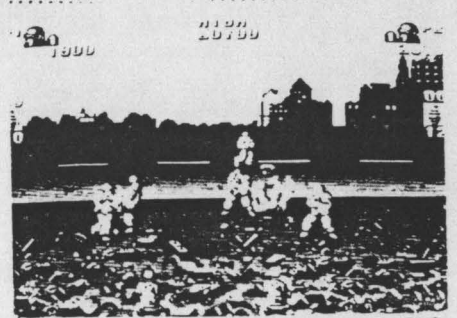


A MONTHLY FANZINE FOR NEW VIDEO GAMERS

# CONSOLE MAGAZINE

MAY 1990 - ISSUE 12 - 70p.



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ISSUE**

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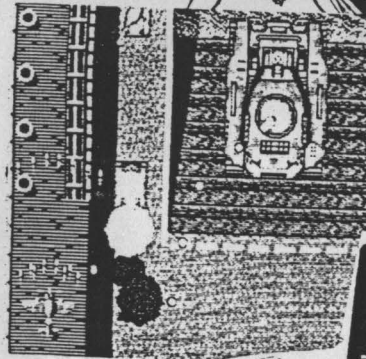
**GAMES REVIEWS:  
DARWIN 2048  
BE BALL  
PSYCHO -  
CHASER  
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ARMED F  
POWER DRIFT....**

**MEGA TECH TIPS**

**WHAT'S TO COME ON  
THE ATARI LYNX**



MD SHOOT'EM UP



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**ENGINE**

**NEC AVENUE**

On the 15th March, Avenue held a press conference to announce and show what they have planned for the coming year and beyond.

First off, they showed off the Engine version of the analogue/digital joystick which looks identical to the one we showed a few issues ago for the Megadrive. The main difference apart from having a PC Engine plug, is that, it looks more sleek with bright yellow plastic buttons and switches instead of the awful looking metal flip switches. The unit can be used with After Burner II, Outrun, Operation Wolf, Thunderblade, Forgotten Worlds and other future games that care to use the analogue mode. There may be other functions on it too, but the price - a whooping £71 !!!

Oh yeah, I forgot to mention last time, the 3D glasses from Avenue are actually made by SONY! Nothing but the best, eh?

All you racing freaks who have been patiently waiting for Sega's Outrun, will unfortunately have to wait until November to lay their hands on it. The game is said to be complete... but why the delay? It could well be that, Avenue have reprogrammed the game

so that it takes advantage of the SG's facilities. One such feature could be the added code for use with the Power Console add-on and above stick. Outrun will be on 4meg HuCard, and if it's anything as good as Darius conversion, it should be worth waiting for.

However, coming a lot sooner will be Down Load, a 4meg Card horizon- tal shoot'em up, as your hero goes forth on a futuristic motor-bike. The graphics are rather small but very detailed, and you can expect lots of weaponry, and mega mean adviseries. Also, if you think the Alien in Paranoima was rude, Down Load even has the word 'F\*\*K' in the game!! Complete and Available in June.

July will be month for eager Super Grafx owners, as Capcom's Ghouls 'n' Ghosts will be available. This, as you all know is mega, and virtually identical to the coin-op. Again, the game is complete and will be on 8meg Card.

August, and Afterburner II will zoom in onto the PC Engine. Although we mentioned it wasn't to appear on the standard machine, I can say it definitely will. The game looks just as good as the Megadrive version, and again now complete and out on 4meg Card. All you CD-Rom-less Engine owners who have missed out on Super Darius will be able to get your mits on the 6meg Card version in August, and include all the new mega creatures. The game should take advantage of the SG with dual play option!!

September, and the long awaited Rainbow Islands will appear on the Engine on CD-Rom. It is expected that a certain japanese female singer will make her computer debut on the same disc too!! It's possible it'll take advantage of the SG too, but how it can be improved is anyone's guess.

October will be the month for the release of Operation Wolf, the dual player shooter, out on 4meg Card. Looks wicked, and with the two player mode, should be better than the coin-op!

The other games have not been given a release date, so it's possible you won't see them until 1991. Thunderblade (4meg) is currently about 60% complete, so will be the first one you'll get to see after the above. Hellfire (3meg) is 50% complete, and Forgotten Worlds is only about 20% complete... again this game will take advantage of the SG giving it a dual player option, again on 4megs. Hopefully, it will also have all the levels of the coin-op unlike the Megadrive version, which has a couple of levels missing. Biggest surprise is that, Avenue has licensed another coin-op game from Taito. The game's an up-screen shoot'em

up like 1942 ('41/'43), with extra planes that fly in formation with you. The game is currently 30% complete and will appear on 4meg Card, and like Forgotten Worlds/Card Darius, SG Dual play option included. We got this coin-op game in Nottingham, but I can't remember the title... then again, it could be in Japanese anyway.

Apart from the above games, there's still a host of games Avenue have up their sleeves including Super Fantasy Zone, Galaxy Force, Wardner (CD), Strider (SG/8Meg), etc... However, they have also scooped up a game from Toa Plan. The game's a cute dual player side-view arcade adventure/shoot'em up. You take control of a cool dude equipped with machine gun and jetpack, against some really wierd creatures. You can expect more powerful weapons as you go along too. Looks real amazing., and will be on CD-Rom.

**TAITO**

Taito have come up with a host of brilliant games for the Engine in the past namely Tiger Heli, Chase HQ, Volifield etc., and they are to continue to support the engine with announcements of forth coming titles.

First up will be 'Don Doko Don'. You'll all know that, this game is a bit like Bubble Bobble, where you play the part of a gnome (2 gnomes with a friend if you have multi-tap) who have to clear tons of platform levels by squashing meanies including mushrooms, toadstools, teddies, etc, with big mallets, collecting fruit and veggies, etc.. The game has already appeared on the Nintendo Famicom. Why can Taito produce games of both systems? Don Doko Don will be available in May.

July, and the dual player Rastan Saga game - Rastan II (sometimes called Nastar Warrior) will slash 'n' hack it's way to the engine, which will also be converted for the Megadrive too. As yet, no actual engine screen shots of the game, but whatever the case, the game should be great, especially in two player mode.

Later on, it had to be hadn't it? After Chase HQ.... S.C.I. (Special Criminal Investigations) or Chase HQ II will be converted to the engine. As you know, this time you get to blast the crooks with your handy gun and drive through different weather conditions. Should be good!

For Wrestling fan, Taito will be converting their wrestling game for the engine.... NOT WWF Super Stars, but another one. Then there's a cute arcade adventure featuring a little boy with a bald head. Lots of jumping, dodging, shooting, etc.. The coin-op screen shot looks ace. And the last announcement is a strange looking game, which looks like a puzzle one.



**SEGA NEWS**

**HARDWARE EXCLUSIVE!** Latest news on the Hand-held Sega, is... well, as you can see from the picture - this is what it will be like. The machine is an 8-bit console and sub-titled the 'Game.Gear'. The unit measures 103x210x38mm... that's a little smaller than a Lynx, infact about the length of this page, and weighs around 570g. The price will be around £94 (Japan price). The Gameboy cost around £60, and Lynx around £141 - so you can work out how much it will cost over here), with the additional TV Tuner at around £47, with game cartridges between £14 - £17, with 8 to be available by the end of the year. The colour LCD screen is 3.2", that's a little bit smaller than the Lynx's 3.4" one, but like the Lynx (and Handy Grafx at the mo.), the battery life is only around 3 hours. The CPU is, as said above 8-bit (Z80A) running at 3.58Mhz, with 8KB of main memory and 16KB of Video memory. The machine has a colour palette of 4096 shades, 32 of which can be displayed on the 480(160)x146 dots screen at any one time. Sound will be Stereo PSG3, and like the other hand holds through ear phones. The communications link will be able to hook up 8 machines together enabling multi-play games. It's expected that games will come on PC Engine like cards, and with similar specs to the 8-bit master system, master system games could be converted to this hand held machine. And the release date? The machine is hoped to be launched in September, so you can expect to see imported one there after, but the bad thing will be that, the TV Tuner won't work. However, the Tuner unit is expected to incorporate a video-in socket to enable you to connect Cam-corders, etc. to it, so maybe you can connect your PC Engine to it?

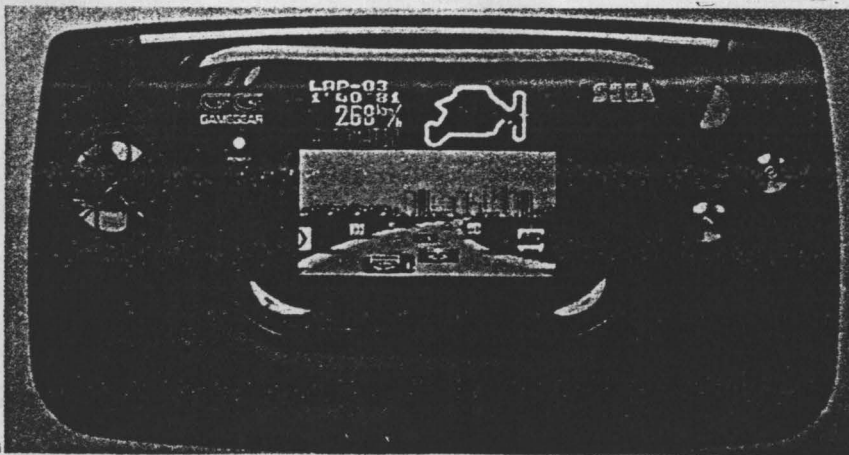
**SOFTWARE:** Not only have Taito revealed at host of games for the PC Engine, they have announced a number of titles for the Megadrive. First up is Space Invaders '90, the same game

as the PC Engine version with both the original coin-op version and an advance one. The game will be out sometime in July. Another game to be released that's already on the Engine is Ninja Warriors. You'll know that, this is a conversion of the dual player ninja arcade adventure.... however, it's very likely that, the MD version will incorporate the two player option not available on the Engine, so should be a lot more playable. No release dates. The totally brilliant cute platform game Rainbow Islands will also make it's way to the Megadrive thanks to Taito, and like the engine version will include all the levels including the secret ones. One to look out for... again, no release date. Oh no!, it can't be... it's another up screen shoot'em up.... and again, I don't know the english title to this one, but this looks very good.. as you expect, lots of dangerous ground and air enemies, and lots of additional weaponry to collect.

