

JULY 1990 - ISSUE 14

● ALL THE LATEST NEWS FOR THE PC ENGINE MEGADRIVE, AND OTHER CONSOLES.

● HARDWARE NEWS OFFICIAL MEGADRIVE LAUNCHED IN EUROPE MORE ON THE COMM. UNIT

THE ULTIMATE SHOOT'EM UP : SUPER STAR SOLDIER? THUNDERFORCE III?

NEC'S CD-ROM - WHAT'S AVAILABLE AND WHAT DO THE PRODUCERS THINK OF THE DEVICE!

MORE RELIABLE TIPS THAN EMLYM HUGHES!

.... AND BEST OF ALL NO FOOTBALL, WORLD CUP FOOTBALL, FOOTBALL, 'LOOK BEHIND YOU SHILTON! FOOTBALL, THAT'S A DIVE REF!! FOOTBALL, AND FOOTBALL!!!!



EDITORIAL

Hiya doodz!

Like Damocles, it's late coming, but here's the July issue of C.M. It's also baking hot outside and I'm cooped up in my room typing this out - even with the windows wide open, I feel like a Bernard Matthews' Turkey Roast. Anyway, I've at last got my "20-Card" for my Amiga - Yeepil Does the amiga fly or what? Well, more like 'what' as the thing hardly works with games, but atleast it speeds Pagestream up. If any techie buffs out there who knows a way to switch between the 68000 chip and the 68020 board, please give me a bell! Can't wait to get the Macintosh Emulator, even if the screen a bit iffy, it should be worth it. Anyway, I must introduce a few new guys who will be helping me put the 'zine together. First, there's Marc Foord from Middx. whose an avid Megadrive fan, and will be reviewing future MD games. Another MD onwer, is Jeremy Young from Bristol, whose also fairly mean with a joystick. And Ricki Kenny who's an engine freak, and a wiz on the Apple Mac. as you can see from his review of Download in this issue - he's also putting together the ads. So, welcome!! Oh yeah, any extra donations will be accepted... but none of those new 5p's!!

...Onn.

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AND YOU !!!

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If you want to get each issue as they become available, you can still send a large S.A.E. plus 70p for the fanzine. **NOTE:** If sending cash, namely coins, please wrap them up and tape to a piece of card. I can not be held responsible for coins going missing in the post by them ripping the envelope. A number of people are doing this, and when I get letter, find the envelope ripped, and no money inside!

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HARDWARE NEWS

Latest news on the official Sega Megadrive is, they won't be that much of a difference from the grey imported ones. If is expected, they will be like the differences between the Japanese Megadrive and American Genesis, so it would be possible to use official cartridges on your Megadrive by slight alterations to the machine itself or carts. The machine has been officially launched in Europe, but will not be released in the UK until September at CES show at Earl's Court. According to 'ACE', the machine will retail for £189.99 and come with Altered Beast, and games will range between £29.99 and £39.99, with the power base adaptor (8-bit converter) for £39.99. It's expected that, a minimum of two games a month will be released. So, all in all; in my and everyone else's opinion, it's seem a better deal to buy a GREY imported megadrive than the official ones! For example, if you look at PC Engine Suppliers' advert, you can pick up a PAL Megadrive with TWO games for £185 inc. P+P !! Unfortunately, the launch of the official PC Engine seems unlikely, due to 'poor' sales of the TG-16 in the US. Boooo!! to NEC!! Commodore will also be releasing their console the 'CUB' in September, a C64 cartridge machine, and word is, another mystery machine will be launched too - very possibly one from Amstrad?

ENGINE COMMUNICATION MODEM

More information on the Communication modem add-on for the Engine (see last issue), is that, it will be possible to contact a software library and play a game you want, through the device if you want to try a game out, can't afford to buy it, or whatever. Extremely handy, if you live some distance away from a console supplier. This sure would solve problems if it was available here!!! Talking of which, the first games that have been programmed on the unit is a version of 'snake', 2 player Tron light cycles game and Battle Ships!! All look extremely basic, but what can you expect. These are probably the stuff the japanese can expect when NEC put up a free bulletin board for the PC Engine in the autumn.

GAME GEAR SOFTWARE?

A couple of months ago, we mentioned and showed pictures of Sega's portable machine, the Game Gear, but what games can you expect for the machine. First up, as most would have seen is Super Monaco GP... yep! I doesn't look anything like it, more like Pole Position, but that's what it's called. I suppose Sega haven't produced many racing games that would fit the game. The game have 16 different circuits, and have options to practice and actually race in a grand prix. For cute games, one of the first, is PENGO, and it will be one title that will appear for the game-gear. If you never seen this game before, then you are too ruddy young for your own good, and involves you controlling a fat penguin who must crush all the creatures by sliding ice blocks around. Sega's puzzle game Columns will also be converted for the machine and should be a real hit, as there's nothing better than a puzzle game on a hand-held machine.... the gameboy have Tetris plus numerous others, Lynx has Klax, and when the Turbo Express hits town, it'll have also quite a few too including Klax, Sokoban, BeBall, etc.. Versions of Space Harrier II, Super Shinobi are expected to be converted too, and very possibly sega's best race game, Outrun. Sega also plan to convert G-LOC for the machine, but judging Super Monaco GP, it could turn out to be totally different!! Apart from Sega, third party producers, namely NCS will also be writing games for the machine, and their first will be a boring old war game - surely it'll be rather difficult to see all that japanese text?

This issue is so big, that I had to leave a number of things out, so saved for the next issue... namely reviews of MD Hurrican, E-SWAT, Engine Rastan II, etc.....

So, get the next issue.... !!

MEGADRIVE NEEDS

Just when you think that the Megadrive will die because of the lack of software for it, along comes a string of titles planned for the machine. They must have read my last issue !!

August will be the month for Rastan II - Taito's coin-op slash and hack game. Screen shots of the game look superb although colours are a bit bland - I'm sure those japs only have Megadrives connected through their TV aerial sockets and not RGB. If you have an engine and megadrive, then I can't say which looks better - both are brilliant.... although the MD version has more chance of a two player option, unlike the Engine's single player.

The strangest and most surprising release 'was' Sega's Columns... which is already available as you read this - out on 30th June on a tiny 1meg Cartridge. Columns is similar to Tetris - or if you've played Colouris, is like that. If you haven't played Colouris, here's what Columns is about. Like Tetris, there's a long cylinder in the middle of the screen, but instead of different shaped blocks falling down, you get a vertical row of three coloured crystals. eg. from top to bottom - Red, Green and Blue. You can move the row of crystals left and right as in Tetris and cycle the colours. So Red, green, blue becomes blue, red, green, then green, blue red. You must manoeuvre the crystals so you can get three of the same colours horizontally, vertically or diagonally, where they will disappear, and any crystals on them will be dropped down - thus you can produce multi-chain reactions just like Klax. Like arcade Tetris and Klax, you can play a single game, two player, match play, etc.

Michael Jackson's Moon Walker will be out sometime in August, and it's as wierd as the Movie...erm... correction, Video. Any of you who have played the coin-op version, will be fairly disappointed to hear, it's not a direct conversion, but instead, viewed from side on - in my opinion, another Sega mistake!! Anyway, the plot's the same Jacko is after Mr. Big, and can jump, attack and use magic. The M.W. looks like a Super Shinobi type game, but really wacko as Jacko moonwalks, struts his stuff, and when magic is used... dances in formation with the baddies - when over - they drop dead (this even includes dogs!!), etc.. However, like the op-coin, the music is there as you'd expect including his hit songs Smooth Criminal, Beat It!, Thriller, Billie Jean and BAD.

Another August release on 31st will see Hellfire from NCS, Toaplan's coin-op shoot'em up. Can't say much about this - horizontal blaster against numerous and some extra big aliens, and the ability to fire four direction - forwards, backwards, Up and down, and

four way diagonal.

Fans of Capcom's Strider will be glad to hear, the game will be converted to the Megadrive by Sega, and will be on 6meg Cart - meaning more dosh!! Do you think Sega are copying NEC Avenue? However, the game is not expected to appear until October, although it's looking extremely good. So you have time to save up for it. Talking of Avenue, their best game to date is Super Darius for the Engine, and MD owners will be able to go fishing too soon as Taito are to convert - not the original, but the sequel Darius II or Saikal. This, as you know, is the two screen coin-op version with new end of level bosses. Unfortunately, no release dates, or screen shots, but Taito are quite a reliable company so it's should be long! Unlike Avenue!! More from Sega, will be an up screen arcade adventure in the same line as Time Soldiers, commando etc.. Like Time Soldiers, you move up screen attacked by all manner of people and creatures, through the usual greenery with bridges, buildings etc. and must find the 'EXIT' to the next level. The game will have a two player option and out some time in September.

Also planned for September will be a Konami puzzle game called Juncyon. The game is really a version of Blodiareview for engine several issues a go for game play.

All you waiting for Insector-X will have to wait until September, and what about Atomic Robo Kid? Put back again to October. They must have seen the Engine version and needed more time to better it... we hope!!

July will see Batman, and it looks well smart... and should be a sure fire hit, like Super Shinobi. Also for a July release will be Cyberball - American Football in the 21st Century. Having played the game on the Amiga, I have to say it's good, but not as good as

Cinemaware's TV Sports Football.

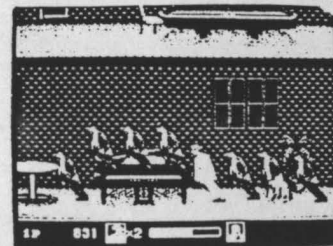
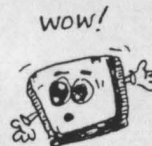
More from NCS will be an arcade action game featuring a girl with a sword for the MD in a similar style of game to Telenet's Valls II on the Engine. Look's brilliant - no release dates again. What about 3D polygon games like all those available for the 16-bit computers? Well, from NCS, will be Star Cruiser - a game which has already appeared on the Sharp X68000 machine. The game looks to be a cross between Start Glider II and Elite, as you are put in the pilot seat of your ship, where you can fly from planet to planet, fly down and skim the surface, shoot down enemy crafts, so a few wheeling and dealing, repairs, and of-course, with a game of this sort - save your position too - meaning the cartridge will have a battery backed ram - meaning bumping up the price. If Fantasy Star cost around sixty pounds, then you can expect Star Cruiser to cost the same. Game looks very impressive. NCS has another arcade puzzle adventure... the title I haven't a clue - but you control a little fellow on a maze of tiles viewed from above. As far as I can gather, the game requires you to jump on the tiles to change their colours like Q-Bert or Flip Flop... but of-course, you're hampered by all manner of nasties and traps.

