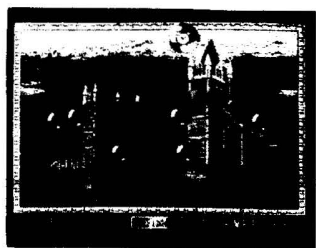


ELECTRIC BRAIN: SEPARATES THE BEASTS FROM THE BOYS

ELECTRIC BRAIN

ISSUE 29 - RECOMMENDED PRICE £1

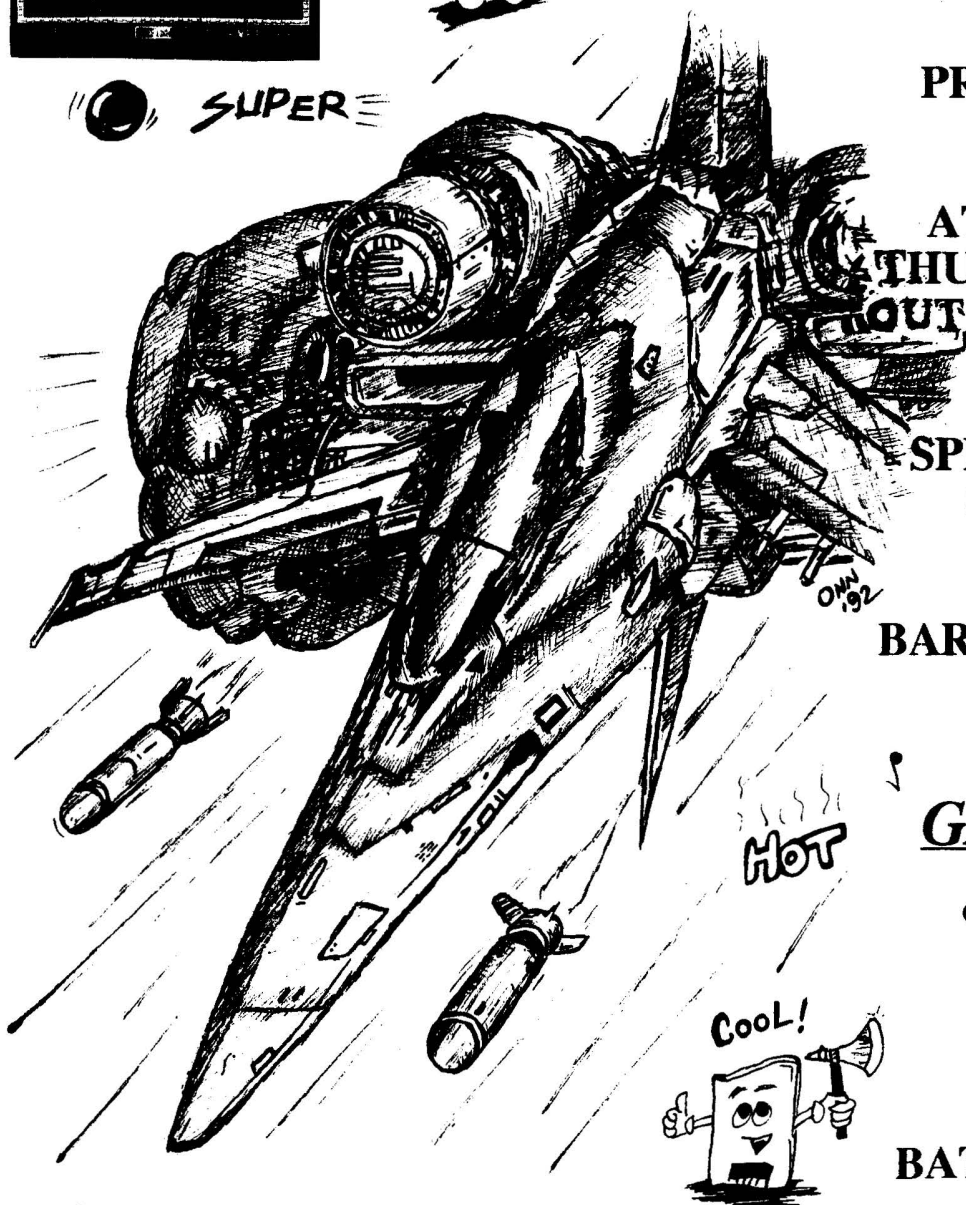
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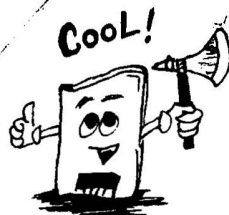
Pang!