Over to the big boys - SEGA. Their next release DJ BOY which will hit the Megadrive in May. The game's a roller skating scrolling beat'em up to rescue your girl who have been kidnapped. DJ must avoid traffic cones, barricades, barrows, and other skaters. He can also take out your opponents by kicking and thumping them. Food can be collected to increase your health and money to buy extra items at the item shops. These includes food to boost up health, skates for faster speed, boxing gloves for added power punches, plus a helmet and a cat icon with question mark?! Coming out on 4meg Cart., and definitely one to get! May the 26th is the given release date for Sega's horizontal, although like Side-Arms also scroll vertically sometimes, shoot'em up Whip Rush... again on 4meg Cart. The game looks quite good, but as mentioned before, a lot like Curse. Next will be E-SWAT coming out in June-July. E-SWAT - which stands for Especial-Special Weapons And Tactics, is a multi-scrolling arcade adventure similar to Robocop, but 'ICE',

your robot like hero is ten times more powerful, and the enemies are a lot more meaner and weirder. Out on normal 4meg Cart. The game all you driving fans are waiting for - Super Monaco GP, will be out in July on 4meg Cart. The game looks very close to the coin-op with practice mode, Super Monaco GP and World Championship options. You can also select from beginner mode with manual shift, to professional mode with 7 gears!! Looks brill. July also, will be Ghostbusters, the wicked looking platform arcade adventure, as you take on one of the 'busters to clear the city of evil spirits. August, and Ben and Andy will be breaking out of Crack Down for your Megadrive. The two player gauntlet/Xybots like arcade adventure looks extremely accurate to the coin-op version and should be well worth getting. With the massive success of Ghouls 'n' Ghosts, it's no surprise that Sega have licensed Capcom's other biggie Strider for the MD. The 2048 super agent should hit the MD in September... a lot sooner than the SG version. Also aimed for a September release will Wonderboy III - the coin-op version. This is looking better, but still doesn't look as colourful as the Engine CD-Rom version. Just when you thought there can't be any more up screen blasters, Sega has taken a leaf from NEC Avenue's book and have also got the license to Toa Plan's airplane shoot'em up similar to that of 1942, with the extra backup planes. Screen shot's of the MD version looks brilliant - you'd be hard press to tell the difference between this and the coin-op. However, Sega have yet again converted the game with the score display down one side of the screen like they did with Tatsujin and Darwin, which I have to say, makes the game less arcade like. Why can't they program it like the original coin-op - if Taito can do it with Tiger Heli, surely Sega can. However, unsure if the 2 player option is included... but again, out on 4megs.

All you guys and gals waiting for Techno Soft's Thunder Force III will be delighted to hear, it will be released on 8th June on 4megs although it cost a little more than normal in japan. As mentioned before, the game's a straight forward horizontal affair this time. Weapons include Twin Shots which increase to Sever - long power lasers, Back Fire to Lancer (short triangular lasers), Wave (like Darius), Fire (up and down firing missiles), Hunter (laser bolts) plus Shields and Claw (multiples). Each level is fairly long through dense scenic graphic backdrops, and lots of extremely mean and tough enemies from giant flowers that fire at you, laser emplacements, fire birds, to giant sea gorgon and a fire breathing Gargoyle.



SEGA'S GAME·GEAR



**SOFTWARE NEWS**

**HUDSON SOFT**

This month, Hudson Soft have announced a great deal of releases planned for future, most of which are sequels.

First there's going to be a follow up to the hugely successful shoot'em up - GUNHED. If you think GunHed is great, wait till you see this version called Super Star Soldier [S.S.S.]. The setup is the same, as your ship flies up screen - with controllable speed, through gorgeous but deadly enemy territory, and some mega collectable weaponry. These have been improved with flaming fireballs, blue rings and Tatsujin like streaking lasers, amongst other things. The aliens are also beefed up with a giant laser spitting scorpion as one of the end of level guardians, plus some other mean son of a motherships. Watch out for this, better still - order your copy soon! Expected for 6th July!

Then there's BOMBER MAN, a wicked looking maze arcade puzzle game. The amazing thing is that, it can be played by 5 people all at the same time! Unfortunately, I haven't a clue what you have to do, but you do have to set off bombs.

Just when you are trying to complete Y's (I & II), Hudson are to convert the third in the trilogy 'Wanderers from Ys'. This one looks fab., as your hero fights against big blue dragons, cross a fiery pit, travel through a mechanical room of cogs, wheels and chains, and so forth. Like the former game, Wanderers will appear on CD-Rom.

'Populous', the hit game from Bullfrog/Electronic Arts last year for the ST/Amiga, will appear on the PC Engine thanks to Hudson Soft. The game looks identical to the ST/Amiga versions. All of you who haven't played this incredible game - the plot is, you play a GOD and have to increase the population of your people, while trying to wipe out the enemy. To do this, you can raise/lower the land so that your people can build a settlement to increase the population, and/or start earthquakes, floods, volcanoes, etc.. to kill off the opponents. You can also fight hand to hand combat, create knights, etc. Again, no release date but should appear on both Card and CD. The game has also recently appear on the PC on japanese format... and been very successful.

For something totally different, there's the J.B.Series Adventures. Adventure you say? Yep! But, not to worry, as Hudson soft has incorporated an english option in the game. The game is a Graphic Adventure, but a little different from the norm as all the graphics are digitized from live ac-

tion, rather like the recent graphics adventures found on the PCs. The object of the game is, you play J.B. and you have to solve different murders that get committed. To solve them, you have to find clues, track down suspects, extract information, etc... One for avid Agatha Christie fans.... but likely to appear on CD-Rom considering the memory required for all the digitised pics, etc.

As mentioned last issue, Wonderboy III - Dragon's Trap... the one you are transformed into a dragon will be converted to the PC Engine, and present screen shots of the game looks well smart. However, Hudson has changed the name to 'Adventure Island'.... confusing eh? No dates or format as yet. With the success of Super Mon..whatsocallit's Train, three other games are to be released based on the main character. Also sequels of Power League II, PC Kid and Doraman are in the works. Power League III will let 4 people play simultaneously, 2 against 2. As for the latter two games... well, no news as yet.

Hudson are also to produce Cobra II, the space graphic adventure epic featuring the bloke with a laser gun arm. As expected, it will be on CD-Rom and require you to know japanese unless Hudson, provide a english option. And then there's Far East of Eden II, although it will be called something different with a new hero, but then again, it won't appear until 1991!!!

Apart from all the above, there's still Power Eleven - Hudson's forth coming soccer game, Blue Blink - a cute colourful arcade adventure which should be released by the time you read this, and Maniac Wrestling - a strategy wrestling game.

From Victor, comes Veigues, a 3meg arcade adventure featuring a souped up robot. Veigues, which I assume is the name of the robot, stands about a third of the screen high and must move left to right while been attacked by all manner of mechanical meanies. He also has three defen-sives. His left arm fires super fire balls, his right arm - a mega blaster, and his body can deflect bullet - if you can hit both buttons I + II together. Not only that, but he's equipped with a jetpack, and limited shields. Teleports are situated along the way where Veigues can enter for repairs, increase weapon power, and so forth. Looks ace... expected in May.

Another super dooper robot game will come from Namco in July, the english title of which I haven't a clue, but this game looks terrific with some brilliant colourful cartoon style graphics. Infact, the game is like a cartoon, and your hero is more like

Inspector Gadget! Our hero can run, jump, and fight... and he can sure fight! Like Gadget, he can stretch - giving a devastating blow with his fist, feet or even head as his neck stretches a mile. Like a comic, whenever someone speaks, speech bubbles appear, and when you are hit something, you get a japanese equivalent to 'POW!'. The backdrops, like the rest of the characters in the game are really detailed, as you travel through a city, underwater, warehouse, etc. The game is expected around July on 4meg card... one to save up for! Namco also plans to release Xevious II as mentioned a few issues back, but still no definite word or early screen shots, and an RPG arcade adventure featuring a girl dressed like a viking and her friend - a strange green creature, which has been available in japan in coin-op form, but these are a long way off. Splatter House and Barunba should be available as you read this!

Sunsoft's Batman will now appear some time in August on 3meg Card, which looks well smart, with some great screen graphics. Judging by the screen shots of the Mega Drive version (see MD news), this should be one game worth getting. But also from the same company is a Mah Jong/RPG game featuring characters from the Monkey series.. out sometime in July on 3meg Card - I bet you can't wait eh?!

July will also see the release of Pack-in-video's Br0derbund's hit game Lode Runner, out on 2meg Card. This looks as good as the original platform game... ie. doesn't look good at all, but is extremely playable and addictive.

Talking of video - Video Systems - the people who brought you the ultra-brilliant Super Volleyball, will be releasing Rabio Lepus on 3meg Card in June. The graphics on this game are surely some of the best seen on the Engine with extreme attention to detail. The game's a straight forward horizontal scrolling shoot'em up, but you control a flying white rabbit with boxing gloves, against some wierd and wonderful enemies including a super large floating ghost.



