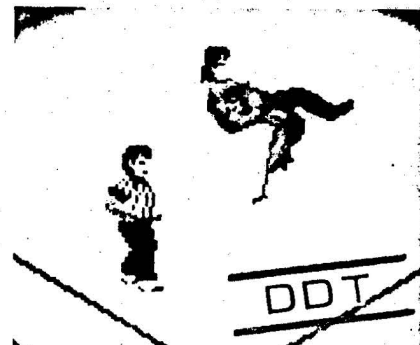
SECOND BOUT

PC Engine by Human - Supplied Console Concepts

Onn: Second Bout, as most of you know is the sequel to Human's Fire Pro Wrestling, and to put it plainly, the game is very much the same but with different wrestlers, and game options.

It is still as difficult to play in a one player game as the original, making it only playable in a multi-play game - still as tough! The amount of moves the wrestlers can perform are excellent ranging from normal punch and kicks, to power drain moves like

throwing opponents into the turn buckles, suplex, back



YEP... YOU CAN DO A D.D.T. ON OPPONENTS!

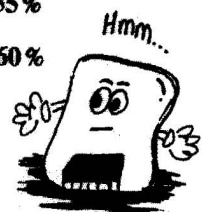
breakers, and so forth, to the personal special moves like bear hugs, power lifts, biting!!, and strangle holds! The new wrestlers are mainly based on famous japanese wrestling stars (as I've never seen japanese wrestling, I can't comment on them), although there are a few based on WWF stars - Hulk Hogan, the Ultimate Warrior, and a demon clad wrestler, although when he is in the

ring, all his gear comes off!

Unfortunately, because of the difficult control method, Second Bout is not a game I would recommend, unless you are a mad wrestling fan, and not an improvement over the original to warrant buying if you have the first.

Visuals - 80%
Audio - 65%
Playability - 60%
Lastability - 55%

Overall - 60%



PRO SOCCER

Super Famicom by Imagineer - Supplied by Console Concepts

Onn: Kick Off II is certainly the greatest footie game on computer formate... it's great speed, excellent control of the ball ranging from dribbling (quite difficult), curling the ball, diving header, trap and pass, and so forth.

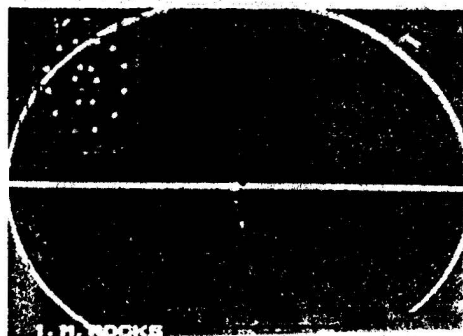
The SF version is basically the same as the computer one, but more like the ST version than Amiga. Like the original, there's the same options available with Practice, Single game, or the league, Cup, and World Cup tournaments. As the cart. contains backup memory, you can save your progress and continue at a later date.

There's also an option screen to change the time limit, pitch surface, toggle aftertouch, after time/penalties, computer difficulty, and music during the game from off or one of four - personally, music never really goes down with footie

different pitches. Pro Soccer however, is a real disappointment, they have taken all the main ingredients, but left out the essential seasoning... ie. control of the ball, movement, etc..

Firstly, the scrolling is not very smooth, and the graphics are very drab... occasionally, it seems like the scrolling is moving the other way... wierd!? Control of the player with the joypad is near impossible, and, they don't play as a proper team... sometimes bunching together (push down and all your players move down together) and passing to a player is not very accurate either. Try to tackle a player and you have a 50-50 chance of committing a foul, and as for the goal keepers, they are useless, half the time totally missing the ball!

As for sound - there's the awful tunes, and terrible



KICK OFF THE... GREAT SPECTACULAR GRAPHICS !!



games, unless it's "Ere we go, 'ere we go".

Playing the game is the same with the 8-way pad plus any of the fire buttons on the joypad... all buttons does the same!!

The first time I played the original Kick Off, I didn't like it, but after everyone said it was a great game, it grows on you - highly playable stuff, and when Kick Off II appeared with the additional aftertouch feature so you can curl the ball into the net (even from a corner) and the

cheers from the crowd, sounding more like a building collapsing than supporters!

Pro Soccer isn't too bad a footie game, but not a patch on Kick Off II to justify the name... as it's more of an average kick and run sport. With all the SF's power, you'd expect something special like zooming in of the ref. to show colour cards or injured players, some speech would be nice like 'GOOOAALLL' or 'Penalty!!', and how about using the SF's suite of buttons to kick high/low,

perform an over head kick (terrible on Kick Off II: Extra time etc...), and so on as on Super Tennis.

Overall, Pro Soccer is a real disappointment, and I wouldn't recommend the game unless you don't have an Amiga (if you do and don't have Kick Off II, get it... it's cheaper than buying

this!!!), or you are a desperate footie fan - but I'd advise you get some proper joysticks, as the pad is too difficult to use!!

- Visuals - 65%
- Audio - 45%
- Playability - 65%
- Lastability - 65%
- Overall - 65%

HYPER ZONE

Super Famicom by HAL - Supplied by Console Concepts

Onn: When I first saw this game in the japanese mags., I thought it looked rather boring, and when I got the game, I was right. Hyper Zone puts you in control of a fighter craft that zooms down long tracks, viewed in 3D, Buck Rogers style. With the pad, you can control the craft's speed, move around the screen, and fire your plasma bolts of energy.

The game plays a little like F-Zero, as you whizz down the track, with the same smooth speed of Nintendo's great racing game. Like F-Zero too, your craft has a set amount of energy - and moving off the track reduces this, so does hitting any of the enemy or their fire, incoming asteroids, swirling fireballs,

baddies and obstacles gets rather repetitive after a few stages, as it changes very little. Roads sometimes splits up, with some dead ends.... but nothing too unusual. At the end of the level, a sizeable space ship looms up firing all over the place, and as usual, you'll have to dodge it's fire, and blast it to hell.

Other stages lets you control a different type of ship, which isn't much different apart from the additional ability to beam up to release a powerful blast - although it takes so long to beam right up, but with things moving at lighting speed all around - it's not very useful.

Graphically, there's not much too it - your ship is nicely defined, but the enemy range from blobs to wierd shapes. However, the speed and 3D

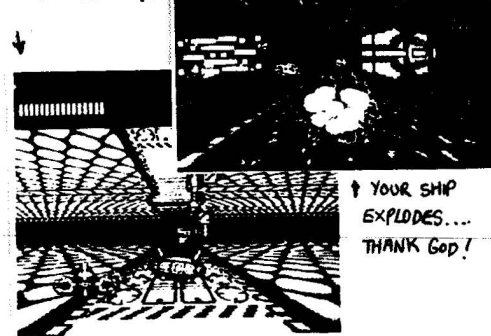
effects is good. On the sound front, fairly average tunes, and the usual explosive sound fx.

All in all, the game's fairly boring, flying down a track, shooting and dodging with no variant in tracks (only different looks), no power-ups to pick up, and no interesting features - makes for a very repetitive

game. After a few goes - I got really bored... playing F-Zero in practice is a lot more fun. Avoid this unless you're a Buck Rogers fan!

- Visuals - 70%
- Audio - 70%
- Playability - 65%
- Lastability - 50%
- Overall - 55%

YOU ZOOM DOWN THE TUNNELS OF BOREDOM!



↑ YOUR SHIP EXPLODES... THANK God!

and other obstructions that head your way. Obstructions can also be shot at with your front fire power.

Unfortunately, the main downfall in the game is that the tracks are mostly straight - they curve a little - but no wide or tight bends to get through, and dodging and shooting the ever coming



CONSOLES GOES ICE

E.A. HOCKEY

Megadrive by Electronic Arts - Supplied by Megaware and Console Concepts

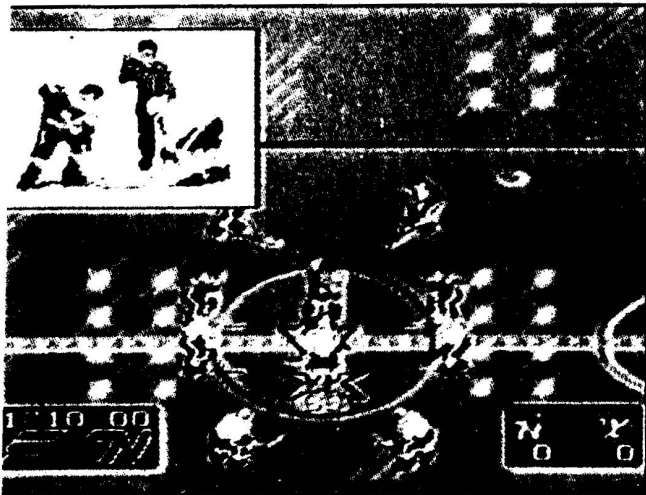
Marc: The programming team behind John Madden's Football return with another simulation of one of America's favourite sports - Ice Hockey. But is the quality similar?

To start with the music blasts on (another Rob Hubbard piece, and it has to be said, not one of his better efforts) and we get to set up the game options (number of players, length of quarter, teams etc). Two player mode

the Japs - with the exception of Sonic of course!).

The sound effects and additional music is average (by Rob Hubbard's standards - unless he's going off the rails a bit?) which is a disappointment.

The game has quite a few nice touches added. I really liked the punch-ups (a bit of light relief in the middle of a match!) and the action replays (player controlled!!) are absolutely superb - the



can be Player 1 vs Player 2 or Player 1 and 2 vs MD (pretty novel!).

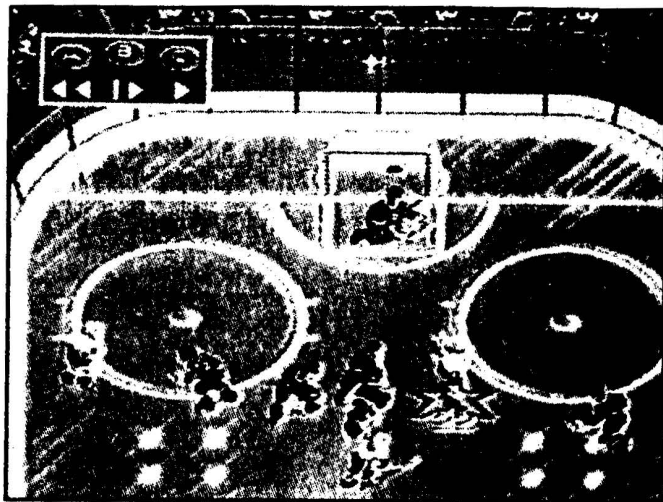
The first thing that strikes you is the speed! The programmers seem to have gone all out to emulate the swiftness of the real thing in the game. The players really bomb around the ice and it's a real pain trying to control your player without zooming around like a nutter!!!

The graphics are quite well done, but not exactly stunning or particularly impressive in any way. The animation is also passable but not anything to go wild over. Visually, Ice Hockey is very 'American programming team' (ie: good enough but without the flair of

rewind is pretty comical and looks exactly like you're rewinding a video!!.

I found Ice Hockey extremely tricky to get used to since the speed that you move around the ice is so high. However, it is certainly a challenge to get to grips with and should be persevered with.

However, I have to say that the game itself does seem to be very much a case of madly hitting 'B' and 'C' and not knowing where you are and what you are doing. Maybe the programmers were trying to keep it as simple as possible, but personally I don't think the controls work that well (although maybe



with time they become second nature?).

I didn't particularly find the game much fun on 1 player - the MD seems to be able to play so well whereas I'm all over the place, hitting buttons like a crazed person! 2 player mode is much more civilised as both of you are in the same situation!

There have been a lot of highly rated reviews of this game, but definitely don't buy on the strength of these. I'd strongly advise looking at a friend's copy or renting this out first otherwise you might find yourself very annoyed and 40 quid out of pocket!

Visuals - 80 %
Audio - 82 %
Playability - 80 %
Lastability - 90 %
Overall - 82 %

Dan: This is the first Ice hockey game to be released for the MD, and just happens to be the best Ice Hockey game anywhere, ever!

Technically, the game is great. Whilst the graphics are simply drawn, the animation is absolutely first class, and

the way the players barge into each other is marvelously done. Sound, too, is excellent, and bone crunching sound effects which suit the game perfectly, and enhance the atmosphere no end. Presentation in EA Hockey is also second to none. There is a wealth of options - two different two-player modes, selectable countries (all have different attributes), rules on/off, line changes on/off, reply options etc. If only all sports games were presented this way!

Gameplay is obviously the crucial factor, and this is where EAH really shines. The one player game is good, but the two player head to head option is brilliant. The game is an absolute joy to play - simple to control but totally enthralling to play. The fights that break out during play are particularly good. On playability, I personally would rate this above Kick Off 2, and even Speedball 2, and there can be no higher recommendation than that.

Buy this game!!

Visuals - 89 %
Audio - 92 %
Playability - 95 %
Lastability - 97 %

Overall - 95 %



HOCKEY CRAZY!!!!

HIT THE ICE

PC Engine by Taito - Supplied by Console Concepts

HIT the Ice appeared in the arcades early this year from Taito/Williams, and was one of the best Ice Hockey games around.

However, unlike real Ice Hockey, there are only three players on either side including the keeper. You can select either a multi-player game from two to four players, a tournament game, or penalty shoot out... the latter is naff, so I won't go into that.

The only difference between the multi-play and tournament game apart from the number of human players in multi-play, and it's only a single game, while tournament pits you in a knockout competition against the computer teams, eventually to win the ice hockey league cup... very difficult.

The game is viewed angled side on, and before you begin, you can select your players. Each player has a different special attack move - from a

winding punch in the gob, a smack in the face with the stick, a spinning leg trip, to the rather painful kick in the bollocks!! Yes... this game is violent!!

Playing the game is quite easy, as you only use the two buttons. When you have the puck, tapping at button II hits the ball along the ground, while hold it down a little longer before releasing, preforms a mighty slapshot... although not as accurate. If you hold it down for a very long time (difficult as the opposition are after you!), your stick will turn yellow and you can perform a Super Shot - so powerful it will knock opponents over and if on target, the goal backwards! Button I is used to pass to your partner.

Without the puck, you can shoulder barge your opponent, try to get the puck back with a quick tap on button II, or hold it down a

Onn: I played the coin-op version only a few times, and it's quite a good game. The Engine version is very close to the coin-op with similar crazy looking graphics of the players, although no reflection on the ice. Sound is rather awful with silly tunes and bad digitised speech, but because the game is totally wacky, it kind of suits it... it probably won't be the same with perfect clear speech!!

In a one player game, it's quite fun, and quite a challenge as the later computer opponents are rather tough! But because of the long time limit per game, they can be rather boring after a couple of games as you have to start against the easy teams... a password system should really have been included, and/or an option to vary time limit.

However, the multi-play game - especially with four humans is great fun as you might expect - as everyone pile in, hitting each other, and blaming each other when the opponent scores, or wasting time trying to get a super shot. On the whole, the actual game is not as good as EA's fast pace hockey, but with the extra violence and 4 player option (Sega/EA should really come up with a 4 player adaptor for the Megadrive), it's certainly worth getting. Incidentally, EA should start writing or converting games to the Engine I think. 4 player Ice Hockey and John Madden's Footie should be great eh?!

Visuals	- 85%
Sound	- 75%
Playability	- 83%
Lastability	- 80%
Overall	- 80%



few seconds to preform your special attack move.

Player one also controls the goal keeper, when the puck is near the goal. Moving up and down moves the keeper around the goal mouth, and pressing both buttons together sends the keeper diving to collect the puck.

Aswell as the usual play, fights break out where

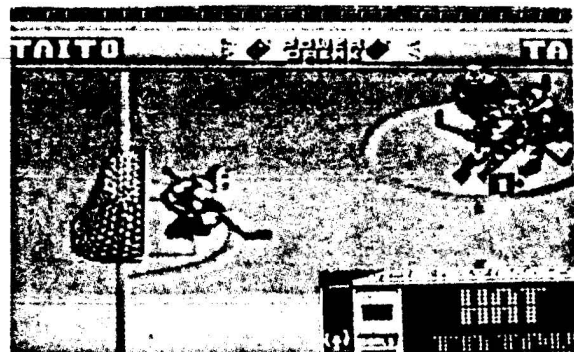
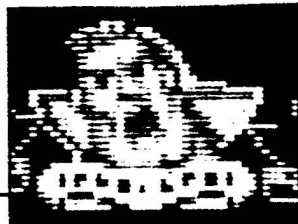
opponents fist fights each other, the crown throws items on the ice which if any player hits - trips up, and occasionally a Super Power potion appears, which if you can pick up - gives you the ability to skate faster and preform a super shot with having to hold down the fire button - but only last for a few seconds.

