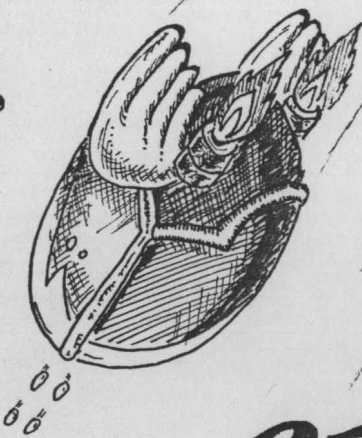


A MONTHLY NEWSLETTER FOR NEW VIDEO GAMERS

PC Engine FANATICS



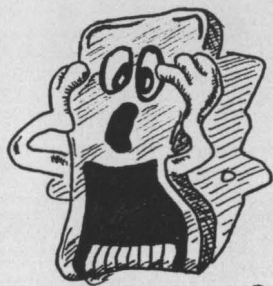
JUNE 1989
ISSUE 2
50p



REVIEWS

MOTO-ROADER
WINNING SHOT
D*47
FANTASY ZONE
ULTIMATE TIGER
— AND MANY MORE!

AND MORE MEGA HOT
TECH-TIPS!!



ALSO: Multi-play with a Multi-tap! News of the latest games including the first compilation Card! Music Tape Offer - Listen to music from Dragon Spirit and Darius



EDITORIAL



Here's a piccy of Outrun on the Engine from NEC Avenue.

Welcome to the second issue of this spondicious fanzine for the PC Engine.

So, what's been happening? This issue took us some time to put together - mainly due to the Hardware and software in writing this - namely the Amiga deciding NOT to work at all (so I had to dismantle it and resorting to dropping it - which finally did the trick!), the dreaded Guru meditating, my save disk giving read/write errors, and the DTP suddenly removing text that I've typed in some time ago - really wierd!! But in the end, I've struggled on and finally here it is. By the way, if anyone has an Apple Macintosh with all the gear, maybe you can lend it to me for the next few years?!

In this issue, you'll find more news of up and coming games, more reviews including the brilliant Nectaris; Winning Shot; and P*47, a double page of amazing hints and tips, tape offer, a few piccies and the usual charts, Misc. columns, and more.

All who read the last issue and was expecting a review of Tiger Heli (proper name been *Ultimate or Extreme* Tiger), I'm sorry to say, we have yet to get a copy of it to review - but rest assure we'll have a review in the next issue, even if I have to beg, borrow or steal a copy! Julian Rignall, keep your eyes peeled!

We haven't had much response from fellow Engine owners, for a chart list, or anything else, so would like more people to write in. Any suggestions on improvement - let us know too. Also, if you have any problems - write in and we'll try to answer your questions.

Well, that's enough of me - so read on!

PLEASE SEND ALL MAIL TO:

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Information and goods supplier
Micro Media (Glasgow).. for Multi-tap
And YOU!
oh yes - plus a few magazines we've plucked information from.

Graphics - 87%
Sound - 85%
Value - 70%
Playability - 85%
Overall - 85%

REVIEW : P*47

Thanks to Alex for the game. Reviewed by O.Lee

This is a late (or early) review as I forgot to put it in.

P*47 appeared in the arcades some years ago, and was one of our favorite games, mainly because of the dual play option. The game's a left-right scrolling shoot'em up where you take control of a plane in World War II against the Nazi Germans.

The Engine version unfortunately is only a one player game, so is not as fun, but apart from that, Aicom have produced an excellent conversion. The Object of the game is very simple : Fly through each level, shooting or avoid enemy planes, tanks, helicopters, explosions ... infact anything that moves..., get to the end of the level, and blow-up the BIGGY !! The enemy comes in thick and fast, so it's satisfying to know, extra weaponry can be collected. Helicopters occasionally fly onto the screen, and when shot will leave a letter'ed icon behind. 'S' will give you extra speed, 'B' will give you bombs, and there are Missiles, Explosions, Turret, Extra Lives and an extra Continue. It is also quite essential to get the correct weapon at the right time, as it usually means life or death.

Each level is different with different scenery, with related attack waves. On stage 1, you fly over enemy territory, where planes attack from the air, and tanks fire from the ground... and end of level BIGGY is a large plane which must be shot around 100 times. Stage 2 is up in the clouds, where you're attacked by planes, helicopters and V2 rockets - and the Biggy is a giant size plane! Stage 3 is over mountainous area with a Giant Tank, and 4 is over the seas with a Hugh Battle Ship. The game has 8 levels and seems to be a lot harder than the original coin-op version, so would take any harden gamer some time to complete.

The Graphics are identical to the coin-op, very detailed and good use of colour. Scrolling is smooth, although parts are a bit ragged.. especially in the cloud scenes. Sound FX is effective with destructive explosions, and accompanied tunes aren't bad. P*47 is an above average shoot'em up but nothing too inspiring. It's fast and furious, and a game to get if you want a no messing blast.

NEWS PRODUCTS

NEC have a few new add-ons in the pipeline in the forth coming future. The first will be a new version of their Audio Video Booster. The new unit looks more stylish with a red LED light in the corner. It takes 2 AA type batteries, which we suspect increases both audio and video signals.

Next, shown at a Toy Fair in Japan in Early-Mid June, will be the arrival of the portable Engine, which is twice as long and as tall as a normal Engine. Like the CD-Rom interface, it has a flip top lid, which when removed, reveals a colour flat screen display, which can be angled like those on portable computers. The picture quality of the, what seems like 5 inch screen, looks extremely sharp. Strangely enough, the monitor unit is in black, while the rest is in the usual white.

But the most surprising add on must be, what looks suspiciously like a printer!! The engine slots into the front connected by the expansion Bus. If this IS a printer, then the arrival of a complete computer upgrade might be on the way - unless the printer is only designed for programmers so they can check on programs etc. More news on above hardware when we get them!

COMPIL-CARD

With most commercial products, if you have piles of old stock you cannot sell, or want to make money but not have anything new, what do you do ? Ofcourse, you get a load of old gear, put them together and sell it at a lower price.

This is exactly what they have done in Japan - with the first compilation card - which looks more like a cartridge. The 'Cartridge' comes in a standard size reel-to-reel audio cassette type box, and is match box size but half as high, with the card connector sticking out so it can slot in without complications. On it contains R-Type I, Wonderboy 2, Victory Run and Tales of the Monster Path... although the names of the titles are slightly different apart from the former. On turning on, one game will appear, just like putting in a normal card. To play the other games, all you have to do is, switch the engine off and back on again, and a different game appears. So, to select a game you want, just repeat the process. A bit ridiculous if you wanted to play the fourth game... better to have a menu, still a clever way of doing it. As far as I know, only Supervision in Nottingham stock this, and it retails for around £88.

