

A MONTHLY FANZINE FOR NEW VIDEO GAMERS

PC Engine FANATICS

JULY 1989 - ISSUE 3 - ONLY 50p



NEW TURBO -
GRAFX-16!

NEC REVEALS
LATEST ADD-ONS

HOT REVIEWS:
CD-ROM GAMES :
VALIS II
FIGHTING STREET
... and Hu-Card Games :
GUNHED
WRESTLING
W.C.TENNIS

and many more!!

IS A CD-ROM WORTH BUYING?

MORE MEGA TECH TIPS FOR NECTARIS * MR. SHIBOBI MAN
DUNGEON EXPLORER * R-TYPE I + II * THE KUNG FU
AND THE LATEST INFO. ON THE WORLD OF CONSOLES



EDITORIAL

Another month, and another packed issue of P.E.F. This month, we have hot news of latest add-ons and software, the US Engine, Reviews CD-Rom & Card games... including the Amazing animation adventure of Valis II, the mega blast of GunHed, Multi-player sport games of Namco's Tennis and Human's Wrestling games. Unfortunately, several games arrived a bit late for review in this issue - namely Pacland, Final Lap Twin, Cybercross and Side Arms - but they will all appear in our next issue. With the recent advert in The Games Machine magazine, we have attracted a few more Engine owners to the only Fanzine for the PC Engine - which I hope, more people will write in with any comments, suggestions, questions, etc.

A couple of people liked our Hu-Card character and hoped he (it?) will appear more often, like Rockford/Thing on a Spring appeared in Zzap - well, I can't get the blighter off the pages!!!! It has a mind of it's own!

Anyway, I hope you enjoy this issue - so, until next time - Onn Lee, News at 2.15am - Nottingham.

NEXT MONTH:

Next month's issue ETA 3rd Week of August will hopefully contain reviews of Pacland, Cybercross, Final Lap Twin, Side Arms, Altered Beast (CD-Rom), and more. More Mega Tips, Latest News on Engine Scene in Japan and US, and much much more.

CREDITS:

The following people have made this issue possible:

Onn Lee, Justin Saunders, Darren Pottage, Tsuyoshi Yamashiki, Steve Lowe of PC Engine Supplies, Zaqr Shaikh, plus a few magazines we've plucked info from... and YOU!

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Colour Correction

Anyone who has a Scart Engine, will know how terrible the colour is - like watching the TV with the colour control turned right up, so PC Engine Supplies is working on gadget that fits on the Scart socket and will improve the colour picture. The small unit will cost around £20, but should be worth it.... more on this when it becomes available. Incidentally, if you haven't seen the difference between a scart picture and PAL, the former gives a very sharp picture - you can see every pixel, but colour is isn't too hot, and you don't get the colour merge like the PAL version which looks better, but not as clear.

CD FIRST - CARDS LATER

All you waiting for Altered Beast to be released, will have to wait another two months unless you have a CD-Rom, as NEC Avenue have delayed the 4meg Card version for September, but a CD-Rom version will go ahead for a July release. They have also done the same for Darius, with CD-Rom release date in August, and Card version in October. The main advantages of the CD versions are, they're cheaper. CD-Beast cost 5800 Yen (Approx. £25) and Card-Beast cost 6800 Yen (approx. £30). The CD versions might also have better sound considering the additional storage space it has over the Card. So, get saving for a CD-Rom.

FUTURE GAMES

Expected end of the year or next will be:

VOLLYBALL: This is as the title suggest, a side view volleyball game. But no ordinary one. The game has realistic graphics, full team action, scrolling left-right screen to keep with the ball, etc. Looks like a winner.

PARANOIA: This one's a mega side view shoot'em up, with lots of weaponry, etc..

HUDSON Soft have a few games planned... including two arcade adventure games based on japanese cartoon characters. The first is called something like PC Person, and features a caveman in an Wonderboy style action game. The second is based on a strange cartoon cat! They also have a number of RPG lined up.

GOLF CRAZY: Top sport games on the Engine must be Golf, with already four available, and two more to come. Already out, are Winning Shot from DataEast, one from NCS with japanese title, Naxat Open from Naxat Soft, and top Japanese game Power Golf from Hudson Soft. Soon to be available will be Jack Nicklaus's greatest 18 holes of Championship Golf (bit of a mouthful), from Victor Music Ind. licenced from US company Accolade. Game will be available in September on 2meg card. Having played the Computer version of this game, it's not up to leaderboard stuff - and graphics are fairly poor.... hopefully the engine version will be better. The last golf game is Super Albatross on CD-Rom. This one, as suspected, looks extremely good with quite a number of golf courses, with fantastic graphics. The game is viewed from all angles with japanese cartoon style graphics.. looks terrific. There's also a role play game within. Game will be by Telenet - producers of Valis II.

Snippets: Super Hang on fans will be delighted to hear that, a motobike racing game will be produced very similar to to it.... no dates of release though.

In December, see the release of another coin-op conversion. Unfortunately, I can't think of the title of the game but it involves the rescue of a girl by flying rabbits! The game's a one or two player shoot'em up, where carrots are the key to success. Anyone, knowing the name of the coin-op, please let us know!

Hudson Soft are also going to release a new RPG called Neutopia.... as role play goes - you need to know your japanese to get anywhere, although the game has nice graphics and lots of action sequences.

Talking of Role Play games, the one game which should be playable if you don't know japanese is NCS' Double Dungeons. The game's a one or two player 3D maze game, similar to that of FTL's Dungeon Master. Although, a small window puts up japanese symbols, they shouldn't be hard to figure out (?!). The screen is split down the middle, with one player's screen on one size, and other player's screen on the other. Like D.M. you can wonder around the mazes, passage ways, halls, etc., meet up with an assortment of ghouls, ghosts, and other strange creatures, do battle with them, find treasure chests, keys to open doors and gates, encounter shops where you can buy useful goods like potions, armour or weapons, and ultimately, find the exit to the next level!

CES SHOW

The Chicago Consumer Electronic Show opened its doors in early June to show a large number of new products, including the American version of the PC Engine called the 'TurboGrafx-16. The unit is twice as wide as the normal engine and all in black, but basically it's the same internally. There's also a new look Audio Video Booster, which is the same size as the TurboGrafx-16, which slots underneath it, making the whole thing like a brick. However, one thing you do get, is an autofire joystick. Because of the size of the new Engine, the CD-Rom interface has been changed. Now, the CD-Rom unit sits behind Engine with the interface underneath - looking like a black lunch box, making the whole setup look awful.... these american's have not taste. The Turbo Grafx-16 cost \$199, while the CD-Rom costs \$399.