Dan: It is rather unfortunate that Taito should choose to release this game so soon after the release of EA Hockey, as this game will obviously suffer in comparison, in nearly everyway. The graphics, whilst being nicely presented and very cartoon like, pale in comparison to the excellent animation of EA's game. The sound is also nice, with some amusing SFX. (particularly when you boot an opposing player in the plums!), but again simply does not compare with the bone-crunching FX of EA Hockey. Game play too, is much slower and simpler than EA.

So the game's crap then? No, not by a long chalk, as the games saving grace is the four player option. Just like most multi-player engine games, Hit the Ice is brilliant in four player mode, as beating each other up is great fun. In fact, the game should be rename 'Hit the Scum' as the most enjoyable part of the game (certainly for me at least) was knocking the living shit out of Lee's player after every goal he scored (I just feel sorry for all those guys who don't have anyone quite as nauseating as Mr. Hughes to play against. Perhaps we could arrange some sort of 'Scum Rental Service'. How about it Onn?).

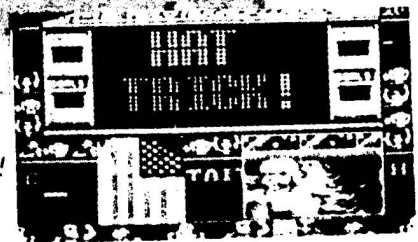
If you have a multi-tap, and enough players, buy this game!!

Visuals	- 80%
Audio	- 72%
Playability	- 92%
Lastability	- 93%
Overall	- 92%



SCORE A HAT TRICK AND YOU GET KISSED BY A GIRL!

← THE KEEPER WAITS AS THE TEAMS BATTLES IT OUT!!



BLADES OF STEEL

Gameboy by Ultra/Konami - Supplied by Console Concepts

BLADES of Steel is Konami's latest sports game - Ice Hockey. As you'd expect from Konami, the game has more features than Phil Cool.

Firstly, the option screen has a one or two player game (the latter with the link-cable), practice, exhibition or tournament. Practice lets you practice in a punch-up or penalties... more about these later. Exhibition lets you play a single game, and tour is you versus the rest of the top eight computer hockey teams. There are also three computer levels - junior, college and pro to challenge.

The game is viewed angle-side on like hit the ice, but the players are smaller, and you have all six. Controlling the players is simple... using the two buttons and the pad, you can skate around controlling the highlighted player which is the one nearest the puck, shoulder barge players when you don't have the puck, and pass or shoot. Shooting is simple - an arrow moves up and down the opponents goal... and shooting sends the puck where the arrow is... if you are lucky, you can even score from your own half if the arrow is away from the opponent's keeper. You also control the keeper like Hit the Ice.

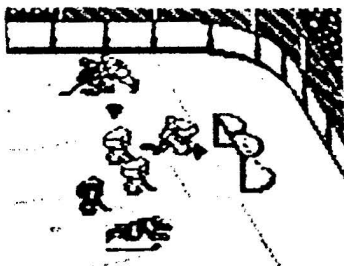
Scoring is quite spectacular as the screen zooms in on the puck as it slams into the back of the net, and the crowd cheers. If however, the game becomes too rough, you'll enter the fight scene. Here, you get two players face each other in full screen, and you must fight each other by hitting the buttons to punch to

the head or stomach, or block. The winner is the person who survives standing... each person starts with an energy bar.

Should the game end in a draw, it's onto penalties. Here, it's like Formation Soccer on the engine viewed from behind the penalty taker, where you can aim and hit (or save if the keeper), in any of the eight joystick directions.

Onn: I was rather skeptical about this game for the gameboy, what with the speed of ice hockey and the violence. However, Konami has done an excellent job, and some of the effects are even better than that of EA Hockey and Hit the Ice!

Although the players are rather small and hard to tell who you are controlling and where the puck is sometimes,



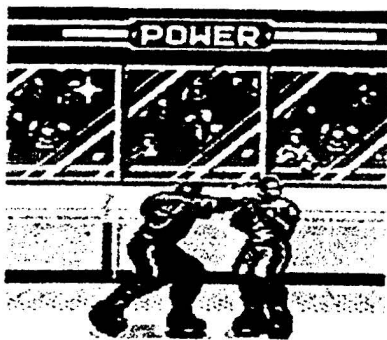
ONE MAN DOWN... BUT CAN HE SCORE??

it's generally good. Control is easy, although it's shoot-for-goal method with the moving arrow is not too brilliant - if you play against a human opponent - they only have to follow the arrow!

The extra touches like the zoom-in goals are fantastic, and so are the fight and penalties!! Sound also is well ace. Scrolling is smooth, but very blurry, but I suppose can't be helped on the GB. Overall, this game is well ace, and quite a challenge against the computer opponents. If you like games like Kick-off 2, then Blades of Steel is in your league, check it out!

Visuals - 87%
Audio - 85%
Playability - 88%
Lastability - 85%

Overall - 87%



THE FIGHT SEQUENCE... HIT BUTTON B!

DEVIL CRASH

Megadrive by Tecnosoft - supplied by Console Concepts

DEVIL Crash, as most people know, is a conversion of Naxat's excellent PC Engine Pinball game. The game, as the title suggest is a bit - Devilish, as the whole table is based on that theme, with a stone backdrop, littered with walking soldiers, a giant laughing skull, a dragon's head, a wooden gate to destroy to reveal an army of knights, circling druids

animate! Even the spring is done with cogs, which when pulled back sends smoke hissing from it. Aswell as the above items, plus other bonus bits and bobs, there are also places where you can enter the bonus tables. There are six in all and single screen, all of which require you to destroy everything on the screen by hitting the ball at them... from three giant skulls, a couple of coffins to the wierd snake and



THE AWESOME BONUS STAGE... WELL AMAZING GRAPHICS!

round a revolving pentagram, and lots more.. all of which

giant stone head on table 6.

Dan: Devil Crash is simply brilliant! Everything about this game is better than any other pinball game available. The graphics are truly marvelous, with some incredible backdrops (Bonus stage 6 has one of the best I've yet seen) and lovely visuals effects. The ball movement is also the most convincing I've seen.

Sound, too is awesome. Music is just as brilliant as we've come to expect from Tecno soft (and plenty of it, too!) and SFX are just perfect.

Of course, game play is what really counts, and this is Devil Crash's forte. The game is the fastest, most complex, and above all, most addictive pinball game yet seen. You just don't want to stop playing!

If you're a fan of pinball games, and you don't already have the engine version, rush out and buy this game, pronto!

Visuals - 93%
Audio - 96%
Playability - 95%
Lastability - 92%

Overall - 94%



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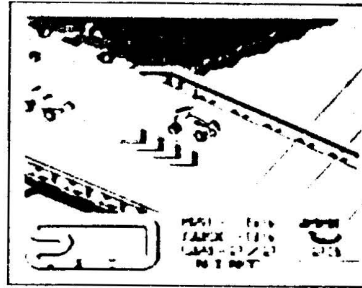
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Onn: Well, at long last a real decent pinball game for the MD... Dinoland wasn't too bad, but this one blows it back to prehistoric times. The thing on most people's minds is, is it as good as the Engine version? Well, I have to say YES... and No! The main table itself doesn't have that brilliant look of the engine version with rather bright colours used, and the stone work not as good... but it's still looks great! However, the bonus tables sure have improved with some amazing backdrops added instead of the blackness of the engine version. Table 6 with the snake is awesome... best pic I've ever seen on a console, pinball or not! Plus the added extra touches like the eyes blinking the ball enters them, and the animated face on the score count... real neat. Sound - well, it's real ace and with a different tune on each table... and effective sound FX.

Although, the engine version 'feels' better on gameplay... why I can't put my finger on, Devil Crash MD is surely the best pinball game on the Megadrive, and plays exceptionally well. If you don't have an engine, then this is a must.

- Visuals - 92%
- Audio - 95%
- Playability - 93%
- Lastability - 90%

Overall - 93%



YOU'RE IN THE LEAD

down again, cones - which you have to steer around, and narrow tracks.

Onn: Well, what can I say but this is one awesome game!! Rare have done an excellent job here... the graphics are defined nicely and shaded extremely well. Considering the gameboy's lack of colour, they have done great - although some items are hard to see on the track at times.

The scrolling is superb... real smooth and hardly blur. Sound is just as good, there

are only a few tunes, but the intro one is wicked, the sound FX are great with realistic skidding effects and explosions.

What makes the game is it's great playability. The way the car zips along the track, and skids around the corners is really

cool, and with the additional weapons, and hazards, it's a lot of fun. And with about 32 tracks which gets progressively more difficult (with all continues, I managed to get to track 22 only), which will be hard to beat. Super R.C. Pro-Am is totally awesome and certainly the best race game for the gameboy - not to mention other machines. A Must buy!

- Visuals - 90%
- Audio - 85%
- Playability - 95%
- Lastability - 90%

Overall - 93%



SUPER R.C. PRO-AM

Gameboy by Nintendo/Rare - Bought from Software Plus

AS most of you know, this is a conversion of Rare's excellent NES title and they have done a brilliant job in converting it to the mono-wonder.

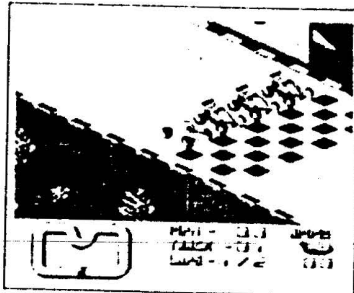
The game can be played by one to four players (with appropriate gameboys, carts.. link-cable, and adaptor), although we couldn't get anymore carts (everywhere sold out!) so we'll give you the low-down on how the

your weapons. To qualify for the next race, you must get in the first 3 places out of 4, in the two or three laps of each race.

Each track also features items to pick up. Three things are available - parts for your car, bonus letters, and weapons plus some other additions. Car parts includes tires - increase handling, Motor - increase top speed, and batteries - increase acceleration. If you collect the bonus letters to spell 'Nintendo', then you will be awarded a faster and better handling RC Car from the slow R.C.Racer, to the faster Speed Demon, and the fastest Spiker. Spell it again, to be crowned the champion.

Weapons includes missiles and bombs, which fire forward and backwards respectively. Ammo can be collected too. Other items you can pick up includes a temporary roll cage that prevents crashes while spinning, and lup icons for extra continue.

The game also features lots of other hazards apart from the other cars - puddles which slow you down, oil slicks - cause you to skid out of control, sand - slows you



ON THE STARTING GRID.

game preforms in multi-play next issue!

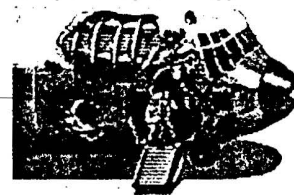
The game is viewed in 3D isometric with your RC Car in the middle of the screen. As you move off against the other three computer controlled cars, the screen scrolls with you along the curvy track.

Controlling your car is simple enough... button B to accelerate, and left/right for steering. While button A is for

MERCS II

Megadrive by Sega - Supplied by Console Concepts

Mercs II is a multi-directionally scrolling shoot'em up in the mould of Commando. In the game you must take control of a Mercenary, who must run the gauntlet of six levels of enemy forces, eradicating all who stands in his way. Help is provided along the way in the form of boxes which, when shot provides the player with additional weapons such as flamethrowers, wide shots, etc. powerups, energy bar



YOUR MERC: ATTACK A PLANE!

extenders, and replenishers and additional Mega Crushes (Smart Bombs).

Certain enemy vehicles can be taken over when shot. These includes Jeeps, speedboats, etc. At the end of the six levels, the Merc must

prevent the takeoff of an aircraft, and rescue the U.S. President.

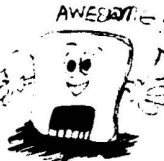
The cartridge also includes a second game, with different levels, where weapons are selectable at will, and powerups, etc. are purchased in shops.

Dan: I was a big fan of the coin-op, although it was rather pricey to play, and I'm glad to say that, this MD conversion is probably the most accurate conversion on the MD so far. Everything about the game - graphics, sound, gameplay - is just spot on. The game is unfortunately single-player only, but this is more than made up for by the inclusion of the second game, which is not a great deal different from the coin-op, but still is a great game.

Anyone who enjoyed the coin-op, and any shoot'em up freaks who haven't, would be well advised to buy this.

- Visuals - 90%
- Audio - 91%
- Playability - 92%
- Lastability - 88%

Overall - 91%



TOEJAM + EARL

Megadrive by Sega USA - Supplied by Console Concepts

OKAY... Toejam and Earl must be the most original and coolest and wackiest game ever produced... how can I describe it? Well... you see, there's these two aliens.... ermmm.... 'Hey! Toejam... how about explaining your game to the readers?'

"Yo I was hung'n in my rocketship / With nowhere to go
So I was crusin' / Listen to the radio
Jetted to my homey's / Pulled up outside
Said "Yo Earl! How about a joyride!"
Earl cam in / Climbed into the back seat
We shot up / To about a million feet
Kicked back / Turned on the cruise control
Cranked up / The mega-watt stereo

We cruised by a planet took it low through the atmosphere
We took it low so the people down below could hear
Earl cranked the bass we were thumpin' out a funky beat
I was low ridin chillin' in the pilot's seat
Down be-low the pla-net was quake'n
On the ground they were / booty shake'n
They were def and definit / ly not fake'n
They were get'n down they were / break break'n

Pulled into outer space / Put the pedal down
- Picked up the pace / To the speed of funky sound
We hit the fast lane pass'n all the others by
I grabbed the gear shift and shifted into overdrive
Earl and I were High Speed Hip Hop'n
Given no indication of / Ever stop'n
We were def and definit / ly Bop bop'n
To the rhythm of our engine that was / Pop pop'n



LEVEL 1 - TOEJAM IS A WIENER! NOTE THE PRESENT IN THE TOP CORNER!

We were truck'n / Groove'n to the funky beat
- When Earl said he'd like a shot in the driver's seat
Well Earl's cool but he's not the most coordinated
But I was feelin flt / - So I capitulated
Earl took the wheel but he was bustin out a Earl Jam - I said
"Yo Earl / Get with the program"
Earl looked up and said "Yo - Don't get - annoyed"
And thats when Big Rappin' Earl hit the asteroid.

Earl and I we were / Nose divin - I said
"Maybe it's time to me to be drive'n" - it was
Look'n like I had made a mistake
That would end me up as a Toejam Pancake
We hit the ground in a great big fireball - Guess

we got lucky cause we didn't get hurt at all I said
"Yo Earl while were here lets check it out"
Cause bein' cool for me and Earl is what its all about"

Onn: This has got to be the weirdest game I've played, and funniest for some time! Before you play, you should pump up the volume of your TV or turn up your amplifier, as Toejam and Earl has the best sound on any game around! The musical pieces are great - but the samples in the game are even better!

Secondly, don't think of playing by yourself - Toejam needs an Earl, and vice versa, as the actual game play is rather simple, searching around for lost parts of the ship and tardis' to other levels isn't too exciting, but add another player and things really hot up.

Graphics are real ace... well... the backdrops are average, but sprites and animation are mega! The way the twosome creep around and Toejam dives and Earl bellyflops into the water is great. And then there are the freaky earthlings - the great *Mailbox Monster* - looking quite innocent - then suddenly leaping into life gnashing at you, and the *motes* that tunnel around, then popping up under you and nick your presents! But best of all are the samples! Jump into a lake and if a shark is near by - it will play the jaws theme!, the dangerous *bogie man* that shouts "*Boogie-boogie*" is mega, and then there's the *Wizard* that replenish your energy by singing out "*Hallelujah!*".. well wicked. There's nothing more fun than watching your mate get chased by the *bogie man* and/or pelted by the *Chicken with Mortars!*! (Cluck Cluck!!)

All in all, Toejam + Earl is a must to play... I didn't say BUY, but if you own a MD, definitely must experience!! It's totally an out and out game, and great fun, the game starts of quite easy, although later levels are huge and very difficult... especially when you get the *Phantom Ice Cream Truck* appearing! Check..check...check this out, man!!

Visuals	- 90%
Audio	- 99%
Playability	- 90%
Lastability	- 85%
Overall	- 90%



Well... yes Toejam... thanks (!?). Anyway... the two crazy aliens must wonder round each of the stages and search for the tardis to get to the next stage. However, their main objective is to find all the parts of their space ship, so they can blast off again. There are 10 parts to find, and they appear on every forth stage... so in all, there should be about 40 stages to the game. Before you start, the game has a number of options. One crazy option is the JAM option. Pick

BOOGIE MAN

(*Pygmyus Scarentadealthium*)



THE Boogie Man... A REAL DANGEROUS SPECIES.

this, and Toejam and Earl appears on screen, and by moving your joystick around, different sounds are produced, so you can jam out, man!! Before I begin, I must tell you that, to really play the game - you should pick to two player option... a one player game isn't as fun!!