HUDSON'S MUSICIAN AT WORK



**BE BALL**

By Hudson Soft/2meg  
 PC Engine - Bought from Supervision  
 Reviewed by Onn Lee

Puzzle games are the IN thing on consoles these days, what with Sokoban, Blodia. variants of Tetris, etc., but Hudson Soft has come up with their own puzzle game. What Hudson has done, is taken Sokoban, improved the graphics and sound, thrown in a few nasties, and other trills, and generally making the game technically better.

Be Ball can be played by one or two players simultaneously, the latter been very frantic and require a lot of co-operation. You play a cute little girl in a colourful maze with 4 giant marbles...red, blue, black and green, and 4 pads of the same colour. The object of the game is to move all 4 marbles onto their respective colour pads within a set time limit. Unlike Sokoban however, your girl can not only push the marbles, but steer them around the maze, and also pull them. But, if things are too crowded, you can also kick the marbles to crumble/break the walls. This may sounds too easy, if it wasn't for the nasty but cute creatures that inhabit each maze. On stage 1, there are only a couple of hedgehogs which trundle around aimlessly, and if they touch you, half your energy will be lost... get hit again, and one of your three lives are lost. Hedgehogs are rather slow creatures, so not too much trouble, although occasionally, they curl up and roll speedily around! If things get too much for you, you can take revenge on the blighters by kicking a marble at them, killing them off... until they reappear later on. As you progress, you have also green tortoises which must be hit correctly, or they will retreat into their shells, and big hairy gibbons. Complete 10 stages, and the evil magician sends out new advisories. From stage 11, it's the ice level with penguins which slide on their belly's towards you, seals that flip marbles and abonible snow men that freezes your marbles making them unmovable until they thaw out. Later levels have bullfrogs that croaks out fireballs, gorillas that pick up and go off with your marbles and must be hit to get them back, Teenage Mutant Ninja Turtles that dance on marbles and again must be hit, dragons that breath fire and demons which act like the gorilla's but trying to hit them from the front and they will catch the marble!

Different icons also appear in the maze, which once touched, will be activated. These include a red circle which kills all creatures on the screen, a clock which stops all creatures moving for a few seconds, a bowl of soup that attracts all creatures too, and strange shaped icons that crumble the maze, or remove parts of

it. There are also some nasty icons... a skull which reduces your life and coloured spheres that turn all the marbles into that colour for a few seconds. Bonus points can be acquired for collecting fruit and diamonds too.

After completing each stage, extra points are calculated for time remaining, special bonus points and diamonds. If you have collected 30 diamonds or more, the cloud man will ask if you wish to exchange them to enter the bonus lives stage. If you accept, you can acquire up to 8 extra girls! The bonus stage is different each time, from just breaking walls with a marble to real 1ups, kicking a marble about, or collecting 1ups dotted around and avoiding the nasties, and so on.... all in a short time limit.

All in all, Be Ball is a wonderful little game, especially with two players. The graphics are real big and colourful, and there's a different catchy tune for each level (every 10 stages), and sound effects are great too. But the excellent game play is what makes Be Ball stand out.... it's got a good balance of puzzle and strategy, and arcade action. Aswell as the proper game, Be Ball contains a mini-footie game called Kickball. Here, you have a goal on either side of the screen and have to score 5 goals to win a game, best out of 3. The ball when kicked, bounces all over the place, and the actual game is more like the table soccer game you find in seaside resorts with the wooden puck. Not a brill game, but different.

Not only that, but Be Ball also has an editor to design your own screens, and save them if you have a CD-Interface or back-up ram unit. The game also gives you a password when you die, so you can continue at the same position at a latter date. Overall, Be Ball is an excellent game, extremely fun and challenging, and a must, especially in two player mode. The only bad point is that, you do get too many lives, and infinite continues, making it too easy to finish, although once complete (there's also several harder levels), it's still just as playable. Don't miss it!

Graphics - 95%  
 Sound - 85%  
 Playability - 90%  
 V.F.M. - 80%

Overall - 85%

**FORMATION ARMED F**

by Big Don/2meg - PC Engine  
 Supplied by AJ/Reviewed by Onn Lee

Formation Armed F is another vertical Shoot'em up, more in the line of

GunHed than Dragon Spirit. Gameplay is the same as other shoot'em ups these days, as you control a space ship that flies through enemy defenses, shoot everything in sight, collect extra weapons, reach the end of the stage, and destroy the end of level Boss, and then it's onto another scenery, with different graphics, etc..

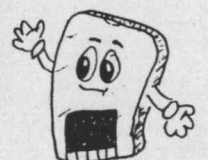
'F' is not a bad game, but not a GunHed beater by any means. The enemy defenses are varied, and more often than not, quite difficult to destroy. You ship starts off with a single rapid firing laser and is quite destructive, but you won't survive long without extra hardware. These come in the form of colourful floating pods, which when shot at leave a floating icon behind. A 'S' will speed up your ship, 'B' will attach two pods onto the sides of your ship that fires beams from them outwards, 'L' will give you pods but fire long lasers, 'M' will give you missiles, etc... All weapons fire upwards, although pressing button 'I' will fire backwards, which is real handy. However, for added power, 'F' icons will give you three 'F' Power. On hitting button 'I', the side pods will move forwards destroying anything in front a lot quicker, or they will move backwards, or return to their side mounts. The side pods also acts as shields, so helping you amongst enemy fire.

'F' however is ruddy difficult, the thing is, you can't equip your craft very much. It's either side-lasers or forward lasers, or missiles etc., but not all together. Collecting the same weapon each time, does increase the power of that weapon, but what you really need is additional items aswell. Different weaponry don't come throughout the stages either, but instead it gives you only two different ones per stage. On stage one, the first half you only get side-lasers icons, while the latter half, forward ones. There are also very tight obstacles to get through, and some enemies require several shots to destroy...especially difficult is the asteroid level.

All in all, Formation Armed F has a lot going for it, good graphics and smooth animation, above average sound effects, but what it comes down to, is a rather average but hard game. Avid shoot'em up fans should take a hard look before buying, but should consider Irem's Image Fight or even the old GunHed if you haven't already got it.

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

Overall - 70%



## POWER DRIFT

by Asmik - 4meg Card  
PC Engine - Bought from A.J.  
Reviewed by Onn Lee

At long last, Power Drift hits the engine, and Asmik has done the impossible and produce a great conversion. Power Drift as you should know, is a 1st person's perspective buggy race around circuits made up of roads, dirt tracks, log ramps, jumps with very tight corners. When you start, you are first given the option to choose a driver from 12, picked like the coin-op. You can choose the very cool Stroganoph, mean looking Mark, cute Emily, Saucy Lucy, etc., but whoever you choose, you still have to drive extremely well and crazy to complete 4 laps of the entire course in the top three. Fail to make the top three and it's game over.



POWERDRIFT : 3..2...1.... GO!

You start each race in 4th place, and when the lights hit green and the bloke shouts 'GO!', you're off. Control is like Victory Run and Chase HQ, with accelerator, brake and two gears. The graphics are big and bold, and overtaking drivers can be real tricky. Speed is very reasonable, in fact fairly fast, cornering is really difficult without slowing down. If you go too fast around corners, you can also spin and lose control, but if you're not too careful, you'll collide with road side boardings and/or buildings, sending your buggy off the course. Like the ST/AMIGA version, steep hill/slopes are represented by log-like graphics, nothing like the coin-op, but the engine version is fairly believable. There are 9 stages to the game, which doesn't sound many, but getting first place on all of them should take you some time. If you do, there is an extra stage in the game - which I understand is letting you go through the circuit on a different vehicle, namely a bike, jet or truck!

Power Drift is a very good conversion, certainly better than the other computer versions. The 3D action is excellent - especially the off road objects like pillars, buildings, boardings, etc., which loom up on you with no loss of detail, even though rather jerky.

It however, as you might expect, flickers a bit and now and then, the screen glitches... this is very noticeable, but who cares, when you're ripping around a corner at 300kph, about to skid off, trying to avoid a concrete pillar, other divers in the way... you're not too bothered about the trivial things like that. The extra detail touches are excellent too - when you pass an opponent, your character turns around and makes a gesture(!), your character at the position strip at the top of the screen also cheers, but drop down the positions and the character changes his/her emotions.

Sound is ok, not terrific, as there's only one tune which is preformed - it's real funky, but after several races, get's on your wit. Sound effects are great with roaring engines, skidding, etc..., and there's the speech too, although not very high quality. You get the count down at the beginning - '3', '2', '1', 'GO!', and shouts of 'Great Lap' and 'Final Lap', when appropriate, and also clapping and cheering of the crowd etc. However, when all three sounds are playing, it sounds terrible!! If you're after an alternative racing game, Engine Power Drift sure fits the bill... it certainly not perfect but still a very competent conversion.

Graphics - 80%  
Sound - 70%  
Playability - 80%  
V.F.M. - 80%

Overall - 80%

## PSYCHO CHASER

By Naxat Soft - 2meg  
PC Engine - supplied by A.J.  
Reviewed by Onn Lee

While we all wait for Naxat to release Alien Crush II (come on Naxat, get your act together!!!), Naxat gives us Psycho Chaser, a wierd game - it's an up screen shoot'em up, but instead of flying, you control a heavily armed robot that marches forward. Psycho Chaser has 4 inbuilt weapons available to him - Fire, Multi-way, Buster and Thunder, which can be switched by pressing button 'I'. Fire is the most powerful weapon, rapid fire but can only travel upwards in a straight line. Multi-way fires weak single upward and double out/backward bullets. Buster fires small laser rings from your sides, and Thunder - weak homing snake-like laser.

As you move forward through the enemy territory, alien creatures and ships attack you, so some nifty dodging and shooting is required, especially as your robot and the enemy are fairly large in comparison to the screen. Shooting certain enemies and icons will be revealed.