NEC AVENUE'S HOT BLOCKBUSTER GAMES

The hottest arcade conversions will soon appear on PC Engine thanks to NEC Avenue. First up will be Capcom's double player shoot'em up - 'SIDE ARMS', to be released in Japan in June on 2meg HuCard. We are unsure the game will be two players, and from the screen shots we've seen, it looks highly unlikely - but it sure has the same great looking graphics as the original coin-op, with all 10 stages!

Next up is the conversion of Taito's 'RAINBOW ISLANDS' - (Bubble Bobble 2), but unfortunately, it will be out of reach of most because the game will be on CD-ROM format - again available sometime in June. As expected with all that storage memory, it should be identical to the coin-op, with all those wonderful cute graphics, bonus & secret stages, and superb digital stereo sound!

July sees the release of the next Sega conversion - 'ALTERED BEAST', and the game looks as good as the coin-op, surprisingly matching Sega's own 16-bit console version. The graphics are incredible, extremely detailed and colourful... and certainly the best looking conversion we've seen on the Engine. All the features of the coin-op are present including the close-up changes from Human to Werewolf, Bear, Tiger or Dragon. The two player option is included too... so start saving up for a multi-tap & extra joy. The game will be available on a 4meg HuCard!!

In August, Avenue will release their biggest game - 'DARIUS', again by Taito. The coin-op was one of the biggest machines around, with 3 screens joined together to form one giant play area. Amazingly, avenue have squeezed the game to a single screen, but still keeping the two player option, all the stages from A-Z and all those giant sea creatures. As expected, the game will come on a 4meg HuCard, and features fantastic graphics and magnificent tunes & sound effects straight from the original. We have got hold of some of the tunes from the game - see MISC page for Tape Offer. Darius looks to be a winner, and will surely be a certain hit, like Ultimate Tiger is. Also in August, and also a Sega license, and what must be long awaited by all driving freaks is the official 'OUTRUN'. Yep! On 4meg HuCard. Not many screen shots of this game have been seen but what we have seen, it certainly looks like the best version, until that is, we get to see the MegaDrive version. Graphics are very similar to the coin-op, and should have the original split in the road unlike all other previous versions on other machines. The game looks very promising.

And finally, the last Avenue conversion - Sega's (Again!) 'THUNDERBLADE'..... with no release date as yet, as the game have only just started been programmed.. but what of the actual game? Graphically, it looks very similar if a little crude in places... but it's a long way to completion, so could well turn out better than the coin-op. Oh yeah, Operation Wolf & Afterburner are planned for the Engine too... no dates though!

NEC GOES TO CES

News comes that, the PC Engine may be officially launched in the USA next CES Show in June. If this happens, American Software developers may produce games for it, on HuCards or even CD-Rom format, which is becoming more popular. Cinemaware have already produced 'Defender of the Crown' on CD for the PC (Computer), and Mediagenic (formerly Activision), have produced 'Manhole', an interactive graphic adventure on the Macintosh.... so either or both may appear on the Engine. Not only will the possibilities of new programs appear from the americans, but some japanese games may appear in english. Some of the best engine games available are unplayable unless you know japanese, could well be translated, like the brilliant strategy games Nectaris and Out Live, or even Namcot's cute game Tale of the Monster Path, not to mention the host of advance CD-Rom games. More news when we get them!

ANOTHER CRAZY GAME!

Some years ago, Jeff Minter of Llamasoft produced a game called Hover Bovver where you controlled a man, who borrows a mower from next door to cut lawns. Then some time later Imagine produced another game called Pedro, where you had to grow veggies in your garden while been hampered by ants, and other creepy creatures. So what have these games got to do with the engine? Well, in August, a new game will be released for the engine, where you control a cow ... yes, you read right - a Cow!, who must go around sowing seeds to grow plants. The area, viewed from above, is large so scrolls in all directions, and once the plants have grown, he can get in his Hover Dozer to collect the goods. But, if they are not collected in time, they will wither away, so getting to the grown plants at the right time is vital. Using the dozer, he can create more land where water is, or dig out land to get fresh water for the plants. Hazards come in the form of other creatures which roam the land like weasles, crabs, and other stranger characters, volcanoes which erupt and lava the place creating dead land, and flooding. On contact with a creature, the screen zooms in to a side view of you and it, where you can battle it out. Here you can thump, kick or jump on your opponent... must have learnt karate - whose heard of a Karate Cow!? Collecting a certain number of veggies and you can sell it to the Buisness Rabbit, where you can buy extra goods like a better engine for your dozer or fertilizer. Looks like a real fun game with nice graphics, and said to have some very good music too.

WONDERBOY IS BACK

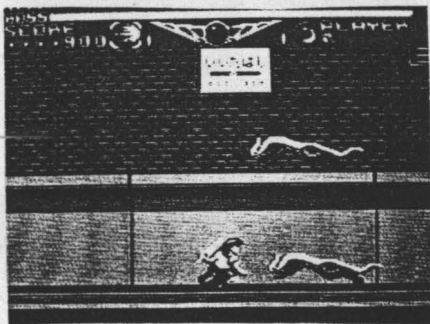
Last issue we mentioned an extremely cute CD-Rom game to be release later in the year for the engine. We can reveal, that game, is actually Wonderboy III. Again, the graphics are large and colourful, and with a two player option, it should be a real great game!

FIRST FROM THE U.S.

With the Engine to be official launched in the U.S.A., the first piece of software from a U.S. company might come from Cinemaware. The company will be converting their brilliant American Football game - TV Sports Football, to the PC Engine on CD-Rom. The programmer will be the guy responsible for the forthcoming Atari ST version, so that, the conversion will be as close to the 16-bit game as possible. Cinemaware has also sold the rights to their Japanese adventure - Lords of the Rising Sun, to JVC, who will convert it to the Engine! The game will also appear on CD-Rom.

AND MORE ON CD

As the CD-Rom becomes more popular, more games are becoming available for this format. Victor Musical Industries Inc. is producing a similar quiz/puzzle game to Hudson Soft's No.Ri.Ko, and will feature another teenage beauty. Last issue we mentioned a cute two player arcade game - well, we can reveal that, the game is a conversion of the coin-op game Wonderboy III or Monster Lair, to be done by Hudson Soft. Also, from this company, will be - J.B. Series, a graphic text adventure, with multiple windows. And a multi-player Mah jong game called - Self Orientation. But the hottest looking CD-Rom game is an arcade adventure called something II, something being the name of the heroine - a cartoon drawn girl with long blue hair. The game's a sideview scrolling slash against big monsters, type of game. However, the main difference between this and others is, the game also has Dragon's Lair style full-screen animated sequences, together with lots of speech digitised from some famous Japanese TV personalities. For example, you might get a sequence when your girl is walking through a wood, then a close up at her face when a sound is heard, then pan view of her jumping back, another close up, then a shot at a giant demon coming from the bushes roaring with laughter, then pan-view of it jumping towards the girl, and lastly, a close-up of the girl drawing her sword, before the sideview action battle part. There are hundreds or even thousands of frames all in amazing detail and very colourful... it's just like a cartoon. Like all action games, your heroine can increase your firepower.