Each stage comprises of an island which scrolls around as the aliens move about. Stage one's island is

small and surrounded by water. Both aliens can enter the water, although their energy bar reduces until death... but get onto dry

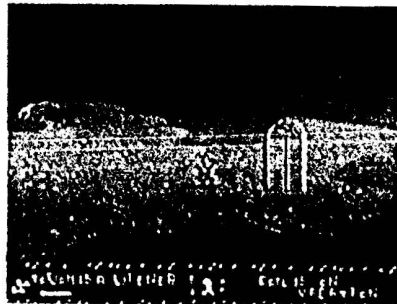
Dan: Graphically, TJ+E is not the most brilliant game I've ever played - the backdrops are very average - but the sprites are certainly full of character, particularly the *dentist* and the *phantom ice-cream truck!*

Sound is where TJ+E really excels. The music's not that great, but the samples are tremendous. From the ridiculous laughter of the *dentist* and the 'boogie-boogie' of the *bogie man* to the clucking of the *chicken-with-mortar* and the belches heard when TJ or Earl drink *rootbeer*, there is always something being said. Gameplay on TJ+E is simple but enjoyable. The game is basically a case of 'walk around looking for things', but it is the humorous graphics and brilliant sound that make this game. I can't imagine the game is much fun on one player mode, and I have serious doubts about the lastability, but TJ+E is still well worth a look.

- Visuals - 88%
- Audio - 97%
- Playability - 90%
- Lastability - 65%
- Overall - 89%



land quickly, and the energy bar will return back to it's original length. Although the game is full screen, when each person moves off screen from each other the game goes into split screen, so each can control their dude independantly. Button C will bring up the map, although it will only show the places where the aliens have been.. although collecting certain items reveals more of it. The map is essential for find the tardis or space ship part, and where you or your partner is. Button B brings up the inventory where you can use your items or drop them. Items are found dotted around the islands in the form of presents... delivered by the jet-packing Santa! When you pick up a certain present you won't know what's in it, but the next time, you will... and they are activated by pressing button A. Presents includes Bonus Hitops - shoes that makes



THAT BLOB IN THE MIDDLE IS TOEJAM AND HE'S FOUND THE TARDIS!

you run faster or leap when you get near a ledge, Tomatoes - so you can throw at nasties, Innertube - so you can paddle in the water, Icarus Wing - gives you wings to fly about, and Decoy - produces a decoy balloon of yourself so the enemies go after it instead of you! There are also some dangerous presents - one scrambles up the presents, and one produces a storm cloud over your head and zaps your energy! When presents are used, and both players are on the same screen, both players have the items!!

After you are a number of nasties too... and wierdo they are too! They include Cupid, who shoots love arrows at you switching your controls around, Insane Dentist - who drills you with his drill - then laughs hysterically, Boogie Man - whose invisible when not moving but you'll see his shadow when he does and "Boggie-boggie!!!", plus more wacky characters.

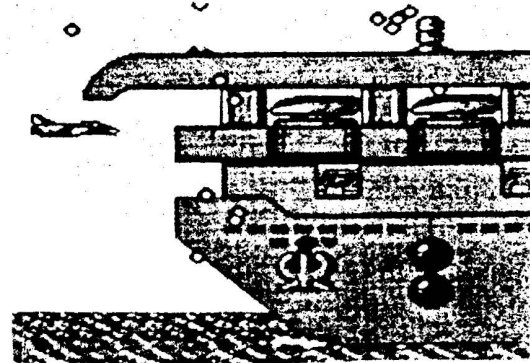
To increase health, you can pick up food scattered around the islands, and money to buy items. Oh, yeah... don't fall off the islands, as it will put you down a level!!

POWER GATE

PC Engine - Supplied by Console Concepts

Onn: Power is a horizontally scrolling shoot'em up where you control a jet fighter up against hordes of enemy planes, helicopters, gun emplacements, etc.

When you start, your fighter have very basic vulcan fire while the enemy attack in slow formation. Despatching them is easy as pie, and shooting certain planes will leave icons behind. Pick these up and they will be added to your plane's power or stock pile. These include



TIME TO ATTACK THE BIG SHIP!

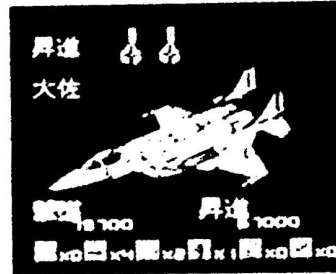
speed Ups, main power-up weapon, plus bombs, and the stock pile includes shields, multiples, barrier, super bombs, etc. Stock weapons are selected by tapping the Select button and activated with button I.

As usual, the enemy attacks from all sides - planes rush from the front and back, satellites drops from the sky, tanks and guns pound you from the ground, and so on, until you reach the end of level boss - a bigger than normal battle craft to blow up, before entering the next stage.

Firstly, the first thing you notice when you see the game going are the terrible graphics - they are bloody awful - I can do better on the C64 with my eyes closed! With such crap graphics you can expect just as bad animation... although there isn't much of that...

the water doesn't animate (or even colour cycle!). As for the sound - it's very average too, nothing at all remarkable or different.

The game is also very boring indeed, as everything moves at a very slow pace making things fairly easy, although later stages it's quite difficult, not because of the speed,



END OF THE LEVEL.... TIME TO TAKE STOCK OF WEAPONS!

but the amount of bullets and enemy on the screen, making clodging quite hard, especially as your craft is quite large.

After a few goes, I was real p'ed off with it, and haven't played it since. Unless you're a collector, then avoid Power Gate at all costs!!

- Visuals - 40%
- Audio - 45%
- Playability - 45%
- Lastability - 40%
- Overall - 41%



THE PUNISHER

Gameboy by Acclaim/LJN - Supplied by Console Concepts

Onn: The Punisher is a fairly good comic, the film was pretty awful, the computer game version was even worse, and now Acclaim brings us the Gameboy game, with special appearance by Mr. Webhead himself - Spiderman... and a lot of help he is!

The enemies hid behind garbage cans, blast their way through store windows, and sneak up on you from escalators. You have an energy bar per life, and it's reduced when the enemy fires - so taking the bad guys out quickly is essential, but don't shoot the innocent shoppers,



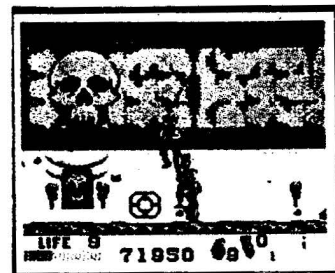
ERRM... THE BOX... VERY INTERESTING!

Frank Castle is The Punisher, a professional Vigilante, and he's out for crime bosses' blood.. and in this game - especially the mob of the gang leader, Jigsaw, who is currently involved in a huge drug operation. Punisher must trace and eliminate the drugs network from his smallest

as it will reduce your energy bar by half... why there are shoppers when bullets are flying is beyond me, but the yanks are crazy people I suppose.

As well as the enemies and civilians, by shooting special objects, extra items are revealed which you can claim by shooting them and include machine gun upgrade for rapid fire, ammunition clips, grenades, rocket launcher, kevlar vests (halves hit damage), first aid, and extra lives.

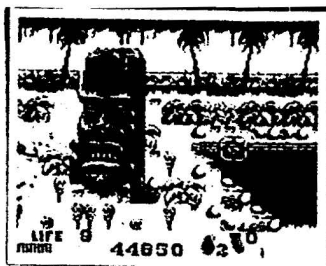
The game has five long levels which gets progressively more difficult as you progress. At the end of each, you must take out a big



THE ENEMY COMPOUND... VERY DEADLY!!

dealings, the ultimate pay back - Jigsaw himself. Your quest begins at the shopping mall, where dealers and pushers will be shooting at you from all angles.

The game is played in the Operation Wolf style, as you control the gunsight and spray bullets at the moving enemy.

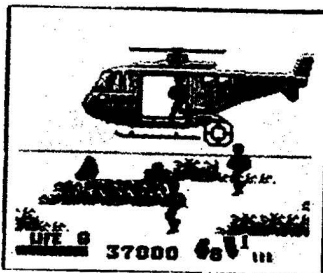


IN THE JUNGLE... Y00000.....

boss man or object. At the shopping mall, the baddies wander in with hostages - you must shoot the enemy, but avoid hitting the civilians, who, once free, Spiderman swings in to take them to safety. After these, Mr. Fatso boss enter, and must be shot a large number of times to kill him.

Stage two is on the docks with a cruiser boat to blow up while enemies leap out to attack you, and stage three at the airport and you have to destroy a helicopter with even more soldiers... four is in the jungle....

Graphics are very good, not too well shaded as Konami or Capcom stuff, but for this type of game, it's distinct enough to tell what's what which is all that really matters - too much shading, could confuse matters. Sound is good too with some catchy music, and sound effects are not too bad. At first, The Punisher seems very boring, but after a few



END OF LEVEL... BLAST THAT COPTER AND THE SOLDIERS

goes when you've got pass stage one and two (the game is quite difficult), it really grows on you, and actually very playable, especially as the stages are all different unlike Op. Wolf which plays nearly the same from start to finish. The major flaw, which can't be helped, is control - playing with a proper joystick is hard enough, but controlling a gun sight with the pad is real difficult.

Overall, The Punisher is a worthy buy if you like Op. Wolf type games... not an essential purchase but worth a bash!

Visuals - 85%
Audio - 83%
Playability - 85%
Lastability - 85%

Overall - 85%

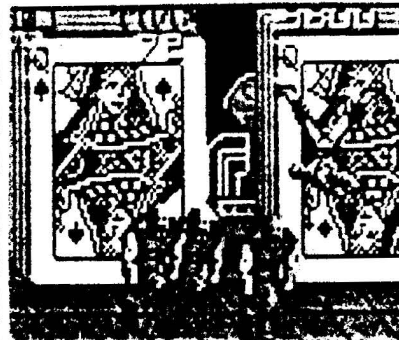
Ninja

Lynx by Atari -

Steve: Ninja Gaiden was originally released under the moniker shadow warriors as a coin-op by Tecmo in 1988.

The basic scenario is you control a ninja in this horizontally scrolling beat 'em up. You must overcome your foes using your martial arts skills. These foes include other ninjas, friday the 13th rejects, and fat gits wielding trees.

Your ninja has one attack move which is a flurry of punches and kicks, an athletic leap in which you can hurt your enemies, a normal leap facility so you can negotiate the upper tier levels of each area and the ability to grab an then dangle from various objects, this allows you to administer brutal kicks to



STAGE 2... 3 ANGRY BADDIES IN THE HOUSE OF CARDS!

the heads of your opponents.

There are various treasures to be sought, concealed within objects such as tables and barrels. These include points and energy multipliers, a sword for more effective bloodshed, and time extenders. There are four levels to the game and surprisingly at the end of each is a boss and his cronies.

The graphics are well drawn and coloured and the sprites move well. There are also some very nice music which is based on the coin-ops, the best I think is at the end of the 1st level whilst waiting for the boss to emerge. "Well great", I hear you chant. Sadly not. The problem I think is it's a near perfect conversion of an monotonous uninspiring coin-op. I played it when it first came out and it held my attention for about an hour. To be fair, as for as beat 'em ups go it's not the worst I've played but the gameplay is hindered severely by the way you can not

GAIDEN

Supplied by Console Concepts

select specific punches or kicks - one attack button operates it all. Also, the difficulty level is not what you would call challenging. While I'm moaning, I should say the second level of the coin-op is missing too on this version, which is the level where you can mindlessly throw thugs from their motorbikes, which I would say is the best level of the coin-op (I got bored at level three, so the missing level may be level four).

Having said all this it's still one of the best games on the



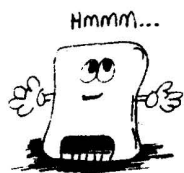
NINJA GAIDEN

LEVEL 1 - TAKE THAT YOU MUGGER... THAT TEACH YOU TO NICK MY HANGBAG!

machine graphically and sonically that I've played but also one of the most boring game play wise as it changes very little throughout. If you're a fan of the coin-op then throw away your Neo Geo (in my direction) because this is the game for you, but if, like me you ain't then you'd probably rather listen to Dan rave on about Toaplan being the master of shoot'em ups, or even watch him despatch scores of young children and their hard earned pocket money on Street Fighter II on a saturday afternoon.

Visuals - 90%
Audio - 80%
Playability - 40%
Lastability - 45%

Overall - 70%



ROAD RASH

Megadrive by Electronic Arts - Supplied by Console Concepts

Road Rash is the meanest motor bike sport in town. Your objective is to race from one city to another on the open roads plagued by motor cars coming from each direction, tight bends and hills and slopes... not to mention the cross roads, and wildlife that sometimes sit in the middle of the road.



JUST PAST THE CROSS ROADS - BUT YOU'LL HAVE TO PAST THE CAR!

Racing, involves taking control of your biker viewed from behind like Super Hang On. You always start in last place, but you soon catch up as you have one fast bike. Did I say the game was mean? Yep! You can also punch or kick your opponents, although some of the bikers carry sticks... luckily you can nick them, and pound back!! But, watch your health... too much battering from your enemies could spell deaf... and this goes for your bike too if you crash! Also, watch out for the police!!

Complete the race, and you will gain money based on your position, where you can buy a new bike... if you have enough dosh of course!!

Onn: When it comes to racing games, they can be very boring unless a bit of violence is thrown in, and EA have done just that, making this one ace game.

The way the road twists and

turns, and runs up and down is well awesome, and certainly better than anything I've seen... even better than Outrun. It's also very smooth and quite fast, and with the above average graphics, makes it one of the best visually spectacular racing games around. But add the ability to punch and kick your rival bikers too is another

matter... great fun, especially on later levels when the opponents get mighty tough, and take on a more aggressive attitude!

With cars moving in both directions, and cows and deer in the way too, added to the excellent Rob Hubbard funky tunes on each stage, RR knocks the spots off other racing games. Although the game only have a limited number of tracks, the obstacles are more numerous, tracks are longer, opponents are more meaner on higher levels, you don't notice.

The only flaw is that, there's no two-player simultaneous action so you can race against a friend... or beat the hell out of each other. A split screen would have gone down well or even a link (It's a shame the US dropped the modem for the Genesis, because Sega US thought the games for it were crap!!). Road Rash is certainly a MUST buy!

Visuals - 90%
Audio - 95%
Playability - 90%
Lastability - 85%

Overall - 90%

Dan: There hasn't been a great number of racing games on the MD, but most of them have been good. Road Rash blows them all away (except perhaps SMGP).

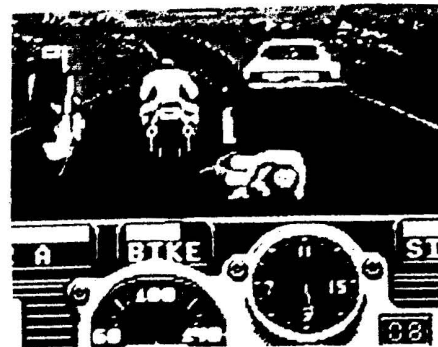
When you first start playing RR, it seems just like any other racing game. Even the ability to belt your opponent in the mush doesn't seem to add much to it. Stick with the game, however, and it begins to grow on you. The thing that makes this game is its unpredictability. You can me merrily driving along in first place, when out of nowhere two cars come along, knocking you flying. If you're really lucky, one of the cars might push your bike down the road for you as well, and then perhaps another biker will run you down for good measures!!

Graphically, Road Rash is good, but not brilliant. Everything looks nice, but the graphics are a little crude in places, and the movement is not the smoothest I've seen.

Sound is great, with fab Rob Hubbard tunes which compliments the action well, and appropriate Sound FX. When it comes down to it, though, the hilarious gameplay is what makes the game so good, and Road Rash is a must buy if racing games are what you crave.

Visuals - 80%
Audio - 90%
Playability - 92%
Lastability - 90%

Overall - 90%



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Here it is.... what most people have been waiting for... the ultimate.... super.. bodacious.... excellent.... and of course MEGA CHEATS.... ALL (well... most of 'em) cheats ever published in Electric Brain (and it's various guises), plus others!! So, lets not hang around..... lets kick off with the first cheat we published... on the first game that started everything off....

The Kung Fu (PC Engine)

* For the option screen, Hold down both RUN & SELECT buttons. Then, let go of the RUN button. Push UP once. Release SELECT button. Push UP 3 times. RIGHT 6 times. DOWN 2 times. And finally LEFT 3 times.

Dragon Spirit (PC Engine)

* To continue: Before starting a game, press both button I and II on the title screen, and you should hear a sound. Only two continues are given.