Another surprise Sega shoot'em up in the works, will be Toa Plan's other up-screen 1942 like blaster. This one is more like a cross between Flying Shark and Tatsujin, as you control a bi-plane with some impressive devastating weapons. But, after Hurricain (Fighting Hawk or what ever it's called) is there a need for another?

The, what looks like the follow up to Heavy Unit - Air Busters from Kaneko, will also be immortalised on to the Megadrive. The main difference from Heavy Unit is that, the game's dual play, and impressive fast scrolling, so fast it sends you boz-eyed, and you stay as a ship. Shooting selected nasties and lettered icons will be left behind giving you either Power ups, side pods, shields, homing missiles, rear fire, and a rotating firing satellite. Good game, but not a great difference... level four being incredibly difficult on the coin-op. Incidentally, if you are wondering about Kaneko - they seem to be a big Japanese company who write for other companies - DJ Boy for Sega, Air Busters for Namco, and Super Star Soldier for Hudson Soft.



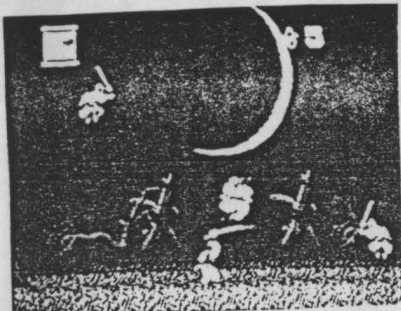
MD BATMAN: 'OH! SAVE ME BATMAN III'



MD MOONWALKER: JACKO USES MAGIC POWER...

ENGINE NEWS

This month, the amount of releases for the engine has again increased - showing that the engine is becoming the most popular machine after the Famicom by programmers.



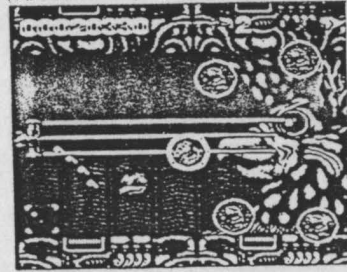
NINJA SPIRIT - STAGE 3 IN ENGINE MODE

Telenet Japan are really moving, and have announced and showed pics of a few arcade games they are to release - all as you'd expect on CD-Rom. Having already announced that they are to release a horizontal shoot'em up called 'Legion' which looks real impressive with touches of Thunderforce II and R-Type thrown in - on onw level, there's a huge battlecraft to destroy by moving around it, and if all goes well, dual player tool! But, not content on that, they are to release a vertical shoot'em up too. This one is called 'Avenger' and lets you fly a futuristic helicopter viewed from above in a similar game to Tiger Heli. The main difference, is Avenger banks left/right, so you can fire diagonally up - left/right. Graphically, it's the pits at the moment, and could be done on the Commodore 64, but planned for an October release - things should hopefully improve. More from the CD-Rom giants will be a car racing game - the title of which I don't know at present. but it's again on CD-Rom, viewed from above, and like Moto Roader, can be played by 5 people simultaneously - which will make it the first on CD-Rom. Unlike MotoRoader however, the game is played over rough cross country and cars can leap in the air... sounds familiar eh? Should be quite good. Again expected for an October release. Oh yeah, I must also mention that Telenet also has a saucy Mah Jong game to be released in September. There are some real gorgeous pictures of landscape and teenage girls in the game - nudge nudge, wink wink, 'know what I mean! Ofcourse, the most awaited game is Valis III which should hit the shops in August. Valis II was good, but III looks even better as it's more varied and more more action packed. Graphics are brilliant and game is a lot like a cross between Ghouls 'n' Ghosts and Super Shinobi. So, if you haven't got a Megadrive or a S.G., but do have an Engine

with CD-Rom, then you should definitely get hold of a copy to show off to 'so-called' inferior machine owners.

Over at NEC Avenue - September will be the month for 4meg AfterBurner II which looks amazingly good - better infact than the MD version with a more realistic canyon run and runway landings like the coin-op. Like the MD version, all 23 stages are present, but as an added bonus - should you get bored with the game, you can play about with the 3D vector balls on the title, like those demos you'll find on the Amiga. Here, you can change the pattern from the normal flat board, to star shapes, spheres, etc., change speed, move on X, Y, and Z locations & zoom in and out. October will be the date for that Toa Plan 1942 like shoot'em up which some people call Hurrican and why not? I've been told the MD version is easy to complete, so hopefully Avenue will up their version a few notches. Outrun? Looks Brill, but you could almost save up for a real Ferrari in the time Avenue decide to release the conversion. Super Thunderblade is looking amazingly good too - infact, again similar to the MD version and appear on 3meg Card. As for Rainbow Islands - there looks like some good news for you owners without

game will have NO flicker when run on the SG - apart from that, there won't be any difference as far as I can tell. The number of Boss creatures as you'd expect have been cut from the CD version from 26 to 16. Gone are the Sperm Whale, Fatty Glutton, Hammer

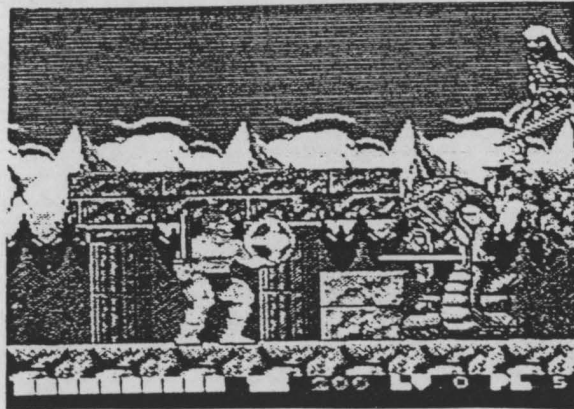


-W-RING-

head Shark and Sea Snake, but some of the tough characters are still present like the Red Crab, Star fish, and Sea horse.

Released as you read this, is the latest puzzle game from Taito - Puzznic on standard 2meg Card. Puzznic is another simple, and supposedly addictive game. What you have is a Sokoban like maze with a number of sets of patterned blocks in the maze. The object is to clear all the blocks by moving all the same pattern blocks next to each other (like Ice blocks in

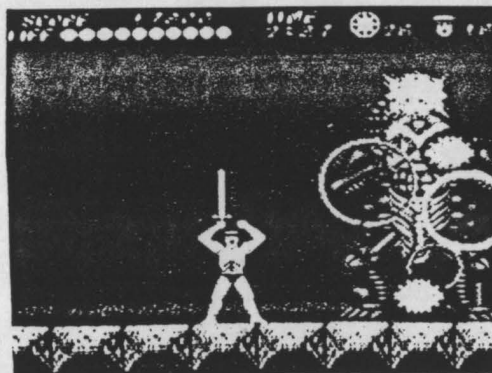
Pengo), but it's not as easy as it sounds. The maze itself is upright, and you can only move a block left/right, so if it's moved in to a gap, it'll fall down due to gravity. And if that's difficult, you have a time limit to complete each level too. Rastan II should also be available when you read this, and it looks as good as the coin-op - the best conversion from Taito to date. The game will be on 3meg card, but unfortunately only single



RASTAN II - FACING BIG SNAKE & SKELETON

player. However, who cares when you have graphics like this - hopefully, Taito can match it with the playability. Taito's next game will be released in August featuring a little bald haed kid with the ability to lob giant colourful spheres. The game's a real cute arcade adventure in traditional Wonderboy style climbing ladders, crossing collapsing bridges, rowing a boat, etc.. The game will be on 3meg card, and called Prisoner of Hell or something. Taito will also be converting their newish arcade RPG coin-op game to the engine - the name of which escapes me now. You know the one - where you pick from 4 characters in a one or two player game viewed from the side.

Rastan II will have some heavy competition, as Victor's follow up to Legendary Axe will also be available in July. Graphically it's not as good as



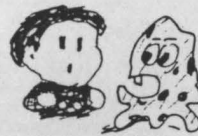
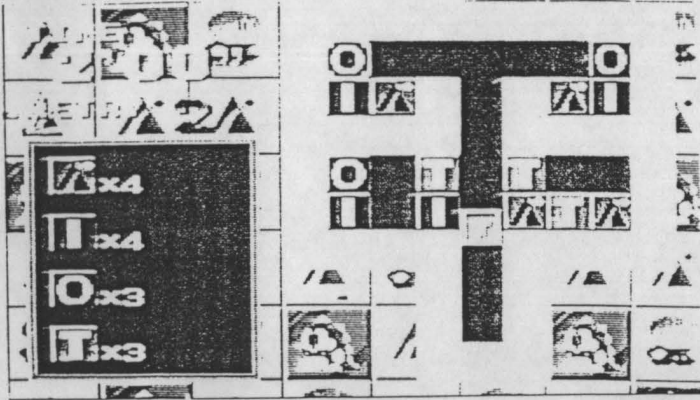
THE SEQUEL TO LEGENDARY AXE.

CONSOLE MA'ZINE

Rastan, but more varied creatures including some super large 'orrid creatures like the very end of game monster in the original and a blood red snake as big as the one in R-Type II. We shall wait and see. Victor will also be the company to release Cinema's products... the first been TV Sports Football which looks as good as the Amiga version and to be on 3meg card.

Gomola Speed on 2meg Card. This is a wierd one, and a cross between snake and gauntlet. Here you first control a sphere who must collect other spheres dotted around a maze. Each time a sphere is collected, it is attached to the original sphere making you like a long snake. Object of the game is to collect all the spheres and 'exit' through the EXIT. Life is made harder by other nasty creatures in the

maze trying to stop you, key needed to open locked doors, traps, deadly slime, etc.. different I suppose.