An all 'american' game has also been released called 'Keith Courage in Alpha Zones', but haven't a clue what the game is like. One game that has been translated into english is that terrible playform game Watura. Other games will be translated later in the year, 22 in September, and will include Legendary Axe, Dungeon Explorer, World Class Baseball, Vigilante, Fighting Street, Monster Lair, and Y's.

Other things that appeared at the show, were Atari's mini-colour console, Nintendo's Gameboy and a large range of games for it's own popular console, and Sega's MegaDrive which has had a name change and is now called the Genesis. Sega also had a Modem for the 'Genesis', so you can play certain games over the phone with a friend. These games are marked with a 'TELTEL' sign and includes Mah Jong and Super League baseball. I suspect this gadget won't appear over here for some time considering the hassle you will get from BUZBY if you try to hook it up to the phonline.

With the Tetris craze, Nintendo showed its version for their console, and so did the american firm Tengen. However, as Nintendo had the rights to the game, Tengen has to withdraw their game. Nintendo's version does look better, but Tengen's was like the coin-op version with the dual play option.

TOKYO TOY SHOW '89

Over to Japan on June 15-18 at Tokyo's International Fair Grounds, was the Tokyo Toy Show. Here, there were NEC, Taito, Namco, Konami, Sega, Nintendo, etc.. all showing their new wares.

NEC showed off their new amazing add-on for the Engine, a graph-pad and printer/plotter. The Engine slots into the front of the plotter through the 96-pin expansion Bus, and a graph pad plugs into the PAD socket. With the paint program HuCard in, you can doodle on the pad, and print out your masterpiece of the plotter. A real neat idea, and shows that the engine can be expanded above a standard games console.

And surprise surprise, another grey box unit which fits on the back of the engine has been revealed! This looks very much like a modem... if so, software houses should start producing games that will work with this gadget. However, like the Sega Mega Drive Modem, we are unlikely to get this over here for some time.

Last issue we mentioned a new AV Booster - infact, the new unit uses the extra batteries to power a backup ram in the unit like the one on the CD-Rom. With the unit in, you can 'play' Role Play games, adventures, etc.. and save your position in the backup ram to play from that position at a latter date, without leaving the engine on.

Apart from the new add-ons, a large number of new games were shown.



TOP LEFT: GRAPH PAD
BOTTOM LEFT: PLOTTER SETUP
TOP RIGHT: CD System
BOTTOM RIGHT: MODEM ?

Also, there was the showing of the audio CD-Rom system. The size of a CD-deck, with two speakers attached with large knobs on. Attach your CD-Rom & Engine to it, and you won't need to buy a CD-player for your lounge or bedroom. Usual functions of volume control, balance, etc. are there including headphone socket... a must!

UK Engine Planned ?

NEC has been advertising quite recently in the computer press warning about GREY import PC Engines, and saying that they will not fix faulty ones or have anything to do with them.

With this, they are planning to manufacture a PC Engine specifically for the UK. It is expected that this engine will



TURBO GRAFX-16

be similar to the Japanese version, but how compatible it is, is a different matter. Hopefully, they will be identical apart from the PAL modulator fitted... unlike the ridiculous Nintendo system which really killed it in the UK because it was unable to run Japanese cartridges. If the UK Engine is NOT compatible it will flop, as it's easier to import US cards!

NEW SOFTWARE

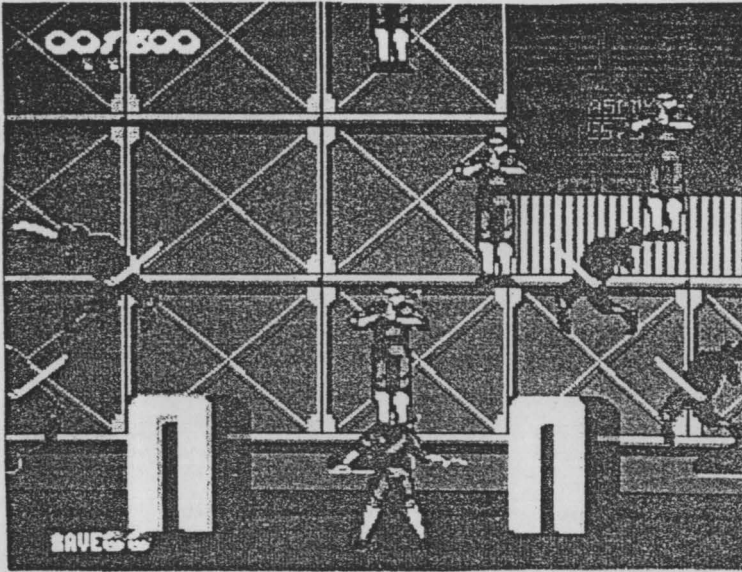
All you guys and gals waiting for Sega's Shinobi to be converted won't have to wait long, as the game is expected to be released sometime in September, and from the screen shots, it looks like an extremely accurate conversion. Strangely, in one of the the japanese press, it says the game will be on CD-Rom, while others say on 3Meg Hu-Card.... hopefully on both!

Another Sega conversion planned will be that up and down driving game - PowerDrift. The game is well from complete, so don't expect it this year. Like Outrun on 4meg HuCard.

NEC Avenue - already with a line of hit license deals, have snapped up the Capcom game - F1-Dream, which was extremely popular on the MSX computer and Ninetendo console. The game's a little similar to MotoRader but have a lot more options. Available sometime in August on 2meg Card.

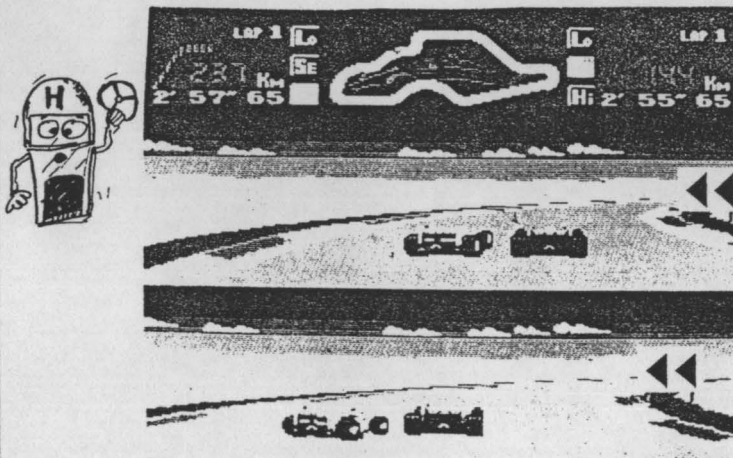
More news on Avenue's Outrun is that, the game will have optional controls. You will be able to use the standard joypad, or if you have a multi-tap and a joystick, you can use the stick as a hi/lo gear stick. It's possible there may be optional foot pedals which will plug into the 3 and 4 sockets of the multi-tap for more realism!