* For the thin screen, reset the game 57 times by pressing RUN and SELECT.

* To enter CD-Player Music mode... first, turn on your PC Engine, and quickly as possible, press Left, Right, Down, Up, Select, and finally Left again. You have to do this quick before it goes into demo mode! In this mode:

Normal - will play all 16 tunes from the game when you hit Run.

Single - will play the selected tune.

Select button will activate Repeat option.

Program - will let you program 10 tunes in the order you wish to hear them. Use pad to select tune, button I to enter, II to delete.

Shuffle - will play all 16 tunes in random order.

Son Son II (PC Engine)

* To continue on the level you died on: you must buy the magic lamp which cost from 1000 credits. If you have it, and get killed, you get the same ending sequence, but a lady genie will be present and will grant you life. Sometimes, it also turns your screen black and white, but you can retune your TV and it's OK!!(?)

* For the mixed sprites mode: On the title screen, push UP, Down, Left, Right, Button I, Button II, and finally Run to start. Note: cherries are now skulls, so collect them, and your first opponent is a another monkey, so kill him! You also get more money, and NO 'real' skulls!

* To kill the creature with the dog-like head, you must hit it 150 times! Killing it will gain you a big heart or a strawberry.

* On stage 4, there's a chance of getting maximum zenny - 99999! To do this, go to the upper top corner, where you will see that, if you drop down you can collect a juicy strawberry worth 1000 zenny. Go for it! BUT, as soon as you touch the it, make sure you push left to avoid the floating pink blob creature. Succeeding this, you can go back up and repeat the process in collecting the strawberry. Hitting the creature won't make the fruit re-appear!!

* The FIST if bought or found, gives you extra strength to punch. And certain walls can be broken up with the staff if you have the fist, so experiment punching walls for bonuses! For example, punching the wall after the shop scene on stage 2 will reveal piggy who will offer you a staffx2... but I wouldn't buy this as you can get a staffx3 on the next stage! You also need enough money to buy bombs ! You need 'em!!

Dungeon Explorer (PC Engine)

How about starting with maximum Hit-points, and the ability to travel through walls? Enter the Password as 'DEBDE DEBDA', then hit both buttons, and RUN all at the same time. Then pick a character. You might have to do this several times to get it right!!

Also, you can go to the stage you want too with the above password! Go the the King's Castle which is in the same level as the Start. DO NOT go in. Outside, on either side of the guards are some bushes - enter them, and you will be teleported to a different level! To reach the last Boss - enter the second to last bush, to face the evil Satan Blade!!

To play the princess - enter the password 'JBBNJ HDCOG'. The princess has 80 units of energy and all round abilities, and the first Boss is dead too! Try entering this code too for something else - 'IMGAJ MDPAI'.

Space Harrier (PC Engine)

* For the continue mode, first get yourself into the high score, and enter 'CNT'. This will give you an extra option on the title screen, to continue. You however, cannot continue from the stage you died on - but continues will start you on either stage 1, or stages after the bonus levels.

* Also, enter 'MD' on the title screen will give you an extra option on the Mode option, where you can select difficulty, lives, and Music mode.

Galaga 88 (PC Engine)

* On the title screen, push the pad up and press the Run button to get a new set of screens and options.

* On the Bonus screens, don't move or shoot the aliens, and you'll get a hefty bonus!!

Fantasy Zone (PC Engine)

* As the Master System cheat doesn't work (ie. get all the engine parts so you don't run out of weapon power), here's a cheat to made you invincible. First Pause the game, then press Button I once, Button II twice, Up x3, Down x4, Right x5, and lastly Left x6. Then unpause the game. This only last for the level you do it on, so you'll have to repeat the process for each level.

Wonderboy in Monsterland (PC Engine)

To continue on the level you died on, on the title screen, hold down both Buttons, push pad Down (or Up), and press the Run button. Unfortunately, your health will be reset back to when you started.

Whiprush (Megadrive)

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

Thunderforce III (Megadrive)

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

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

Battle Ace (Super Grafik)

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

Ghouls 'n' Ghosts (Super Grafik)

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

Air Diver (Megadrive)

* On the map, put the cursor where there are no enemies, hold down Start then A, B, C, B, A, A, B, C, B, A, B, then release Start. Then adjust the cursor to where you want to go then do the following:
(Hold) Press Start: Invincible on that area
Hold A : Become ace pilot
Hold B : Fight the boss of the area

Darwin 4081 (Megadrive)

* Firstly, go to options, then on the sound test, select tune 32 then press any button (A, B, C) the following times:

Once - 2nd Stage

Twice - 3rd Stage

3 times - 4th Stage, etc.....

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

Taito Racing (Engine)

* Enter the password: 77777888888888888888 to start on the 13th course!

Image Fight (Engine)

* Reset, and when IREM logo appears, tap button I to get a thin vertical screen a la Dragon Spirit. Or hold down I for music mode.

* The best way to kill Boss 1 is to sit at the top left corner and fire right at Linda if you have the orange multiples!

Devil's Crash (Engine)

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

Phelios (Megadrive)

* 9 Credits: When Chapter 1... appears, press C, A, B, A, C, A, B, A.

Ghostbusters (Megadrive)

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

Assault Suit Leynos (Megadrive)

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

Golden Axe (Megadrive)

* On the title screen, hold down button B and Down-Left, and press Start. On the character select screen, you will see a number. Move joystick Up and Down to select your starting level!!

* Get into arcade mode, and then wait to get the Select Player. Here, press DownLeft, A, C, for 9 credits instead of 3.

Fatman (Megadrive)

* The following will let you pick which character to fight against... or in two player mode, choose character you wish to play. Perform the following on the title screen when asked to press Start.
(R=Press Right, L=press Left, etc...)

Names	1up	2up
EDWINA	L, B+C, C	B, A, B
GUANO	U, R, A+B	L, A, L
BONAPART	A, U, C	A, A, A
ROROCHIC	R, U, D	C, A, C
STUMP	A+C, R, C	U, A, U
RAMSES	R, L, A	R, A, R
WEBRA	A+C, U, R	D, A, D
MC FIRE	D, C, R	A, C, A
SHEBA	B+C, B, B	B, B, B
WEEZIL	D, R, U	L, B, L
SKINNY	R, D, R	A, B, A
BRANIAC	R, R, C	C, B, C
BUFF	L, C, B	U, B, U
EL TORO	B+C, A, U	R, B, R
SPIDRA	A, D, B	D, B, D
MONDU	A+B, D, R	B, C, C

Valis III (Engine)

* For the visual Debugger, etc., on the title screen, press I, I, U, D, R, L and hit Run.

Teenage M. N. Turtles (Gameboy)

* On configuration screen, go to stage, and press A, B, and Select to get a ? at the end of 5, which will let you play the bonus game.

W-Rings (Engine)

* Go to the music, and select the following tunes and play them in order to give you extra options:

- 1) 3, 1, 4, 1, 5, 9, 2, 6, 5, 3, 5, 8, 9, 7, 9, 3, 2, 3, 8, 4, 6, 2, 6 = for a different level.
- 2) 0, 3, 8, 3, 9, 0, 0, 8, 0

3) 1, 1, 9, 2, 2, 9, 6 = stage 6

4) 7, 5, 8, 4, 10, 8, 9, 9, 8, 5, 10 = for Rank 15

5) 7, 9, 3, 10 = to start with spinning rings

6) 2, 10, 3, 8

7) and for some strange bits enter 5, 7, 3 and/or 7, 6, 5

Download (Engine)

* Here are some passwords for this game:

OEF07LF0FB

OEF05LF07B

OEF0KLF0VB

OEF0HLF05B

OEF09LF0HB

OEF0CLF0PB

OEF0QLF09B

Puzznic (Engine)

* And here's a password:

J9G 55 CEE

XGA A9 136

which lets you play the very last puzzle.

Hurrican (Megadrive)

* Go to the select screen and select level to Hard, Player -1, Sound Test to 26, and Rapid - Off, and start to see a nice animation of a tank.

Super Star Soldier (Engine)

* Hold Select and Run then turn the power switch on. Then on the title screen, Left, II, Up, II, Right, II, Down, II, Left, I, Up, I, Right, I, Down, I, press I and II, together 8 times, Select, and I together 8 times for sound test, game difficulty, etc..

Mr. Stretcho Man (Engine)

* On the title screen, press Select, II, Select, II, and repeat this until you get the Duel mode. Here you can fight all the boss characters.

Klax (Megadrive)

* On the title screen, hold down Left-Up, A, B, C, and then press Start to play the back stages. Be careful, these back stages are very hard.

Klax (Engine)

* On the Game Over screen where it says Press flip to continue 10, 9, etc... hold Select and press Up to get 9 credits. This can be repeated over and over....

Insector X (Megadrive)

* The (?) item enables you to stay in the same condition (only once) when hit.

Die Hard (Engine)

* On the title screen, hold I then press Run for infinite continues.

Fighting Street (Engine)

* On the high score, enter '.SD' as your name. Back at the title screen, you'll get 7 credits.

* Here, hold down I, II, then press Select then Run for round select.

Ordyné (PC Engine)

* For Backwards wide-blaster - Fire After-Fire when you enter IN (shop). Buy Wide-Blaster and get out. Now your WB fires backwards.
 Bonus - catch the shrunken Fire Tortoise for a bonus!!

Ninja Warriors (PC Engine)

* Switch on your engine, wait until the title page appears, then press Select twice, the second time keeping the button depressed. Then, press and hold Run also. A couple of seconds later, you'll be presented with the Ninja Warrior Juke Box.
 * Round Select: First get killed and keep hold down Down while the ninja explodes. Next, get killed and keep holding down Left as in the same manner. Then, Right. Lastly, Up. Don't forget to continue, everytime you get killed. You will now be in Round Select.
 * On title, hold down Button I and push Up, Right, Down, Left, release I, and push Up, Right, Down, Left. You'll hear a sound if you get 9 continues successfully!
 * A handy tip, if you approach a fire breathing ninja while facing it, he'll breath at your knees which is hard to dodge. If you turn back again against him, however, he breath at your head, which can easily be avoided by kneeling down.

Monster Lair (Engine)

* Enter the same name for all top 5 scores and the game will run in Hard Mode!
 * For sound test, on title, hold down buttons I and II then push Run.

Bloody Wolf (Engine)

* On title, push Up, I, Down, II, Left, I, Right, II. If you hear a sound, then you have managed to get infinite continues!
 * For Sound Test: On title, hold down Up and button II, then press Select.
 * For all you reall Hard commandos: First, complete the game once. Then on title, press Up, Down, Right, Right, I, I, II, and then Select for Fast Mode!
 * ...Or Down, Up, left, Left, II, II, I and then Select for Flying Mode (Mega Super Fast!!).
 * Also, if in the water, shooting at certain positions, a white character appears out of the water - this increases your bullets to 99
 * On stage 5, if you climb a certain tree, one of the back ones.. a Koala appears clinging on the tree in front and to the left of it. If you manage to get the Koala, you will get maximum health power and all items... key, glasses, etc..
 * On title screen, push II, I, I, II, I, II, II, I, then hold down the direction key (Up for stage 1, Diagonal Up-Right for stage 2, ...to Diagonal Up-Left for stage 8), and push Run.
 * Start game 2 or 3. get killed in front of the President. When you revive from continue, run toward bottom. You don't have to kill the Boss to see the ending!
 * Destroy the rolling logs in stage 3 for 100,000 points!

* Continue at where you get killed in stage 1, 2, & 7: Reduce the life to 1. Enter a building where a hostage and an item are kept. Get them. Just when you get out, hold down Up and push I, II. Run at the same time. There's a sound if you succeed.
 * You can open Ammo chests without getting the key by thrusting your knife at the crates 15 times.
 * Power Up: The player appears with a parachute at stage 2 and 5. During the fall, push I, II and Run at the same time for some time for 50 flame-throwers and a quick movement.
 * To avoid the traps on the last stage, walk at the bottom of screen, and no traps appear!

GunHed (Engine)

* Area 83 - Choose it. Multi-body somehow emerges from nowhere, and when you've go 15 of them, enemies can't appear... for it's hardware restrictions!
 * Select God of Game and choose area 0A. You get more than 50 lives when you destroy the boss!!
 * Choose area AD and push Run. Reset at the title and start again for invulnerability.
 * Hold down I when starting the game from area-select mode. You get 10 ships and 10 bombs.

Legendary Axe (Engine)

* For more continues: When you die, and Game Over appears, hold down I + Select and push Left as rapidly as possible. It's how many times you push left that you can continue.

Ordyné (Engine)

* The pink Dragon Head Boss (called Crystal Head) emits jellybeans. Keep destroying them for a massive score.
 * Reset the game 5 times, then hold down Left-Up, I, II, and push Run for Test Mode. To choose options, push Run + Select. To start, reset and start.
 * Before game over appears, hold down I and push Run to continue from where you get killed.

Pac-land (Engine)

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

Rock On (Engine)

* Select Fireball, Rock-On missile or Front Crush. Use it. Before it disappears, push Run and choose another item. The item you have used is still left.
 * Stage Select: At the interview scene, Push Left, Down, Right, Up, I, II, Run.
 * On stage 1, use 8-way fire to destroy the big ship.
 * On stage 2, you require the Lock-on missile. Get this and keep it in reserve while using 8-way to get through the stage until you come to a bouncing ball. Switch to Lock on to complete the stage.

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

Side Arms (Engine)

* Slow-mo (different from other) - connect 2 pads to multi-tap and start the game. It pauses when I and II of pad 2 is pushed. So if your pad has rapid fire function, it becomes slow-mo mode!
 * Scatter the bullets: Start with rapid-fire pad. Set the rate of rapid fire of I to second level, and that of II to the max. Pushing I and II at the same time causes Hyper Dyne to shoot both ways! MBL cannot be used.

Altered Beast (Engine)

Start the game in two player mode with a multi-tap... and put one character in front of the other. Pull out the tap, and put in one pad in. Now both of the characters can be controlled with it, and you are twice as strong as ever!

Tatsunoko Fighter (Engine)

On stage 1, get P (Life up), get killed, and continue. Do it until the max HP is full!

Last Battle (Megadrive)

This only works if you have got past stage 1. So on chapter 2, 3, or 4, and you've lost all your energy, and game over - press button A, B, C, and keep them down while you press Start 2-3 times. Chapter 1 should appear on a black screen, press Up to choose the further chapters you've reached (the start). You will then start at the beginning of that chapter with full energy.

Forgotten Worlds (Megadrive)

* For infinite continues: In two player mode, when either player 1 or 2 dies, by pressing Start two or three times, you can rejoin the game as many times as you like. This won't work if both die at the same time and press Run together.
 * Push button 'B' 3 times for Mega-Crush. It gives some damage (strong enough to destroy weak enemies) to all enemies within the screen but consumes some energy.

Super Albatross (Engine)

* On the menu, hold down Select, Run and push:
 i) I, and the player becomes a kid!
 ii) II, and Yuko (of Valis II) becomes your caddy.
 iii) I and H. Other caddies appear.

Doraemon (Engine)

* Dig and fill a hole 256 times for Hucard (10,000 pts.)
 * Collect all 16 Dorayakis (burgers) without killing a monster for Hachi-suke (Hudson Bee - 20,000 pts.) You can dig hole for creatures to drop in, but don't fill them in.
 * Bury 64 monsters for Dorami, 1 Up.
 * If you don't move after you appear from a warp-hole, you won't get hurt!

Baribari Densetsu (Taito's Bike Race - Engine)

- * Hold down Left at the title screen and push I, II, I, II, I, II, I, and then push Run to start. The character becomes a beautiful woman with a swimsuit.
- * Set the parts Mission-Hi Gear and Engine - Peekee. When the machine stops for some reason, hold down I & II, set the gear to 6th and release I. You'll restart at 355km/h. However, you'll have to drop the gear to around 4th or your engine will blow and send you flying!
- * Hold down Right-Up, I and Select, and turn the power on. Wait until the "Taito" disappears. You'll get a blank black screen with moving light.... looking like Midnight Landing. Real wierd!!

Mr. Heli (PC Engine)

- * At mode-select screen on the title, enter I, II, II, I, Select to change Credit (continue). You can have up to 99 credits.
- * Or II, I, I, II, Select for Sound Select.
- * After the ending, you can play a harder game.

USA Professional Basketball (Engine)

- * At game select screen, hold down I and II then push Run. You enter a test mode where you can do a lot of cheats.

CD-Rom (Engine)

- * Enter Sound Select Mode in Monster Lair. Take out the CD, and put a CD of Altered Beast instead. Now the mode works for Altered Beast.