NAMCO RACES ON

There are not many car racing games on the Engine, but Namco will put this straight with their conversion of Final Lap. However, the engine version is like Pitstop II, where the screen is split across the middle, so two players can play simultaneously. Not only that, but there is also a RPG included!

IREM'S THREE-SOME

Irem's next release will be it's conversion of the cute helicopter game - MR. HELI's Adventure. Like their previous game, Vigilante, Mr.Heli looks identical to the coin-op. Their next game will be Island of Mazes - another coin-op game. After that, Irem has announced, they will program another coin-op game to the engine - that of Ninja Spirit... although the Japanese translation seems to be called Final Tolerance. If you haven't seen the game in the arcades, it's a sideview scroller, where you control a ninja. As you go through the levels, you get attacked by other ninjas, boulders, magicians, etc. Extra weaponry can be collected, like throwing stars, bombs, rope, and two ninjas that follow behind you.

AICOM Corporation

From the programmers of P*47, Aicom will release TAKEDE SHINGEN (which when translated will be the same as it's the name of a Japanese!). The game is based in ancient Japan, where long swords are the main weaponry, and the game is similar in style to a single playing Double Dragon. Some role play elements are involved as you can buy objects, converse with people etc. Out sometime in August.

DATAEAST Corp.

What do you get if you cross Rambo, Commando and other shoot'em up? Possibly, DataEast's next game called Bloody Wolf... to be released in August on 4meg HuCard! We are unsure if it's a two player game, but it involves a soldier in a left-right scrolling 'shoot everything in sight' sort of game. Like Commando, you carry a machine gun & limited grenades, but like Rambo, able to collect other weaponry. Your objective is to free tied up hostages throughout each stage, and destroy everything else especially the end of stage enemy, which can be beefy Armor Swartz with a mean gun, to a bomb throwing Submarine which constantly dives. You can even



ride on vehicles if there are any lying about! Bloody Wolf looks like a great game... more news when we get a copy!

ROCKING ON

All of you who have completed R-Type and waiting for a similar shoot'em up to wreck their joystick with, won't have to wait too long, as a game called Rock-On will soon appear later in the year. Like R-Type you control a space ship which scrolls horizontally through masses of enemy forces. A host of additional weaponry can be collected, including laser, fire-ball, 2-3 or 8 way fire, speedups, Napalm, shields, and other strange named items. Each stage, there is a different terrain.. with outer space, city scape, and caverns. Not only that, but on stage 1, you must destroy a giant space craft that several screens long, I wonder where I've seen that before? Like Mr.Heli, the graphics are colourful and cartoon like, and game will come on a 3meg HuCard.

MAH JONG CRAZY

There are already one or two Mah Jong games on the PC Engine, but two more are expected, excluding the CD-Rom one. The first to be released in June, by the Video System Co., is a 2, 4 or 6 player game. Each player can choose from a collection of 13 characters - and what stage characters they are. Several options are available... but basically it's Mah Jong. The second, called Mah Jong Academy from FACE, coming on a 4meg Card, with a host of options. You can play against a number of female opponents in a strip Mah Jong game - if she loses, she takes a piece of her clothing off, or beat the hell out of the male opponents like punch-out! There's even a adventure game within it!

MORE BOXING

With Naxat Soft's Digital Champ, not expected until September, Cream have also a boxing game in the works, called Bull Fight. The game takes a different view to Champ, from a traditional side on, and is not just a straight forward fighting all action game. You can pick a boxer from a choice of 8, including a manager - also from 8. To get your man fit to fight, you must train your boxer in the gym, by punching bags, in front of a mirror and so forth.



Games Reviews

Moto Roder

Review by O.Lee

Moto-Roder by NCS is the first to use the 5-player multi-tap effectively, letting 5 players play simultaneously. The game is a little like Super Sprint whereby you control a racing car, and must race around tracks, viewed from above, and with the ability to add extra equipment to your car after races - if you have enough money!

However, Motoroder is a little different - the circuits are several screens large, so scrolls in all directions following the track. Because of this, ones that lag behind would be out of the screen, so they are shunted forward. Each car has a set amount of fuel, which depletes slowly when driving, and when the cars are forced forward a whole unit of fuel is lost, so staying in front is essential. Running out of fuel will end the game for your car!

When you start, you get to enter your name, they get to see the entire track you are about to race, shown by a sort of Heli-plane which flies around the track. Then the equip option screen appears. You start with a set number of money which to equip your car, from tires, body, engine, to special equipment like gun turret, nitro, and warpers! Once you've chosen what you want, you start to race. On the Green signal - you're off. Each track varies, with right angled corners, jump bridges, zig-zag bends, giant blob of oil, etc. Luckily, you can not crash into your opponents' cars or you won't get very far. Points are awarded for positions at the end of the races, and more money for higher positions. The more money you have, the better the equipment you can buy. Then it's over to the next race.

Graphics are fairly poor compared to other games, and sound is nothing to shout about, but the playability outshines everything. Even if playing alone, the computer controlled cars are a mean bunch, but get a multi-tap, a number of joys., and a group of road hog maniac friends, and you'll won't stop playing. Well worth buying!

Graphics	- 60%
Sound	- 65%
Value for Money	- 80%
Playability	- 86%
Overall	- 80%

Winning Shot

Review by O.Lee

With around 6 Golf games that's to be released for the PC Engine, Data East's Winning Shot is the first. From all of the Golf Games, it also looks the simplest - but that doesn't mean it's the worst, as it's highly playable. Before you start playing, 3 options are available - either Practice Strokes, Match, or Tournament. In practice, you can test out how each club drives a ball, what effects the wind have etc. without any competition from opponents. In Match, you can take on the computer or other human opponents - up to 6 players can play. Points are awarded for each hole and not based on number of strokes for whole game. In Tournament, you take on 11 other opponents in a full 'tournament' match. If the latter is selected, you get a TV commentator reporting the results, prizes, etc.

Winning Shot is a plan-view only game. Each course is several screen large, and a small section of that is displayed, with a small window at the bottom right corner showing the entire course and where you are looking at. Pressing the second button lets you scroll the screen around to view the whole course in detail. Before you hit the ball, you can place the ball within a square base, choose the required club (from another window), position to hit the ball with the club, the angle you wish to hit the ball, and then the necessary strength from the power gauge. Oh yes, you must ofcourse consider the direction and speed of the wind, not to mention trees, bunkers, and water hazards! Once you've done this, your little character will swing and hit the ball. The screen will follow the ball, scrolling smoothly, and if the ball flies into the air, the ball gets bigger, giving a great sense of perspective. After each hole, you are presented with the score table showing how well you are doing or not.

Graphics are well defined and colourful, but as a straight forward plan-view game, it couldn't be any better, but the lofting ball animation is well smart. A nice jolly tune plays throughout the game with some neat sound effects, like the rustle of the trees when the ball hits them. Winning shot is an extremely good golf game, but not in the same class as Leaderboard. However, if you like Golf games Winning Shot is worth buying and a lot of fun especially if played with other friends.