From Pack-in-video, who haven't produce many decent games, (if any!) comes DIE HARD - yep! based on the movie featuring macho man Bruce Willis. The game looks like Red Alert, but strangely enough, although you make your way through the sky scraper, you also wander through marsh land, bridges, etc... wierd or what? Did I fall asleep during watching the film and miss these parts?? Also from the same company is Lode Runner - Lost Labyrinth, which should be available on July 27th. As mentioned before, looks and plays like the original game!

More Up-screen blasting action will come from Namco, who will be releasing Final Blaster on 3meg in September. The game's basically another GunHed with great graphics, multiple weaponry, and big mother ships to destroy. Something to get after completing Super Star Soldier I suspect!

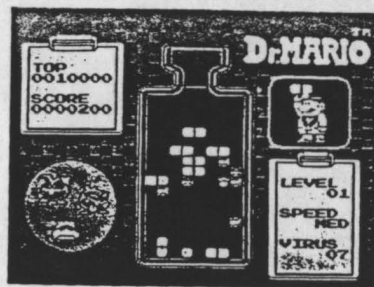
Over at Naxat, their super duper Pinball game Devil Crash should be available soon on 20th July, and this looks like the best pinball sim. ever created with tons of animation, special bonus rounds, features, etc.. One to definitely get!! Naxat will also be releasing a baseball game called Naxat Stadium. As baseball games goes, it looks just like the others. Naxat also have a wicked looking dual player shoot'em up game. The game come in two parts. One is a side view where you control an armoured bloke equipped with some heavy artillery, and the other is an up screen shoot'em up which looks like Vapour Trail. Again, no release dates, but will be on Card format.

From U.P.L., there will be

NINTENDO NEWS

The Gameboy software scene is really xploding and latest news is, Irem (US) are to produce the infamous R-Type on to the little mono console... an impossible task it seems, but pics looks well ace even if the ship is rather big compared to the rest. There will also be Robocop from Ocean, with graphics taken from the Spectrum, so colour reproduction is no problem! But amazingly, Mindscape are to release Paperboy for the machine too! How it will scroll is beyond me!

As you read this, Double Dragon will be available for the Gameboy. Graphics are real neat. One of the most addictive game releases this year was from Lucasfilm Ltd/Entertainment Int. - Pipe Mania, and Bullet Proof Software has licensed the game for the Gameboy and renamed it Pipe Dream. Like the original, your objective is to pick up pipes and put them together so the set amount of water flows through. The game has already been released in japan, so should be

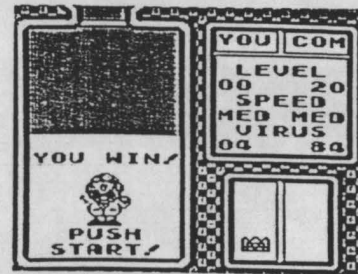


DR. MARIO ON THE FAMICOM

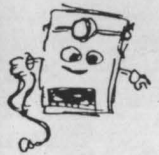
available here soon.

Just when you thought there can't be any more Mario games, Nintendo is about to launch Dr. Mario on 27th July, on both the Gameboy and Famicom. The game is another variant of Tetris, and more like the 'Type B' on the original Gameboy Tetris. Here, in a big 'Jar' are a number of different coloured Virus blobs, and you have to clear the little buggers by manouvring coloured pills, so that Virus and pills match up in rows of 4, so disappear. Looks good, and looks like Nintendo has another winner that's unlikely to appear on other machines.

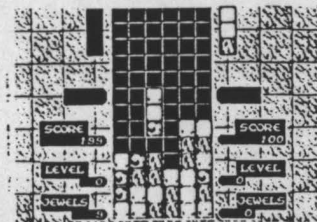
The next Capcom game to appear on the Gameboy will be Duck Tales featuring Walt Disney's characters - name uncle scrooge as the main hero, in another massive arcade adventure in the traditional Capcom style. Out sometime in september - I can't wait. On the subject of Capcom, Mega Man 3 will be released for the famicom in sepetember. If you've played the previous two, then you can expect better things from this amazing arcade adventure. More Tetris mania for the famicom comes from BPS called Hatris. As you've guessed, it's like Tetris with Hats, but drop down in pairs so makes things a little difficult.



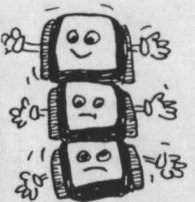
DR. MARIO ON GAMEBOY



Best looking game for the famicom has got to be Solstice from Epic - yes, more famous for their music records - a division of CBS/Sony Group. Solstice is 3D isometric arcade adventure in the same style as those Ultimate games Knight Lore, Alien 8, and that of Head Over Heels and Batman. Here, you control a wizard character, who must make his way through the castle, collecting objects, solving puzzles etc. If the famicom can produce such a game, where's the Engine and Megadrive versions? Famicom Solstice will be out on 20th July.



MEGADRIVE: COLUMNS - SEGA'S ANSWER TO TETRIS



REVIEW:

THUNDERFORCE III

Megadrive - Tecno Soft
Reviewed by Marc Foord

The long awaited sequel to the best (and until recently, the only!) shoot 'em up on the MD has finally arrived after roughly a year in production.

The original was a very good game (excellent at the time) with its alternating 8 way and horizontal stages, good music, fast gameplay and tidy graphics. If you thought Thunderforce II was as good a shoot 'em up as you were going to see- THINK AGAIN! -just wait until you see the sequel!!!

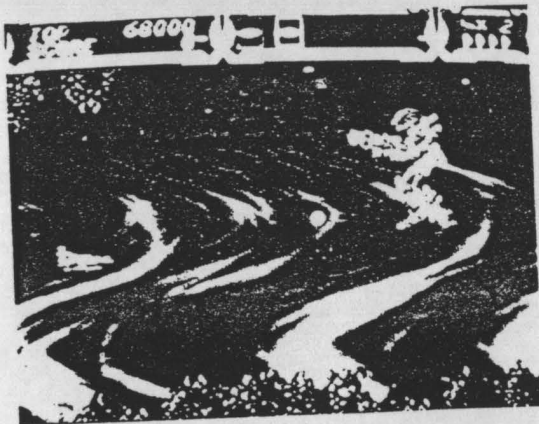
The first major difference is that the game only has horizontal stages, no 8 way stuff. A nice title screen and some suitably funky music start the ball rolling. By the way, pressing A,B,C and START brings up the options at this point.

On pressing START, the picture changes to a sort of map of the universe. There are 5 planets (stages) to choose from initially and you can start on any of these 5. This is a good move in lastability terms as you don't have to get fed up with the game if you get stuck at level 2!!- you can play your favourite level or the one which you need practice on.

Each level has a theme. The first level is a jungle. There are suitable plants and greenery around and some amazing parallax scrolling vine work!!! (you actually go behind the stuff at some points!). The power ups are selectable (ie you can hold up to 5 power ups and choose which one you are currently using).

Speed can be stepped up/down from 1 to 4 bars (1-fairly slow, 4-very rapid!). The scrolling is extremely smooth (exceptional considering the speed and the detail of the graphics) and the music fits the game very well (usually fast paced stuff).

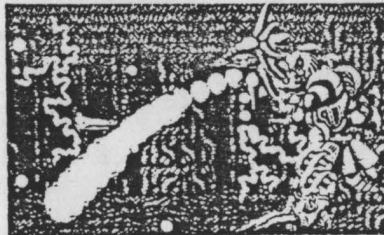
The second level is a fairly tough volcano world. The graphics here are stunning!! The complete background ripples (like the title screen of Sword of



THUNDERFORCE III : stage 2 and ripple backdrop

Sodan on the Amiga) whilst the game runs at normal speed plus very numerous amounts of sprites whizz about the screen at pace!!! Brilliant. There are fiery rocks and such like to add to the overall affect.

The third level is an underwater level. Some wonderful bubble sound effects accompany the action together with some very clever effects. There are bubbles which float up the screen and if you move your ship above these it actually gets moved up in the up draft!! Fish, mines and laser bases all



THUNDERFORCE III - "Quick, some water"

try to finish you off before the end of the level.

The fourth level is a mountain level. All sorts of problems arise here. The parallax which is so often seen as 'standard' on the MD is used beautifully here. The front level of parallax actually move up in front of you and some swift movement to the front of the screen is necessary to avoid instant death!! Some smooth multi directional scrolling and some lovely waterfalls appear before the end. Tough!

The fifth level is ice world. Here are some wonderful monsters which smash their heads out piles of ice plus large icicles which slide out in front of you unless you shoot them!! Again, very colorful and pretty graphics are used to excellent effect as is the parallax scrolling. The MD manages left to right, diagonal bottom right plus upwards scrolling (all perfectly smoothly whilst handling the parallax) all during this one level!

If you thought the graphics during the levels were good, just wait until you see the end of level guardians! These range from a beautifully drawn lizard type through a large fish to a large space ship plus two very hard control bases. All are stunning to look at and move around beautifully.

Once the initial five levels are completed you are allowed into the middle planet. Here you have to face a VERY large spaceship (not unlike the one in R-Type) which fires 1.5 inch lasers at you and has a lot of pieces to blow up before it eventually dies!. PC Engine

owners weep- this baby scrolls smoothly around the screen, is massive (roughly two screens by two) and NOTHING slows down!! Amazing.

After this, things get really tough!!! The inner core has a series of gates to blow up before a large gate (together with moving blocks to protect it) have to be blown up.

The next (and final??!) level is very hard. A large nasty has to be blown up (and it takes some doing!) and just when you think it's all over, another big, fat and very ugly boss comes and stomps all over your head!! Aaaaargh!

To sum up: Stunning!!! The best shoot 'em up I have seen on any home system. The graphics are gorgeous, the music is brilliant and the playability is just right. This game is certainly an arcade quality shoot 'em up and is an essential purchase for any MD owning shoot 'em up fans.