Digital Champ (Engine)

- * Below are ways to do different punches:
- * Hit the enemy with Full-Power punch. Now the punch meter should flicker when you hold down I or II to store the punch power. Under this condition, hold Down and release I/II then push again. This is the Dynamite Upper!
- * Do as you did in the case of the Dynamite Upper. Hold down Right-Down or Left-Down and release I/II then push them again. This time it's Thunder Blow!
- * Do the same, but hold down Up instead for Screw Punch!

Heavy Unit (Engine)

- * Shoot the bottom of the Space Ogre in stage 1 (Yellow horn & big teeth) and orange blobs that throw out red balls on stage 3 for 1 up.
- * If you find the Blue-Walls Zone a bit difficult, where rows of blue discs try to block you out... when the walls starts to appear, hold down Right-Up until you get near the ceiling. Stay there, and you won't be surrounded.
- * For music mode, on title screen, press diagonal left/up and press I, II and Select at the same time.
- * For Option mode, on title, press diagonal Left/Up and press buttons I and Select together.

Shinobi (Engine)

- * When the label is flying around his head, wait till it lands - hold down Select and press both buttons I and II for Music Test Mode.
- * If you complete any stage without using a single shurikan, you will get a massive 20,000 point bonus!!
- * Also, when Mission 1 is printing, hold down Select. Choose the stage you want with buttons II and I with the area.

Forgotten Worlds (Megadrive)

- * If you don't have enough money on the first level to buy homing missiles, try it anyway, and you'll find that you can buy them at 1000 to spare!

Super Volleyball (Engine)

- * To hit the ball into the lights, on serving, hold down button II, and push Up and press I for start serve, and then pull Down and hit button I to hit the ball (still holding button II down).

Super Hang On (Megadrive)

- * Here a password for ya!
6 F F 3 F 5 4 6 F 3 5 5 6 4
F F O S L P I M F J E D G H
- * You require two joysticks for this. One the password screen, hold down A and B on Joy2, get password and press Start on Joy1. You can now race with the last guy.

Hyper LodeRunner (Gameboy)

- * Try this password:QM-0388

Volfield (Engine)

- * On the title press Select, hold down I, Left, Left, Down, Down, Right, Right, Up, Right to enter option mode

Battle Ace (Super Grafx)

- * On the title, hold down Select, Up, release Select, Up x3, Right x6, Down x2, Left x2, then Run for Option screen.
- * Afraid of the thunderbolts? When you see one, press down then go up as high as you can. You will not be hit.
- * Also, for music mode. Pull out your joypad first. Turn on your S.G. and when Battle Ace appears, stick in the pad for music select mode.

Super Shinobi (Megadrive)

- * To get infinite Shurikins, go to the option screen, and select 00 shurikins, and wait, and the 00 will merge to infinity symbols.
- * To get lots of lives, all you have to do is find a place where you are given 2ups, where you can collect, die, and get again... ie. At the start of Stage 4, at the conveyor belt.. just do a somersault attack, grab 2up, and fall...

Altered Beast (Megadrive)

- * Press B+Start for menu screen. Choose the round select for 1-5, then press Start to get to the Sega Logo again. Then instead of just pressing Start press A+Start and you automatically go to that stage.

Red Alert (Engine)

- * On title with Red Alert logo and red triangle, press Select, then press I, II, I, II, Up, and Down for options.

Atomic Robokid (Engine)

- * Extra lives can be acquired on stage 1, 9, and 16. On the latter, Select 3-way from the start, and as you move forward, you'll blast an opening from above not too far from the start, and going up and right will reveal a 1up. On stage 6, you'll get a little red character, where you'll obtain 6 credits.

Nemesis (Gameboy)

- * When you start the game, press Start to pause. Then press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and press Start to have full weapons, minus speed. This only works once!
- * To enter bonus level: On stage 2, just before the end, destroy the mass blob on the ceiling chucking out items and then move towards it.. where you'll appear in bonus stage.

Chase HQ (Engine)

- * To get into the secret Bonus stage, complete the game with more than 5,000,000 points!!
- * The correct use of the Turbo:
 1. Use it when you start
 2. Use it in the tunnel
 3. When you're just about to ram into criminals.
- * For Music mode, on title, push Left, Right, I, II, Down, Select, Up, and then Select. A small yellow 01 will appear at the bottom of the screen.

Side Arms Special (Engine)

- The stage 4 boss, the one that fires straight parallel lasers, go to him and get shot. When you reappear, a bug allows you to stay invincible so long as you don't move.

Ultimate Tiger (Megadrive)

- * When launching from a carrier, either at the beginning or after a stage has been cleared, quickly hold down Up, Select, and press II 4 times. You will get from level 2 power up to level 5 power up!!

Blodia (Engine)

- * There are 100 levels to Blodia, abd to play the last level enter this code: 10898.

Paranoia (Engine)

- * For Difficulty 2: On title, push Up + I + II and Select.
- * For Music Mode, Press I + II + Select.
- * Bosses: Stage one can be killed by sitting right at the bottom middle of the screen with two laser pods above you. Boss 2 can be killed by sitting just above the right red bock at the bottom, again with laser pods above you. And 5th, sit between gap above the boss' head with fire pods underneath you.

Samurai Warrior (Engine)

- To get the option screen, on title, push Up, Right, Down, Left, I and II.

MotoRoder (PC Engine)

* To listen to the music in the game, enter 'MUSIC' or 'ART88' as your name.
 * To play the other extra track in the game... on the title screen, either hold down Both buttons and press Run to start on the TRAPS course, Button I and Run to start on SUBURBS, or Button I and any pad direction and Run for USA.

* The best items to get are as follows:

1. Engine 2400cc & Handle +2
2. Body +2
3. Engine 4800cc
4. Body +4
5. HG-Tires +1
6. Turbo

or

1. Handle +2
2. Engine 4800cc
3. Body +4
4. HG-Tire +1
5. Something from Special
6. Hi-Turbo

Chan & Chan (PC Engine)

* To continue from the stage you died on, hold down both buttons when you've lost your last man.

* Halfway through the last level of world 1, a little bridge appears just as a group of birds fly overhead. Walk over the bridge, then turn and kick as many bricks as possible. Fall down the hole which is made and Chan bounces back up and off the top of the screen to reappear in a secret warp zone, where levels 2, 3, or 4 can be entered.

P*47 (PC Engine)

To play on the level you want, do the following on the title screen.

- Stage 2: Press (II) x5, (I) x6, Select x2, then press (I)+Run together to start.
 Stage 3: As above but (I)+(II)+Run together to start.
 Stage 4: As above but (II)+ Run to start.
 Stage 5: As above but Select+Run to start.
 Stage 6: As above but Select+(I)+Run....
 Stage 7: As above but Select+(II)+Run....
 Stage 8: As above but Select+(I)+(II)+Run...

The Kung Fu (PC Engine)

* When you lose all your men and it goes back to the title page, press any direction on the pad, and press Run, and you should start at the same stage where you left off, but on scene 1.

R-Type I + II (PC Engine)

* To increase the credits, on the title screen, hold down Select and rapidly press button I as fast as possible... auto fire is very useful. Make sure it doesn't go into demo mode before you play.

* Here are some codes for the games:

Try this to start on R-Type II stage 5
 CJK-4767-MJ

Try this for R-Type I for stage 9
 EPK-6180-CM

And this for R-Type II for stage 13
 FBL-8794-OI

* Or for R-Type II - CPK-3146-NI (stage 5) or replace NI with PI for stage 13.

Nectaris (PC Engine)

Here are some codes for this excellent war game:

Stage 1 : REVOLT

- Stage 2 : ICARUS
 Stage 3 : CYRANO
 Stage 4 : RAMSEY
 Stage 5 : NEWTON
 Stage 6 : SENECA
 Stage 7 : SABINE
 Stage 8 : ARATUS
 Stage 9 : GALOIS
 Stage 10 : DARWIN
 Stage 11 : PASCAL
 Stage 12 : HALLEY
 Stage 13 : BORMAN
 Stage 14 : APPOLO
 Stage 15 : KAISER
 Stage 16 : NECTOR

* You can also play each of the maps in harder mode by entering the codes backwards, ie. For stage 1 in hard mode, the password will be TLOVER.

* To hear the music & sound FX from the game, enter ONGAKU.

Ultimate Tiger (PC Engine)

* To get 3 extra lives, when you start the game, move your heli to the bottom left corner and drop a bomb. You will hear a sound telling you 3 extra lives are added.

* To get the homing yellow bullet weapon, hold down the Select button when collecting the 'S' icon when you have a few yellow power ups.

* Collect ten 'P' icons to get a Bomb icon to appear on screen.

* Lups icons appear on every 80% of each level, but you must shoot it to find and get 'em.

Son Son II (PC Engine)

* Hold down Button I, Select and Up when you start to gain a magic lamp.

* Hold down Button II, Select and Up when you start to gain a reserve health potion.

GunHed (PC Engine)

* For the difficulty select level. Hold down Select, then press buttons I, II, I, II, I, II, etc... (up to 60 times). There are four different difficulty levels. Once selected, reset, and the GunHed logo will have changed colour.

* For the extra 8-way fire as well as normal weaponry, first use up all your bombs, then collect 30 gels (those pink spheres) BUT DO NOT collect other items in the process!! When you get to stage 2, a yellow ship will float down which you can collect for 8-way fire. You can then collect weapon IV as well as secondary weapons.

* For extra 10ups and 20 bombs, DON'T attack the mother ship Thunder Breath... the last boss on stage 1, for approx. 80 seconds... very difficult to do!!

* To see the ending, push Run rapidly on the title screen... unfortunately this doesn't always work!! Make sure you stop pressing run when it starts!

* For the Sound Test, on the title screen, hold down SELECT, push Left and Right 16 times.

* You can touch the boss on stage 3 without dying!

* For stage select, on title, hold down Select, push Left & Right 8 times for sound Test.

Then press Button I, Button II, then Select 21 times for Stage Select Mode. Do Not choose 11 or more. When you start, hold down I or II and push Run for extra lives, bombs, and continue facility.

* For invulnerability, enter stage select, choose 57 and push Down. This is difficult to get!!

The screen should dissappear and the title demo starts. You are already in invulnerable mode, but the play should have slowed down. Reset once, and things should ge alright!

* In sound test mode, enter sound 77 and push Run. When openinh demo starts, reset once and push Run to start for invulnerability. Or, choose 00-09 or 0A or 0B or 0C and Run while holding down Select. You'll meet with the boss corresponding to the number.

Tales of the Mosnster Path (PC Engine)

* To start on the lava level - first enter the Staff Info. Board by holding down all four buttons, then enter "S.62.08.22". Then reset, and start.

* For the 4 screen, fast mode, enter "SPEED-UP" on the Staff Info. Board.

Yaksa (PC Engine)

* To continue the game, enter 'AKISH-INOSAN' as the password

Side Arms (PC Engine)

* For the slow-motion mode, on the title, hold down Down, I, II, and push Run.

* To get Monochrome mode (which doesn't work on a scart engine, only PAL), do the same as above, but push Up instead.

* On stage 4, when you get to the end, go to the bottom right corner and shot left with the Shot Gun weapon, and you'll be safe.

Valis II (PC Engine)

* To get the Visual Test Tool screen, on the title screen, press Up, I, Select, II, Down, then Run.

* For item select, pause the game. Pause while holding down II. Select, I, II, I. Continue game, and when you want any weapon or item, pause and push I to choose a different weapon or I to get any item.

Cybercross (PC Engine)

* To continue from the same stage, when you die, pause the game, then press I, II, and Down. Then unpaue, and when you return back to the title, press Run, and you'll be back to the same level.

Pacland (PC Engine)

* For the cheat option: On the title screen, hold both buttons and press Run. A giant paclan and some text will appear. Hold down the buttons and press Run again and you'll get a message 'PACS' and 'SKIPS'. You can change the PACS (lives) to a maximum of 9, and toggle stage skipping!

Hit Run to enter Sound Test mode, where you can listen to the music from the game. Reset to start game with options you've selected.

* Invincibility: First do above with Skip on. When you start, select Skip 1, and tap Down 100 times - where a message will appear - 'NOMISS'. Invin.mode active! You are now invincible!

Ordyne (PC Engine)

To play the part of the girl - on the title, hold down I for a few seconds and the extra life sound is heard, plus some text. Then press Run to get a pic of a girl, etc. and you'll start as the girl in her orange craft. The game is also harder... as if the game is running in two player mode, so bosses require twice as many shots. You can't play a two player game in this mode!!

Super Masters Golf (Megadrive)

* To play Fantasy Zone of this game, first take 100 shots on a hole, then when 'Game Over' appears, press:
U-U-D-D-L-R-L-R-B-A-START.

Final Blow (Megadrive)

* After losing a match, if you push Up and A, B, and Start, you will continue on. It works 4 times, but you can only continue once if you lose a match against the same person.

Sokoban (Megadrive)

* Here are the password codes for this very difficult puzzle game:

2 - MARINA!!	14 - FIGUEROA
3 - MALIBU	15 - SUNSET
4 - SANPEDRO	16 - ORANGE
5 - VENTURA?	17 - HARBOR
6 - SAN DIEGO	18 - CENTRAL
7 - PASADENA	19 - WESTERN!
8 - !BEVERLY	20 - ?VALLEY?
9 - MELROSE!	21 - GLENDALE
10 - PODEO!?!	22 - FOOTHILL
11 - WESTWOOD	23 - VANNUYS!
12 - WILSHIRE	24 - CRENSHAW
13 - VENICE??	25 - IMPERIAL

Zoom! (Megadrive)

* On the title/menu screen press Up, Up, Down, Down, Left, Right, Left, Right, A, B. This will give you another option screen.

Space Invaders Special (Engine)

* For the Normal game - on the title screen, push Up, Up, Down, Down, Left, Right, Left, Right, II, I, II, I, and Select for an all white mono game!!
* Hold button I down and press Run for auto fire on Normal joystick.

Tiger Road (Engine)

* To get up to 9 lives on stage 1-1, hang around on this level taking out the nasties for 1 up. Don't complete the level, wait for the time to run out, where you'll start again, so you can collect more lives!

Splatter House (Engine)

* To get the HARD level, on the title screen, hold down Select for a few seconds and HARD will appear under the Push Run Button text. Unfortunately, it's not that hard!
* For Sound Test Mode and Stage Select Mode, do the following: Press Run to start and when you get the picture of the house and the lighting etc. hit the Select button 3 times, then press Left and button I at the same time to get Stage Select. For sound test, press Select.
* Achieve high score on the ever continuing stage.
* On the 7th stage - the final boss, Kill him and die with him (on the last attack, get him by the boulder) and you should get 100,000.

Afterburner II (Megadrive)

* For Stage Select, hold down all three buttons A+B+C and press Start. You can

now move stick left and right to select starting stage... up to 20 only.

* Also, each of the reload weapon stages when you connect with your big plane has a secret message. To see the message do the following, although some are hard to produce.

Stage 3 - Pause, then press Left & B
Stage 5 - Pause, then press Right & B
Stage 9 - Pause, then press Down & B
Stage 11 - Pause, then press Right & B
Stage 13 - Pause, then press Left & B
Stage 16 - Pause, then press Left & B
Stage 19 - Pause, then press Down & B
Stage 21 - Pause, then press Right & B

Genpeitomaden (Engine)

* On title, press Up, Right, Down, Left, I, II to get option mode.

The second line is number of lives

The third line is country select

Sound Test

Voice Test

Paranoia (Engine)

* On title screen, hold Up + I + II + Select then press Run for a much harder game all around.

* On the title screen, hold I, II, Select, then press Run for sound test.

* On stage 2 boss, go in to the bottom right hand corner to be safe, and attack with Wide Beam.

Chase HQ (Engine)

* Stage 5, to get the correct direction in the road, look at your radio, look at your radio channel when you start. If the second digit is an odd number, go right, and if even, then go left.

* Sound Test on title screen, after noise, press Left, Right, I, II, Down, Select, Up Select.

Cyber Core (Engine)

On the title screen, hold Left, then Select, to get Input Password mode:

Password	What Happens
YANDI	Easy Mode
HIGEPIN	Hard Mode
SCSI	Sound Test
MIKARIN	Invincible
IRO	Colour Bar, Colour Test
MAI	Start on stage 1 (!)
EMI	Start on stage 2
YUUMI	Start on stage 3
PERSIA	Start on stage 4
YU	Start on stage 5
MAMI	Start on stage 6
MIHO	Start on stage 7
LALAMOTO	Start on stage 8
SARA	See ending
MAKIRIN	Thinner screen
EIKOCHAN	Normal
AMI	Max. power Up
RIE	2nd to Max.
NAOMI	3rd to max.
MIDORI	4th to max.