The main icons you require are red psycho energy units, which are needed to boost your power after each stage is complete. Other items includes speed-ups, and slow-downs, missiles, and extra chasers. On stage one, if you make your way far enough, you'll meet your first big Boss, a rather nasty spider firing triple bullets at you... rather easy. Reduce his energy by pumping in some fire power and it'll blow-up, where you'll continue until you finally meet the real end of stage nasty. This one is a bit tougher, creeping towards you each time, so you require to run quickly avoiding the bug, but still trying to get enough shots in. Kill it and it's onto the next stage... but before you do, you'll enter the weapon screen.

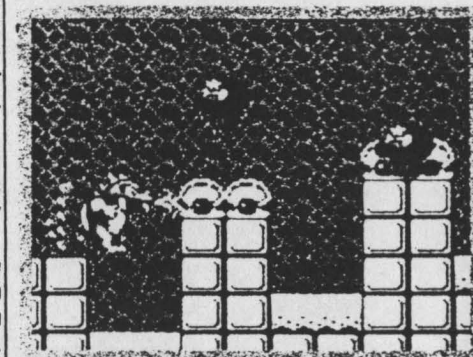
Here, you are given your current power of each weapon... you start with a minimum of one, with the maximum of four. Completing a stage should give you 3 extra energy units which you can put in any of the weapons to increase their power. Eg. Increase the energy of Thunder and the laser becomes longer, and/or increasing Buster will increase the size of the rings. As you progress, things gets a lot tougher as you'd expect with obstacles that get in your way and if you're not careful - trap and crush you, tanks that fire long lasers, lizards that charge and fire at you, etc. Plus the Bosses are harder to kill with robots that throw boomerangs and a ruddy big vulture like bird that throws out a lot of ...erm ... projectiles.

All in all, Psycho Chaser is a very commendable

blaster with wierd and colourful, but very bleak graphics, ace foot tapping tunes and blasting all the 'orrid meanies is great entertaining. However, it's not much of a thinking players game, just dodge and shoot, if there's no need to shoot it, shoot it anyway sort of game. So if you're in to mindless shooting, well worth checking out, but I don't didn't find it mind blowing.

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

Overall - 70%



ENGINE : WONDERBOY 3.

**FINAL ZONE II**

by Telenet Japan/CD-Rom  
PC Engine - Bought from Supervision  
Reviewed by Onn Lee

It's another Telenet game, and another CD-Rom one. Telenet have produced a number of great games in the past, namely Valis II and Red Alert, but have been going down hill of late with the dreadful 'Golden Axe' (which we won't bother reviewing as it's terrible!), and this time - Final Zone II.

Final Zone II isn't that bad, but the trouble with it, is it's lack of gameplay. Here Telenet have 540 Megabytes to play with, and all they seem to have done is wasted the majority on simple story line animated graphics and digitized sound. Incidentally, they are two actual 'songs' on the CD - better than watching Top of the Pops!

Anyway, the story goes (As far as the intro animation goes) that, your team of heroes are on a space station, and getting a message from HQ that some long haired toffee nose git is about to attack... when suddenly the transmission breaks up, and then WHHHOOOSSSH.... KABOOM!! A powerful laser bolt blows a gaping big hole in your floating tin can, and everyone gets sucked out in to space. Luckily, a few of the team were in their robotic space suits and survived the attack... and also the fall as they plunge down on to the planet below.... controlled by the enemy. Each of the team land in a different location, but each had the same brain wave - the person responsible have to pay for this destruction - so off they go.

You first start by controlling "Bowie" the first member of the team, in an Ikari Warriors like game. You are equipped with unlimited bullets and limited bazooka rounds, which is more than enough to take on the baddies. You only get one life, and a very small energy level, so avoiding getting hit is a priority! (as with all games!) The enemy soldiers are fairly easy to kill, as they tend to move in to a position for you to shoot them. So, if you stand still, sooner or later a guy will run in to your range of fire, apart from stationary targets of course.

Hitting certain enemies will leave lettered icons behind which can be collected to bump up your energy or give you extra bazooka rounds. Go up half way through the level and an armored tank trundles down firing lasers. Get a few direct shots in to the central core, and it'll blow up. Continue up screen, killing off more soldiers, then destroy the more difficult end of level baddie.

Complete a stage, and you get more digitized sound and animations, and more of basically the same game with a different member, location and enemies. However, stage 3 is slightly different, as you get to steal a helicopter and fly up screen in a Tiger Heli fashion. This is quite good, although you don't get extra weaponry, as you take on other 'copters, boats, a large Boss Carrier, and the Big Boss plane... certainly the best part of the game. Unfortunately, stage 3 is the only level with the helicopter action, all the other levels are straight forward Ikari affair. With only seven stages, each stage been fairly short, and infinite continues due to the CD-Rom back-up ram system, it doesn't take long to complete - I completed it in a day, no more than six hours!

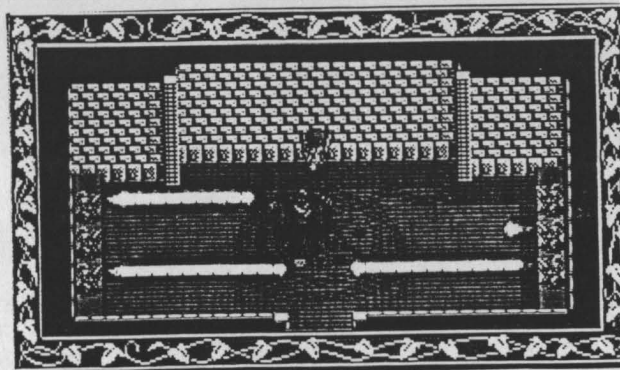
So, all in all, Final Zone II is rather like Dragon's Lair, great animated Graphics and sound, but minimal playability and lasting appeal. One CD-Rom game you should avoid parting your hard earned (given?) cash for.

Graphics	- 85%
Sound	- 85%
Playability	- 55%
V.F.M.	- 30%
Overall	- 40%

**YS I & II**

Hudson Soft - CD-Rom  
PC Engine - Bought from Micro Media (!)  
Reviewed by Justin Saunders

This is the latest CD-Rom game to come from Hudson Soft. It's a arcade adventure walk-about with hints of Role Play Game. You play the part of



YS I: ARRON MEETS HIS FIRST BIG BADDIE, WHOSE A DEVIOUS SPOOK!

Arron, who comes to the village to save the people from the evil rule of the gods, who has stolen the books of Ys. It is your task to do battle with the evil guardians to retrieve them in this high epic game.

On pressing RUN button, you are pressed with a series of graphic cartoons, some even full screen with

good parallax animations. They last for about five minutes, and they managed to get all of the graphics in to one load, not like Telenet's one load per screen. When the start up screen has finished, you are presented with an overhead view of your ship docking in to the port, and you see the little dock workers tie the ropes of you ship up to the posts.

The lady of the village then greets you, and take you to her house to tell you what to do. You then set upon your quest travelling from village to country to mines and caves and palaces, to finally the Tower of Doomed, where you do battle with the main boss who has cast the evil all over the land.

Along the way, there are various items that you will need to complete your quest. These items are found in various places, and by seeing certain people in the village and tower of doom. Swords, and shields can be collected from chests, and keys that are needed to unlock certain doors. Weapons can also be bought from merchants, if you have enough gold ofcourse - acquired by killing nasties, or traded for certain items from the market like a ruby found in the palace.

The graphics and sound in the game are wicked and the loading times are very fast, you can also back up where you are in the game. All of the text is in japanese (unless you can get hold of the american version), but if you have a copy of the C+VG Guild to Consoles Vol.1, it will help you along this game.

It reminded me of Dungeon Explorer but lots more puzzles and playing area to explorer. Ys II is much the same, but the graphics are even better, especially when you get to the castle scene which has well ace graphics. Anyway, if you like arcade adventures, with good puzzles to solve and mega music tracks (best CD Engine music!), then Ys I.II is for you!

Graphics	- 92%
Sound	- 96%
Playability	- 95%
V.F.M.	- 97% (2 for price of 1)
Overall	- 95%



YS:END SEQUENCE, FULL SCREEN ANIMATION!

## ATARI LYNX

There are a number of Lynx owners out there... but where are the software for this machine you ask? Well, ask!! Well, Atari have got their act together, and have announced a list of expected titles for the coming year and beyond!

First up will be Gauntlet III - The third encounter, which should be available as you read this. This is the same as the coin-op, where you choose a character, wander around a maze (dungeon), kill off enemies, collect food, potions, keys to open doors, etc. However, there are a few differences, namely the characters you can pick from. The first is a wizard - ok, not too different, but the others includes a Samurai, Gunfighter and a Punk Rocker! There's even an android and a Nerd (american college kid... you know the type, like Richie Cunningham), which I assume throws books as his weaponry? A real neat touch in the game is that, two thirds of the screen is devoted to the actual game, about half of the remaining third is where the score, info. etc.. is shown, and the other half, a 3D view of your character's sight, so you can see objects right up close.

Gauntlet is also the first game to display the action vertically, and it's "ComLynx" compatible with another 3 players should they have Lynx's, giving it an action packed 4 player game like the coin-op. The enemies come in the form of ghosts, scorpions, red beetles, carnivorous plants and other nasties, and aswell as apples and wine to increase your health, scrolls can be collected for invisibility, plus repel and revive spells. Keys must be found to open doors, and there are also computer terminals which can be accessed for handy information, but ultimately, you must locate and enter the teleport to access the next level in time. Definitely one to get!!