SUPER



Hot



REVIEWED:

- AXELAY (SF)
- PRINCE OF PERSIA (SF)
- STAR PARODY (PC)
- WINGS 2 (SF)
- ATOMIC RUNNER (MD)
- THUNDERFORCE IV (MD)
- OUT OF THIS WORLD (SF)
- RAMPARTS (LYNX)
- HYDRA (LYNX)
- SPRIGGAN MARK 2 (PC)
- SOLIDER BLADE (PC)
- ROBOCOP 3 (SF)
- SUPER PANG (SF)
- BART'S NIGHTMARE (SF)
- ...and lots more!!

♪ ♪ ♪ ♪ ☆ ♪
GAME MUSIC CDS
♪ ♪ **REVIEWED!**

PREVIEWED:

- SUPER SWIV (SF)
- CHUCK ROCK (SF)
- BATMAN RETURNS (MD)

ELECTRIC BRAIN : THE TITLE WITHOUT M., S. OR G.



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Plus Various magazines - mainly japanese ones which I can't be bothered to list.

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Special Thanks to You the Readers!!

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BRAIN SCAN

Hlya guys and gals,

Another month, and another issue of Electric Brain... doesn't time fly? That extra second added to world time really made all the difference.

Well, this issue must be the most packed issue of game reviews we ever had... the Super Famicom has really gone wild.. although the quality of the releases aren't too hot! And amazingly, we have three Lynx reviews... YES! You read right.. three of them!! Atari must be on drugs or something!

As this is our 29th issue, enclosed in these pages is a reader's survey. If you can fill this in (it's probably a better idea to make a photocopy of it as to not cut up the fanzine), and return it to us, we would be greatly appreciated... there may even be a prize draw!

With so many game releases, it's been a real hectic month.. I've had hardly any time at all to play on anything 'proper' really. Only Street Fighter II have be up and running on my SF for longer than half an hour.

Major news this month is the arrival of a number of console magazines popping onto the newsagent stands. Personally, I think there are just too many magazines around... most of which are really awful... like 'reading' the equivalent of the SUN.

Some thanks and announcements: Special thanks to Nicky Lee for the Street Fighter II T-Shirts, SFII Music CDs, and other items; David Simmons and Ian Kinnis for the Lynx/MD and Neo Geo reviews and we hope they will become permanent team reviewers; and Gavin De Bank for the loan of the two Engine CDs which I couldn't get hold off.

As Tai Ono, our japanese translator, seem to have left us for good.. we are looking for someone who can translate stuff for us. So if you (or if know someone who) can read and understand Japanese... then please get in touch with us!

Well, I think that's it.... until the next issue,

Onn Lee (Ed)

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MASTERING THE CODE

With the high costs in cartridges, Codemasters have invented a curious device called the Aladdin that will reduce the price of games for the 8-bit NES.

The Aladdin is a hardware device that plugs into the NES cartridge slot and enables cartridges with less chips to be played on the machine.

The Aladdin contains most of the necessary MMC chips found in standard cartridges, so all that is required in a game cartridge is the actual code itself on possibly one chip. Therefore, manufacturers can produce and sell 'MINI' game cartridges for use with the Aladdin a lot cheaper... possible around £15.

The unit was on display at the last Chicago Consumer Electronic Show, and plans are afoot to release the device onto the market real soon, if Nintendo gives it the thumbs up!

Personally, this is a very good idea, but the NES is a real downer machine... hopefully Codemasters can produce such a device for the 16-bit consoles!

Talking of Codemasters, they have also released the Gameboy Game Genie for use with the portable console!