Graphics	- 75%
Sound	- 65%
Value for Money	- 75%
Playability	- 80%
Overall	- 75%

Fantasy Zone

Reviewed by O.Lee. Thanks to Alex for the game.

Fantasy Zone appeared in the arcades several years ago, and was produced by SEGA. The game also appeared on the 8-bit Sega console a few years ago, and is one of the best games on it. 'Fantasy Zone' has been attacked by an invading army, and our little hero, OPA-OPA, must restore peace back to Fantasy Zone. You must fly through all 7 Zones, destroy all enemy bases in each, and ultimately confront and destroy the leader of this force.

Fantasy Zone is a horizontal scrolling shoot'em up, where you control a colourful space ship. Here you must destroy 10 bases in each zone, which have been taken over by enemy creatures all intent on stopping you. Shooting certain creatures, or destroying an enemy base (which require several hits) will leave money behind. Collecting the money, will let you enter shops to buy helpful equipment. These include engines, bombs, main weaponry, and extra lives. The main weapons have a limited time for use. Once you have blown up all the bases, a big BOSS creature must be disposed off before you can continue to the next zone.

Graphically, Fantasy Zone is very colourful, with cute cartoon like characters. Backdrops are also very colourful, although as the coin-op version was fairly basic, this version is an identical copy. Sound is used to good effect with jolly tunes accompanying each zone, and adequate sound FX., but nothing amazing. But Fantasy Zone is extremely playable, although lastability may be a bit short coming, with only 7 zones and not to difficult Bosses, although the very last screen is a bit tough! No room for ratings but overall, great game but seems rather easy!

WONDER MOMO

Reviewed by Onn Lee

Namco have come up with some great games for the PC Engine, and Wonder Momo is another. The game is a beat'em up with a different twist, as it's played upon a stage, accompanied by a mob of cheering people. As you start, the curtain rises, the crowd goes wild, and Miss Momo, our cute heroine drops down. Soon enough, bendy characters pops out from the ground to get you. Using your fighting abilities, you can do an assortment of moves from a single punch, jump kicks to the splits - knocking out both enemies on either side. Later levels includes floating shooting satellites, star throwing red frogs who stack up on each other, giant blue statues that shoots at you, and a camera man in the audience. The stage length is about three screen wide which scrolls smoothly left and right as you move around. You only get one life, but have a vitality bar which decreases with every hit. Occasionally, red/yellow globes appear which add extra energy to your vitality. There's also a WONDER bar, which increases every time you hit an enemy. Once it's reached a certain level, a vortex will appear, which when touched will turn our innocent Miss Momo into Wonder Momo - after she performs a Wonder Woman Super Spin! Here she is equipped with helmet and padding gear, together with a bouncing hoop which can be thrown at the enemy. Another weapon comes in the form of a green/yellow globe, which spins Momo extremely fast throwing bullets out from her left and right.

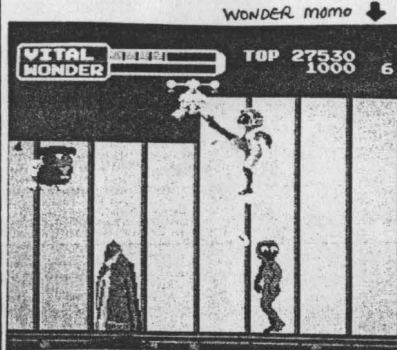
Killing off a set number of baddies, and the end of 'Stage' Boss(es) appears, which require many hits to dispose of. These Bosses include a giant clawed insect, Large yellow robots that throws hexagon shapes at you, and a strange blue morph like creature with a bazooka!

Wonder Momo has nice detailed characters graphics with several jolly tunes... and adequate Sound FX. Gameplay is a mixed one. Going around the stages beating up the baddies is a lot of fun especially the real tough ones, but like 'The Kung Fu', it get's a bit repetitive. It's also quite a

difficult with all the enemy attacking you from all directions in a small space. I think it would have been a better game if it was a straight horizontal scroller. All in all, Wonder Momo is a very good, above average beat'em up - but not a brilliant one.

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

Overall - 80%



DEEP BLUE

Reviewed by Onn Lee

Deep Blue is an underwater left-right scrolling shoot'em up. You take control of an armoured fish-shaped craft and must blast your way through four levels of marine habitat. The play area has been shrunk to give a cinema-scope effect - full width but a third screen high. As soon as you start, shoals of fishes swim towards you. Each type fish moves differently, and are very difficult to dodge or shoot. These includes small ones which swim back and forth, long bony fish who home in on you at speed, and squid that rises from the bottom of the screen. You get one life, but your armour can absorb many hits before the final blow. Occasionally, cyan angel fishes appear, which when shot, leave bubble icons. These either give three types of weaponry, speed ups, or mends your armour. Unfortunately, none of the weaponry are a great help, as they range from fast low-powered shots, to slow high-powered ones. However, collecting the same icon as the weapon you are using will increase it's strength, but they are infrequent... and getting hit will down grade the weapon.

Each level is quite long, but once you've reached the end, you will have to destroy a large sea creature. On stage one, you will be confronted by a gold angler type fish - and the others, a tall

jellyfish, green sea horse, and lastly, a shelled mollice. Graphics are average and not very detailed, although the end of stage biggies are very well drawn. Sound isn't too enthralling with minimal SFX. Overall, the game's an average shoot'em up - and with such a small screen, and strange fish movements, it's a difficult game at that! I certainly don't recommend Deep Blue - but if you were thinking of buying it - try it out first..... alternatively, if you haven't got it - get R-Type II, which is just as hard, but atleast it has better Graphics, Sound, Playability and is cheaper!

Graphics - 65%
Sound - 60%
V.for M. - 40%
Playability - 50%

Overall - 56%

ENERGY

Reviewed by Onn Lee

Firstly, I'm not sure this is called 'Energy' but it's good enough as any. I've also been told it's called 'ESP'. Anyway, Energy is a strategy arcade adventure from NCS - the people responsible for Moto-Roader. Here, you take control of a boy who, I suspect, must rescue his friends from underground caverns after a nuclear disaster. You start above ground, viewed from the side, and will quickly be attacked by green mutated 'Blobs'. As expected, our little chap can fire shots to destroy them with his ESP powers - shown by a blue bar which decreases when used. He only has one life, but can take a number of hits before he kicks the bucket - indicated by a red bar. Moving off screen, and the action stops while the screen scrolls slowly, where you will have to deal with more strange creatures.