Next up will be Atari's hit puzzle coin-op game... which I have not yet seen... KLAX. Yes, this game will make it onto the Lynx sometime in June.... maybe it can attract more gamers to the machine, as did Tetris for the gameboy. If you haven't a clue what the game's about, it's a little like tetris with coloured blocks coming down conveyor belt. And your task is to catch and plonk the bricks into order to make lines for points... little similar to connect four, where they will disappear, and drop down.

July, and three more titles are planned - 3D Barrage, Xenophobe, and Rampage. Rampage should be the original coin-op version with the 3 monsters, and not the one already available with the bigger monsters, which I believe is called Monster Demolition.

August will see Road Blasters and Slime World. Road Blasters should be one hell of a game considering the speed on Blue Lighting.... as for Slime World?

September - Vindicators, Red Baron and Checkered Flag.

And for October - Zarlion Mercenary(?!)

Other games that are planned but with no release dates includes Jungle Ball, Super Soccer, Tour Cyberball, Ninja Garden, Paperboy, Rygar, Swimsuit V-Ball (already available on the Nintendo), 49'er Football, Grid Runner (Jeff Minter's game?), Turbo Sub, Junk Yard Dog, Masters Golf, Stelin Home, Time Lords, Super Hockey, Pinball Shuttle, 720 Degrees (That 3d Skateboard game), and A.P.B.

With all these titles, the Lynx seems fairly secure especially with big name games like KLAX, Road Blasters, and Vindicators, but with only a few games a month, it's still a long way off what's already available for the Gameboy, and it's main competitor when it's released - the Handy GrafX. However, should third party producers start releasing games too, then the Lynx will really be away!

## NINTENDO

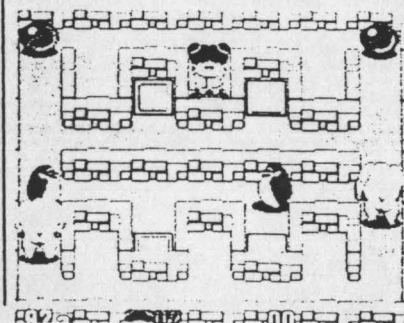
FAMICOM: June the 8th, and you can lay your hands on Chip 'n' Dale's Rescue Rangers on 2meg Cart. Yes, Walt Disney's two cheerful chipmunks makes their way onto the Famicom curtesy of Capcom... even they have to license goods. The game's a multi scrolling arcade adventure through the wide wild world of a couple of blocks, but life is dangerous when you are the size of a chipmunk, when a bathroom sink is like a lake and the stairs are like a mountain, but not only that, there are beetles, bees and wasps, rabbits, not to mention Jack in the boxes and toy robots to contend with. However, Chip/Dale can lift objects like apples and crates, and throw them as the enemies... Double Dragon style. There are also lots of other items to collect... looks a real fun game.

Varie will be releasing GunHed for the Famicom, but it won't be the same game as Hudson Soft's shoot'em up, as Varie's a RPG, based on the Movie. Out on 13th April.

GAMEBOY: 13th April saw the release of QIX, the old arcade game of filling in the screen released by Taito in 1981. 2nd May, sees the release of 'MAKAIMURA GAIDEN', a great looking game from Capcom. This is an arcade adventure in the great traditional Capcom ghost 'n' goblins style, but the strange thing is, the character you take on is a demon!

You know the one in Ghouls 'n' Ghosts on stage 2 sitting on the pile of skulls? Yep! You control him. Graphics are fantastic with extremely detailed shading. Full review of this in next issue!! There are tons of other Gameboy games available, pop down Console Concepts for a long look at what's available, closing to 100 titles.

As for the 16-bit Nintendo, there are still no word on the machine. With SNK already releasing their consoles, and others following, Nintendo should act quickly before the machine becomes out dated before it is released! However, latest rumours are, the machine is hoped to be launched in August, but don't hold your breath, as Nintendo may change their minds. A quick run down on the specs of this wonder machine again, should you have missed previous issues. The machine ofcourse has a 16-bit CPU... but strangely enough info. on the speed is that, it's 1.79 (same as 8-bit famicom, so possible that it will be able to use 8-bit carts with some sort of adaptor), 2.68, and 3.58 MHz configurable.... rather slow eh? However, with other custom chips on board, the processor probably doesn't need to be that fast. Main Ram memory is 128K... certainly the biggest on current consoles with Megadrive 64k, and Neo Geo 66k. Video Ram is 64k, same as the PC Engine, with graphic resolutions from 256x240 to 512x448... which is really hi-res, considering that, the Amiga's hi-res screen size is 640x400 and can only display 8-colours, while the Super Famicom can display 256 colours, from a selectable palette of 2048 per screen. The 2048 shades can be chosen from a palette of 32786 shades!! Not quite as many as the Neo Geo's 65535 and can display 4096 colours on screen, but then again, the Neo Geo's maximum resolution is only 320x224, which is the same resolution as the Engine and Megadrive. It also has 4 available screens, so producing 4 layer smooth parallax scrolling will be dead easy, not to mention creating giant objects. Sprite wise, they can be 8x8 to 64x64, not quite as good as the Neo Geo's 16x512, but adequate. Sound...well, PCM, plus will have a customised sound chip designed by Sony which is meant to come close to CD quality. 8 channels. As yet, only 5 games are available for the machine.





### USA PRO.BASKETBALL

(PC ENGINE)

On the title page, (with the Game Select) hold 'I' and 'II' and press Run for test mode.

### CHASE HQ

(PC ENGINE)

To get into the Secret Bonus Stage, complete the game with more than 5,000,000 points (5 million 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 title screen.

### SIDEARMS SPECIAL

(PC ENGINE)

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

### ULTIMATE TIGER

(PC ENGINE)

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

(PC ENGINE)

There are 100 levels to Blodia, and to play the last level, enter this code : "10898".

### PARANOIA

(PC ENGINE)

If you think this game is dead easy, then you can play the game in difficulty level 2. On the title screen, push UP + 'I' + 'II' and SELECT.

OR, for the Music Test Mode, on the title screen, press 'I' + 'II' + SELECT. Here, you can listen to all tunes from the 5 levels, plus the 2 boss tunes, Game Over and Ending.

For all you people stuck on the BOSSES. Stage one can be killed by sitting right at the bottom middle of the screen with your two laser pods above you. BOSS 2 can be killed by sitting just above the right red block at the bottom, again with laser pods above you. And 5th, sit between gap above the Boss's head with fire pods underneath you.

### SAMURAI WARRIOR

(PC ENGINE)

To get the option mode on Namco's game, on the title screen, Push UP, Right, Down, Left, 'I' and lastly 'II'.

### SUPER MASTERS GOLF

(MEGADRIVE - BY NATHAN WILKINS)

Take 100 shots on a hold and a wacky game over screen appears.

Password to enter a knockout cup competition in World Tour mode:

RFK+ WwzO iKBB ciV<sup>2680</sup>igJq UBUK 1lk4 IA2s SoYq

Also Arnold Palmer's T.Golf. Take 100 shots on a hole, then when 'game over' appears press:

U-U-D-D-L-R-L-R-B-A-START to play Fantasy Zone!!!

### FINAL BLOW

(MEGADRIVE - BY P.SAMRA)

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 puzzle game:

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

### ZOOM!

(MEGADRIVE)

I'm not sure about this code, as I don't have the game, but here goes: On the Title/menu screen press Up, Up, Down, Down, Left, Right, Right, Left, Right, 'A', 'B'. This will (hopefully) give you another option screen Debug a game, play or save the demo, and music selection mode.

### SPACE INVADERS SPECIAL

(PC ENGINE)

Well, this one is for the normal version. The game looks rather basic don't you think? How about making it even more basic? On the title screen : Push Up, Up, Down, Down, Left, Right, Left, Right, 'II', 'I', 'II', 'I', and Select for an all white mono gamel!!! The code looks a bit like above doesn't it?

### TIGER ROAD

(PC ENGINE)

Tiger Road is a rather difficult game in my opinion, so what you need are a few more lives, and you can get up to 9 on stage 1-1. To do this, hang around on this level taking out the nasties for 1up. Don't complete the level, wait for the time to run out, where you'll start again, so you can collect more lives.

**TIPS EXTRA**

Ian Wayne of Weston Super Mare wrote in and suggested for future issues, we should have a couple of pages dedicated to explaining the game controls for certain more complicated games on the PC Engine and Megadrive (especially sports simulations). With this in mind, he has sent in some of the less obvious moves for the utterly brilliant Super Volleyball on the Engine, so over to Ian:

The controls below are for 1 player game playing from left to right, if playing from right to left, the controls are obviously reversed.

Serving. (These three are most effective)

Up & Under serve = For a massive clearance, press and hold down button II and push up and press I button, and push up and press I again, whilst still holding down button II. Can only be done Once a game.

Electric light serve = As described in last Issue.

Power Serve = Hold down button II, push right and press button I and push right and press button I again, whilst still holding down button II.

Receiving & Returning Ball

Returning Power Serve: Wait for the ball to go directly above you and then immediately push left and press I button to see your player do a back flip and return the ball to your front man.

Returning ball to 3rd Man: Push up while pressing button I

Returning ball to either 2nd or 3rd man: Push down while pressing button I. You have an opportunity to hit the ball with either of the two players.

Returning ball for smash shot: Push up while pressing button I and then hold and keep down button II to see the front man push the ball back for a running smash shot. (Push right and I to knock the opponent out!)

Returning ball to front man for a sneaky knock over shot: Just press button I to return the ball and then immediately push right and press and hold button I down simultaneously. The front player will knock the ball over the net without passing. If you should do this move when the ball is high in the air, then the front man will do a smash shot over the net.