THE ALADDIN SYSTEM FOR CODEMASTERS

TOO MANY MAGAZINES

Ever since the arrival of the official Sega Megadrive in the UK, commercial console magazines have been springing up left, right and center. Are there too many magazines about?

You only have to walk into your local Smiths to be overwhelmed by a ton of magazines including Sega Force, Sega Power, N-Force, Mean Machines, Total, C+VG, Fistfull, GB Action, etc... and now with the Super NES officially available, a number of Super NES titles are to appear. We already have the first of these from new company Maverick with **Control**, and later on in the year, Future Publishing will release **Super Play** with our very own Jason Brookes doing his bit, Europress Impact have **Super Action**, and it's also suggested that EMAP is to ditch it's Nintendo section in Mean Machines and join it up with MegaTech to make it an all Sega rag, while they release an all new Nintendo only magazine in October. EMAP have also been very sneaky, and have co-operated with Nintendo to get the 'official' term on their rag, so they can attract more readers. However, as we all know, the name is not what counts... it's the content!

With so many magazines around you have to be pretty loaded with dosh to buy them all... luckily, the consoles don't come with floppy disk drives or they will be plonking on 'free' disks on the cover, and bumping up the price like **Amiga Format**. Strangely enough, **Amiga Format** is currently the top selling computer magazine according to ABC.. selling over 160,000 copies between June-July!

Strangely enough, the multi-format magazines are becoming less popular for some reason. I for one think they are certainly better than specific ones catering for one machine. For example, **The One** was great when it covered the PC, Amiga and ST, but as soon as it split up, it went down hill. The same can be said for **Zero** when they dropped the consoles to start up **Gamezone**.

With all these specific magazines around, it shows you can only rely on one magazine to give you the latest news, reviews etc. and at a price you can afford... **Electric Brain!**

**ELECTRIC BRAIN....
SEPARATES THE BEASTS
FROM THE BOYS!**

Official Menacer

As reported in our last issue, **Sega are soon to release the Menacer light gun for the Megadrive, not only in the US but Europe too.**

Sega plans to have the Super Scope beater out in November bundled with a six game cartridge for a price of £59.99. This is a reasonable price and comparable with Nintendo's own light-gun. Of course, Sega are likely to release a bundle with the Megadrive and **Menacer** for Christmas too.

The six games cartridge features **Pest Control, Toejam & Earl, Frontline, Space Station Defender, Whack Ball, and Rockman's**



Zone... all of which looks better than the rather basic games on the Super Scope 6 cartridge for the SNES. The only other game in the works for the Menacer is from Acclaim who are to release a version of **Terminator II** to work with it... although you can almost guarantee that Taito will come up with something!

The advertising blurb suggests that the gun can be used in seven different ways, but generally, it means you can take bits off or attach

them to the gun... i.e. Shoot without the binoculars, or without the shoulder piece! I bet you can think of more different ways to use the Menacer!?!?

STREET FIGHTER JOYSTICK FEVER!!!!

With **Street Fighter II** on the Super Famicom and Super NES selling like Hot cakes in Japan, America and everywhere else, a number of new joysticks are to be released for the 16-bit machine in the SFII coin-op mould - the two rows of three buttons to correspond with all the moves of the game. Ascii of America are soon to release the **Super Advantage...** which looks disgusting (those yanks have no taste at all... what twat thought up the **Stealth!!?**), and Hori have one called the **Fighting Stick** but this looks great, and now available for ¥6800. Both sticks have the usual turbos. etc..

NEIN TO HIRING!!

Several Months ago, Sega gave the go ahead to video stores to hire out their range of video games for the Game Gear, Master System and Megadrive and is doing extremely well. However, Nintendo have announced that they will take court action on anyone hiring out their games packs without their permission, and will be taking out adverts in major magazines to make their point.

There are already a number of firms hiring out Nintendo games (namely for the Super Famicom/SNES) so we shall see if anyone will be nabbed by the giants. However, how this affects import games is another matter, as imported games are not 'officially' available in the country in the first place..... Hmmm!?



TRIBAL MOVIE!!