Graphics - 94%
Sound - 92%
Playability - 91%
V.F.M - 92%

Overall - 94%



GHOSTBUSTERS

MEGADRIVE - by Sega
Reviewed by Marc Foord

The Megadrive version of the old Commodore 64 classic arrives and it is barely recognisable as the same game! The C64 version involved driving the Ghostbusters vehicle to the next building on the agenda carefully avoiding other cars etc. When you arrived at the building you controlled one of the Ghostbusters and had to ensnare the ghost(s) that were hovering above the ground with your particle beam and finally activate the trap to imprison the ghost.



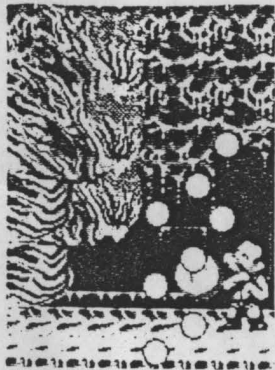
ghostbusters

What we have on the M.D. is basically an arcade/ adventure with shoot 'em up elements added for good measure. At the start you are shown the name (and a crude picture) of each of the three Ghostbusters -Raymond, Egon and Peter. The familiar logo then pops up, accompanied by a nice version of the Ghostbusters theme (minus the shouts of 'GHOSTBUSTERS' !!).

After pressing START you can

then either start the game or play around with the options. The options are the obligatory music/fx options, a difficulty level (I recommend EASY!!) and ,of course, Exit. On starting the game, you next have to choose which of the three guys you wish to be- each has different attributes (eg Egon is the fastest but has low armour, Ray is slow but has high armour etc). Peter is normal on both so is probably the wisest bet.

Next we see the Ghostbusters HQ and some Japanese text must be proceeded through. It must be said that there is more Japanese text in this game than most of the other recent releases but it still does not amount to much and certainly doesn't detract from the gameplay at all. Now you must choose which house to go to. There are 4 to choose from initially, ranging from 'Home Sweet Home' (fairly easy and only 2000 dollars if you eliminate the ghost) up to a large multi-storey building (very hard but



Ghostbusters: One very nasty NASTY!

more cash if you complete it). At last you are plunged into the game for real. You are free to explore the house, jumping any obstructions and climbing ladders etc. This give the game an arcade/adventure feel to it, and finding your way around the places is both interesting and enjoyable. Various nasties are wandering around the building and these range from bubble-like creatures to knives and forks! All can be zapped with the standard weapon (which is actually quite good).

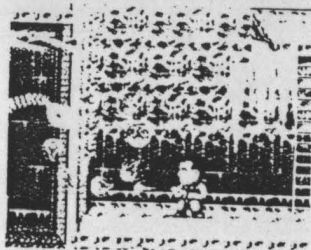
Pressing START at any time during the game brings up the weapon select screen. Here you can use any other weapons you have, eat some food for energy, check your cash flow and use your shield or night vision glasses (if you have them). A small map (no detail, just blocks and flashing squares to indicate where you are and the location of any large monsters) is also here.

Around the buildings you can find trunks which must be blown open, revealing either money or bombs which explode in your face! At various locations inside each building there are either 1 or 2 large (and very mean!) ghosts waiting for you. These are like end of level guardians on shoot 'em ups. They really do take some beating, and I have had running battles lasting 5 minutes or more with them!!!

When (if??!) you beat the ghost a smaller, green ghost starts to fly around. You must press B to capture it in your particle beam and when it is caught you have to keep tapping B until the ghost gets in range of your trap. When it is, press A and it is captured! If you take too long about it, the ghost will run away and you will not be paid as much. If you do capture the ghost, you see a front page headline about you!! Also, during your travels you will meet Slimer (a green ghost with a long tongue). If you blast him, he leaves behind a pod which, if caught, gives you extra energy or life.

When you are back at HQ you can choose to do one of 3 things. Either 'Action start' (which continues from where you left of on an unfinished level or goes to the map if you did finish the last level), plus Item Shop and Weapon Shop. The Item shop allows you to buy Bombs (handy for helping to defeat the large ghosts), Night Vision glasses (invaluable for one level which is otherwise almost completely in the dark), a chicken (boosts energy) and another item which always seems to be out of stock (or you can't afford it!). The weapon shop allows you to buy all sorts of goodies such as 3 way shot, shield, fire weapon etc. Be warned- just because the weapon is expensive doesn't mean it is good! Also, the shield seems pretty useless tool.

Each level has its own music which is all very good, suiting the game very well indeed. The graphics are really nicely done- the main character looks very cartoon-like with a large head and small body! The levels are all pretty large and include some superb graphics which really add spice to an already good game. The pace is quite fast and the scrolling is smooth and (when you are falling



Ghostbusters: Ghostbusting Raymond

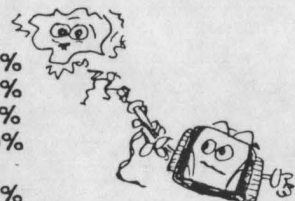
especially) fast.

My only real criticism of the game is that beating the large ghosts does take a very long time and becomes very tedious after you have been shooting at them for 5 minutes or more. Also, I have my doubts about its long term interest since beating the 4 houses is hard and so you are really stuck on the same 4 levels until you can actually manage to beat all 4. However, I must say that this game can hold your attention for 2 hours or more at a time (5 continues allow you

to progress nicely).

So, overall, do not expect a game similar to the C64 version with enhanced graphics and sound but instead find a really enjoyable arcade/adventure with some shoot 'em up action thrown in for good measure together with some great graphics and music. To use the old games reviewing cliché- this game would not look out of place in an arcade (especially presentation-wise) and is definitely worth a look for any MD owner (and probably worth buying for anybody who enjoys arcade adventures and shoot 'em ups).

Graphics	- 91%
Sound	- 90%
Playability	- 88%
V.F.M	- 89%
Overall	- 89%



THE 16 BIT COMPUTED
SHOW VICTORIA, LONDON
29TH JUNE- 1ST JULY

The last one of these wasn't exactly great (and was very busy on the Saturday), so we decided to go on Friday this time round- definitely a good move!

The show was mainly Amiga and ST dominated (plus some PC as well) but two stands were completely console dominated. These were Supervision Electronics and a small shop.

The Supervision stand was pretty big and right inside the main door of the first hall and so couldn't exactly be missed (especially since they had a large monitor blasting out MD music at a volume which could be heard all round the hall!!!).

The PC engine also got some coverage (a small monitor running demos of R-type etc), but the NEO GEO was given pride of place on a very large TV set running all the games currently around. The ones I saw were Magician Lord (very nice Ghouls and Ghosts style arcade adventure), Nam (great looking Cabal/Op Wolf clone) and Baseball (brilliant cartoon graphics).

The Neo Geo was reduced from 450 quid to 395 quid for the day (cheap eh??!!!!) and the games were a modest 200 quid each (who buys games for that much??). A case of 'stunning machine but very overpriced for just about every games player in the country'!

The MD was well supported with just about all the titles available (including a new release 'Hurricane' - a pretty good 1942 clone but nothing really special). However, the games were overpriced (seems as if they were put up in price not bought down for the show!). For example- New Zealand Story 42 quid, Alex Kidd 32 quid, Darwin 39 quid !! No way! There

....CONT.

were a couple of joysticks available (the Explorer and another one which works the the Engine and the MD), neither impressed me at all. A case of lots of choice but silly prices, which was a shame.

The other stand was smaller but still interesting and more friendly. A Neo Geo in an arcade cabinet was running Golf which looked very nice indeed. The MD was linked up to a nice sized TV together with stereo speakers. The selection of games was not so good and again the prices were a bit too steep (except for impulse buyers!). I got a look at a very interesting MD magazine from Japan -all text in Japanese of course but some lovely colour screen shots and actual adverts for MD games (weird!!!). The mag contained some appetizing looks at E-Swat (looks very good), Moonwalker (weird looking), Monaco GP (looks superb), Phelios (looks like an excellent follow up to Tatsujin) and lots of other great stuff. Looks like the MD future looks very bright!!!

Some other highlights of the show - a 33 mhz Amiga running Interceptor ((amazing fast) With my 20-Card running at 16mhz, Interceptor runs fairly fast on my machine too - Onn) , a fractal flight demo running on an 8 meg amiga 2000 with a faster processor and needing 25 meg of hard drive space!! (stunning though) and the almost comfortable amount of space to walk around in (Friday was definitely a good choice of day, as I hear that Sat/Sun were hell!!!).

So, overall, it was an O.K show, not really a lot of consoles but I think the next one (to be held at the Novotel in Hammersmith instead of the terrible Horticultural Halls!) should be good (especially if the MD has been released by then). Then again the massive E.C.E.S (ex PC show) at Olympia is in September and that should really be something. Be there!!

Marc Foord

Open Forum

Got a problem, got a point to air, got a groovy tip, or whatever, then write in to the usual address.

FIRSTLY, SOME INFO:-

C.M. BIASED ?? NO?!

After the last issue, a number of new readers to the magazine (all of them MD owners!) have written in stating I'm too biased towards the PC Engine, and that, there aren't enough coverage for the Megadrive. So to put matters right - 'Yes, you're right, I think the Megadrive is a pile of cow dung!'. But seriously, I have to say, the Megadrive IS a brilliant piece of hardware, but has been lacking in good software support. You could compare the Engine and Megadrive to the Atari ST and Amiga

(well... the engine and MD are more closer in spec.) in the early days... whereas, the Amiga has better hardware with all those custom chips, it lacked in games - until more programmers started supporting the machine. The MD will certainly become a greater machine, but at this present time, compared to the engine, there aren't as many good new releases for it. Especially when you consider, this month's releases for the engine includes Xevious, Super Star Soldier, Ninja Spirit, Puznic, Rastan II, Devils Crash, that stretch hero game from namco, and some others, and on the Megadrive, there's E-SWAT, and possibly Cyberball & FZ Axis. That in mind, you'll now know why there's not as many news for the MD, and as for tips, I don't know why, but the MD games don't seem to put many cheats in unlike on the engine? I hope that clears things up. So, if you want for info for the MD, MD owners should write in with all their tips, etc. !!!