As you are aware, there are loads of moves in this game, but I feel that with the basic understanding of the above moves, you can dish out some serious

punishment to the opponent. Thanks Ian, great stuff. If you require more detailed instructions on other games, or think you have sussed them out, then write and let us know, and help fellow users! By the way, there is another brill move in Super Volleyball, which is the Super Power smash, which turns your 2nd man completely white and when he hits the ball, the opponent will be knocked out however good he is! I'll let you figure out how to do it, although it requires a lot of timing depending on the distance and height of the ball. If you don't figure it out, check out next issue!

Oh yeah, as we're on Super Volleyball, if you go to the extra option menu (last option on first menu), selecting the space between the various options and exit, will bring up a screen of text! Unfortunately it is Japanese, so I haven't a clue what it says!!? Brill stuff eh?!

Nemesis - Gameboy

When you start the game, press start to pause the game. Then Press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and press Start to have full weapons minus speed. Unfortunately, this only works once per game.

There's also a secret bonus stage in the game. On stage two, just before the end, destroy the mass blob on the ceiling crushing out items and then move towards it... where you will appear in the bonus stage, which is like the pink-blob stage in the original stage 2 of the coin-op version. Here there are lots of Bonus and extra life icons.

Talking of the gameboy, after many weeks of playing Tetris, I have at last done Game B on level 9, 5 High, where you are greeted with a musical delight, and the launch of the Space Shuttle! Real ace!

DARWIN 4081

by Sega - 4meg

Megadrive - thanks to J.Wright for game  
Reviewed by Onn Lee

Darwin 4081 is a conversion of Data East's coin-op shoot'em up which I have to say, I've never seen before. Basically, Darwin is an up screen blaster, as you take on a small space craft flying through enemy territory against air and ground targets.

With a title of 4081, you'd expect very futuristic stuff, and you'd be right with strange building structures, and even a stage where you fly over

computer related landscape. The enemies are all robotic-like space crafts that vary in size from fast small swirling ones, to large slow ships that throw out bullets all over the place.

Darwin is quite a tough game because of the amount of things going on, and with terrible use of colour, difficult to see enemy fire at times. Your craft is equipped with forward firing bullets, and bombs that are dropped on to a target sight in front of the ship. But extra powerful weapons can be acquired by shooting certain targets, which leave invaders like icons behind. Collecting these will increase your main weapons, increase speed, or give you a shield. Weapons includes 3 way fire, missiles, long lasers, and Space Harrier II like laser rings. By collecting different combinations of these icons, you can also get triple fire bombs, mines, dual weapons, super fire bolts, thin long lasers, and the Ultimate weapon - Black Deam, which launches loads of red flapping devils/birds (as seen on the title) upwards killing all air targets with ease. Unfortunately, all weapons don't last long, so must be topped up with icons.

As well as these icons, there are also ground creatures, which when shot, leaves a DNA icon. Collecting these will boost up the power of your next ship, so should you die, your next craft will be well souped up. Reaching the end of the stage, and the screen stops and you're faced with the end of level boss. On stage one, it's a horrible snake like creature which fires triple lasers at you. killing it is not too difficult especially with power up, as you only require a few shots in to it's head. Other bosses includes a giant moving pyramid and the most difficult, a cube of ground targets which fire bullets at you and have to be bombed twice over.

Graphically, Darwin is very good especially the computer stage with P.C.B.s, ribbon cables, music keyboards, firing computer chips, and so forth. Colours of the graphics are great but generally, colour is rather bad, because it's quite difficult to see enemy bullets not to mention small enemy ships. Sound is great with bopping tunes for each stage, but not beefy enough, and good use of sound FX. The loads of available weapons you can acquire is exceptional, but not different enough to vary the game, and each level is basically the same too, with little variations.

Graphics	- 80%
Sound	- 80%
Playability	- 75%
V.F.M.	- 60%
Overall	- 75%



## HARDWARE REVIEW

### NEO GEO FROM SNK

Reviewed by Onn Lee

What's rather plain looking, sleek black, extremely heavy, faster than a Ford Sierra, and cost an arm and a leg, not to mention all other wiggly bits? A Rolls Royce? Not quite - but mention SNK, and you'll be close if you said the NEO GEO, SNK's new super console, infact, you'll be correct!

Thanks to Supervision, who have imported a few in (these are NTSC ones, so require a NTSC TV to display a picture), I can give you the low down on this awesome machine. As mentioned before, there are two types of Neo Geo's. One is the coin-op cabinet version, and the other is the home console... both of which uses the same game cartridges, so you will be able to master the coin-op game at home, and/or save your high scores, and other information on the supplied IC memory card (4 megabytes) provided with the console, which can be used with the coin-op.

Also, as mentioned in previous issues, the machine has two processors, a 16-bit 68000 running at 12MHz, and a 8-bit Z80A running at 4MHz. The machine has 66K of main ram, 82K of Video ram, screen resolution of 320x224, can display 4096 colours on screen from a palette of 65525 shades, 3 independant screens, 380 hardware sprites ranging in size from 1x2 to 16x512 pixels, Amazing Stereo sound from YM2610 chip...

similar, but slightly better than the Megadrive's, and output ports includes RF, RGB, Audio/video sockets, joystick port, memory card slot, cartridge slot, and expansion ports. Current japanese price is around £275 with game cartridges costing around £150. However, if you expect to get one over here from either Supervision, Telegames, etc... don't be surprised if they charge you around 450 for the console only... that's with no games, and games costing a bit more than they would if bought from japan.

But what of the games? The two games I had the pleasure to test were NAM-1975, and Magician Load... both of these are 46Megs!!! Switch on, and you'll be greeted with the NEO GEO logo, like the Mega Drive does displaying SEGA. Then it boasts that it can handle a maximum of 330 Meg cartridges! If you have the IC card in, it will ask if you wish to continue game, etc.. too.

First, NAM-1975. Before you actually start playing the game, you sure know this game is something special as on switching on, you get a minute or so of very clear digitized speech explaining what you have to do, together with some wonderful graphics. Then it's on to the game.... which can be played by two people simultaneously if you happen to have an extra joystick... I wonder how much a spare one cost? NAM is very similar to CABAL, but you start off on a boat close to the screen. As you make your way along the water, enemy soldiers, tanks, helicopters, and so forth appear in the distant who will try to stop you.

In Cabal style, by moving the joystick, you control your man and gun sight and give the opposition hell, with your machine gun. Tanks, helicopters, and other armoured vehicles require several hits to destroy, so you can also lob grenades to blow them up quicker... ofcourse, you only have a limited supply. Shooting certain items, and extra grenades will spring on to the deck of your boat for you to collect, plus extra bonus points, better machine gun, and so on. Not only can you move left and right, but using the third button, (Geo comes with a four button joyboard!) and he'll run, or forth button and he'll dive & roll. As you progress, things gets a lot tougher with divers popping out of the water, planes that drop bombs at you, and then there are the end of stage buggers! NAM-1975 looks amazing, with exteremly detailed graphics... ten times better looking than the coin-op Cabal, and sound to match too.

Magician Load is certainly the better of the two, and is the game that really shows off the NEO GEO. The game's an arcade adventure in the style of Ghosts 'n' Goblins and Super Shinboi, as you control a magician, oddly dressed in a blue cloak and floppy hat. Your magician starts in a cavern and must travel along to get to the exits. He can walk, jump, climb up and down ladders, and equipped with magic shots, which he can fire at all the nasties that inhabit the lair, which includes giant nasty slugs that throw out red blobs, flapping bats, strange skeletal like creatures with knives, deadly knights, plus pounding spiked balls on chains, etc. Along the way, smashing pots will reveal energy potion, extra bonuses, and power-ups to increase shot power. However, collet a magic orb, and you can turn yourself in to another being!

From a magician to a Dragon, who can roast the nasties with his fiery breath, or a Ninja, who is more agile and better fire power. Get hit too many times, and you will change back to the magician, and more hits, and you will lose one of your three lives. Like most games, reach the end of a stage, and you'll face the end of level boss, the first been a rather

flexible guy that bounces all over the place, which require several hits to kill, which is extremely difficult to do! Then it's on to the next level. Magician Load has a awesome graphics - sprites are high, extremely detailed and well animated, as for the back drops, they are gorgeous with rock faces, golden statues, running waterfalls, stone pil-

lars, in several layers of smooth parallax, and sound is such as good with pounding music and great sound FX.

All in all, is it worth getting a NEO GEO? The answer has got to be YES, if you have the money and always wanted a true arcade coin-op console in your home... the NEO GEO makes the PC Engine and Mega Drive look like a Famicom or Sega master system. However, the price is a tad high, and even if you could get the console at the japanese price, game cartridges are too steep... although I suspect the price justifies the about of memory in each cartridge. But considering you can have a game on a coin-op for 20p a time, would you actually shove over £150 in the slot, or equivalently, play it over 750 times?



**SWAP-LINE**

PC Engine for sale - Excellant condition - still bozed - 5 Games - A.V.Booster - 170. Tel:0767 312070 after 5.00pm.

Nintendo with Robot and light gun, Super Mario Brothers and 5 other titles. 90 or may swap for 6 Engine or Mega Drive games. Phone (0306) 885 003.

For sale: Victory Run, Digital Champ, Bull Fight Boxing, Ninja Warriors, Dungeon Explorer and Heavy Unit. 50 for the lot. Write to David Charles, 6 Gelert Ave., Leicester, LE5 2NS. First come, first serve.

Mega Drive games for sale only. Alex Kidd - 20, Kujaku II - 25, and Last Battle (North Star) - 25. All prices include P+P. All games brand new in excellent condition. Write to W.Rees, 10 Pergwm st., Trealaw, Rhondda, Mid-Glamorgan, S-Wales, CF40 2UP or Tel:(0443) 431995.