Video games are big business now, and one area they are going into is the movie industry. Once top movies were licensed to produce games based on them (and still are), but now it's happening the other way around too... with Super Mario in production. Zelda already been produced in Japan, and now the Japs are underway to produce the movie version of beat 'em up game Combat Tribes! Hopefully the film is better than the game! Unfortunately, been a Jap., we are unlikely to see it!

NEO GEO DISCOVERY

You've all heard of copiers for the Megadrive, PC Engine and Super Famicom... but what of the Neo Geo?

Well, Makko Toys, the people who produced the Multi-Game Doctor 2, have produced an add-on unit for MGD2 for use with the Neo Geo!

To copy cartridges on the MGD2 you require a separate 'copy board' which enables you to plug in the cartridges to copy them... but as yet, no copy board is available for the Neo Geo unit... but I assume you can buy the games on disk format.

The above add-on unit the company have released is a memory interface, which you can plug in DRAM cartridges (released by the company!). The unit will accept up to 72megabits... that's a

8meg cart., two 16meg carts., and a 32meg cart. 72megabits is the maximum it can handle, which will enable you to play all the currently available games apart from one!

Previously, the MGD2 used SRAM cartridges... these were rather expensive... costing around £200 for an 8megabit cart... imagine getting 72megs worth!! The DRAMs are of course a lot cheaper (although buying 72megs is still pretty expensive!), but a might bigger and require more power... thus the unit must be run through the mains.

The trade off I suppose for a unit like this for the Neo Geo is storing the games on floppy disks... imagine how long it would take to load, and the amount of disk swaps required!! A normal High Density disks can hold 12megabits, so you are talking six disks for a 72meg game... bit like playing Monkey Island on the Amiga!!

CCL'S SUPER FAMI PAL

With the Super NES selling at below £100 in the US... is it wise to buy one from over there? Unfortunately it will be NTSC.

When you buy a Super Famicom in the UK or anywhere else, you are asked by the supplier if you want a PAL or Scart machine (unless you buy an official one, where you have a PAL one regardless!).

Well, the Hong Kong company China Coast Ltd., who are more known for other hardware units, have come up with an External Multi PAL Booster for the SF. The

little box plugs into the Multi-port at the back of a NTSC SF, and can give out PAL Audio/ Video output, NTSC Audio/Video Output, 50/60 Hz Switch, and PAL-I, B, and D.

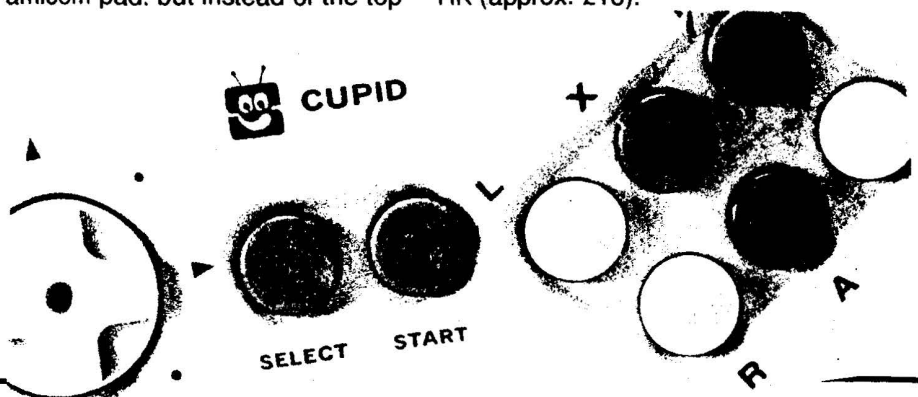
This is a very useful unit if you have a Scart machine, as not only can you use it on your Scart TV/ Monitor, with the unit, you can use it on your TV through the aerial socket, and through the Audio/ video... useful should you wish to connect to a Video recorder, as just buying a normal SF audio/video lead produces a NTSC black and picture!

MULTIPLE JOYPAD SIX

If you are looking for a joystick that will work on just about every machine, then you should take a look at a pad called the Cupid 6 produced by (I suspect) a company called Cupid in Hong Kong. The Pad is the same size as the Super Famicom pad, but instead of the top

two buttons, there are placed next to the four is a line... Street Fighter style... plus the Select and Start buttons are bigger too.