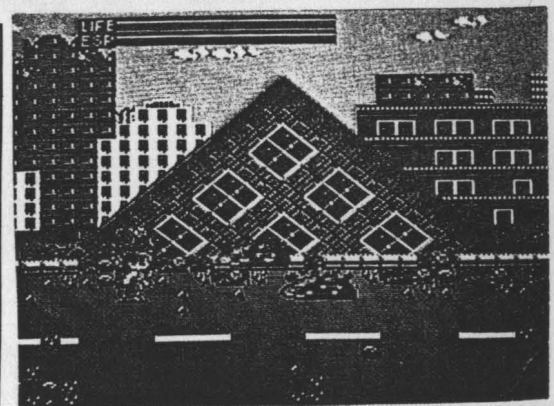
Until that is, you meet one of your friends who will converse with you, giving you information and clues, but unfortunately in Japanese. For example, to get across a river, info. will be given to you by a strange green creature, which later pops out of the water to carry you across. You will also come across treasure chests which contain useful items. Pressing the select button will put up your inventory, which than can be de/selected for use. Life and ESP potions can be picked up to increase the relevant bar. When underground, you will have to climb from rope to rope, shoot and dodge mutated creatures... some of which shoot at you, etc.

The graphics are fairly poor - not very detailed and rather drap. Sound is fairly average with non too inspiring tunes and SFX. And the game-play isn't very exciting, sepecially it's slow scrolling of screens which is a pain. Solving the problems is quite mind boggling, but then again would have been a lot easier if the text were in english so it's a matter of trial and error. Also, lastability maybe a bit short lived as the game hasn't got many levels - so could easily be completed in a week or two. As you can tell, I don't recommend this one at all.

Graphics - 50%
Sound - 45%
V.for M. - 30%
Playability - 50%

Overall - 45%

GAMES SUPPLIED BY PC ENGINE SUPPLIES
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NECTARIS

Review by Onn Lee

Top Game in last month's issue, in the Japanese Charts, was this Futuristic Strategy War Game by Hudson Soft. Nectaris comes on a 3Meg HuCard and, although the game is in Japanese, it's quite easy to play it. The game is set on a moon in the year 2089, and war has broken out!

Nectaris has 16 battle fields of two difficulty levels. You can play against the computer from the start battle field or a highly number one, or play against a friend on a selected field. There's also a Manual option which shows you how to play the game - in Japanese ofcourse, but the run-through demos are a lot of help.

When you start, you'll be presented with a plan-view of the battle field, showing all the landscape in detail, your (and enemy's) base, factories, armoured vehicles, and a flashing cursor. On the right side, the command icons, and other information are shown. To win a game, you must either wipe out the opponent's troops & vehicles, or capture their base by getting an infantry in. As the infantry are the weakest, to preform the latter, you will have to protect them or draw fire away.

Each side start with a set number of military weaponry scattered around their base. By placing the cursor on any part of the map or objects, information will be shown at the bottom of the screen. Eg. the number of tanks in that garrison, experience points, name of the tank or surface. To move a tank etc. you only have to put the cursor on the vehicle, press the button to select it, then highlight the top command to reveal a number of hexagons around your vehicle, where you can move it. The span of hexagons depends on the landscape and the object you picked. For example, infantry can only move a few hexagons, Heavy Tanks can't travel far either - nor can they cross steep hills, but flying jets can fly all over the map! Each vehicle can only move once per turn... once all have been moved, the opponent has his turn.

To attack the opponent, you must move next to it, then select the second command. Once this is done, a side view action sequence will be presented. This will show the land, the advancing

troops, firing, and the destruction of any vehicles. However, there are a few rocket launcher, which can fire a few hexagons away from their targets... extremely useful against mega-armed tanks! Like the moving, your success on an attack relies on your armoury, landscape, experience, and what other vehicles are around you or target. Armoury is simple really - 8 Heavy Tank will have an advantage over 3 normal infantry, light tanks, or rocket launcher at close range. But 7 light tanks might destroy all 4 Heavy tanks. Landscape - Higher the land, or on the flat road have an advantage over low rough ground. Higher the experience points, the more accurate the shots. Experience points are gained for each confrontation with the opponent. And, if you have surrounded a target, you'll have a better chance of destroying it.

Later levels includes, factories which repair vehicles and bring 8 back. Also, Neutral factories - which can be captured, and whatever vehicles are present within, are yours. However, once captured, they can be re-captured by the enemy! Aswell as fighting machines, there are troop carriers - either a truck or cargo plane. The foot-soldiers can board the carrier, which can then carry them further per turn, and are the only way to move mines & the long-range canons. Mines can be laid, so that, the only way the enemy can get by, is to shoot all the mines, unless they wish to risk been blown up.

Graphics are extremely detailed, so you can easily recognise each small character on the map, and the action sequences are terrific with good animation. Atmospheric music plays throughout the game, with good use of sound effects. But, game play is most important, and Nectaris delivers the goods. If you like Strategy/war games, then you'll love Nectaris - if you never played one before, but like a game where you have to use a bit of grey matter, Nectaris is for you. Don't let the Japanese text put you off, as a few minutes on it - you'll get the hang on it.

I never liked War games on computers, but Hudson Soft have pull this one off with fantastic effect - Nectaris is a winner.

Graphics - 95%
Sound - 85%
Value for Money - 80%
Playability - 95%

Overall - 90%

CHAN + CHAN

Review by Justin Saunders

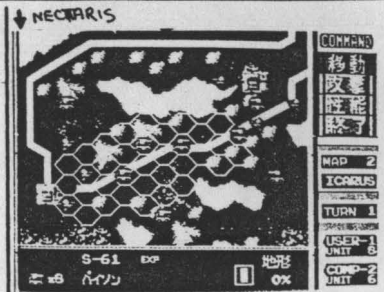
To say that this game is silly is an understatement. You play either Ken Chan or Kato Chan in this left to right Wonderboy Style Game.

Each Level consists of 4 areas with a Big BOSS at the end of the fourth area. The game begins with Ken & Kato sat in thier office, then the phone rings and tells them to go off on an adventure through a series of madcap worlds. You are then presented with a selection screen to select either Kato or Ken.

Once you have made your selection the action begins. You have various ways of fending off the various enemies, like giving them a taste of your size elevens or, this is where it gets mad, you can squat down and let off a massive 'Trouser Truffel' which instantly kills off crabs and massive Dragons which poke their heads out of the ground here and there. Occasionally, you'll meet up with men crapping in bushes, and people pee'ing down lamp posts! You can pick up fruit to increase your vitality and if you go around kicking the scenery you can find various objects like coins, so you can go and play on a fruit machine to try to win extra lives and vitality, and you can also find keys to be able to access the lair of the Boss, which comes in the format of a massive human mussley person whom you must boot in the head four times to finish him off. The sound on this game is very good with lots of varied tunes that keep your toes tapping and sound effects like rasping farts and good thumping noises. Overall, Chan + Chan is a good arcade adventure with lots of action and madcap comedy to keep you coming back for more.

Graphics - 88%
Sound - 85%
Playability - 90%
V.F.M. - 80%

Overall - 86%



GALAGA '88

Review by Justin Saunders

This is the PC Engine version of the coin-op of the same name, and we are glad to say that, it is identical. It is in the mould of the the original Galaga, but you get a lot more game in this one.