A number of people asked about back issues. They are available at the same cost of present issues of C.M. Although sometimes it takes some time to get them, as I have to get them photo-copied individually if I haven't any spare copies.

GREATEST MUM OF ALL!!

Love the music tape of CD stuff. I especially liked the Darius, Wonderboy III ending sequence, all the Super Side Arms stuff, plus Y's on side 2. I recognised the Golden Axe Remix but I'm not sure about the others, a friend tells me it's Truxton/Tatsujin. Anyway, it's the best 70p I've ever spent. I advise anyone to get it!

Secondly, I want a competition, and I want one now..... please?

You made an announcement in your last issue to give female's high scores in, well my mum has (through great practice and perciverance) gained the grand total of 900, yes can you believe it? 900 on Normal Sidearms.

Is the Super Nintendo Famicom worth getting? I am thinking about selling my engine but the engines future looks very bright. And is it worth selling the engine for an S.G.? I know there's a wait for the nintendo.

ps. Between us in the class we have Megadrive x 1, Gameboy x 2, PC Engine PAL x 5 and 2 Lynxs (I think that's a record).
William Azzoug, Lincs.

Glad you like the tape... I was going to put on toons from Red Alert, but after sending to Darren 'where the ruddy hell are you' Pottage, I haven't got it back. As for the other piece of music - it isn't from Tatsujin - the roar of engine and squeaking tyres should tell you it was from non-other than OUT-RUN. The tune is called Splash Wave

- so pop down the oldest arcade and check it out!!

Competition - well - take a peek else where!

Well, Mrs. P.Azzoug, you are now the current C.M. top scoring, champion female console player..... unless of-course you know better! We want more... will Will's (that's hard to say isn't it?) mum be topple's off her throne by next issue?

The Super Famicom looks to be worth getting, especially by the looks of the specs. and at a reasonable price set for just over 100 quid, it should definitely be worth getting. SG? If you have the money, then go for it - especially with games like Battle Ace, Gradzort and the forth coming Ghouls 'n' Ghosts. I have yet to upgrade, due to cash flow and the sight of connecting the CD-Rom to it is a right old mess!!

BACK-UP RAM

Could you let me know if the Back-up ram is available and will it keep high scores to games and game positions, and how many games will it save at once.

V.Moore, Derbys.

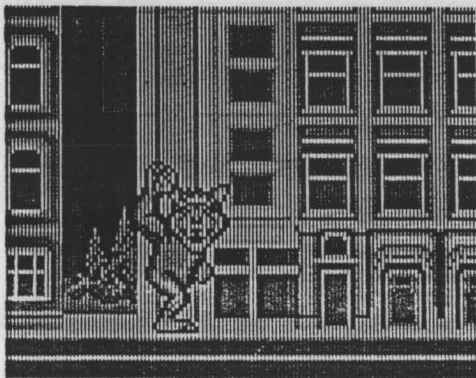
Yes, back-up ram units are available, but I can't say if all console suppliers sell them. There are two versions available, Hudson's original one, and NEC has also launched one. If you can get hold of the NEC one, it's a better deal, as it has audio/video sockets too - handy for connection to amplifier etc. if you don't already do so. Unfortunately, the unit will only work if the software supports the device, namely Tiger Road, BeBall, and most newer games - older ones like R-Type, Victory Run, Dragon Spirit, etc. won't. The amount of 'info' that can be saved depends on the size of file it's saved. On my CD-Rom interface, I have yet to run out of memory/needed to delete any files, so it can store quite a number.

ERRETA

All you who were looking for the Lynx review of Gauntlet III - I apologise it's not in this issue. We were going to get some one to review it, but due to time, and because he sold it, he didn't do it. However, the game is brilliant - just like the original gauntlet but better as you can pick and use objects, control different and strange characters, with the use of the 3D window, see items close up and off screen - great sound and graphics and very playable. The only gripe, quite easy to complete the game - but then again, most games are like that. One to get if you have a Lynx.

US SCENE + Lynx

Firstly the Lynx. Since Gauntlet III, not much happening on the Atari baby, but coming soon will be Rampage. This very will be the arcade version where you either take on King Kong, the Werewolf or the Lizard, in an attempt to destroy all the buildings in each level. The Lynx version will have 175 cities for you to stomp over, but as yet, how many players through ComLynx is unknown. Then there will be Klax, Atari's puzzle conveyor belt tiles game. Like Gauntlet, it'll be played vertically, and will have 100 levels for you to beat. The best looking conversion is Vindicators, where you drive a tank through alien stations to find and destroy main control areas. The game will be comlynx'able for two players. The graphics are very much like the coin-op version. Then there's Zarlur Mercenary. Hands up who has heard or even seen this game before? None?! The game's an up screen shoot'em up, viewed from top down over multi-layer 3-D landscapes. As with mosts games, the better you do, the more better armour and weapons

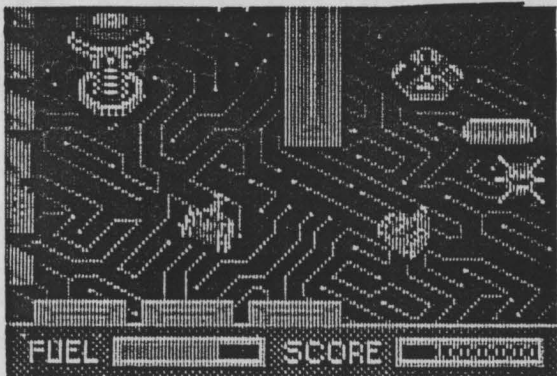


LYNX - RAMPAGE = RIGHT ON, WEREWOLF!

miles behind the Japanese. Valis II and Ys have now been released for the TG-16 on CD-Rom, so if you were thinking of getting either of these for your Engine/ CD-Rom, then it's worth getting the US version for the American speech and text, and instructions. Other CDs that are to be released for the TG-16 will be Red Alert, Lords of the Rising Sun, Final Zone II, and Magical Dinosaur Tour. Generally, new TG-16 games are fairly old stuff, although several games are too be released in line with Japanese games, namely TV Sports Football & Legendary Axe II. Splat-terhouse is also expected soon for the TG-16.

On the Genesis, things are also a little behind the Japanese Megadrive, but not so much of a gap. Also, more US companies are producing games for the machine. Apart from the Japanese releases in the News section, there are also a number of US titles planned including, Mickey Mouse, Spiderman, PaperBoy and even Dick

Tracy! Infact, from these titles, you'll notice that, more Genesis games are licensed from one source or another. Infact, quite a number of games are. Some of the previous games already available have been endorsed by

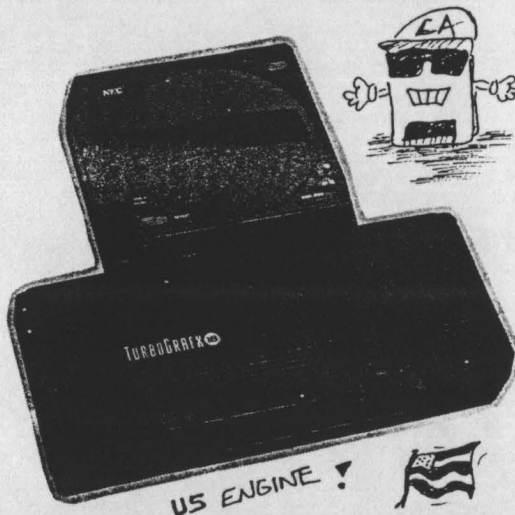


LYNX: 2 PLAYER VINDICATORS

will be available. One for all who's bored with Gates of Zendocon. Bally's Xenophobe will be out after this lot, and amazingly, and 4 players will be able to play it. The coin-op version had a 3-player option - surely 4 is a tight squeeze on the lynx screen, unless each player has a full screen for him/herself? Other games planned for the Lynx will be Ms. Pacman, Slime World, 3-D Barrage, Paperboy, Ninja Gaiden, A.P.B., Road Blasters and Tournament Cyberball.



The Turbo-Grafx-16 (US Engine) is doing exceptionally well in the US, and games for the machine are beginning to pick up, even though it's still



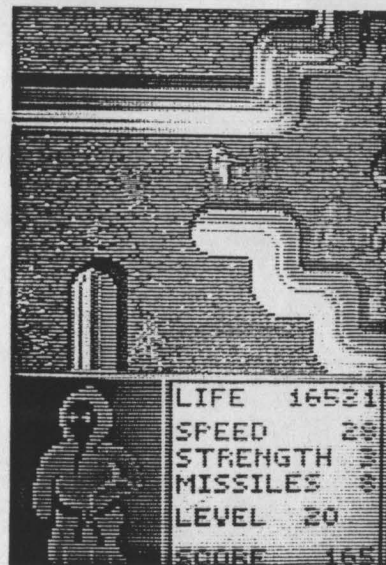
US ENGINE !

famous people unlike their Megadrive counterparts. For example, there's already Arnold Palmer, which you all know about, but there's also - Tommy Lasorda Baseball, Pat Riley's Slaming' and Jammin' Basketball (!?!), Joe Montana Football (American Football which is not available yet), and James 'Buster' Douglas Knockout Boxing!!

Electronic Arts, who are to release both Budokan and Populous real soon for the Genesis, will also be releasing Zany Golf in August. Again, this is another conversion from computer format, and is a 'zany' crazy golf game featuring wind assisted fans, magic carpets, pinball table, and bouncing hamburgers!

Most of you might have been wondering about, why NEC calls the TG-16 a 16-bit machine, when it has an 8-bit CPU. According to a spokesman at NEC, the system has TWO 8-bit processors (I suspect they add the two making 16?!), and they also said, it can handle 1.5 MIPS (millions of instructions per second) whereas the Sega Genesis can handle only .70 MIPS. Then again, can you believe a spokesman from the same company he works for?