Hudson Soft's next release will be their CD-Rom conversion of Wonderboy III Monster Lair, and should be available in August - the game looks identical to the coin-op... lucky CD-Rom owners are in for a treat. Also in August from Hudson will be Power League II, and Super Momotaro Train. P.L.II is a spectacular Baseball game with great graphics and viewed from a number of angles. Looks like the best Baseball game for the engine - 3meg Card. Momotaro (famous japanese catoon character) is a strange board game played on a giant map of japan. The game looks similar to MB's Game of Life, and includes lots of pics and text, so some knowledge of japanese is needed.



Shinobi Magic!

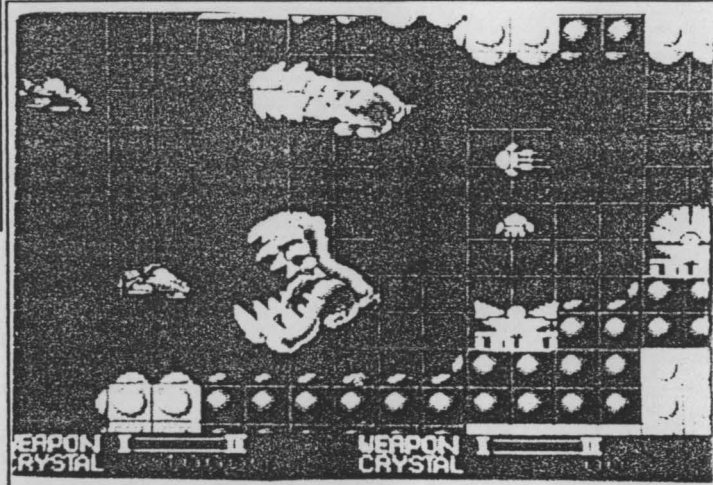
Last issue we mentioned Namco's double player racing game 'Final Lap Twin' (pictured below)... which should be available by the time you read this issue, but in December, another company will better Namco, with a 3 player version, again with screens above each other!



Namco's Final Lap Twin

Talking of Namco, they will also be converting their ancient coin-op hit - Xevious to the engine, although it will be a souped up version, so will be called, surprise surprise - Xevious II !!!

Another conversion will be 'Ordyne', a cute two player horizontal shoot'em up. Graphics are fantastic with lots of wierd and wonderful sprites. No release date, but should be this year, coming on 4meg Card. They also will be converting two other coin-op games. One is a Graphic Role Play game, featuring Giant size characters in Slash & Hack arcade sequences. The game is based in ancient japan, and game will come on 4meg card again. And the other is an arcade action game where you control a super hero robot whose arms and legs stretch!



Namco's Ordyne: Nasty jaws coming at 3 O'clock.

NCS' next release will be a Strategy Role play game similar to Hudson's Nectaris but instead of just war armoured vehicles, NCS has some giant monsters, winged creatures etc.

A stunning looking action adventure game, will be released in October. The game puts you in control of a spy armed with a hand gun who against the enemy. The game looks similar to Rolling Thunder and Mission Elevator, as you wander around different levels shooting the bad guys. You must also find object like keys to open doors, and occasionally meet up with people who will give you information. Looks like a kool game, but with the adventure elements in japanese it might not be too sucessful over here.

Mega Mayhem Shoot'em up fans will be delighted to know that, the great coin-op game from UPL - Atomic Robo Kid will be converted for the engine by the coin-op producers themselves. How they will managed to pack all those graphics etc. onto a card will be a mystery!

Another license will be Knight Rider Special - based on that black talking car Kit. The game has already been on the Ninetendo console, and reports are, the game isn't too hot on that machine. Hopefully the engine version will be an improvement.

THE CD-ROM

Reviewed by D.Pottage

There are a few add ons lined up for the PC Engine in the near future, but one such item is with us now... The CD-ROM Unit.

Resembling nothing more than a Sony Discman, this mega pose machine packs a powerful punch, it's certainly the most amazing piece of hardware I've ever used. The unit comes in it's own carrying case which also doubles as the interface unit, and bot the engine and CD fit snugly into it. There are a few outputs such as audio which when linked to the stereo system gives fantastic digital stereo sound, and the power unit port.

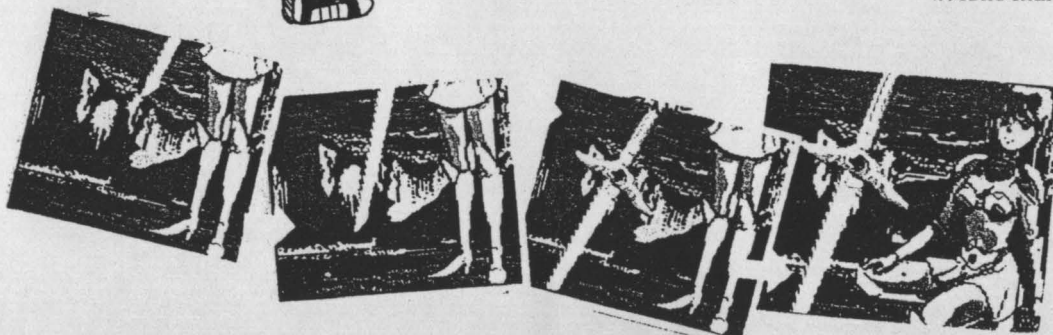
A special rom card is also used along with the CDs and this plugs into the engine's card slot. The system Card V1.0 (V2.0 is planned which gives better performance) tells the engine to get info. from the CD. The CD-Rom acts like a large storage disk drive, and effectively loads data from the CD into the Engine's own Ram. This takes a few seconds - but a lot faster than conventional floppy drives.

Now the games. The effects are nothing short of stunning with fantastic graphics which animate gorgeously, but the most impressive thing about the Rom is the sound. Seeing (you mean Hearing?! - Onn) is believing, it is incredible - drums, synths, you name it - in perfect digital stereo.