The game starts off with you being able to select either single or double ship - the latter giving greater fire power. You are then transported into the game. You get all of your favorite attack patterns in this one, but you also get little blue pods which sometimes appear when you shoot the enemy creatures enabling you to warp to harder levels. Every few levels you get a bonus stage where you are able to shoot the aliens as they dance round the screen to either a waltz, march or some other dance music.

And then, you are presented with a vertically scrolling section when all of the aliens attack you in certain fashions, and swoop down to try and capture you, but if you are caught by a bee like creature, your ship is beamed up to it and it shoots off to the top of the screen - so losing a life. But when your new ship appearon screen you can shoot the alien which took your old ship, and it drops your ship back down to you, and joins onto your ship (Terra Cresta style) giving you much needed & improved firepower. Galaga is a fantastic game if you are a shoot'em up fan, with brightly coloured graphics, big meaty explosions & tunes to keep any games player happy. SFX are also well done sounding much like The Clangers!

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

Overall - 90%

Welcome to another packed page of Hints, Tips, and Cheats. This month's offering includes How to play music from some games, how to continue games, etc. If you have any Tips, then please send them in. We start off with that brilliant conversion - Space Harrier:

Space Harrier

Finding it hard to finish this game, and wish you could continue the game? Well, you can... sort of! First get into the hi-score table by getting a score of over 400000, and type in 'CNT'. This will give you an extra option on the title screen to continue the game. However, you can not continue from the stage you died on. Continue will either start on stage 1, or stages after the bonus stages 6 & 13. So, if you die on stages under 6, you will start on stage 1. Die on stages 6-12, you start on 6, and beyond 13, you'll start on 13.

Also, have you ever wondered, why when you select mode, there is a large gap between the pad and exit options? Well, this is because, there are extra options available in the game! To get these options, again, get into the high-score table and enter 'MD'. If you do, on selecting MODE, you will be presented with a number of extra options. You can select the rate of difficulty from Easy, Normal or Hard, start with either 3 or 5 Harriers, OR enter Music mode. In this mode, all the tunes from the game is listed and can be listened.

Moto-Roader

To listen to all the music from this game, Type in either 'MUSIC' or 'ART88', as your name.

If anyone has bought the game and completed the first 8 tracks, then thought that's it, then you might like to know there are more tracks on the card. 32 tracks are available, eg. another 3 courses... and man, are they more difficult. To get them, when told to press RUN to start, either hold down both button + Run to start on the TRAP Courses, (I)+Select + Run to start on SUBURBS, or (I)+Pad Direction + Run to start on U.S.A.

TECH - TIPS

Dragon Spirit

How to turn your PC Engine into a CD-Player with Dragon Spirit! First turn on your Engine, then, as quickly as possible, Press Left, Right, Down, Up, Select button and finally left again. If you done this correctly, and quickly enough before it goes into demo mode, you'll be presented in CD mode. Here you can listen to all 16 tunes from the game. If you select (NORMAL), hitting run will play all the tunes from 1-16 on hitting RUN. (SINGLE) will play one selected tune once. If REPEAT is active by pressing the Select button, it will loop around. (PROGRAM) will let you program 10 tunes in, so that they will play in the order you wish to hear them. Use the pad to select the tune, and press button I to enter, II to delete. And (SHUFFLE) will play all 16 tunes selected at random.

Galaga '88

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

Also, we've been told, on the bonus screens, if you don't move or fire throughout the stages, you'll get hefty bonuses!

Wonderboy in Monsterland

To continue from the beginning of the stage you died on with all weapons, and money - on the title screen, hold down both buttons, push pad down (or up), and press the RUN button. However, your health will be as big as normal start. Tip accidentally found by D.Cheung

Chan & Chan

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

Dungeon Explorer

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

Fantasy Zone

I wasn't going to put this tip in, as we have reviewed the game in this issue, but why not. The old sega-console tip of buying all engines thus having unlimited time for use of weaponry unfortunately doesn't work. However, the game does have a cheat mode. On starting the game, pause it (press RUN), then press the following in order :

Button (I) once, Button (II) twice, UP x3, DOWN x4, RIGHT x5, and lastly LEFT x6.

Unpause the game, and you will be invincible. This will last for only that level including the end of stage mother creature, so you must repeat the above when you start on the next stage.

Moto Roader

Having trouble with this? The best items to get are:

Suggestion 1

- 1) Engine 2400cc Handle+2
- 2) Body+2
- 3) Engine 4800cc
- 4) Body+4
- 5) HG-Tire+1
- 6) Turbo

Suggestion 2

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

SON SON II

Here are some tips for this highly playable game.

Firstly, you kill the creature with the dog like head on circular disk, by hitting it 150 times! The first one of these you'll meet will be at the end of stage 1, just before the entering the BOSS door. A tip is to avoid getting the Big Heart, then jump onto the ledge, and when the creature is close to you, jump up and hit it. Keep on doing this until it is killed. Obviously, it's a lot easier with an autofire joy. However, if you manage to kill it, either a large heart will be dropped or a strawberry. Collect this, and you can then go back to collect the Big Heart.

Secondly, on stage 4, there is a chance of getting maximum Zenny - 99999! To do this, go to the upper top corner, where, you will see that, if you drop down, you can collect a juicy strawberry worth 1000 credits! So go for it! BUT, as soon as you touch the strawberry, make sure you push the joy. left to avoid the floating pink blob creature. Succeeding this, you can now go back up, and repeat the process again, and again.... Hitting the creature won't make the strawberry reappear, so make sure you avoid it. You can also go to the shop to purchase items if you are quick enough.

A quick note to new players who seem to get stuck on the same problem and is the most asked question. The FIST if bought or found, gives you extra strength to punch. And certain walls can be broken up with the staff if you have the Fist, so experiment punching walls for hidden bonuses, or if you seem to be stuck. For example, punching the wall, after the shop scene on stage 2 will reveal piggy who will offer you a Staffx2.... but I wouldn't buy this as you can get a x3 one on the next stage. You also need enough money to buy bombs!

DUNGEON EXPLORER

On the previous page you're given a password. Although this will enable you to travel through walls and give you maximum Hit-points, it will enable you to go to the stage you wish to play. To do this, go to the entrance of the King's Castle - that's in the same area you start. Do Not go in, but on the outside, you will see two guards. And on either side of the guards, a row of bushes. Entering a bush, will teleport you to a certain place. From the very right bush - to the second to last one on the left, you will appear on stage 1 to the last!

Using this neat trick, you can easily complete the game by entering the second to last bush to confront the evil Satan Blade - A giant skull with skeletal fingers!

Also, have you ever wanted to play the part of the Princess, who can be found imprisoned in one of the levels? Well, you can - just enter the following code - 'JBBNJ HDCOG' and press a button. The code will give the princess with 80 units of hit points, and extremely good all round abilities. Oh yes, the first Boss has also been killed!