Before we leave, the 'IN' thing in the USA is that, most of the console suppliers sell and buy used Cartridges, and even hardware. For example, you can buy a new copy of Revenge of the Shinobi (Super Shinobi) for \$59.99 and a used one for \$54.99, or a New Genesis system for 189.99 and a used one for 159.99. Even, new games that are not available are printed - like Super Monaco GP (set for a September released in the US) - New for 54.99 and Used for 44.99. However, there is a catch, you do have to join their club, which usually means buying a product from them for over \$50 - a price of a game really.



LYNX - GAUNTLET III

SUPER STAR SOLDIER

by Hudson Soft - 4meg Card
PC Engine - Reviewed by Onn Lee

As you know this is the sequel to GunHed (I think, anyway), by the looks of it, it's very similar. But can S.S.S. improve on the old formula?

The Neo-Caesar is the new model fighter, improving Caesar, which saved the earth from it's crisis four years ago. Neo-Caesar is equipped with much more destructive weapons than Caesar. It's mission is to defend the peace of mankind against the invasion of Mother Brain.

On inserting the game card, you are shown mono pictures of Caesar's last battles, and then the title screen. Pressing Select will let you choose a Normal game or 2min/5mins games and Scores. Hit run for a normal game, and you'll see your ship rip up screen just like the original Gunhed... where the scrolling back drop will slow down to a steady rate. Select will change your speed, and button II fires your guns. However, no bombs are available to you, as button I revolve your side option shields, if you collect them. As you start - several formations of enemy craft swirl down on you. The first batch are easy to hit, but the next are right buggers as they are hard to hit and throw out a shower of bullets. But help is a hand in the form of colourful ships, which once shot, will drift down a coloured icon. Red will give you standard bullets like the original weapon on GunHed, Yellow will give you short range but powerful flame thrower, Blue - weak space harrier II like rings, and Green - Tatsujin-like streaking lasers. The more you collect, the more powerful they become. However - they don't get as powerful as GunHed! don't think, and once you reach maximum power, collecting the same icon will activate your super bomb... very handy! Additional weapons are limited to just two, the 'O' side shields, and 'M' Homing missiles. Like GunHed, things start getting harder as you go on, with laser firing robots, missile silos, gun enplacements, etc. All the graphics are first class with metallic structure and wonderful animated colourful sprites, accompanied by a real foot tapping tune and good sound effects, but alas no speech - I suppose you can shout it out yourself - "RING LASERII", "TATSUJIN LASERII", "£\$!& CRAPPY FLAME THROWERII". Reach half way of stage one and you'll be enclosed in a ring of spheres which spins and throws in a bubble, stay alive and get a number of shots in, and it'll blow up, so you can continue to the end where you'll meet the big boss mothership. Anyone who has played Gradius III will see where they have nicked this one from. This mother can only be shot in the center, but sends out dual bars down the screen with bouncing lasers between them, so it's not a good idea

to stay between them. With a lot of dodging in and out, it's fairly easy to kill... especially with full power. Infact, S.S.S. is 'quite' easy with full fire power, but when you have sod all, you can almost forget it - as the game is rock hard.

Later stage have you flying over a desert like in Dragon Spirit, across a flaming planet, fighting against a giant scorpion with a rather nasty sting at the end of his tail, attacked by super long millipedes and gradius like snakes, fly through crystal space, and battle a super large robot.

All in all, Super Star Soldier is one hell of a game, but it's not as good as GunHed, although it seems a lot tougher at first. I have to admit, I have yet to complete it, but got close - reaching the 8th and last Boss ship which is super difficult. The main trouble is, your weaponry isn't that powerful, and once you've died, you don't stand much of a chance. Also, should you die after stage one, it's straight back to the beginning of the level in most accounts!! I do recommend S.S.S. even if it doesn't have that awesome feeling of power as in GunHed, as it's extremely playable. On difficulty, I rate it about the same as GunHed, although once equipped with full weapons, it's a little easier especially the bosses.

Graphics - 93%
Sound - 85%
Playability - 90%
V.F.M. - 85%

Overall - 90%

PUZZNIC

by Taito - 2meg
PC Engine - Reviewed by Onn Lee

There are puzzle games and there are puzzle games - and latest one from Taito is a real corker - certainly the most addictive and infuriating game since Tetris.

The game has 100 levels, with four puzzles per level. The object of the game is real simple and requires you to clear all the title (coins, objects) from the up right maze. The layout of each maze and the objects in it are always the same, and to rid the tiles you must move them next to each other, so they disappear. You can only move a tile horizontally left or right, or push them off the edge so they fall down. This is hard enough, but when it comes to getting rid of odd number of tiles, you must try to move them, so that 3 disappear together - a difficult task, as once two of the same tile are next to each other, they both disappear. Also, you have to watch the timer, as each puzzle must be completed in a set time limit, so speed of mind and of the hand is required.

After four puzzles, you are shown

a picture of a girl who will give you a password, so you can start here at a later date. As you'd expect, the higher the level, the more difficult the puzzles get with constant use of moving lifts to add more problems - carting tiles up and down.

As well as the normal game, there's also a game where you have to match up tiles according to the computer's requests, eg. get two in a row, three in a row, 4 tile box, etc.. However, this is too difficult to achieve in my opinion and with tiles constantly falling in to the maze, it gets nigh impossible - that's also timed too!

The graphics are above average and varied from level to level although some titles are hard to tell from others quickly. Sound is jolly and fit well with the game. As mentioned before, it's extremely addictive and mind boggling. One of those games that you sit up for all night and say "I'll go to bed after I've suss this one out" for however many times. The only gripe I have about the game is that, tiles have a tendency to not move when you want them to - which is extremely frustrating as the timer ticks down and you're waiting for the lift to return!

Graphics - 85%
Sound - 85%
Playability - 85%
V.F.M. - 75%

Overall - 80%

DOUBLE COMPO

Well, after the lack of compos in the pass issues, here one for all engine owners out there (or other console users for that matter) - thanx to PC ENGINE SUPPLIES for the prize games, we have two games for you to win - 1. Hudson's alternative Maniac Pro Wrestling, and 2. Victor's big red robot game Veigues. So how do you win either of these? All you have to do is answer the following questions, the answers of which start with a letter from the word 'WRESTLING'.

1. Engine's answer to Wimbledon.
2. The shoot'em up that made the Engine, converted by Hudson.
3. A MD game... subtitled Cyber Police.
4. Sega's 3D shoot'em up through Fantasy Zone.
5. The Cd-Rom masters of Valis fame
6. Victor's Rip-off Rastan Saga.
7. The original R-Type Producers
8. More from the above company - their fourth game for the engine.
9. Namco's improved version of an aging shoot'em up, where the US version had to change the year on the title.

D O W N L O A D

All you R-Type fans will just love this. Download is the latest four meg horizontal shoot-em up to find it's way into the engines slot. You play the part of a cyberdiver named Syd and you pilot a high tech hoverbike armed with some awesome weaponry.

The game is set in the year 2099 in a city somewhere in Japan. There are six stages to the game each having it's own objective. On the first stage your objective is to help a woman called Deva, so of you go to the arming up screen to arm your bike.

There are two types of weapon the first being the main and the second the sub weapon. The two main weapons are, beam vulcan and laser cannon, both can be beefed up by collecting the power up pods within the game. The sub weapon can be either- chaser, crusher or shield each having it's own characteristics.

When you start the game you begin with just the basic fire power and full shields however each time you are hit the shield will go down until it is on panic, which means you have only one more chance and then it's game over time (again). However along the way you will find pods that when shot, will give you back some energy or renew your sub weapon depending on what it is on when you collect it.

Once you have selected your weapons you then get to start the game on stage 1 which is set in the city street, various enemy craft fly in

from all directions and a sharp eye is needed to get through to the end, where you have to destroy a large mutant cat like helicopter. After that it's on to the next part of stage one, until you come to the end of stage guardian which requires some sharp shooting to destroy. With that little task complete you can then sit back and watch the end of stage sequence which has got some fantastic graphics.

On later levels you will encounter plenty of different enemy's ranging from huge fleas to giant metallic robots. You will do battle in various locations such as over the sea, in caves, and a nuclear factory.

Download is a brilliant shoot-em up with fast scrolling, good graphics and decent sonic's, spoilt slightly by the fact that they give you unlimited continues plus a password mode, so you could find yourself finishing the game within the first few days, it also has the tendency to slow down a tad when the screen gets a little overcrowded, but apart from that, if your after a blast that requires fast reflexes and don't mind the bad language this could be worth checking out.

GRAPHICS	85%
SOUND	80%
PLAYABILITY	90%
V.F.M.	89%
OVERALL	86%

REVIEWED AND TYPESET BY
RICKI KENNY.
GAME SUPPLIED BY ONN LEE.

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GUARANTEED FAST DELIVERY

Again, the tips section is huge for the Engine and extremely thin on the Megadrive. Why Megadrive games don't have many cheats, etc. built in is beyond me. So all you MD owners, it's not my fault.. If you find any, please write in!

POWERDRIFT PC ENGINE
EXTRA STAGE::

If you complete all the races in 1st place, then you get to go on the extra stage in a F-14 Tomcat, the jet from After Burner!!!

CRANZORT SUPER GRAFX
STAGE SELECT:

When the words are moving about on 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 before, 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 -1ups-.

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 PC ENGINE

When it's Game Over, and you hear the music, press the select button 10 times. You'll get 10 credits.

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

DROP ROCK HORROR PC ENGINE

Incidentally - if anyone has this game, how about doing a review of the game for us? ... Onn

On the title screen, press the select button 16 times then press run to reveal a stage select mode.

On the title screen press 'I' + Run - 'II' + Run, rapidly.

SOKOBAN WORLD PC ENGINE

Enter the password 'MICKY' to start on the 250th stage.

SARUMBA PC 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

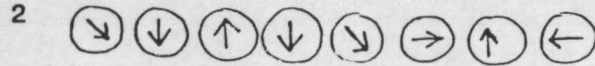
Area 2 boss, bit blow the middle, on the right a bit.