PC Engine games to swap:- Side Arms, Bloody Wolf, Wonderboy II, Pacland, Galaga '88, R-Type I+II, Volleyball, Vigilante, Dragon Spirit. A;so on Mega Drive - Ghouls 'n' Ghosts, Baseball, Space Harrier II. Tel: (0246) 207131. Swap MD For PC or others.

I have one PC Engine with Drunken Master, two joypads, and interface for sale at 110 ono. Also I have one Sega Mega Drive with two games and joypad and joystick for sale at an unbelievable low price of 150 ono. Tel: Kenneth on S-O-T, 876633. Phone at any time, all calls welcome.

Wanted Megadrive games. Will buy or swap. Games I've got: Final Blow, Thunderforce II, Super Shinobi etc. Ring P.Samra 0602 299435.

For sale: PC Engine (PAL) with 4 brilliant games; Vigilante, Space Harrier, Bloody Wolf & Ninja Warriors. Only a couple of months old and still boxed. Worth 260 sell for 110. Phone Time Humpreys (0285) 654921.

Swap Hyper Lode Runner and Baseball (for the Nintendo Gameboy), for anything I need, like Tetris. Write to Rich, 4B Currents Lane, Harwich, Essex, CO12 3DE.



↑ MD. BATMAN IN BATMOBILE

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**Compo Results**

Firstly, no compo this month, but hopefully there will be another prize give away in the next issue. Thank again must go to PC Engine Supplies of Staffs, for last issue's compo prize - Air Diver for the Mega Drive.

And the winner.... only a few wrote in, so if you didn't, think again next time, as you have a very good chance of winning! The winner picked from my bin was Steve Creasey of Dorking, Surrey, who got the correct answer, which was 11, and the titles were - Alex Kidd, Golden Axe, Sokoban, Super Shinobi, Curse, Last Battle, Air Diver, Tatsujin, Zoom, Final Blow and D.J.Boy. If you didn't get all of them, then look again!

Air Diver will be winging it's way to you Steve in a couple of days, so hope you got the landing air strip ready!



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	Sokoban

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## ASSAULT SUIT

### LEYNOS

by NCS - 4meg  
Mega Drive - supplied by A.J.  
Reviewed by Onn Lee

This is a side view arcade game set in the future in outer space. You take control of one of those robotic-like armored blokes. As you'd expect, you are with war with another world, but unlike most games, you are not alone in the fight - your team mates also fight off the enemy around you at the same time, although the enemy usually get the better of them.

Assault has several stages to the game, which makes it very interesting - if you can complete the first few missions in the first place that is! Your first mission is set on the planet surface, and the enemy are on the attack. You and the rest of the team trek forward, moving left to right to engage them. Before clearing your base, you get to equip yourself with limited weapons and ammo, including the standard pistol, light gun, and D-D weapon - a sort of shower-bomb launcher which is required to destroy the enemy mother ship.. your main objective. You also get a mission briefing, but as this is in Japanese, it's not very helpful. Anyway, as you plod across the rugged lunar landscape, the enemy start attacking with standard foot soldiers, jet pack men, robots and space crafts. You only have one life, and your energy gets reduced a fair bit if hit, so getting to the end quickly is fairly vital. Soon enough, a big green space craft flies over head, and you have a limited time to destroy it. This is real difficult, as not only is the ship right up in the sky and moving, firing and dropping bombs, but you'll have to contend with all the enemy troops etc.. too. If you do managed to blow the ship up well in the time limit, you get more choice of weapons in the next mission.

Other missions includes destroying another craft and then escaping in your carrier craft remembering to save your companions too; destroying another mother ship in outer space (equipped with jetpack) and returning your ship before you get fired by the atmosphere; plus a wander around the enemy's base.

Graphically, Assault is very good, but not outstanding... a bit bland, but then again, it's all out war, so you don't want to attract the enemy with bright colours eh? Music is average, and sound FX aren't bad with loud explosions, gun fire, etc. As for the game play, I found it extremely tough at first, and after several goes, didn't progress much further. Because of this, lasting interest didn't hold long, although it's not much of a frantic shoot'em up. Verdict - I don't recommend Assault

Suit Leynos at all, although when I was in Supervision, where some one was demonstrating how to get really far in to the game, a number of people were really amazed by it.... so, don't take my word on it.... although I do (?!)

Graphics - 65%  
Sound - 65%  
Playability - 60%  
V.F.M. - 60%

Overall - 60%

## BLODIA

by Hudson Soft - 1meg  
PC Engine - supplied by PC Engine Supplies  
Reviewed by Onn Lee

Blodia is the smallest memory-size game for the PC Engine... but it's certainly not dull. Blodia is another puzzle game, and a real brain teaser, but also require fast reflexes. The object of the game is real simple, but require a lot of skill on further levels. You start with a grid full of tiles, with one missing. By pointing and clicking on a tile in like with the hole, that tile and any between it and the hole, will slide across. Depending on the level you are on, long tubes run along the tiles, with a small ball situated somewhere on it. On starting the game, the ball moves along the tube, and once it clears that tile, that part of the tube disappears. Your objective is similar to pipemania/confusion, by moving the tiles around, so that the ball travels along the entire tube making them all disappear. If you can't connect the tubes together, the ball will drop off, and you'll lose one of your three balls (!). Not only do you have the speed of the ball to worry about, selecting time, and you also have to complete each stage within a set time limit, helped by the Turbo button, which speeds the ball along, so you don't have to wait.

The game has 100 levels for you to complete and things get real tough as you progress. Sound wise, there are two great little tunes, graphics are poor, but the game play is what makes Blodia, and it's good fun and extremely frustrating. As computerized puzzles goes, Blodia is very good, a lot more playable than Sokoban, but still not a game that would attract most people to buy, as it can get very boring after a number of levels.

The game has a password/back-up system so you can continue at a later date. It also has an edit mode, so you can design, make, save and play your own puzzles, which, again like Sokoban requires a lot of thought. Overall, Blodia is a great little puzzle game, and worth checking

out if you have a lot of spare cash on hand.

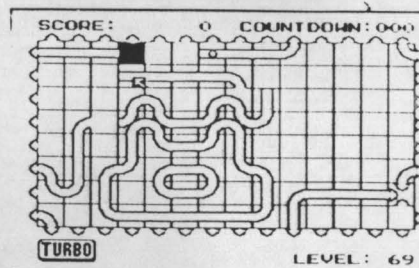
Graphics - 50%  
Sound - 60%  
Playability - 75%  
V.F.M. - 50%

Overall - 65%



ASSAULT SUIT LEYNOS

BLODIA



## GRAND SWORD

Hudson Soft - 4meg Card  
Super Grafx - Reviewed by Justin Saunders  
Thanks to Alan for letting me see this one

This is the second game released for the Super Grafx. It's a scrolling arcade adventure with wicked parallax scrolling, mega large sprites, and humungus end of area baddies.

You play a 'Transformer' type robot who can change in to three different types of robots, each having his own special power up. One can make the earth shake, one can fly up with it's power up, and one has a shield which kills nasties. The graphics reminds me of a Psygnosis game - very detailed and amazingly animated. It really shows what the S.G. can do.

The enemies are really far out, with rinos, armoured elephants, and all sorts of wierd and wonderful beasties. The playing area is also very large with loads of life hanging around the various levels, all of which have really detailed back drops. The animation is also smooth, and not a sight of flicker anywhere.

The music and spot effects are very good and match the game well, with some good jingles and tunes. If you are lucky enough to own a Super Grafx, then you must buy this game!

Graphics - 98%  
Sound - 95%  
Playability - 96%  
V.F.M. - 90%

Overall - 96%



For the literate amongst you, who can string a sentence to together, if you have a view to put across, question, helpful hint or tip, or a lot of how's you father, then put pen to paper (no red crayons, please!), and send to usual address. That is: Onn Lee, 125 Arnold Road, Bestwood Estate, Nottingham. NG5 5HR.

More Supplier Troubles

Beware of Westlake!! I sent off for a CD-Rom from Westlake in early January. I also payed an extra 20 to have the CD-Rom delivered within 2 weeks. Great, I thought, 250 for a CD-Rom and I'll get it within 2 weeks as well. No such luck! At the time of writing (Saturday April 28th) I still haven't recieved my CD-Rom, I have phoned C+VG, they tell me Japan and Hong Kong are running out of the fast selling CD-Roms. I tried phoning several times, no reply. Finally, I FAX'd them from work, about 1 week later I recieved a FAX from them telling me that thier new stock had just arrived and would be sent on as soon as it cleared Hong Kong customs. This all happened early march, still no CD-Rom though.

West Lake are probably a proper company, but I would warn people not to take their delivery times too seriously as the products have got a hell of a way to come.

David Charles, Leicester.

Well, I think you've made your point there. Well, let's hear from West Lake.... ermm... they are a bit far away aren't they?... I better not phone them after all... my dad won't be too pleased with the telephone bill, unless ofcourse I can get one of those little gadgets... hey! Mr. Telecom, can I have.... SORRY, NO! Bugger!!

A Techie writes

Can you tell me how engine developers can fit so much code and graphics on megabit cards. eg. Namco's Ordyne. I know the sound on all cards uses software instrumnets, but the graphics feature massive end of level sprites, detailed backdrops, and about a dozon static and animated pictures when you complete the game. All of this in 32 colours. Just how the hell can they fit this on a 4 Megabit (512k) card. Surely some sort of compression techniques are being used, but isn't real time decompression vastly expensive and used for products such as Digital Video Interactive (DVI). Or prehaps Rom chips are more efficient at storing information I don't know.... Also, do you know if Namco are to release Rolling Thunder on the engine. Finally, can you confirm that the 16-bit Nintendo will have hardware rotation along with scaling and wheather the processor will be a 68000 (customised or not).