The CD-Rom also has a back-up ram, built into it. This device is used in conjunction with RPG, Arcade Adventure, Graphic adventures... like Cobra (Space Adventure) and Valis II. Here, you can save your position in the battery backed up ram, so that you can return to that game later on, without leaving the Engine/CD-Rom on. Several files can be saved - depending on the size of the file and spare Ram left.

One other impressive thing is, if you insert a normal CD with music on, up on the screen you will get a control panel which believe it or not lets you programme your disc - random play, and even fade out the tracks.

The CD-Rom is worth getting if you can afford it. £325 + game from guys at PC Engine Supplies (Staffs). If you haven't got one, then 'You ain't seen nothing yet baby!'.



Valis II

By Telenet (CD-Rom)

Reviewed by Justin Saunders

This is Telenet's first CD-Rom game, and what a stunning debut that this is. There's more graphics, speech, and music than you have ever seen or heard before. It's just an amazing combination.

You play the part of the Phantasm Soldier, in this game. Your main character is a woman (Valis), and you must do battle against the evil Warlock - MEGAS. Throughout the game, he sends his evil henchmen after you, and his massive end of level baddies, like the Salamander King, who is a big lizard type person that breaths fire on you to try to finish you off.

You start the game off by pressing the run button and after ten seconds you get a cartoon sequence where you are shown with your friend, who has just been slain by MEGAS. She mutters some words to you in Japanese, followed by some heavy breathing and she dies - then the Salamander King pokes his head out of the bushes, calls up the other bosses and tells them to go after the Phantasm Soldier. Then you get a nice animation sequence of various monsters falling from the sky and our heroine girlie collecting her magic sword.

The game then starts, in which you are presented with a left to right scrolly game with some amazing backdrops and enemies which you meet on your way, accompanied by an amazing thumping digital soundtrack with drums, keyboards and trumpet sounds - it's quite awesome I'll tell you. All of the sprites move around smoothly and not jerkily like some games I could mention. Valis II also has various types and special weaponry that you can get like twirling shields, two way shots, and homing missiles that follow nastys around the screen and blow them to bits with a single deadly blow.

There is a total of six levels to trundle through in this mega game, and each level is different to the last in graphics and sound. The only qualm is that, it's a tad too easy to complete. I can do the whole game on one life, but I'm just amazing! (Show off... Onn!) Anyway, I recommend this game

because it will really show off your CD-Rom system.

Graphics - 95%
Sound - 98%
Playability - 90%
V.F.M. - 85%
Overall - 92%



Pro Wrestling
by Human - 3Meg HuCard
Reviewed by Onn Lee

This is Human's first game for the Engine, and Pro Wrestling is a multi-player optional game - so get those joys and multi-tap out! Anyone who has seen Epyx's Wrestling game will feel fairly at home with this version as the game is viewed the same, from top down at an angle, but filling most of the screen.

Pro Wrestling has a host of options - you can play in singles or tag-team bouts - either against the computer, or with/ against a friend or friends, if tag team. There is also a 5 Vs 5 option, where you take control of a team of 5 men, in singles matches - best out of 5. On selecting your option, you can pick your fighter from a cast of 16 - each man having their own particular moves, strengths, sizes, etc. There are even some men who carry concealed spanners in their trunks!!! When all have picked their man (computer selects itself), it's into the ring with the ref. in the centre. Using the Joy, together with both fire and run buttons, you can perform a number of moves and holds - from standard punches, kicks, drop kicks, or postings to specialise pile drivers, lift and drops, or back breakers! The screen scrolls smoothly around, so that both players are viewed... essential as you can even fight outside the ring! To win a match, you must win two rounds out of three. To win a round, you must pin the opponent for a 3 count, score the most points in a round after the times up, or get the opponent disqualified by him not re-entering the ring after 20 seconds. Graphics are good, but not outstanding - it's sometimes difficult to tell which one is you sometimes, and what's going on. Sound is used effectively, cheering crowds, slams, count of the ref. etc. with rock music playing as you wrestle. The game's great fun with other players, but nigh impossible to beat against the computer, which is the main let down for the game. Definately try before you buy - but a must if you have a multi-tap and wrestle mania fans!

Graphics - 85%
Sound - 80%
V.F.M. - 70%
Playability - 80%
Overall - 80%

Valis II: Amazing Animation

Mr. Shibooby Man

Reviewed by D.Pottage.

NCS have come up trumps with a game called Mr. Shibooby Man (MSM) in which you control a weird looking fellow on a journey through a bad, dood infested city to confront Mr. Big and save your city folk from a life of misery. This is also a two player game, and if you've got a multi-tap you can take your chic along. The graphics are good with lots of beat'em ups in dungeons and the city. There is no set route to take but the best way I think is in the map I've done - see Tech-Tips! Power ups are available if you've got enough money, from fireballs to 50,000,000 megaton nuclear tipped warheads (perhaps a little over exaggeration, sorry - Daz) which helps when confronted by the evil boss, which looks very similar to a certain creature in R-Type. With it being all in Japanese, it's hard to get into, but once you know what you're doing it's great.

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

Overall - 70%

Street Fighter (CD-Rom)

Review by D.Pottage

Are CD games all they are cracked up to be? The answer so far is YES! Capcom's Street Fighter is the first game I have played on CD and it is the Biz. You play Ryu and your quest is to travel the different countries kicking, punching and dodging your way past some real nasty doods.

For every country you complete in, you have to win two rounds of combat with an enemy in two different parts of the country. This done, you then take part in bonus rounds such as breaking blocks of concrete or smashing wood in the shortest time, this done you can fly by plane to the next location to start combat again.

The graphics are great, and the characters have so many moves all performed swiftly and gracefully. Digitised yells and thumps are good, but the speech could have been better. The music is tremendous, infact amazing, the best I've ever heard from any computer, console or arcade machine, as a first game it's brill and I just can't wait to get another.

Graphics - 96%
Sound - 99%
V.F.M. - 95%
Playability - 95%

Overall - 96%

World Court Tennis

Reviewed by O.Lee

It's the ladies' semi-finals of Wimbledon as I write this, so it's good enough time to review Namco's tennis game. World Court was released about a year ago, but it's still one of the best games on the engine. Graphically, the game's not very stunning, but adequate cartoon style characters which animate brilliantly. Sound is also below par (oops - wrong sport!) and could well be emulated on the Speccy!