Red Alert (Engine)

* Before you start, it shows you a map of the stage you are about to play. On the map, you get either a blue, yellow or red marker to mark the spot. If you get a red

marker, don't use anything apart from your Pistol. Then you get far less enemies to deal with.

Sokoban World (Engine)

* If anyone has got this game, then enter MACKY as the password for Super Hard hard mode, with more tougher mazes for you to complete.

* Enter MICKY to start on the 250th stage.

Dodge ball (Engine)

* For super invincible mode, on the title screen, press Select, Up, Down, Up, Up, Right, Down, Left, Left, Left, II, I, then Run to start the game. You have to do all the above fairly quick before the demo comes on. If successful, if you get hit by the ball you won't lose any energy!!

* To choose the time limit: On the title screen, press I as the following:

14 times 3:30

15 times 3:00

16 times 2:30

17 times 2:00

18 times 1:30

19 times 1:00

20 or more :30

* For a No Time Limit game: on title screen, press Select then I, I, I, II, I, II, I, II, I.

* If you press Right or left rapidly before the whistle goes off, the boss of the other side gets hit.

Drop Rock Horror (Engine)

* On the title screen, hold II then press Run.

* On title screen, press the Select button 16 times then press Run to reveal a stage select.

* On title, press I + Run, II + Run rapidly.

Powerdrift (Engine)

* Extra Stage: If you complete all the races in 1st place, then you get to go on the extra stage in a F14-Tomcat, the jet from After Burner!!

Granzort (Super Grafik)

* Stage Select: When the words are moving about the screen, press Down 4 times. When the screen stops moving, and you get a triangle indicator, press Up, Left, Down, Right, then Run.

* Sample Play Data Mode: As above when the words are moving about on the screen, press I then II. When the words stop, and you get a triangle indicator, press II, II, I, and Run.

* If you turn into 'Windzort' (the guy who can fly) and fly high, you'll find lots of lups!
* The stage 2 boss is easy if you fight him kneeling down.

* Switch on, and press Run to get a stable title screen. Then press Up, Up, Down, Down, Left, Right, Left, Right, II, I, then Run. Then you'll get 'Turbo Shot Active'.

Formation Armed F (Engine)

* When Game Over, and you hear the music, press the Select button 10 times. You'll get 10 credits!

* On stage 1 boss, use the brown walls as a shield and get him!

Barumba (Engine)

- * On the area 1 Boss, go to the lower left corner as it's a safety spot. Then just fire at it's tail.
- * Area 2 boss, hit below the middle, on the right a bit.
- * On 'Game Over', hold Up + I then press Run to continue on that stage.

Formation Soccer (Engine)

- * Here are some useful passcodes -



You can get two computer controlled teams to play each other.



Sound Test



Play the Computer



Play a friend



Play 2 against the computer



2 people against one person



2 people against 2



Japan vs Italy dinal (you control japan)



Italy vs Brazil, final



See the ending sequence

* During Half time, change the channels and the newsreporter and the weather forecaster turn into an alligator or wear nothing but a bikini. Stay on the TV a bit longer, and the referee appears, gives you some lip, and switches off the TV!!!

* One way to score an easy goal if you can dribble pass players is to send the goal keeper with the ball to score. When he reaches the box, the opponent's keeper won't tackle you, so you can just run in to the goal and kick it in.

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

Fire Pro Wrestling (Engine)

* For Slow motion, press Select then keep pressing button I.

* To activate secret move, grab oppenent then press both buttons and push a certain direction depending on the position and what player.

* After completing title, watch finishing and wait for instructions on the bottom to appear for second title. Press Right one, Left 5 times, Down twice and Up once with button I pressed all the time.

* To watch wrestling, select 1P v 2P, then press button II and Up, then press I.

Tatsunoco Fighter (Engine)

* In the game, collect 'P' to extend energy and when you die, you will still have the same amount as when you died.

Ordyne (Engine)

* To get a higher score, on level 5 nasties, make sure you have stock-bomber and position yourself middle-left and shoot the eggs. To continue on the same spot you died, press button I and Run before the player disappear off the screen.

Yaksa (Engine)

* Select continue on option and enter "AKISH-INOSAN" for invincibility.

Ghouls 'n' Ghosts (Genesis)

* To become invincible, press Up, A, Down, A, Left, A, Right. If you hear a musical note, you've done the above correctly. Now press and hold B and press Start. Release B, and press and hold C, then press Start. You'll be able to run through the enemies, but if you fall off ledges or get trapped off screen, you'll lose a life.

* To play in slow motion, press Up, A, Down, A, Left, A, Right during the title screen. Again, if you hear a note, you've done this correct. Then press Start repeatedly until Arthur comes on to the screen. Then press Start (to pause) and hold down B. You should now be able to control Arthur in slow motion.

Power drift (Engine)

* For stage select, on the title screen, hold Down Right, Select, I, then press Run. When you have selected Jason, press II, the number of times you press II determines the stage you're on.

* For the invincibility mode: On the title screen, hold Down Right, Select, I, then press Run. Go to Mark and press II. After that, you can choose any character you like.

* Changing drivers: Game Over on stage 2. Wait for it to go into the Demo mode. When your favorite driver appears, hold I then Run, and when you get the title screen, hold I then press Run. You should then be able to continue from where you've left off with your selected driver.

* The continue mode: To continue, hold down I then press Run.

* The basis for all the cheats to follow: On the title screen, Hold Down-Right (SW), I, Select, then press Run. After you have done this, select the

following character for a different result: Lucy: It won't be Game Over even if you don't finish in the top 3.

Jeronnimo: There's no music, just the sound effects of your engine.

Emily: Sound Test

Eric: Press II once = 4 screens, Twice = Black and white, 3 times = 4 screens and Black and white.

Golden Axe (Engine)

* On stage 2, on the big trees, get the Dwarf to do a backward rolling attack, to go on top of the trees (positioning may be a bit tricky)!

Psycho Chaser (Engine)

* Sound Test: Reset the game 35 times. When you have done so, it should read Push Run on the title screen.

* Stage Select: On the SOund Test, select the sound no. 1F, then press Run 8 times.

* Invincible mode: On the stage Select mode, hold I then press Run.

* To see the ending: On the stage select mode, hold I, II, Select, then press Run.

* To get 4 screens at once: On the title hold down II, then reset.

* For a faster game on the title, hold I, II, then reset the game.

Super Darius (Engine)

* Duel with the bosses (multi-tap needed). On joypad 1, press Down and Select. On Joy2, hold Up, Run and I, then press Run on Joy 1.

* On Sting-Ray, stick to the top of the screen, so that your giant cutter is cutting in to the ceiling, then Bomb it's weak points.

Beball (Engine)

* On Area 4, you get a green character with a yellow beak looking something like a platypus. If you leave him, he will get on a ball and start dancing. If you leave him for about a minute, he gets tired and goes (dies) to heaven!

* Special bonus: If you finish the stage quickly without killing any enemies you will get a special bonus.

* On-the-spot continue: In the 2 player mode, if one gets out, hold down I and press Run.

* To get to the 500th area!?: On the password input: '677261' and a 10 should appear under the A of Ball. You get to go on the 50th stage, on the 10th time!!

* To join in a 1 player game, hold I and press Run to join in with your partner.

Don Doko Don (Engine)

* Select 2-players and now you can control two characters with one joypad.

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



You can now progress to the bonus stage.

CASTLE of ILLUSIONS

GameGear by Sega - Hired from Preview Videos

After rescuing Minnie Mouse on the Megadrive and the Master System, old Mickey has to rescue his girlfriend again on the game gear in the castle of illusion.

The game is based on the MS version, so if you've completed the MD one, GG Castle of Illusion is worth checking out as the levels are totally different.

there are also no bosses to kill.

The normal game: On entering the castle, you can select from one of three stages to start on - either the Woods, Toy or Cake stages. Mickey starts with three lives, and three energy stars. To complete a level, Mickey must negotiate each level to find the boss' Lair, and kill it,

ways. The first is jumping up, then tap jump again which will send his legs up so that he lands on the nasty on his arse. Another way is to pick up objects and throw 'em at the nasties. Picking up objects is also necessary to get through the stage. For example, in the caves, there is a large boulder blocking your way, held in place by a rock. To get past, you must pick up the rock and jump across a large gap. The boulder will roll along, then fall down the gap, so you can go past.

Treasure chests are scattered all over the place too, and jumping on them can reveal extra lives, coins, cakes for extra health, and stars to add extra energy star.

There are ladders to climb, moving leaves to jump on and off, slopes to slide down, and then there's the Boss! Here there's a large tree that throws out chunks of wood, and spins across the screen. However, jumping on it a few times and it's dead wood.

The toy stage is equipped with toy items from boats that billow out smoke, jugglers that throw balls at you, and at the end, a bouncing jack in the box.

The cake stage is more tough as like Batman on the Gameboy, scrolls along, so you have to keep ahead of it, so not to get trapped! You face chocolate drops, big rolling doughnuts, etc. You must

also locate a key to enter the boss' lair too which is a chocolate bar!

The it's onto the Pencil and Clock stages which are even more difficult!

Onn: I haven't actually played the MD or MS version as I write this, so can't compare them, but Mickey on the GG is certainly the best Game Gear game I've played - even better than Shinobi in my opinion. The graphics are real superb, really colourful and detailed, although the text is rather difficult to read. Scrolling is smooth, and animation is first rate. The way Mickey runs, attempts to pick up items and balancing on the edge of blocks is real ace. Sound is also wicked with jolly tunes - I've been told by Dan that they are the same as the MD version, and the Sound FX are rather cool too.

On gameplay, it's tremendous, extremely playable and difficulty set just right. It took me a couple of days to complete the first three stages, and the next two are real tough, which would take a lot of time to complete, especially if you don't use the continue option. With great graphics, sound, gameplay and variety, Mickey is a MUST.

Visuals - 95 %
Sound - 90 %
Playability - 92 %
Lastability - 91 %

Overall - 91 %



JUMP ON THE CUTE BUT NASTY TREE!

To save Minnie, Mickey must retrieve seven colour orbs of the rainbow by finding them in the mysterious castle. Before you start, you have two options - play a practise game or a normal one. Practise let you play a small part of each level in simplified form so you can get to grips with things...

where you'll get one of the rainbow orbs.

On the woods stage, Mickey gets attacked by small trees, flowers that throw out seeds, flapping bats and spiders. Mickey can dodge the nasties by jumping over them, or kill them in two

Playability, which above all else is probably the most important aspect of any game (and particularly in a beat 'em up where the action is fast and furious) is very high. This is the sort of game that

you can sit down and play (and enjoy immensely) straight away. Having said that, there are many moves which take a while to master and these lengthen interest.

On easy setting (and especially in two player mode) getting through the levels isn't really a problem and most players will no doubt complete this. Maybe

Normal or Hard level is a wise move?

As with all beat 'em ups, sometimes the action does get a bit tedious and samey, but I suppose fans of the genre will disagree with me. Anyhow, at times I did get a bit fed up of the gameplay. However, this is one of those games that you could just put on for a quick half an hour game to waste some time (and probably a game that you could come back to after some time). The best beat 'em up on the MD and well worth checking out if you're after a very playable and enjoyable game.

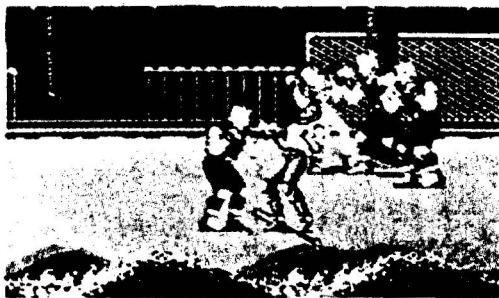
Graphics - 85 %
Sound - 94 %
Playability - 91 %
Lastability - 84 %

Overall - 89 %



COMMENT

BARE KNUCKLE MEGADRIVE BY SEGA Supplied By Megaware (Ta!)



say. Final Fight has on the SF.

The music (by the same guy who did the stunning Super Shinobi stuff) is absolutely brilliant with some really trendy techno-dance style tracks pounding away. This is easily the best music on the MD for a long, long time and PLEASE can we have more of the same quality very soon!!!

Marc: A fairly rare beast on the MD this - a beat 'em up! Apart from Golden Axe, there really hasn't been a decent effort to grace Sega's box of tricks.

Two player mode adds a lot to the game (ie you can beat each other up when it's quiet!!) and is great fun to play.

The graphics aren't anything to rant and rave about - they are nicely done (with quite a few neat touches) but don't have that 'arcade look' that,

SWAP LINE

Again, it you have something to sell, swap, or want... then advertise your goods in this FREE column!! NO TRADE ADS matey....

Send to the usual address!!

Neo Geo Games to exchange. Have Baseball Stars, Magician Lord, Cyber Lip, Super Spy, Nam 1975, Riding Hero, and Top Players Golf. Ask for Andy, on Mansfield (0623) 658387.

Ninja Combat (Neo Geo) £50. **Fantasia (Genesis)** £19. **Gargoyles Quest (Gameboy)** sell for £12 or swap for Double Dragon, Operation C or Parodius. Write to Craig Hutchings, 47, Pergwm St., Trealaw, Rhondda, Mid. Glamorgan. South Wales. CF40 2UP.

Has anyone got the ageing classic Chan + Chan for the PC Engine. Please contact Stuart on 0733-342097.

Swap S.F. Pilotwings or Mario Land for either Simcity or Darius Twin. Phone William (0306) 887349, 6pm-10pm.

Nintendo 190 games cart contains 190 games and will work on any converted Nintendo only £120 o.n.o. Or will swap for 8-10 PC Engine titles. Phone (0306) 885 003 after 7pm.

Also, Powercade Arcade machine with 'Time Soldiers' and 'Gurilla Wars' PCBs. Plus 2 extra swivel joysticks £220 o.n.o. Or swap for Super Famicom (Scart) with games. Phone (0306) 885 003 after 7pm. Buyer collects or arrange delivery.



GET RAPPING!

If you have a point to put forward, a question to answer, a hint or tip, or whatever, then write in - if we can't help, then maybe some reader can.

Compatibilities?

1. Why is the U.S. PC Engine - the 'Turbo Grafx-16' and the US PC Engine GT Handheld - the Turbo Express starting to be imported (see ads) when both these systems are incompatible (apart from CD Games) with the established Japanese PC Engine over here?

2. I have been thinking about buying a cheap NES and getting it converted to run US carts but I am not sure whether to wait until an adaptor appears for the Super Famicom (which Nintendo have announced holds all the hardware to run NES games). I realise that getting American NES or UK NES games to work on a Japanese SF may be tricky but at least the output will be through scart rather than PAL. The first adaptor to appear will probably be a SNES adaptor to run NES games, so the anticipated adaptor to run SNES games on the SF will be needed as well!

3. So SNES games definitely work on the SF? (Despite cutting away hole in top!) -

PC Engine Supplies told me they did.

*Jason Brookes,
Cheshire*

1. If I had a choice NOW for a US engine or Jap one, then I'd go for the US one. The reason? Because, in the US you can buy an adaptor called the PC-E (PC Emulator?) which when slotted into the Turbo Grafx-16 will let you run Japanese PC Engine cards too, so you will have the best of both worlds! Unfortunately, looking through the UK ads, no one seems to sell this device with the TG-16. You would expect them to include the PC-E with the system wouldn't you. The US CD-Rom is much more sexier too as it can be used as a normal CD-Man too as it's battery operated as well. As for the GT, I have heard that it will run both cards... but as I have never seen one in action, can't comment on it. As I have already the engine, CD-Rom, lots of sticks (the TG-16's controller port is different so you can't use the pads or joysticks), I won't bother getting a TG-16.

2. If you look at the HARD NEWS pages in this issue, you'll see the first NES adaptor for the SNES, so it's on it's way real soon! It looks like the SNES version will be available first, so you'll need a SNES adaptor for your SF to use it.

3. And it just happens that,

a number of SNES/SF adaptors are filtering in to the country. I believe Pro Games have got some in... in fact, they are also selling the SNES together with SNES games.... worth checking out, although there are only a few US games, Mario World in English should be worth seeing.... plus the RPGs!!

How do you complete/get out of the prison level (level 9 or 10) of Goemon the Warrior?

Jeremy Young, Bristol

You are not the only one who got stuck on this part of the game as quite a number of people have phoned me up on this problem (no thank to Console Concepts for selling so many copies of this excellent game!). Anyway, you first must run out of the jail and head right and keep entering the jails until you see a bloke who is shouting at you (the guy has all these lines coming out of his mouth!!). He gives you the clues. You can go down and left to get weapons and health, BUT to exit, return to the jail where you started, and bash the top right-side wall with your rod and you're FREE!! If you get to the end with the Last Boss on the tiger, to kill it, you have to deflect the arrows he launches at you so it hits the tiger's head. It took me ages to figure this out... I was trying to jump on the bugger, hit the tiger from the underside, go for his arse,....