Also, try entering this code : 'IMGAJ MDPAT'.

A couple of hints on some of the BOSSES. On the 3 Pink Roses, destroy the the right one, then go INTO it, standing above the middle rose, and shoot down, and it will fall out!!

If you have trouble with the hot tempered Dragon, when it's in the top left corner, run up as close to it as possible and give it some wellie!

The Running Tiger can be taken out quickly if you can get it from behind!!

D*47 : The Freedom Fighter

Aicom's Conversion of the World War II shoot'em up is an extremely difficult game, so it would be nice to practise each screen, instead of playing it right from the start, so we give you a way to do it :

Stage 2: Dress (II) 5 times, (I) 6 times, Select button twice, then press (I) button & DUN together to start!
 Stage 3: Dress (II) 5 times, (I) 6 times, Select button twice, then press (I)+(II) & DUN together to start!
 Stage 4: Dress (II) 5 times, (I) 6 times, Select button twice, then press (II) button & DUN together to start!
 Stage 5: Dress (II) 5 times, (I) 6 times, Select button once, then press Select Button & DUN together!
 Stage 6: Dress (II) 5 times, (I) 6 times, Select button once, then press Select+(I) & DUN together to start!
 Stage 7: Dress (II) 5 times, (I) 6 times, Select button once, then press Select+(II) & DUN together to start!
 Stage 8: Dress (II) 5 times, (I) 6 times, Select button once, then press Select+(I)+(II) & DUN together!

Do the above when you switch on or reset the Engine, on the title screen - when the plane flies across and the words appear 'DUSH DUN BUTTON'.

CHAN & CHAN

This tip came from the latest ACE magazine from a Brian Disk of Dorset.

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

Dragon Spirit

(End of Stage Creatures)

Area 1- Get 3 heads, and Flame thrower. Stay right at the bottom in middle and blast it as soon as it appears.

Area 2 - Get 2 heads, Flame thrower, and a Speed Up. Do as Above. If No weaponry, shoot, then fly around clockwise, then Anti-clockwise.

Area 3 - Get 3 heads, Flame thrower, and 2 Speed Ups. Shoot buds around flower.

Area 4 - Get Small Dragon, Flame thrower & 2 Speeds. Aim for Skele's heart and keep in line with it!

Area 5 - Get 2 heads, Flame thrower, & 2 Speeds. Bomb the spider!

Area 6 - Get 2 heads, Flame thrower, & 2 Speeds. Shoot head and try to avoid flames!

Area 7 - Get Small Dragon, 3 Way fire, & 2 Speeds. Go for the outsides first!

Area 8 - Get Small Dragon, 3 Way fire & 3 Speeds. Keep dodging, and shoot creature's body as much as possible when it lift it's wand.

Collecting 8 Red Star Spheres will give you the flame thrower.

A '(?)' can be found on stage 6 and stage 8.

CD IDOLS

Last issue we mentioned that, a game called 'No-Ri-Ko' was available on CD-Rom, and features lots of digitized pictures of a young Japanese girl. Well, on the 27th March, Hudson Soft held a beauty (?) contest for another girl to be featured in a future CD game, to be released at the end of the year. From 50 girls, aged between 13-18, 20 were chosen for the final rounds.

From the 20, one will become the CD-Rom idol, so the judges have left the choice to the users. One of the Japanese magazines gives information and pictures of the teens, and readers write in to vote for their chosen idol. Should we get a picture of the winner, you'll see her in glorious black+white on Page 3 !!

More Buttons - More Joy !?

The PC Engine have two fire buttons and seem to be enough for most games, although a few like Dungeon Explorer and the new Wrestling game uses the extra Select/Run buttons... so it was no surprise that the Sega Mega-Drive has Three buttons on it's controllers. BUT, Nintendo's new 16-bit console beats them all with a total of SIX fire buttons.... and that doesn't include the Select and Start buttons.... which would total EIGHT!! Surprisingly, with so many buttons - the controller is still the size of a normal joystick. The pad is like the Engine's, but with 4 buttons instead of 2 on the right arranged in a cross. The other two buttons are long and on the top edges of the controller on either side of the cable. Because of this arrangement, you must hold the controller in your hands in the correct manner. Left thumb - PAD Controller. Right thumb - 4 Buttons. Left Pointing Finger - Left Top Button. Right Pointing Finger - Right Top Button. And rest of fingers to hold the controller! I like to see them produce a Joystick version!

ATARI GOES CONSOLE CRAZY

With Nintendo already selling their mini games console - the Gameboy, as fast as they can make them - competition is hotting up, as Atari has revealed their own hand-held console at the Chicago Consumers Electronics Show. However, whereas the Gameboy is in black & white, Atari's baby is in colour, with a 4,096 colour palette - 16 of which can be on screen at an one time. The unit is about the size of a VHS video cassette, with a 3.5 inch LED 160 x 102 pixels screen in the center - which is suppose to be extremely easy to see. It has 64k Ram and amazingly, runs at 16Mhz !! Sound is 4 channels and in stereo - listened from the console itself (it has a volume control too) or through headphones. As it's hand-held, this makes it portable, so takes six AA type batteries, or through mains or even through a car cigarette lighter! It is however, not advise to play it while driving! If some of the spec. sounds a bit familiar - like the Amiga, then it's not surprising that, two of the men responsible for the Amiga have put this console together - R.J. Mical & Dave Needle. It was EPYX who brought these two men to put together the console, but due to money problems, Atari stepped in.

Control is by the same means as most consoles with a controller pad on one side of the screen, and two pairs of fire buttons on the other. There are two pair, because, it's possible to flip the unit upside down so that left/right handed people can play the unit. Very clever - I wish they did that for the engine controllers! Like the Gameboy, you can also link consoles together, but eight can be linked on this Atari!

Software comes on 16Mb cards like that of the Engine's, and at present, only Epyx's California Games is available... but ofcourse this will soon change. So, how much will one of these cost? Well, something like \$149 in the states.

Atari also plans to launch an Atari ST Console later next year, although with their hand-held one, the project have been put on hold as they try to promote the small gadget. The ST Console is said to retail at £99.... but then again, it's a long way off!

ANOTHER CD-ROM'ED DIGI GIRL

Who's this lovely below? She will be appearing in digital form in the new game from Victor Musical Industries. Inc. - famous for their great slash and hack game - Legendary Axe. The game will appear later in the year or next on CD-ROM. The first game to use Digitised pictures on the Engine was Hudson Soft's No-Ri-Ko, which had lots of puzzles and problems, Digitised pictures of the heroine, and most important, fantastic stereo digital sound. Victor's game will be a massive arcade adventure with pictures several screen long which



pan across to show all. As far as we can tell, Noriko Sakai - born 14th Feb. 1971, has already produced a record called 'Love Letters', which was released by non other than Victor Musical Industries, so it's no surprised that she agreed to star in their game too.