The game is compatible with multi-taps letting you play against the computer or friend in singles matches, or play doubles matches against the computer with a friend, or even 2 on 2. Before you start, you pick a character to control from 20 - each having his/her own strengths and weaknesses. Therefore, should you intend to play at the net, you better try to find someone who's good at vollying and smashes. You can also choose to play on a hard court, lawn or clay. The game is viewed from one end of the court like you would see on the box and the computer takes control of all the rules and regulations. so there's no way of cheating or appealing! You can play the best out of 1 or 3 sets, with tie-breaks if ending in 6-6.

Control of your player couldn't be simpler. Move your player towards the ball, then push a direction and one of the fire buttons. All the shots are available from lobs, smashes, drop shots, and even diving vollies. With all these moves and running around, it becomes fairly exciting especially playing with or against friends. An added bonus within the game, is a RPG. Unfortunately, it's in Japanese, but quite fun to play as you control a character who wanders around the land, and occasionally meet up against people who challenges you to games of tennis! Win and you can continue your quest, lose and it's game over. If you want a game you'll never get bored of, World Court Tennis is one of them. It's only one of the few games that you can play against another opponent, and one that you can bring out and play when you haven't got much time.

Graphics - 70%
Sound - 40%
V.F.M. - 85%
Playability - 90%

Overall - 85%

Tales of the Monster Path

Reviewed by Zaqir Shaikh

Tales of the Monster Path is Namco's first game to appear on the PC Engine, in late 1987. The game puts you in control of a boy who has to save his land from doom. Like Wonderboy, you have to go from left to right, an assortment of creatures attack from Orgs to end of level Devils. Levels one and two are relatively easy but from level three things start getting hot. In this game, you can buy a variety of goods by the shop, from fire power to energy. You collect the money by destroying enemies which leave behind money and several objects which will help you in your final task, as in level one the purchase of the candy floss (?? - Onn) from the bouncing worm (I thought he's a monk? - Onn) will give you control of the lion in level two and consequently in level three if you purchase the same object in level two. There are also betting shops and other business deals which can be struck. In level three you have to raise 30,000 money to progree in the game at the striptease area in the water. In level four you have to collect the tree elements for the orge at the drouit stricken desert which are: Water, Fire and Fig leaf. Although you have only one life, you have energy.

Overall ToTMP is a fun game, although it does have it's areas of frustration in level four in particular. However if you like arcade adventures, then this game is fot you. My only complaint for this game is that you can not progress pass level five unless you understand Japanese or you know the combinations of the questions. Any help out there?! The sound is cute but nothing special. The graphics are pretty colourful and in Japanese cartoon style. The game play is addictive but also frustrating.

Graphics : 80%
Sound : 75%
Playability : 89%
V.F.M. : 70%

Overall : 88%





PAST SLASH The Legendary Axe

Reviewed by O.Lee

This game is Victor Music Ind.'s first, and a very good one at that. *Legendary Axe* is very similar to the coin-op game *Rastan Saga*. You control an axe welding barbarian in an attempt to rescue the mysterious 'Flair' (or is Flair a baddie?) through 6 stages of scenery full of danger and hazards! On your quest, you'll come across an assortment of creatures all out to turn you into corned beef. Amongst them includes jumping trolls, Axe goblins, giant venom spitting spiders, flying eagles, rock monsters, clinging monkeys, and even strange floating pulsating blobs! But with your trusty Axe, you can dispose of them without too much trouble (!?). Aswell as these critters, you also have to conquer the landscape, like swinging from rope to rope, jumping on and off ledges and moving slabs, avoiding traps, etc. Throughout your travels, you will come across stone slabs, which when axe'd will reveal crystals for points, energy restorers, go faster icons, or most important power strength - collecting 4 of these and you can kill almost everything with one blow! Getting to the end of each stage (some stages are split into 2 or 3 stages!) and you'll have to destroy a number of attacking creatures including a giant rolling boulder!

Legendary Axe has very spectacular graphics, although animation is not terribly smooth. Each stage has it's own tune which are quite good, but very short and loops. Sound effects unfortunately is only used in explosions and minor places. It would have been nice to hear squawking birds, roaring bears, and so forth. Axe is very playable and one of the better slash and hack arcade adventures around. Difficulty is also pitched about right, starting relatively easy and getting harder as you progress. *Rastan* fans should get their cheque books out as soon as possible, while others should take a look at this above average game.

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

- Overall - 80%

GunHed

Reviewed by O.Lee

GunHed is Hudson Soft's latest shoot'em up for the Engine - thier 19th game on HuCard. The game is lisened from the forth coming japanese movie of the same name, based on the transformer type robots. It's unlikely we'll ever see the film - how many japanese films have you seen?

GunHed is basically a vertical scrolling shoot'em up with mass weaponry. You control a robot space craft and must fly through 9 stages of enemy territory, packed to the teeth with attacking space crafts, gun turrets, exploding brains, missile launchers, pulsating bubbles, and the like.

Your ship is equipped with standard Photon Blasters (rapid firing bullets) and 3 Neutron Bombs. With so much going on, this equipment is limited, so it's nice to know extras can be acquired. Shooting certain space craft, icons will appear, which can be collected to boost your weaponry. Four main weapons are available - numbered I to IV - Photon Blasters (normal), Disrupt Wave (Wide Beam), Field Thunder (laser Beam), and Ring Blaster (Spinning Protection Balls). There are six levels of power to each weapon, so each time you collect the same icon as the weapon you are using, it will increase the fire rate. Aswell as the main weapon, you can also get one of the following - Homing Missiles, Multi-body (like Multiple in *Salamanda* or *Xenon*), Shield or Full Fire. The latter gives full power on main weapons - giving awesome power! Pink Spheres can also be collected - collect about 10 of these to move your main weapon up a gear. Occasionally, a floating weapon icon will appear, which changes from I to IV. If you do not collect it, but keep shooting at it, it will start flashing and move up the screen. Collect it when it's flashing and it will act like a smart bomb killing everthing on screen. Each time you collect a homing missile, etc. you will be given a neutron Bomb - a maximum of 16. N.Bombs act like those in *Flying Shark* or *Ultimate Tiger*.