To Subscribe to Electric Brain, send £13.00 to address below for 12 issues which includes all p+p. Or if you only can't afford that, each issue can be bought for £1.30 each, again this includes p+p. Please make all Cheques/PO's payable to 'ONN LEE'. Send to: Onn Lee (E.B.), 125 Arnold Road, Bestwood Estate, Nottingham. NG5 5HR. England.

Next issue: The bumper, Santa's on his way, presents all round, the holly and the Ivy, James Bond and Star Wars yet again, getting stone drunk, and Turkey Issue!!

Several reasons for buying Electric Brain.... than other (and certain) magazines...

Save Money!!! Still only £1 each. A third of the price of Mean Machine's Xmas issue!

Save Space!!! No extra pages and pages of use less crap!

Save the Earth!!! Less pages, means less trees been chopped down and less chemicals!

No crappy free gits.... ermmm, I mean gifts (I think I was right in the first place!)

No imaginary games reviews of Street Fighter II coming out in console machines!!

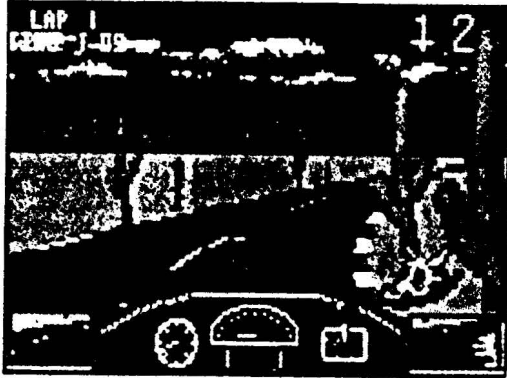
More console games reviews than any other magazine, plus newer ones too!

More Hardware and software news including more of the Japanese scene.. plus more useful tips, cheats and hints, more.... well, more of everything..... Don't Miss it!!

Checkedered Flag

Lynx by Atari - Bought from Virgin Megastore

Leelee: Checkedered Flag is Atari's first attempt at a racing game on the Lynx. It's moulded in the same style as the old Atari pole position game. The view when racing is from behind



CHECKERED FLAG... EQUIPPED WITH MIRRORS AND ALL!

the car, this allows you to see more of the track and cars coming up from the rear. Before racing you are confronted with an option screen allowing you to set number of laps, computer-opponents, type of car and course to race on. The graphics in checkedered flag are nothing to shout about but they do expand smoothly as they approach you. The sound effects however are really awful, the car engine sounds like a fighter plane! As for the skidding effects..YUK! If you listen carefully you can

recognise sounds effects from Warbirds and Gates of Zendocon! The music is just as bad. But what about the all important gameplay? Well it's not too hot either. When playing against the computer cars, one crash or spin-out

after hitting another car will almost certainly put you in last position with no hope of catching up! After a few goes of this game I became bored and decided to hit the OFF button.

Checkedered flag may be

better when linked with other players but as it stands it's below average. I personally think Atari corp should get its finger out and bring us more games like Slimeworld and stop releasing crap like this!

- Visuals - 65%
- Audio - 35%
- Playability - 49%
- Lastability - 30%

Overall - 45%
* Checkedered is the American spelling of Chequered

LYNX NEWS

The Lynx unfortunately is the odd machine out of all the consoles around as it's the only one not Japanese, therefore, as we deal mainly in the Japanese stuff we don't get much info on the machine. However, over the in US, it's on hot machine - especially as the machine now sells for \$99.99 which includes a game - either Gates of Zendocon, Blue Lighting, Electro Cop, or Chips Challenge!! Or if you are more gadget mad, you can pick up the package bundle which includes the Lynx, California games cart., plus another special second cartridge, Comlynx cable, and AC Adaptor! And all this for only \$149.99 - approx. the same price we pay for the Lynx alone!!

Aswell as this, the US

Runner which should be available as you read this. Then there's Hard Drivin - this should be worth seeing; Rolling Thunder - Atari / Namco's rather neat arcade adventure; Hockey - looks good; NFL Football - viewed from top down moving left/



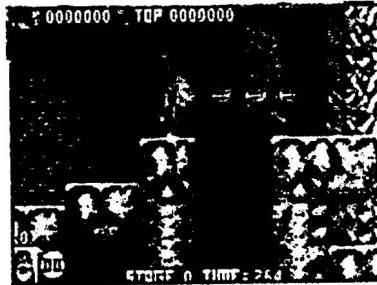
FOOTBALL... WITH ZOOM IN ACTION.

right, with zoom in action; Vindicators - looks really brilliant!; Toki - old monkey face on the Lynx, should be great; Basket Brawl - original Atari game, Basketball with NO Rules! Pick up knives and

nunchuks and lets kick ass!; 720 degrees - again should be great on the Lynx; Grid Runner - Not a conversion of Jeff Minter's great game but a 3D sports game like Lucas' Ballblazer; Crystal Mines 2 - Not an Atari game, but by third party Color Dreams... a puzzle/strategy game where you have to blast the tocks in the right order

or you might get crushed. Looks like Boulder Dash; Bill & Ted's Excellent Adventure - Hopefully better than the GB crap version, Casino... Slot machine sim, Bloody hell! All the above in scheduled before the end of the year! There also a few other in the works, including ofcourse

Psygnosis' Lemmings, plus Shadow of the Beast. And it is also expected that, the excellent Eye of the Beholder will make it to the Lynx... this I find very hard to believe!



MONKEY FUN WITH TOKI

sells the Lynx carrying case for \$19.99, the Cigarette Lighter adapter for \$19.99 and the Lynx pouch for \$14.99.

What new software are there for the coming months? The games that should hit the Lynx real soon includes S.T.U.N.



GRIDRUNNER... 3D BALLBLAZER ACTION!

BILL & TED'S →
EXCELLENT ADV.
OUT SOON ON
THE LYNX.

Xybots... 3D BERSEK
ACTION



*** Mappy (Gamegear)**

On the title screen, press the 2 button twice, 1 button 3 times, the 2 button twice, 1 button, then press Start for round select.

*** Bonanza Bros. (Megadrive)**

On stage 2, try to step on the rake while get hit by the policeman. Now you are invincible until you get an item.

*** Alien Storm (Megadrive)**

Choose the cyborg, get hit by the enemy on purpose. When your life meter reaches 0, press self destruct. You are now invincible.

*** Zero Wing (Megadrive)**

Keep getting the same type of power up and a red item will appear. get it and you will have the maximum power-up.

*** Shadow Dancer (Megadrive)**

Start the game normally and complete a stage by using magic only for a 100000 points bonus.

*** Fire Mustang (Megadrive)**

On the title screen, hold Up and B then press Start to start with 4 special weapons.

*** Veritex (Megadrive)**

During play, hold A, B, C and Pause the game, then hold Down and press Start to increase the number of lives.

When without a shield, hold A, B, C, then pause, hold Right and Unpause. This trick can be repeated.

*** Fastest One (Megadrive)**

On mode 'World Championship' enter your name as HAPPY NEW YEAR choose any tyre of your choice and your tyres will not wear out.

*** Parasol Stars (Engine)**

Enter the password as BOM. Then after the stage 1 boss is dead go to the door. In there is a ring which gives you 100000 points and thereafter you can get points by your umbrella or walking.

*** 1943 (Engine)**

Pause during play, then Right, Left, II, I, Up, Down, I, II, Up, Down, Up, Down, for endless weapons.

Or try, Pause the game then push Up, Up, Down, Down, Right, Right, Left, Left II, then Unpause for infinite loops in the air.

*** Spriggan (Engine)**

When a friendly craft appears, plug in an extra joypad. Control is now possible by pressing Run. By doing this, up to 5 people can play simultaneously in this shoot'em up!

Final Soldier (Engine)

Choose Normal Game, and then Left, Left, I, Right, Right, II, Up, Down, Up, Down, for a special 1 minute game or stage select.

Choose Set Up then Left, Left, I, Right, Right, II, Up, Down, Up, Down for the sound Test.

*** Ray Xanber II (Engine)**

On the stage one boss, wait until the two bubbles open up, then place your ship in front of it's eye. This is the safty spot.

*** Power Eleven (Engine)**

During play, pause then press I for the field map which shows you the position of the players.

When the words Kick Off appears on the screen, press pause and I to change the position of players during a game.

*** Metal Stoker (Engine)**

On the title screen, press I, I, II, II, Left, Right, Up, Down, Selectx4, then press both I+II for a hidden configuration mode.

*** Final Fight (Super Famicom)**

For the option screen, hold down Top Left button and Start.

*** Onslaught (Megadrive)**

On the option screen, Select effects 3, then press A, B, C together to get CHEAT ON.

*** Outrun (Megadrive)**

I'm not sure about this one, as we don't have the game anymore... and I didn't have time to send it to Tai for translation Anyway, I think it goes something like this. On the option screen, select HARD and then complete the game. Once done, you can then enter the option screen again, and you will have Hyper mode... where you can go at 345km/h.

Also, try this. Enter, ENDING in the high scores and you'll get the ending credits.

*** Shibooby man II (Engine)**

Pause during play, and press Left, II, and Select together to replenish life. This trick is repeatable.

Hold the II button to charge up, then Jump and press up while firing.

At the beginning of stage 7, when asteroids start to fall, go to the bottom right hand corner - it's a safety spot.

The first stage boss is easy, jump off the building. Should be no problem because you are invincible while your booster jetpack thingy is on. After a while the irritating scrolling stops so decking the monster is a lot easier.

On the stage 2 boss, the orange Michelin man, position your ship so that it is overlapping his body and rapid fire.

*** Populous (Engine)**

Switch on, and on the Hudson logo, the Bee, press Select to sort out your back up data on the interface unit or back up ram unit. Saves you from buying a system card!

*** MotoRoader II (Engine)**

The missiles can only be fired forwards and backwards, but by pressing Select, you can change the direction in which they are aimed.

*** Adventure Island (Engine)**

Try password V24MW7D7Y5K63G for the Human.

*** Sonic the Hedgehog (Megadrive)**

Complete any level in 29 seconds for a whopping 50,000 point bonus, although level 1 is your best bet!

*** Wonder Boy (GameGear)**

When Area 1 appears on the screen, press Up and the area number will increase.

*** Psychic World (GameGear)**

On the title screen, hold down Left-Up and Buttons I and II, then push Start for level select and sound test.

*** Dragon Crystal (GameGear)**

For the stage select, on title screen, Push Down and press Start. Then press Up to select stage.

*** Ms Pacman (Lynx)**

For more lives, press Pause, option 1. B, B, A, A, Option 1, Unpause. For a faster Ms Pac, Pause, option 1, A, option 1, unpause.

*** Gauntlet III (Lynx)**

For level jump. First select your player, and press start. When you appear on stage 1, press option 1 and you'll be teleported to level 5. You can repeat this to get to level 10....15...

*** Castlevania II (Gameboy)**

Here are the first few passwords (sent in by R.Blackshire):

- 1) Candle, Heart, Heart, Orb
- 2) Candle, Heart, Orb, Orb
- 3) Heart, Heart, Orb, Orb
- 4) Heart, Orb, Candle, Blank

● Dan has reach the end boss, and we'll print the last couple of codes next issue for ya, plus some tips!

*** Rockman World (Gameboy)**

And, again from R.Blackshire, the first lot of codes for this game:

1. D1, D2, A2, B3, A4
2. A1, C1, D2, B4, D4
3. C1, A2, D2, A3, D3
4. A2, C2, A3, C3, B4

● I (Onn) have completed this game, and will give you tips on how to do this one in next issue too!

ESSENTIAL MEGADRIVE TITLES IN NO SPECIFIC ORDER

Well, if you are thinking of getting a Megadrive, then here are Marc's essential top ten titles you should get your mits on.

1. SONIC THE HEDGEHOG

Obviously had to be here! This is the best use of the MD's considerable hardware to date and features some stunning graphics and scrolling. Besides that, it's amazingly playable, very large, addictive and filled to the brim with smart ideas. If this isn't in your MD collection, why not?!

2. THUNDERFORCE III

The essential shoot 'em up for the MD. In my opinion, all that has been said about Hellfire, Zero Wing, Gynoug etc in the games magazines is all waffle. There has yet to be a horizontally scrolling shoot 'em up to get close to this. Amazing graphics, high speed action, loads of levels, great music, addictiveness and smoothness - they're all here!

3. MICKEY MOUSE

Looking a tad dated now that Sonic's here, but nevertheless a classic MD release. Great graphics, excellent animation, lovely atmospheric music, lots to explore and do, a multitude of levels, perfect playability. Do not confuse with the abysmal follow up Fantasia!

4. COLUMNS

The only puzzle game really worth considering. This is a Tetris clone that I think is actually better than Tetris. VERY addictive, simple graphics and gameplay, enchanting music and a great two player game. Sniff this out second hand or new at a bargain price and get stuck in!

5. SUPER HANG ON

An oldie but goodie! Again, time tells it's toll (after all this was a very early title!) but it still looks good and plays superbly. A great racing game.

6. SUPER SHINOBI

Hey! I couldn't possibly write this without putting this amazing title in the list! Absolutely oozes quality in every department and still makes a mockery of many of the latest MD releases. This is everything a game should be - brilliantly playable, very addictive, great visuals, superb music, lots of levels to keep you occupied, absorbing gameplay.....Need I say more? Classic.

7. JOHN MADDEN'S FOOTBALL

Maybe overrated at the time but still the best sports game. An excellent console-isation of the great game of American Football with some amazing detail. A little bit stop/start (but then so is the game itself) but still very good indeed.

8. STRIDER

The first 8 meg cartridge and one that caused many a jaw to hit the floor! Coin-op perfect graphics and sound, great playability and a decent challenge. Still some of the most amazing visuals in an MD game.

(9. GOLDEN AXE)

Definitely debatable this one! Once thought of as a classic game for the MD, but the instability of beat 'em ups must be questioned, and personally I think undeserving of a place in my hall of fame.

(10. GHOULS AND GHOSTS)

Again, a split decision. The quality is unquestionable - great graphics and music and some interesting gameplay. However, this is an extremely hard game and I have recently sold my copy as I knew I would never see the end of it!!



BRAIN DEAD

LYNX III

● Yes, after the success of the Lynx II, Atari plan to produce another upgrade to their colour handheld - the Lynx III. The machine is expected to be release in the Spring of '92. Atari spokesman, Mr. Irata, stated that, the machine will be smaller, more robust and lighter! But refuse to give any more info.

● Sources close to Atari's technical dept. however have leaked information to the E.B. spies that the main feature is, the casing is made out of polystyrene! In test conditions, the New Lynx III, Sega's Gamegear, Nintedo's Gameboy, NEC's GT, Amstrad's GX4000 and the Civil Defense's Main Frame computer - were dropped from the top of the Eiffel Tower.

First to hit the ground was the main-frame, smashing into a billion pieces and killing five people in the process, although four of them were american tourists do they didn't count.

Next down was the Mr. Sugar surprise - the GX4000, which showed off it's aerodynamic shape, circulating the tower three times, looped the loop, and dive bombing the watchers.. and eventually, flew off into the sunset heading back to jolly England!

Next down was the GT - the tightly packed machine didn't stand a chance... it cracked a french onion seller on the head and hit the ground into a million pieces!

The Gamegear followed attached to a dead pigeon... although the bird helped it's fall, it still smashed into a thousand pieces!

Followed lose behind, the small Gameboy showed it's worth, twisting and turning to avoid the birds, low flying planes, dead british sheep, and people before doing a full pike, a double somersault, and hitting the ground and smashing into a hundred pieces.

Last of all was the Lynx 3 The machine dropped like a

feather and didn't reach the ground until ten minutes later. It hit the ground, bounces a few times, and finally stopped - and amazingly was in perfect condition!!! Unfortunately, a man near by lit up a cigar, threw the lit match on the ground, and the Lynx 3 was frazzled in a matter of seconds!!

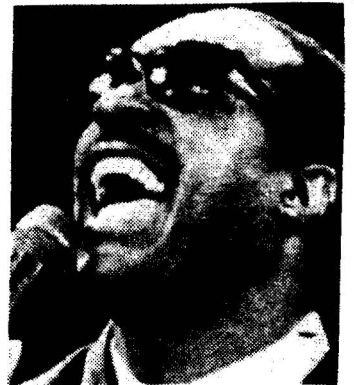
● With the great backlight switch on the Lynx II which turns off the screen to save battery life, Atari are to add a couple of energy saving gadgets to the Lynx 3 too. There's the Mute switch... press this and the sound is cut off instantly!!