FORMATION SOCCER PC ENGINE

Here are some useful 'passcodes' -



You can get two computer controlled teams to play each other



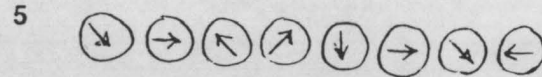
Sound Test Mode



Play the Computer



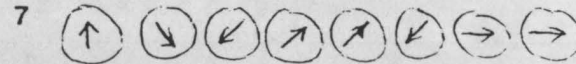
Play a friend (foe?)



Play 2 against the computer



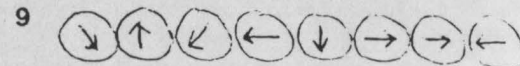
2 people against one person



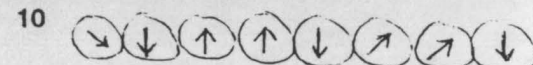
2 people against 2



Japan vs Italy finals (you control Japan!!)



Italy vs Brazil, finals



See the ending sequence

During Half time, change the channels and the newsreporter and the weather forecaster turn in to an alligator or wear nothing but a Biikini. Stay on the TV bit for long enough, and the referee appear, 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.

... **more tech tips!**

The following tips/cheats were sent in by Mr. W.Pang of Surrey.

PRO WRESTLING - PC ENGINE

For slow motion, press Select then keep pressing button I.

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

After completing title, watch finishing and wait for instructions on the bottom to appear for second title. If is press right once, 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 button I.

TATSUNOCO FIGHTER - PC ENGINE

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

NEW ZEALAND STORY - PC ENGINE

There is a warp on 1-1. While on the kiwi screen, goto top left platform and jump and shoot until warp appears. It should take you to 1-4. When warped to 1-4, get out of water and go to far left, jump up to the top and shoot the wall. This warp should take you to 2-4.

ORDYNE - PC ENGINE

To get a higher score, on level 5 nastie, 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 dissappear off the screen.

YAKSA - PC ENGINE

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

GUNHED - PC ENGINE

You can play area 0 by going in to sound test, play sound 77, then press Run and reset then run again. And press Select and Run (I think!?)

Thanks Mr. Pang for the above tips.

* The following tips are from an American mag, Video Games and Computer Entertainment for the Genesis. I don't know if it works for the Megadrive version.

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 the 'B' button 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 (your knight) comes on to the screen. The press START (to pause) and hold down 'B'. You should now be able to control Arthur in slow motion!

SOFTWARE REVIEWS:

VEIGUES

by Victor Musical Ind. - PC Engine
Reviewed by Onn Lee

Latest game from Victor is Veigues - an arcade adventure shoot'em up which features a large red robot. The game is viewed side on, and scrolls right to left. Like most games, Veigues must travel through each level, get to the end and blow up a nasty mechanical drone. As you move from left to right, an assortment of futuristic ships, hovercrafts, flying missiles, etc. attack your robot.

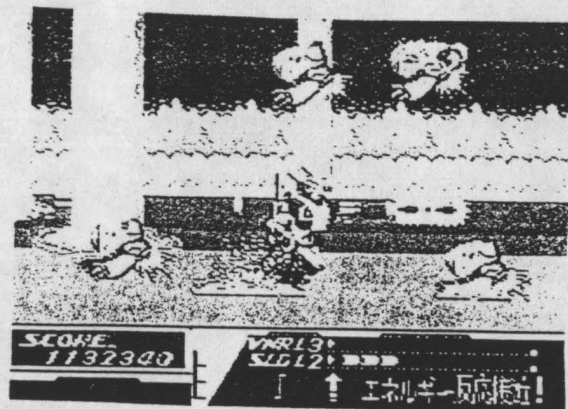
Veigues however have a number of armourments at his disposal. Attached to his right arm is a super mean machine gun, his left arm has a power blaster, and breast plate - a concealed directional but weak machine gun. With all this weaponry, you'd expect life to be easy, but Veigues is let down by it's control method and size. Your red 'bot is so large, you just get bombarded by the enemy. Although you can move/face left/right and jump, there isn't enough overall control making the game less playable as your robot is too clumsy. Veigues however has a shield which can take around 50 shots before parts drop off !!? First his head goes, then his arms and lastly he blows up!

Reaching end of a level and the scrolling stops and a drone appears which hover in the air throwing out bullets and lasers, and require a large number of shots to destroy - difficult as dodging the flak takes some doing. Complete a level, and points are added up, additional weapons gained and extra power given like in Psycho Chaser which you can add to certain parts of your 'bot.

Graphics are real ace, with big colourful and detail sprites, not to mention the backdrops, but this is one game that size is at it's disadvantage. Sound is good as you'd expect from a music company, especially the title theme, but on the playability stakes, I found Veigues rather frustrating to play because of the awkward controls. It's one of those games that if you closed your eyes, hold down the fire button, and kept jumping, you'll probably have more success.... well, probably not, but close! However, Veigues in not that bad, it's possible to dodge most of the bullets and shoot down most of the bad guys, but it so tough, it just not worth the bother, and after a few goes, it's not a game "I'd" want to play again in a hurry. Definitely a "try before you buy game" - some of you might like it?!

Graphics - 85%
Sound - 80%
Playability - 65%
V.F.M. - 65%

Overall - 70%





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I have a nintendo games machine for sale with japanese converter and over £500 worth of games, including all the mario bros. - 1,2 and the japanese 3, and the japanese Contra & Wonderboy. I want £200 or very near offer. All in excellent condition. Willing to exchange for Sega Megadrive and few games. Also, I have the games Yaksa, City Hunter, Genpetomaden, and Digital Champ to swap for others. I'd be willing to swap 2 of them for Blue Brink, and 2 for Don Doko Don, as I want those games a lot, bit otherwise a strict one for one swap. write to Vince Moore, 4 Racecourse mount, Newbold, Chesterfield, Derbys. S41 8TS.

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Will swap both Altered Beast and Drunken Master for GunHed or Splatter House. Replies to Chris Norris on 061 740 0607.

PC Engine games to sell/swap: Vigilante, PC Kid, PowerDrift, Knight Rider, P47, Bloody Wolf, Ninja Warriors, Cyber Cross, Blue Brink, Digital Champ. Also got Sega Master System & 7 games to swap or sell for £90. Tel: 0246-207131.

Stereo adaptor wanted desperately for Engine. Phone Rich (12 noon to 1 only

please) 051-922 7642.

..And More Tips

This time for Batman on the Gameboy sent in by William Azzoug,

Try hard to keep the Laser that can go through walls other wise you can't do the end (I don't think any way)

On the batwing stage, the really hard helicopter with 4 guns in the corner of the screen, well shoot it until that happens. Make sure you have all energy units, stay right near it's 'mouth' and just keep firing.

On the self scrolling stage, keep about half way to the end of the screen with as many rotating bats as possible, if you have to stop make sure you're in a duck position as the guns usually go for your head. If you get to the Joker, shoot him in the head with you in one corner and him in the other (it knocks him back 0.5cm, it makes the difference) Watch out as he fires in 3's.

If you spot an extra lift but can't reach it, don't be fooled. Move around shooting near it to real extra indistructable platforms. Not sure of the level but there's one near the start and one near the end.

When the Joker dies, there's a cool ending sequence. I'm not going to tell you what it is as that would spoil it. I haven't got a highscore as my mate's batteries ran out before I could note it!

* And from Richard Gibbs - Chips Challenge on the Lynx:-

Enter M.A.N.D. on the password screen at the beginning of the game and you will enter the Mandlebrot 3D image generator mode (Wow!! freaky or what - Onn!) Using buttons A and B, it is possible to isolate a portion of the image and then zoom in to it. Also, you can set the parameters yourself to create your own images. Another button will cycle all the Lynx colours through the image to produce a flowing effect!

NOTICE.....

I must give a mention to Richard Kemp who has started a nifty fanzine called the 'Arcade Dier' which deals with an assortment of video games from consoles, computers, arcade coin-ops, and other stuff. The 20 page 'zine is jammed packed with items with a number of 'Viz' type funnies thrown in. But, not only is it one hell of a 'zine (not as good as C.M. ofcourse.. hahaha!!) all proceeds go to CANCER RESEARCH - which is extremely sport, ya?! So, reach deep in to your pocket, and get it. The first issue cost 50p plus a large S.A.E. (or if you haven't a large A4 S.A.E. send some stamps!, and all cheques/ postal orders should be

made payable to 'CANCER RESEARCH CAMPAIGN'. All mail should be directed to Richard Kemp (Arcade Dier), 4B Currents Lane, Harwich, Essex, CO12 3DE. Alternatively, if you wish to donated money to Cancer Research, send to "Cancer Research", 2 Carlton HSE Terrace, London. SW1Y 5AR.

..and even more Tips!!!

PowerDrift - (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 Invincible 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 in to 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.

Golden Axe (Engine - CD)

On stage 2, on the big trees, get the Dwarf to do a backwards 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 w' 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 (select run). For a faster game on the title, hold 'I', 'II', then reset (select Run) the game.

Super Darius (Engine CD)

'Duel' with the bosses (Multi-tap needed). On Joypad 1, press Down and Select. On Joypad 2, hold Up,

cont.

Run, and 'I', then press run on Joypad 1.

On 'Sting Ray', stick to the top of the screen, so your 'Giant Cutter' is cutting in to the ceiling, then Bomb it's weak points.

Dodge Ball (Engine)

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': On the title screen (this is getting a bit ridiculous!) press Select the 'I', 'I', 'I', 'II', 'I', 'II', 'I', '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.

Be Ball (Engine)

On Area 4, you get a green character with a yellow beak looking something like a platypuss. If you leave him, he will get on to 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.

Splatter House (Engine)

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 hit by the boulder) and you should get 100, 000.

ANNOUNCEMENT:

A couple of people have sent in cheques without stating their address. If you are the ones, or know the following, please get in touch:

Cheque name: MS.A.J.COCKBAINE. Co-operative Bank P.L.C., 84/86 West Street, Sheffield. S1 3SX.