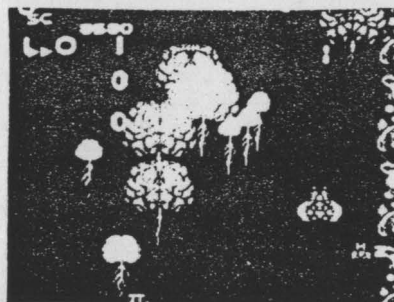


GunHed is a magnificent shoot'em up, and certainly the best of it's type on any machine. Unfortunately, once you have the weaponry stacked up, the game is fairly easy - the enemy don't stand much of a chance. I managed to get to stage 9 on my second go... but have yet to complete the game, as this stage is real tough! Everything about the game is professionally done - graphics are fantastic, infact arcade quality, colourful detailed backdrops which scrolls silk smooth at different speeds, and wicked animated sprite. Sound is also fab. Each stage is accompanied by a real beefy tune (plus some strange ones) although they are rather short and loops, with explosive sound effects, and good speech when a weapon is collected. Amazingly, the speech plays while the tune and S.F.X. is going on.

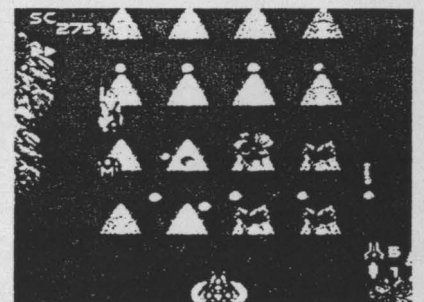
All in all, *GunHed* is an exceptional shoot'em up, if a little easy on the first few stages. If you like games like *StarForce*, *Slamanda* or *Xenon*, then this is definately for you.... if not, put a GUN to you HEAD!

- Graphics - 93%
- Sound - 95%
- V.F.M. - 85%
- Playability - 90%

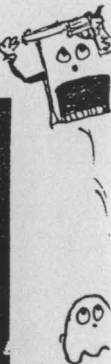
- Overall - 92%



GunHed : Stage 4 - Brain Attack



GunHed: Stage 5 - Flying over Pyramids

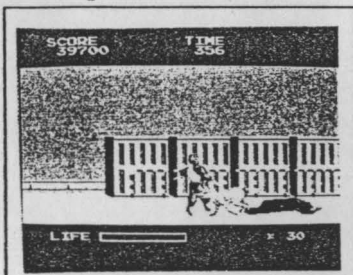


Ninja Warriors

Reviewed by O.Lee

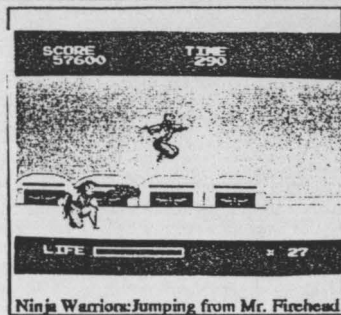
This is Taito's second release after it's brilliant conversion of Twin Cobra, called Ultimate Tiger. Ninja Warriors was released in the arcades about a year ago in their giant 3 screen cabinet. The game is based in the year 1993, where the army has taken over, and as a robotic Ninja or Kunoichi (female Ninja), you set off through six stages to take on the leader - a short fat man in a suit. The coin-op had two things going for it - amazingly large 3 screens wide action, and two player simultaneous option. The engine very has been cut to a single screen (quite obvious really), and is only a single player game - so leaving the game to stand out with graphics, sound and playability. So how does it stand?

Your hero or heroine (hero from now on), is equipped with hand daggers for close combat, and a limited 30 throwing stars. As you set off - moving left to right, walking UN-gracefully, soldiers will attack you with knives, guns, and bombs together with dogs, hunch-backs, and other creatures. With a bit of luck and a quick swipe with your daggers (or stars), you can dispose of most enemies, although some require a number of hits.



Ninja Warriors: You're attacked by a dog

Your robot can jump, duck or somersault forwards or backwards as well as walking left and right. Each level is fairly long... and when you reach the end of the level, where you'll meet the end Boss. On stage One, a blue ninja with a sword tries to kill you, and is a mean dude to beat - he can even block your throwing stars with his sword! And on stage Two, there's a long haired fire breathing bloke! As you progress, more and more enemies confront you, including numerous previous level end Bosses within levels... and the backdrops gets more and more prettier, until you finally enter the leader's big rich mansion.



Ninja Warriors: Jumping from Mr. Firehead

Your ninja has only one life, but an energy meter which decreases when you are hit. Getting hit also rips your clothes revealing your real metallic exterior.

Ninja Warriors is a great conversion, having the same graphics as the coin-op if a little less detailed, although sound has been improved, as the coin-op's was rather dire. Warrior is very playable and addictive - if a bit repetitive, but many due to it been fairly difficult, as levels are quite long. There are options at the beginning to choose an easy, normal or hard game, and short, normal or long game - but a short game is still fairly long! If you like the coin-op, you'll love the engine version, and if you haven't played the coin-op and after a good beat'em up, then go for it. Thumbs up to Taito again, for a wonderful conversion - and we can't wait for their next game!

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

Overall - 85%



Stage 1 Ninja Enemy



Ultimate Tiger

By Taito - 2meg Card

Reviewed by Onn Lee

This game was released in the arcades over a year ago, originally called Twin Cobra, but as the engine version is only single player, the Twin part was dropped, and somehow, it ended up as Ultimate Tiger. Anyhow - what you have here is the 'Ultimate' conversion of a coin-op game.

You fly a heavily armed helicopter which hover up screen - where enemy helicopters, tanks, gun emplacements, and so forth attack you. Your heli is equipped with twin mounted red rockets, and limited napalm bombs. However, as thing hots up, additional equipment can be collected. Large green helicopter gunships occasionally appear, and if shot, will leave floating icons behind. These include 'S's which increase the fire rate of your current weapon like from twin rockets to 24 rockets at a time; 'B's which gives you an extra Napalm bomb, and a rotating coloured circle. This changes from red, green, blue, to yellow and back again. Collecting it at a certain colour will change the current weapon. Red is normal rockets, green is a power laser which only fire in a straight line, blue is large bombs which spread out in a arc in front of you, and yellow are not as powerful bullets, which fire in all four directions around you. The more 'S's you collect, the more powerful your weaponry becomes... so making things a lot easier. Also, blowing up houses, boats, etc. will leave yellow stars with a 'P' in them. These are bonus points, which are total'd up at the end of each stage. You will also occasion find Iup Icons which add an addition life to your current load of heli's.