There's also the fruit probe adaptor. By connecting the two cables into the Lynx, and staving the other ends into a fruit (ie. Orange, Grapefruit, etc.) less power will be drained from your batteries. This is very useful... as it encourages kids to take up more fruit!!

Home Grown Software

● Bad news for one of our team - Dan.. the man has been made redundant, but he hopes to get a new job soon. However, Dan is currently working on a program for the Megadrive, and hope to finish the game in time for Xmas. Dan is writing the 8meg cart in 100% machine code and will feature excellent smooth scrolling, fast as Sonic the Hedgehog, full use of the MD's control pad, and multipl options! Check out next issue for a full in-depth review on 'Accountancy for Beginners!'

FAMOUS NON-GAMES PLAYERS



THIS MAN DOES NOT OWN A CONSOLE!

MEGA TIPS

* Spriggan (Engine)

Pause during play, press I, Select, II, Select, I, Select, II, Select for 10 extra lives.

On the game level, press either I or II for a comment.

* Valis IV (Engine)

On the title screen press Select to sort out your back-up.

* Final Soldier (Engine)

On the title screen, press Left, Left, I, Right, Right, II, Up, Down, Up, Down, for a thinner arcade-look screen.

* FI-Circus '91 (Engine)

i. To drive McRaien's car, input AYRTON in the name entry. To drive Ferrari's car, input ALAIN.
ii. On the title screen, hold Right and Select, and push I for the Demo Course. The flag can be turned on or off by pushing Select.

iii. Without retiring, get to the goal line and stop your car just before the line. As soon as the time goes yellow, press Select for Pole Position. Timing is crucial and it may be difficult to achieve.
iv. To win in the Monaco GP mode, you can use a cruel trick. On the hairpin curve, position your car at the end of the curve, in the middle of the road (make sure it's stationary). All of your rivals will come zooming past, and in an effort to dodge your car, they all crash!! Now, that they have all retired, you can come first!!

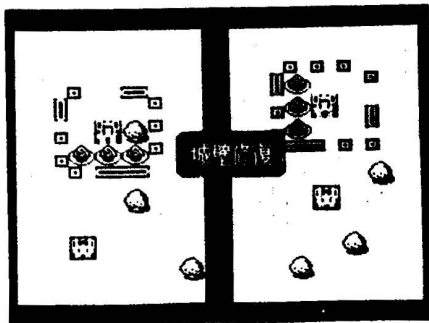
v. On the menu screen titled 'Course', hold Down while you keep pressing I. If you hear a sound, the number of laps will go down to 2.

vi. On the menu screen 'Course', hold Up and keep pressing Select for fine weather, hold Right and hit Select for Cloudy weather, and hold Left and press Select for rainy weather.

* Sonic the Hedgehog

(Megadrive)

On the title screen, press Up,



Down, Down, Down, Left, Right, then Hold A and press Start for Stage Select and Sound Test.

* Master of Monsters (Megadrive)

On the title screen, hold A, B, C, and press Start for the Sound Test.

* Fire Mustang (Megadrive)

On the title screen, hold Left and button C, then push Start, to start the game with 3 lives instead of 2, Or on title screen, press Right and button A, then push Start to start the game with a level-up weapon.

* Shining and the Darkness (Megadrive)

If your 'Disappear' magic is underlevelled, and has no effect on strong monsters, then use it on the floor before for it to have a positive effect. It's effect last only a short time however.

TRIVIA

The Hardest Enemy?

The hardest enemy was in Taito's arcade game Chukataisen and the last boss character needed a astonishing 6000 hits to be destroyed. So, without powerups, firing at 16 shots a second, it would have taken over 6 minutes to destroy the sucker!!!

* John Madden's Football (Megadrive)

To keep the football when you are kicking off to the opposing team follow these steps: First, put the player marker on the kicker. Next, press Button C very fast to get the kicking power as low as possible. Finally, press Button A very fast as you're about to kick to make the kicker leap. If you do this properly the kicker jumps on the ball and the screen says, "Kicking Team Recover!" and you'll have the ball again!!

* Zarlton

Mercenary (Lynx)
To get a fully powered ship try the following trick: At the beginning of the game, Select XQ49. On the third level, second boss, let him kill you once and then finish the level.

TRIVIA

Hudson Soft's Logo

Hudson Soft has a Bee as a logo because the president of Hudson Soft used to be an assistant to a comic writer and the Bee was one of his creations.

At the shop buy one of these items: power shot, side shooter, back shooter, auto fire, super shields, or laser. You'll have everything maxed out except mega bombs and lives, but you can use the rest of your Zarbits on 'em.

TRIVIA

Why 3 lives?

Most platform and shoot 'em ups only start off with 3 lives. Why? Mr. Maeda from Taito explains - with 5 lives, the player is relaxed and there is no tension or excitement when playing the game. While 4 is an unlucky number, and this leaves 3 which is also a lucky number, related to old traditional sayings!

* James Pond (Megadrive)

To open the Exit on any level before you finish, press the C button and Left together, then hit the Start button, at the title screen.

When you wish to open the Exit, press A, B, and C together, and rotate the directional pad. The Exit will open, allowing you to leave the mission.

* Devil Crash (Engine)

Here's a couple of codes for this ace game:

EFGHIJKLMB

this will give you 924,000,000 points and 73 balls!

For infinite balls, first select a two player game (although you only get a one player game), then enter:
AAAAAAAAAAAAAAAAAAB

* Gargoyle's Quest (Gameboy)

Here are a number of passwords to give you certain things, but also puts you at various locations:

EAGG-TN99 = 8 Lives

K8EE-5WBD = 10 Lives

ZGBZ-ABYP = 4 Lives

ZFRZ-GBZQ = 7 Lives

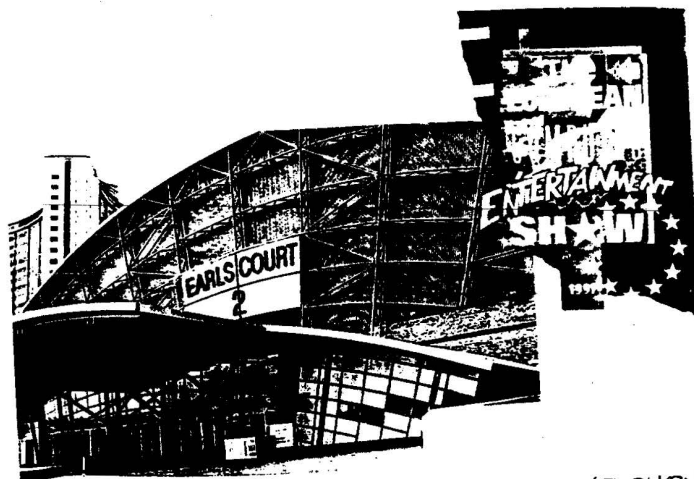
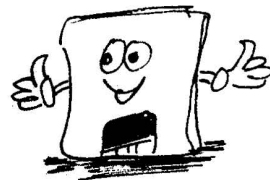
HSD6-JHQQ = Level 3

IT9Q-VL6S = with Candle of the Poltergeist

9U5J-LAVZ = 3 Lives + after finding Dark

* Strider (Megadrive)

There's a secret tune in Strider. On level 4, go to the large tree trunk with the vine on the ground just before you fight Lago the Mecanical Dinosaur. Now move Strider very slowly from left side to the right side of the truck by pressing right little by little until the music changes. If it doesn't work the first time, try again.



THE EUROPEAN COMPUTER ENTERTAINMENT SHOW
- SO CRAP, WE DIDN'T BOTHER!

HARD NEWS

DAC IS A NES?

If you are after a NES then you should seriously consider one from DAC (Digital Audio Corporation), which sells for £119 which includes the this little machine, two pads, an extra intra-red pad (all pads have turbo-fire buttons) and all the necessary cables and power adaptor..... although the adaptor is the two prong type, so you require to get a Shaver adaptor to use it - otherwise, any old 9volt one will do ie. same used as the SF, Engine or Megadrive. The package also come with a Free game, although I believe that promotional deal has now ended and you have to buy a game extra. However, it's still worth checking out because it will run American, British, Japanese and Asian Nintendo games. This is done as the machine is actually a japanese (or asian) one..... infact, it's produced by non other than Konami, and comes with an

UK/US adaptor. As the carts. are slotted down in the machine, the size and shape of the carts doesn't matter, hence why both US and UK games work!

As it's produced by Konami - a strange company who seems to be tied with Nintendo some how (have you noticed none of their games have ever been converted to other machines, apart from the crap puzzle game for the Megadrive, where companies like Capcom, Irem, UPL, etc.. have), it's unlikely that Nintendo will slap a lawsuit on DAC. Unfortunately, I was unable to test the machine out properly, as my machine arrived knackered!! So



can't comment on what the TV picture is like... or through the Audio/Vidio sockets.... it also features a headphone socket too!!

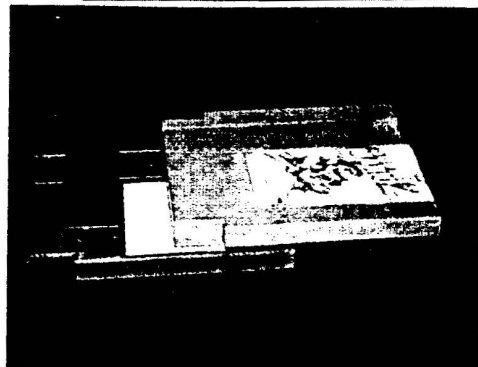
Oh... I did have a lot of problem with the company... so if you ARE considering getting the machine, I suggest you pop down London to get it direct!! They are at 260 Tottenham Court Road, and Tel: 071-631 3573... if you do ring, be prepared!! I rang five and twice, they put me on hold for around five minutes... and then put the phone down on me!!!

NES ON SNES

Well, as we mentioned last issue, the 16-bit Nintendo has all the hard ware to run 8-bit Nintendo games. Well, it seems that, the Americans are the first to crack the cartridge pins converter, and a prototype of the NES on SNES adaptor have been made.

The adaptor comes on a large size cartridge looking device with a connector on the side of it where you can slot in your old NES carts (as seen below), where you can then slot into the SNES, and away you go. As yet, there doesn't seem to be any news of when the adaptor will be available, or if there is one for the japanese Super Famicom... more news in the next issue.

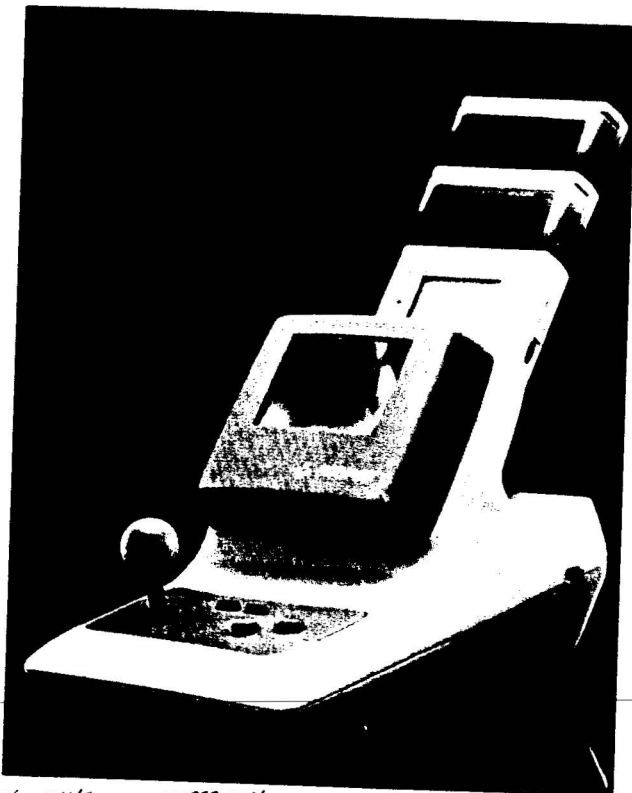
Incidentally, I was told that SNES games will work on the jap. S.F. if you decapitate or remove the casing as it seems, the only difference is the cartridge slot is different. If this is true, then wait for adaptors to arrive like on the MD, and tons of US titles to arrive... namely RPGs.



NES ON SNES ADAPTOR.

'Ere, No Hype...Boy!

Well, there are tons of gadgets for the Gameboy, but one will beat them all... forget all the crap like the Light Boy, and all from Nu-ware like the Game Light, and Stereo Amplifer (if you had all that gear... you sure need to buy a lot of batteries!!)... all you need is one Mega gadget, and that is from Mega Company Konami who is to bring you the HYPER BOY. Yes, this nifty bit of kit will retail at 5,800 Yen and provides a Zoom-up (magnifying glass), Lighting, Speakers, and a proper joystick!! The stick is physically connected with the joypad!!! As you can see from the picture, the unit is shaped like one of those Grandstand video games like Astro Wars (what a great game that was!!) and the Gameboy slots into the top. Great stuff. However, the only problem I see in it is... it's not very portable... playing with it standing up will be a slight problem.... the gameboy I mean!! When will the unit be available? Well.... r-e-a-l soon... infact, release date in Japan is 15th November... so save up and order yours now from you local supplier!!



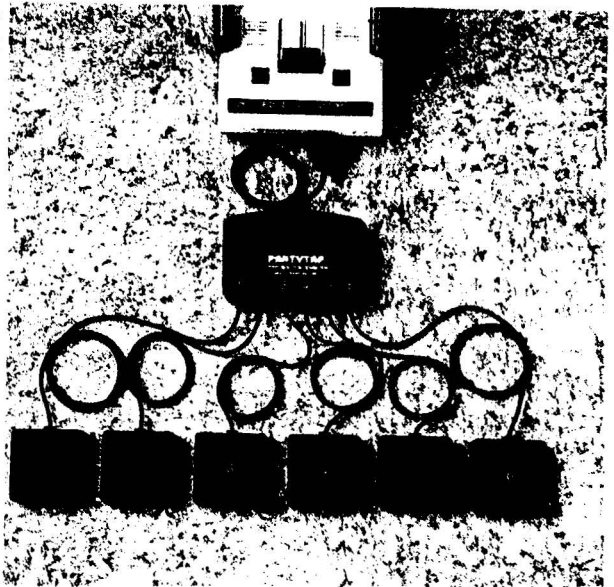
KONAMI'S NEW HYPER BOY... GREAT ARCADE ADD-ON.

Free CDs if you buy a CD-Rom!!

Over in the US, NEC are trying to plug their CD-Rom in a big way, and one of their gimmicks is, with every CD-Rom for the Turbo Grafx-16, NEC is giving away a free music CD-G compilation. The CD includes a host of musicians from Jimmi Hendrix to Fleetwood Mac, and includes 13 tracks plus a bit of modern art as graphics. The graphics are an added attraction, as not a lot of normal CD player have this option.

SIX CAN PLAY TOGETHER!!

Well, the PC Engine has the unbeatable 5-player Multi-tap...when it comes to games, 4 or 5 player games beats the hell out of the competition, but a company in japan have come up with a 6-player multi-tap for the 8-bit Famicom called the Partytap. However, it's not as good as the PC Engine version as the controllers that connect to them are not proper joypads/sticks, but simple ones with a few buttons. The reason for this is because, the Party Tap and the controllers are used in conjunction with a quiz game. This lets 6 people play the quiz game - as the question flashes up on the screen, each player can then dive for their fire button (Buzzer) - and first to it can guess or choose the correct answer! Unfortunately, the quiz game is all in japanese, so not worth getting. Incidentally, NEC Avenue going to release Quiz Avenue for the PC Engine too, and using the multi-tap and pads... 5 people can play. Hopefully, the Yanks will produce one on CD-Rom soon!



6-PLAYER PARTYTAP FOR THE 8-BIT FAMILICOM

BACK UP FOR MEGADRIVE

One of the problems of the Megadrive is that, it doesn't have a hardware battery backup device, so games which rely on saving game positions, etc. have to include battery backup memory on the cartridge itself and this usually means, it costs more, although not that much more considering what is already available. However, Sega are soon to release a hardware backup device similar to that of the PC Engine's. This will probably be a small unit that fit onto the expansion slot of the MD. As yet, there are no prices, release dates or pics of the unit, but you'll be the first to know. However, all you who gets a Mega-CD won't need one!

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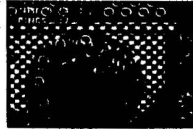
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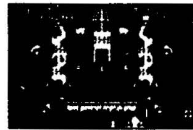
SONIC THE HEDGEHOG MEGA DRIVE



SHINING AND DARKNESS MEGA DRIVE



STREETS OF RAGE MEGA DRIVE



1941 COUNTER ATTACK SUPER GRAFX



PC KID II PC ENGINE



TEAM IREM PC ENGINE



POWERGATE PC ENGINE

SEGA MEGADRIVE

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