...AND AMSTRAD ?

With no major hardware release from Amstrad, it is very likely that they will be launching their own games console, to take a part of the growing trend. As Amstrad have no (not that we know of anyway!) machine in the works, it is likely they will take over someone else's machine and put their name on it. Unless they have a CPC console, or even, with the flop of the PC200, they have redesigned it and made it into a console - just think of all those lovely games you can play on it !!!!!

TETRIS MANIA

Tetris have already been a huge hit on most 8/16-bit computers as well as the coin-op by Atari Games. However, the Japanese have seen how good the game is, and have now produced it on both the Sega 16-bit Mega-Drive, and Nintendo Gameboy.

The Mega Drive version is the best looking of all versions including the coin-op, with detailed picture backdrops of stone age landscape and creatures, and more colourful bricks that resemble lego. The games are based on the coin-op version so that, two players can play simultaneously - the gameboy version, can use the link cable. Unfortunately, no signs of the PC Engine version, but it's very like that some company will convert the game. The Mega Drive version comes on a 2meg cartridge and cost in Japan around £24. The Gameboy version cost around £11 in Japan.

Talking of the Mega Drive, another game to be released for this machine is Super League, coming on 4MEGS at around £25 in Japan. The game's a wonderful American baseball game with amazing graphics, and certainly looks like the best baseball game we've seen.

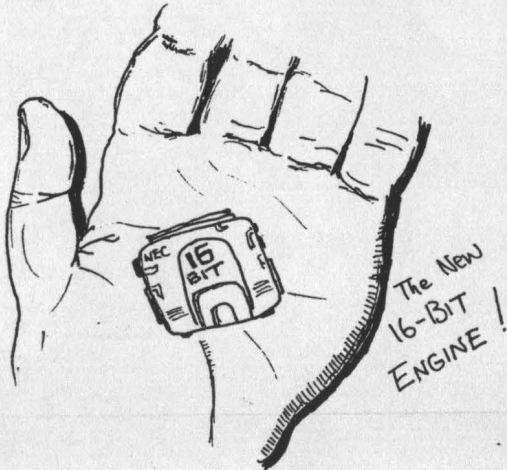
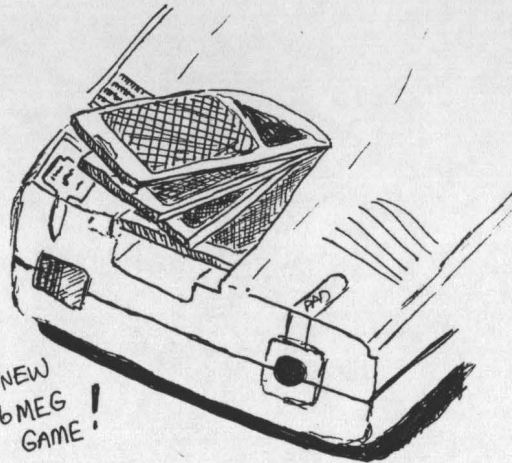
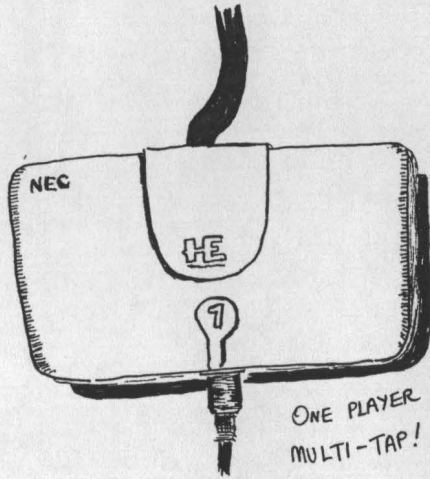
THE CHARTS

Below is the Japanese Charts ending April '89.

No.	Game Title	Type
1	ULTIMATE TIGER	Arcade Shoot'em up
2	SHADA	Role play adv. game
3	SPACE ADVENTURE	Graphic Adv. (CD-Rom)
4	WONDER MOMO	Arcade Beat'em up
5	DUNGEON EXPLORER	Arcade Adventure
6	OUTLIVE	Role play adv. Shoot'Em
7	????	Role Play Adventure
8	P*47	Arcade Shoot'em Up
9	?????	Graphic Adveture
10	Dragon Spirit	Arcade Shoot'em Up

Mini Hardware Review 5-Player Multi-Tap

One additional add-on you can get for the PC Engine is the 5-player Multi-Tap, which will let you connect up to 5 joysticks/pads for multi-players games. There are already an number of games that uses this gadget - MotoRoader, Tennis, Dungeon Explorer with more to come. The unit is about half the size of the PC Engine in the same brilliant white colour. A short lead protrudes from one side, which plugs into the PC Engine's normal joypad socket. The other side of the multi-tap has 5 female joypad socket so that you can plug in the standard pads. This arrangement is rather awkward as it slides all over the place or dangles over the edge of the table top, but it's effective. All single pad games seems to work with the unit plugged in, apart from Namco's Tales of the Monster Path which just gives a blank screen on switching on. If you have any multi-player games, then you should go and get one of these gadgets - assuming you can get additional joys and people to play with you!



MEGA SCORES

No change this month to the high scores, so get writing in if you have beaten any of these scores of other games not listed here. And please don't cheat! Who have seen C+VG's Engine High score Chart - how can anyone get a score of 175,114,500 on Space Harrier... it isn't possible!!

Alien Crush	- 79, 090, 400	- O.Lee
Dragon Spirit <C>	- 468, 980	- O.Lee
Galaga '88 <C>	- 436, 490	- J.Saunders
R-Type I+II <C>	- 973, 300	- O.Lee
Space Harrier <C>	- 29, 849, 850	- Zaqir Shaikh
Son Son II	- 500, 550	- O.Lee
The Kung Fu <C>	- 450, 000	- D.Cheung
Vigilante <C>	- 13, 520	- D.Pottage
Wonderboy II	- 115, 700	- O.Lee

<C> - Completed Compiled by O.Lee

MUSIC TAPE OFFER

Because of the great music that are found on some of the PC Engine games, I have linked my Engine to my Stereo, and taped some of the BEST pieces on Tape So if you want a copy, then send a blank C60 tape plus return postage to me - O.Lee.

See address below from Dragon Spirit (30mins of it), Darius, Dungeon Explorer, Space Harrier, and Moto Roader.

MESSAGE PORT

If you have any Suggestions, Ideas, Hints and Tips, Pictures, Maps, Questions or Answers, Hi-Scores, etc... then please write in and let us know. Let us know what your favorite games are too, so that we can compile a top Engine Chart of the best games.

Send all Letters etc. to :

O.LEE (P.E.F.)
125 Arnold Road
Bestwood Estate
Nottingham
NG5 5HR
England.

We also need articles, so if you've bought a new game, please let us know what your opinions are of it.

<<<< FUNNIES ?!
<<<< by O.Lee
<<<<