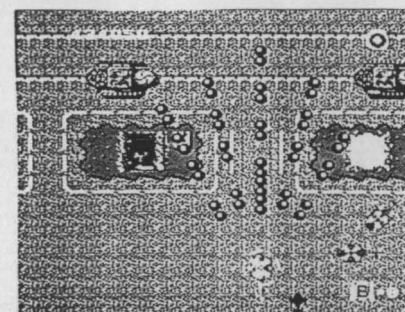
Once you get to the end, you'll meet up with a mean son of a gun to blow up

well.... more like a mega mean son of a giant armoured tank, who constantly fire bullets in all directions - generally yours. With a few hundred rockets pumped into it plus a few bombs, and it will blow up to ashes. Then it's off to the next level after landing on a caarier to total up the bonuses.

As you progress, the scenery changes and the enemies increase in numbers and become meaner. The game contains ten stages with a double six turret mega base to destroy at the end!

Ultimate Tiger is a fantastic shoot'em up and one of the best on any machine. It's very tough, making it a real challenge... more than I can say for GunHed... which I have now completed. Graphics are the same as the coin-op - very colourful (colourful as military paint jobs can be) and great attention to detail. Sound effects are loud and explosive, and the back ground tunes are well acc - again same as the coin-op machine. If you're after a non-stop all action shoot'em up - you can't go wrong with Ultimate Tiger - It's Awesome..... *probably the best shoot'em up in the World!*

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



ULTIMATE TIGER



Dungeon Explorer

Here's another neat Password for this great gauntlet style game. Type in :

'HOMIN GAAAA'

and press both buttons, and when you pick a character, holding down the fire button and moving the stick around will let you steer your shots... like 'homing' shots. It's best to play a person with great fire power like the Witch when using this for more effect.

And below are some level codes using the fighter - ventured through by D.Pottage.

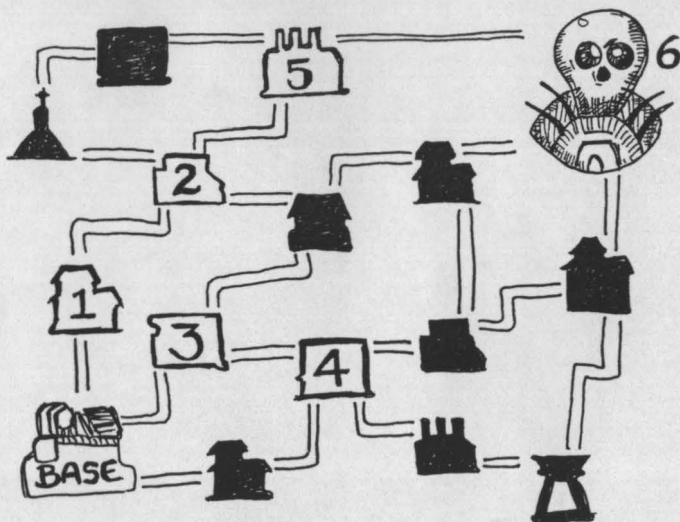
Level 2: AMJCG MDNDA
Level 3: AMGLG IGHK
Level 4: AOMBM COCHO
Level 5: ALBEJ NKDAM
Level 6: AILEJ NDMAA
Level 7: AHOHK ONDIO
Level 8: ACGCP BMCPPM
Level 9: AHNCP LJLLG
Level 10: ANIPA OGIGG
Level 11: ANKAA ECJBE
Level 12: AHJKE BOFII
Level 13: ACMK ILFDI
Level 14: APMOA IDADM



Mr. Shibooby Man

Best route is 1 2 3 each of the monsters at the end of these levels can be topped by running up to them and just whopping them with your sword. 4 you should now have firepower, so on the end of level birds when he is in the top corner, stand under him, when he swoops, let rip by holding down button 2, then letting rip when you start to glow. Don't forget to run to the other side and repeat the process, you may need to do this 10 times, you must make sure you hit him. Finally on level 6, take care and watch out for power up flashes and on the boss you must make sure you've collected the medicine from stage 4. If so, you can just keep jumping at him and whop him with your sword as many times as you can. If you haven't got the medicine bottle make sure you've got 2000 zenny and go and buy some from stage 4 before you enter stage 6.

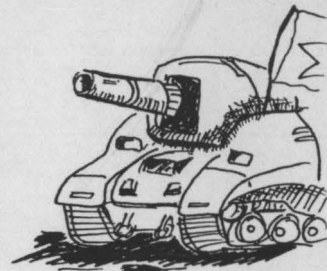
D.Pottage



NECTARIS

Ever since I got this game, I've been playing it non-stop, so here are some of the stage codes.

Stage 1 : REVOLT	Stage 8 : ARATUS
Stage 2 : ICARUS	Stage 9 : GALOIS
Stage 3 : CYRANO	Stage 10: DARWIN
Stage 4 : RAMSEY	Stage 11: PASCAL
Stage 5 : NEWTON	Stage 12: HALLEY
Stage 6 : SENECA	Stage 13: BORMAN
Stage 7 : SABINE	Stage 14: APPOLO



Unfortunately, I haven't got any further, so if you have, please let me know. (O.Lee)

To start on Stage 17 use code 'TLOVER'. This is map 1, but more tanks, troops, etc.

To get to hear all the music and sound effects in the game, type in 'ONGAKU'. The screen will go blank with the Sound Test word, and number. Use stick, and (I) button to select and play sound - 54 are within.

The Kung Fu

Geoff Ousbey of Warwick is having trouble with the cheat in issue 1, but have found a continue mode in the game.

When you lose all your men and it goes back to the title page, press any direction on the joypad, and press run, you should start at the same stage where you left off, but on scene One, your score is reset.

R-TYPE I + II

Firstly, this tip was to be put in the first issue, but I forgot, and there wasn't any space in issue 2, so here it is.

First, some codes for you :

To start on R-Type II from stage 5, try this code:

CJK-4767-MJ

This will give you all necessary equipment.

For R-Type I from stage 9, try this code:

EPK-6180-CM

Again, gives you all necessary equipment.

For R-Type II from stage 13, try this code:

FBL-8794-OI

These are the best codes I can get, and the main weapon system is the red/blue Ring laser which is the best.

Also, on both games, you can increase the start credits. To do this - on the title screen, hold down the SELECT button and rapidly hit the (I) button as fast as possible or if you have auto-fire, use that. The number will increase, but watch it doesn't go into demo mode before you start to play.