Gavin Atkin, Huddersfield.

This IS a question isn't it? Unfortunately, it's top secret stuff , old bean. But, as you are such a techie boffin, C.M. holds no bounds, we can reveal they do use a compression device... very hush hush, but leaked information from Namco tells us, it's called a SLEDGE HAMMER. When they complete a game, it's well over sized, so with great skill and precision, they give it a good old welly! Alternatively, on a more believeable note, it could well be that, graphics on the engine doesn't require as much memory to store as certain computers do, especially with a video ram. I believe the Atari ST graphic screens all take up 32k in all three modes, but on the Amiga, memory varies depending on the amount of colours (bit planes) and resolution. For more techie stuff, we hope to have a glance in to how Hudson Soft goes about producing their games, with help from ace translator, Tai Ono... we hope!

As for Rolling Thunder, there doesn't seem to be any plans to release the game for the PC Engine, or any other console for that matter, but you never know.... if Taito can release Space Invaders.....

Yes... the Super Famicom, should have all those features, well... the last time I reaf in an American magazine anyway. As for the processor, it's possibly a customised 68000, but from the spec. in the Nintendo column, you'll see it's a rather wierd one!

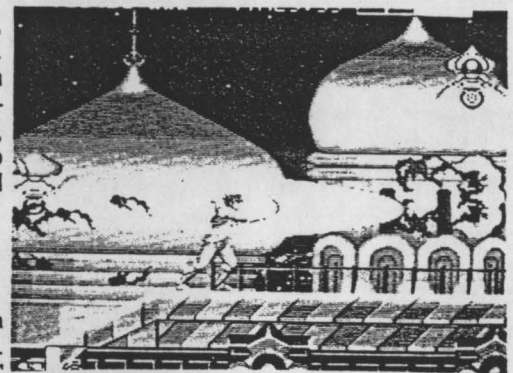
A Man with Money and Questions

1. I already own a Megadrive, and I am thinking about buying a second console. Is the S.G. at about 100 more than the PC Engine really that much better?
  2. What NEW games are being released for the S.G.?
  3. When can we expect to see the 16 bit Nintendo in the UK (through grey importers)?
  4. What is the difference between the Core Grafx and the PC Engine?
  5. Will the PC Engine's CD-Rom player work on the SG?
- W.Rees, Mid-Glamorgan.

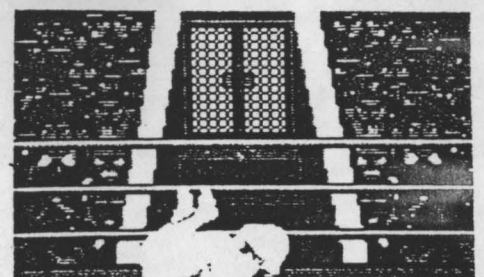
1. This really depends on you, but if you have the money, then go for the SG, but at present, with only two specific games for the SG, it's not a great machine to get for the extra cost.
2. Unfortunately, there are only two games released for the SG - Battle Ace and Grand Sword, and two planned games Ghouls 'n' Ghosts, and Strider. However, if you read the news part, you'll know that, NEC Avenue will be producing dual format cards, thus if running on a SG, it will be better with dual player option, less

flicker, or whatever. With this system, it's possible that third party producers like the likes of Taito, Naxat, NCS, Irem, and all the other, will use the system too thus producing a single game instead of a specific one for the SG which wouldn't sell as many. So in the long run, the SG is well worth paying the extra.

3. Again, if you read the Nintendo column, the machine is expected in August, but chances are, they won't make it to these shores after a few months time if it does get the go ahead, considering the amount of eager japanese nintendo game freaks out there in japan. Very likely they will be sold out in japan in the first day! Incidentally, the Super Famicom is fitted with a 'S' port (RGB SCART) as well as the usual video out and NTSC TV, so you'll know what version will make it over here first.
4. Not a lot really... but if you're thinking of getting an Engine, go for the Core Grafx, as it's made for the future.
5. Yes, but you'll need that interface lead unit... so you'll need to fork out around 300 for the CD-Rom unit and Normal Interface plus the SG interface lead, which cost around 30 I think.



↑ STRIDER - COIN-OP VERSION



↑ MD: RINGSIDE ANGELS



↑ PC ENGINE : BATMAN

**ALTERNATIVE COLUMN**

**BECOME A GREEN PLAYER**

Yes, who said C.M. is just about boring old gaming? As this is our GREEN issue, lets talk about the enviroment problem concerning games consoles.... gripping stuff eh?!

Firstly, there's the point of destruction of the tropical rain forests. You know the situation - cut down a few trees, and this reduces the absorbision of carbon dioxide, produced by us, so increasing the possibility of global warming. SO!! To become a true 'Green' games player, Space Harrier is out as Sega's 3D shoot'em up is totally enviroment unfriendly. Playing the game can seriously affect Fantasy Zone, as you kill off all those lovely trees, sending temperatures rising until the zone becomes so hot it's burnt in to a cinder. However, if you want to play Space Harrier, and want to become a Green Games Player (G.G.P.), then avoid hitting or shooting the trees!!!

Next, there's the problem of over population. With more and more people about, more carbon dioxide is expelled, not to mention more people driving cars, using electricity, etc.. Soll Reducing the population games are totally enviroment friendly.

So when playing Rambo III, Red Alert, or Bloody Wolf, shoot as many people as possible... you'll doing the best for the world!

Racing, car games are OUT, unless ofcourse you can vouch that you are using lead free petrol and have a catalitic converter fitted!

So, think before you play a game, is it enviromentally friendly, and remember, all games can be re-cycled!

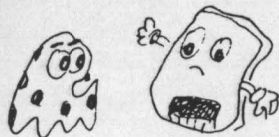
**ALT. SWAPLINE:**

For Sale: Atari Lynx with California games + PSU. £200 - Buyer must own thier own Electric Power Station!

For sale: Konix Multi-system including power chair. Send £1000 to Fingers McGee, Bradford Prison.

**ALT. TECH TIPS:**

If playing volleyball against an opponent, to win that extra point, hit the pause button just when he/she is about to recieve/hit the ball. This should win the point for you, but could have damaging effect from your opponent!!



**TOP TEN US CHARTS**

(PC ENGINE/TURBO GRAFX-16)

For a change this issue, instead of the japanese engine charts, we take a peek a the American charts, and see how the US version of the Engine is going, and what's their top ten selling list. And why not? The list is from the US Turbo Graft-16 rag ' Turbo Play.

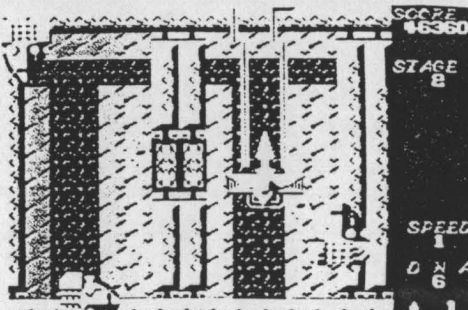
1. Dungeon Explorer
2. Vigilante
3. Blazing Lasers (GunHed)
4. Legendary Axe
5. R-Type (incs. I + II on same card)
6. Alien Crush
7. World Class Baseball
8. Power Golf
9. Victory Run
10. Final Lap Twin.

As you can see, the US releases are a long way off behind the japanese maket.

Incidentally, Legendary Axe was awarded the 1989 Video Game of the Year in the USA. Considering the game's over one and a half years old, it's not bad going is it?!

**TAPE OFFER**

I am also putting a music tape together comprising the best CD-Rom music on the PC Engine, plus card games. This will include the awesome music from Ys, Super Darius, Fighting Street, Valis II, Wonder Boy III, and Final Zone II. The latter includes a brilliant song sung by a japanese female singer - beats the hell out of Kylie!! Also includes a number of tunes from the ace arcade musicians S.S.T. (Super Sonic Team) with re-mixes of top arcade music including Turbo Outrun plus a couple of others I won't name, as I'll let you suss out! For this tape, which should be complete in a couple of weeks time, send a blank C90 tape plus 70p to me (Onn Lee) at the usual address I also recommend you listen to the tape using headphones for maximum effect, as some tunes and effects really puts the shivers up your spine !!



MEGA DRIVE : DARWIN

**NEXT ISSUE**

As next issue is our 13th, it's our first anniversary issue, well... the last issue should have been it, but as we skipped a month so to speak, the next issue is the official one. We will be looking back at what has become of the PC Engine since our first 'zine, and how it compares with the new machines.

We hope to give you the low down on how Hudson Soft goes about putting a game together!

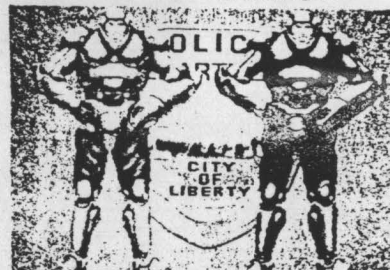
Super groovy return of the D.I.Y. technical bit in the middle for all you brave Mega Drive owners. What will this involve? Our friend in Aussie land has come up with a way to modify your Mega Drive so that any japanese game that incorporates English, but are not shown, will be displayed instead of Japanese. So, for example, with the modification, Tatsujin will become Truxxon (or whatever it's called), all the text in Forgotten worlds will be in english, that is in the shop and the inbetween graphic sequences, etc..... So don't miss it.

We also just missed out on a number of brilliant games for review, so they will appear in the next issue, namely, Formation Soccer, Barumba, Splatter House, Blue Brink, and hopefully on the MD - DJ Boy.

Mega Competition, PLUS too much more to mention. So don't be a drongo, make sure you don't miss the next issue of C.M.



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