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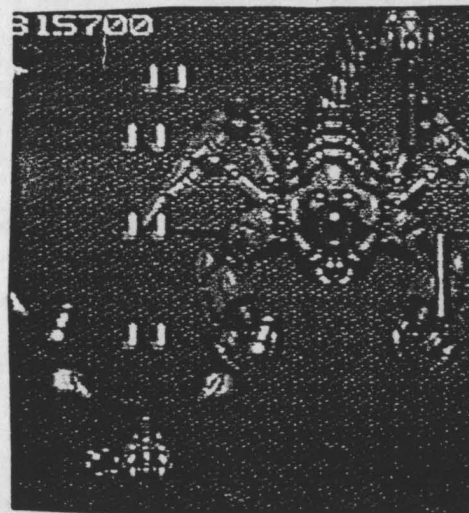
PLEASE REMEMBER TO write your address and quote User number clearly! Thanks.

like in Ghouls 'n' Ghosts when using knife power (max. of two extra ninjas), yellow gives you a flame shield and pink - a smart bomb. Before long, more trouble come in the form of Ninjas on poles and jumping ninjas that throw deadly stars at you, plus difficult blokes with big hats and cloaks that require several hits to down. Once you reach the end of stage one, you'll have to deal with rows of jumping ninjas and lastly the giant boss with three heads and pairs of arms, that drop explosions.... although he's fairly easy to kill. Later levels includes climbing a rock face packed to the teeth with bomb throwing ninjas and magic clouds, cross bridge and forest with fiery rocks falling from the skies, walk through a cave with the ceiling moving down on you, etc...

Graphics are absolutely brilliant and identical to the coin-op, and animation is real smooth. Unfortunately, like Mr.Heli, when there are a lot on the screen, things really start to slow down and flicker violently, especially end of stage boss destructions. Sound is great again with wicked atmospheric music, although they are rather short, and effective sound effects. As for playability - Ninja Spirit is terrific, it's fast, furious, exciting and addictive, although I found the Engine Mode a bit easy. One thing that's missing from the conversion is there's no time limit, so you can hang around amassing a giant score which is a real mistake. The game also has an infinite continue option which is another silly thing to put on to such a game. Apart from the few annoyances, Ninja Spirit is a must if you are a fan of arcade adventures in the same line as Shinobi but a lot more playable. If you are a fan of the coin-op, this is certainly the best version available!!

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

super star soldier ↓



SOFTWARE REVIEW

NINJA SPIRIT

by Irem - PC Engine - 4meg Card
Reviewed by Onn Lee

Irem haven't produced many games for the Engine but what they have done are very impressive and accurate to thier coin-op counterpart - Vigilante and Mr. Heli were ace. Their latest offering is Ninja Spirit - a super duper arcade adventure.

If you haven't seen the game before - here's the plot. Your brother (?) was walking across the plains minding his own buisness when suddenly magical sparks appear and swirl from the heavens killing him. Only one person has such magic, and you set off to take revenge of the death of your kin.

Ninja Spirit is viewed from the side, and is a multi-directional push scroller game. Your hero can walk left/right, jump low and high and has access to 4 weapons by pressing SELECT. At your disposal is a sword, throwing stars, bombs and whip. A nice touch (and essential) is that, you can fire in all 8 directions. Before you start the game, you are presented with an option screen where you can select number of players, engine or arcade mode, and sound room. The difference between the two modes are, on engine, you can sustain 5 hits per life before you lose a man, making things fairly easy... and arcade - get hit once and you're a gonna. Once you get going, moving left to right in a temple, sword wielding ninjas walks towards you from both sides, and a hunchback character with a spear lurks beneath the float boards. Dealing with these lot isn't much of a problem, and sooner or later, a different colour ninja appears. Kill him, and he'll leave a coloured icon behind. Four coloured icons are present in the game - Red will increase weapon power, Blue will add a ninja that follows you around

CD-ROM - What's in Store

Translated by Tai Ono

The following is an extract from an interview with the same bloke we had in the December issue, he's a representative of NEC Nippon HE Ltd. and it goes like this:

- Sir, how has the CD-Rom sales been lately?

- Well, up to now, 250, 000 sets have been sold, and I think last year (1989-90) was the most successful year yet.

- Well, although there are much better CD Rom systems around, they're not very popular, I mean I heard the sales figure was something like 30, 000 was it? I suppose the CD-Rom for the engine is a success overall?

- Absolutely! Yes, 250, 000 is quite a number. Just as the designers had expected. Success! Absolutely!

- What is this success due to?

- Well, it's advanced, reasonably priced, but before I go in to all that, I just want to mention a couple of points.

First of all, the PC Engine was NOT the first games console designed to be compatible with a CD-Rom system (No kidding) Hahaha.

Roughly 5 years ago, when I was working on a PC/games console project, I had realised that some sort of CD system was necessary but I wasn't successful. The advantages of a CD-high quality sound, high capacity storage and the relatively cheapness, certainly looked impressive back then. When NEC perfected a CD player for computers they couldn't find a suitable console for it. Back then (about 3-4 years ago), he had the choice between an expensive but advance PC or a Famicom (Family computer, the Japanese version of the Nintendo console available here). Then, when I came across the PC Engine, it was the perfect choice, suitable CPU, and all that.

Interviews with all of the Major CD-Rom Software Houses.

* Victor Musical Industries

Interviewer : What kind of CD-Rom titles are you working on at the moment?

Rep. at Victor - We're working very hard on something called 'Magical 'saurus Tour' which is a data base with over 200 different species of dinosaurs, the CD-Rom Magazine 'Ultra Box' which is basically a magazine on CD with all the latest stuff from Pop Music, and games, to fashion etc., and the 'Jack Nicholas World Golf Tour'. On Jack Nick., you get 162 holes situated all around the world, with realistic 3D graphics. We intend to expand the CD-Rom collection of games with 'smash hit' software.

Interv. : Do you have any plans to convert 'Dungeon Master' which is currently a hit on the PCs?

Rep. - Unfortunately, there is not enough RAM, and Back-up RAM (S-RAM) and we think that it is impossible to convert. The actual PC Engine and CD-Rom player would be alright, I mean they have a lot of potential, but this is all let down by the weakness of the Interface Unit. In my opinion, I think NEC should have designed a new one

so that programming CDs wouldn't be such a hassle. If they designed a better one for the same price, then I think we should be able to produce much better games.

Sin NiHon Laser Soft (Telenet)

Rep: I think that one of the main strong points of our software is that we add high quality animations and pictures to soup the game up. I know that it's possible to do this on the Hu-Card but it's very expensive. That's why we work on CDs.

Interv: Do you have any release dates for your games?

Rep: Well actually, beginning with Death bringer/RPG for May, we intend to release one game per month right up until December, making six games in total.

Interv: One game a month?

Rep: Yes, In June, it will be Elfeine's Maze/RPG, and in July it will be Valis III, After that there is a shoot'wm up and a mah jong game of total different genre. Due to the fact that there's only 64 kbytes of ram in the interface unit, it presents a lot of bother for our programmers. We have to make adjustments in our programs at 64kbytes intervals, and you can see this weakness clearly in some games, say Red Alert. At the beginning, you get some animated sequences, but you get a load every 10 seconds or so....

NEC Avenue

Rep: at the moment we have Rainbow Islands, Space Fantasy Zone, Daisenphoo (1942 type game), Horror Story and Hell fire in the pipeline for the engine, of which Daisenphoo, Horror Story and Hell fire are to be released on both Hu-Card and CD.

Interv: Can you tell us why NEC Ave. produce most of thier games on both HuCard and CD?

Rep: Well, in the beginning, we had two main objectives. One of them was to enlarge the very small collection of Cd games and the other was to make use of the high quality sound and high capacity available on CDs. We'd like to push the CD's capabilities to the limit, and to make them extrodinary, like on Side Arms Special, you get two games in one, and on Super Darius, you get more Boss characters than the coin-op. But as more and more companies are beginning to work with CD's I think we will produce less CD games in the future.

Interv: On to a different subject, don't you think you're running out of material to convert? I mean most of the Big Coin-ops are already licensed by many firms.

Rep: Quite.. so, you're right. We are running out of material.

Interv: looks like a bleak future for you eh?

Rep: at the moment we do about 90%

of the work on these coin-op conversions. But I'm sure we'll think of something....

Hudson Soft

Rep: This year we intend to put more of an effort in to CDs. We have already started on J.B.Harold Murder cases, Michibachi school/RPG, Far East of Eden II, Cobra II, Wanderers from Y's, and Monbit, and we hope to release all of them before the year's over.

Interv: With so much in the pipeline, well... let me rephrase that. Don't you think all that's a bit over ambitious?

Rep: I agree. You are familiar with the CD's capacity aren't you? Well, compared with HuCard, the amount of work that goes in to CD projects are tremendous. Normally, with a HuCard, you only need 3-4 designers where as with Cds, this figure goes up to 30-40, 10 times the original amount. Music - well, you can record straight on, and we usually have to co-operate with musicians, but this is not too much of a problem. But as I said, CD's mean a lot of work.

Interv: I see. Do you intend to release any other games apart from the ones already mentioned?

Rep: I'm not sure. But I think some of the games mentioned are of a new genre, a genre created by Hudson Soft. We'd classify our past projects such as No-Ri-KO and the Wonderboy dictionary and questions as Digital Comics.

Interv: Digital Comics?

Rep: Sort of. It's a bit different from the other games with a bit of dialogue type animation and digitised pictures, as if you were watching telly.

Interv: I see. I'm sure you'll get tons of firms cribbing that idea. I should that that we'll get many more new genre as time goes by.

* Trio of added points *

i. Victor musical industries have made a sort of quarterly magazine on CD and it's called 'Ultra Box'. This includes a data base of all of the PC Engine games, information on pop stars and fashion and also some simple games and sampled music, all on one CD.

ii. There's something called the A.L.N. which stands for 'Active Life Network' and it's like computer dating when some ugly mutt goes and gets one of these CDs, he/she can choose who they like, call them up and get a date. On pressing the run button, it loads up and you get a digitised picture together with features like weight, height, personality, dislikes and likes, etc.

iii. NEC are getting so many complaints and mumbles from software houses that, a new improved interface may be considered to increase the RAM (currently 64kb) which currently a little on the small size. They could do this by adding memory in the system card, and increasing it by 4 times.