O.Lee

Space Harrier

This doesn't always work, but if it does - it's great. Insert the Card and switch the green power catch on, then off & on, - do this 3 times! And if you are lucky, you will be presented with 4 tiny screens. This looks great, and looks like you have a trendy picture in picture TV... unless you do have one (poser!). The game plays Mega fast too... faster than the coin-op, and Amiga version.

O.Lee

MEGA SCORES

Some changes to the scores this month, but not many, plus a few additional titles added as more games becomes available. So, if you have the fastest fingers in the west, brain of Einstein to suss out the hardest games or a hole in your TV made by the number of digits bursting out of the score board, then let us know! No cheating please!

Alien Crush	- 79,090,400	- Onn Lee
Dragon Spirit	- 468,980	- Onn Lee (C)
Fighting Street (CD)	- 97,100	- Darren Pottage
Galaga '88	- 1,119,220	- Geoff Ousbey (C)
GunHed	- 10,341,510	- Onn Lee (C)
Legendary Axe	- 107,850	- Onn Lee
R-Type I+II	- 973,300	- Onn Lee (C)
Space Harrier	- 30,603,110	- Zaqir Shaikh (C)
Son Son II	- 500,550	- Onn Lee
The Kung Fu	- 450,000	- David Cheung (C)
Valis II (CD)	- ??????	- Justin Saunders (C)
Vigilante	- 13,520	- Darren Pottage (C)
Wonderboy II	- 197,500	- Zaqir Shaikh



(C) = Completed Compiled by O.Lee

SEGA

With Nintendo and Atari showing off their Hand-held consoles, it's very likely that Sega will produce their own portable unit in the not too distant future. With no firm plans, it's unlikely that it'll appear this year - but they are selling hand held games machines which can only play one game, but it does only cost around £15 - roughly the price of a console cartridge.

However, they shouldn't be too upset, as their MegaDrive is going from strength to strength. New software includes Thundercross II - a mindblowing shoot'em up game; a great looking fighting game with large sprites - as big as those in Street Fighter; an amazing golf game; World Cup Soccer - with the largest sprites I've seen; and one of our favorite coin-op games - Ghouls & Ghosts - this looks exactly the same as the coin-op, this is what I call a conversion! Interestingly, there a massive 6meg role-play adventure game too! And to top it all, around 12 other games should be released by the end of the year - one of which should be 3D Outrun.

OPEN FORUM

A number of people suggested there should be a letters page, and a column where people can swap games with other Engine users, or get to know 'em. So, here a space for ya! Below are the names and addresses of the people who wrote in asking for a swap column. Note that, P.E.F. is not responsible for lost, stolen, or damaged goods, should you send them to other contacts. Do so at your own risk!!

Zaqir Shaikh	Michael Glover	Darren Pottage
39 Midway Rd.	37 Oldham Rd.	18 Rothsay Av.
Evington	Grasscroft	Sneyd Green
Leicester	Oldham	Stoke-On-Trent
LE5 5TP	Lancs	Staffs.
	OL4 4JD	ST1 6EZ

We also had a couple of people wanting FREE gifts - ARE YOU KIDDING? DO YOU THINK WE'RE MADE OF MONEY? However, next issue, there will be a free game stuck to the cover !! Oh yeah... I must mention, this issue will cost £35.50 (Hehe!)

Anyone who has read the piece about the engine in The Games Machine, and wondering, if it IS possible to run an unconverted NTSC engine on a TV or Monitor, the answer is yes and no. You will get a very poor black and white picture, minimal sound and a lot of buzzing from the TV. Definately not recommended!

RULES OF MINI COMP.

SEND ALL ENTRIES TO O.LEE'S ADDRESS FOUND A EDITORIAL CLOSING DATE IS LAST DAY OF AUGUST YOU CAN SEND IN AS MANY ENTRIES AS YOU LIKE.

Japanese Games Charts - End of May

The japanese charts are printed to show what games are selling well over the oceans - this might give indications of what are the best games to look forward to getting yourselves, or what the japanese interested in. Hopefully next issue, we'll have a UK chart.

Pos.	Title	Type
1	Power Golf	Golf Simulation game
2	???? Unknown	Role Play Game
3	Wonder Momo	Arcade Beat'em Up
4	Shada	Role Play Game
5	Naxat Open	Golf Simulation game
6	Dragon Spirit	Arcade Shoot'em Up
7	Cobra (CD)	Graphic Space Adventure
8	Space Harrier	Arcade 3D Shoot'em Up
9	???? Unknown	Graphic Adventure
10	Tales/Monster Path	Arcade Adventure

Mixed batch this month with 2 golf games climbing high, and 2 role play games close by..... also older games like Space Harrier & Monster Path creeping back in! Surprisingly, last month's top game, Ultimate Tiger, is out of the top 10 - probably because they are hard to come by... my friend in Japan still can not get a copy!

If you are wondering how many copies of the games were sold that month - top spot Power Gold Sold 965 copies, while Monster Path sold 259. These are not for entire japan, but most likely, particular chain of stores.

Nintendo

Over at Nintendo, there 16-bit console still hasn't been launched, nor has there been any word of it or it's software. But the gameboys have had high successes in japan, and more and more games are been produced for it. The hottest game is that old favorite by US company Broderbund - Lode Runner, or Hyper Lode Runner as it's called on the Gameboy. The game has 'lodes' of levels and includes an editor so you can design your own. The game is also compatible with the data link! Other games includes Mickey Mouse - a multi-directional scrolling platform game featuring Disney's most famous mouse, a pinball type game, another arcade adventure similar to Super Mario Bros., a motobike game like Kikstart and a maze game where you must push crates around the maze so they end up on spots dotted around.

Oh year, on the 8-bit Nintendo, japan is going base ball crazy, as just about every games producer have a base ball game for the machine! Also, Dragon Quest IV will be appearing, so no Nintendo owner will be working on that day, as they queue to buy this incredible game. Maybe one day, some will buy the rights to convert it to the Engine (even the producers themselves) or other micros for that matter. Amazingly, the french game - Hostages has been converted to the 8-Bit Nintendo, and it looks really great!

MINI-COMPETITION

As we can't afford to give any engine produce away free of charge, I've decided to give the latest japanese PC Engine magazine issue towards a mini compo. To win this great mag. with tons of piccies of PC games, etc... all you have to do is, draw what you think the UK version of the PC Engine should look like, if it's NOT going to be the same as the Japanese or US version. Note: The Hu-Cards must be the same size! Also consider sockets, expansion etc. Up to you!