The pad will work on the 8-bit Famicom, Megadrive, Neo Geo, Super Famicom, Super Gun, PC Engine and IBM PC (Compatible)!!, and cost \$250 HK (approx. £18).



SUPER FAMCIOM NEWS

Accolade: Accolade have a few titles lined up for the SF, but the most surprising is Universal Soldier. You'd expect a game based on the film featuring Dolph Lundgren and Van-Dame, but Accolade have been real sneaky and are to release a re-designed Turrigan II to the public instead! The other interesting game from Accolade is WarpSpeed.. a 3D Elite style space combat game which looks great!

Activision: The once Atari VCS masters are to release Aliens Vs Predator within the next few months... IGS will be handling the Japanese version for release in December. The 8meg game puts you in control of the Predator on the rampage against those 'orrible aliens who are killing the humans! This looks like one brilliant beat 'em up! A definite must!

Activision also have Mechwarrior... a SF game based on BattleTech as you build up a robot and head forward to war!

Anco: After the crap version of Kick Off II for the Super Famicom by imagineer, Anco have got Steve Screech to reprogrammed the complete game and Super Kick Off looks fabalous.. and as Jason Brookes have seen the game in action, can report that it plays just like the Amiga version. The graphics however have been greatly improved plus a ton of extra options like saving out action replays, different competitions, and more.

Capcom: Capcom's next game should be The Mystical Quest starring Mickey Mouse. The arcade adventure looks fabalous in his quest to rescue Pluto, his pet dog.

Capcom should also have a RPG out real soon called Breath of fire.

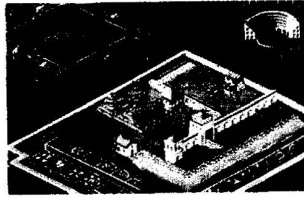
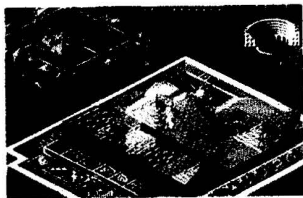
DataEast: Data are putting together Caveman Ninja 2 for the SF, and this is looking brilliant... with much more cuter graphics than the original. As yet, there no release date for this game. One to look out for! They are also working on a side-on arcade adventure featuring a girl with a sword, but this won't be out until '93.

DTMC: DTMC is to release California Games II for the SF. Having played the Amiga version, if the game is the same, I can't recommend this at all!

Electro Brain: This company are to release Best of the Best Championship Karate, and by the looks of it.. is a conversion of Panza Kick Boxing.

FCI: As expected, Maxis' Sim Earth will be converted to the Super Fami. I have to say, Sim Earth doesn't have the playability as their previous game Sim City... it's very boring indeed!

GemeTek: Humans will be converted to the SF, and look identical to the Amiga version as you take controls of the humans to stop the dinosaurs using various objects like rop, fire, and spear, in a lemmings style game.

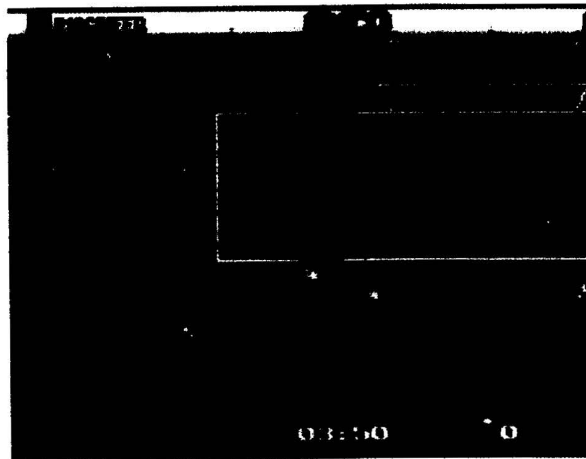


POPULOUS II FOR THE SUPER FAMCIOM... FIRST TO USE THE MOUSE!

Imagineer: Imagineer's next game release will be Populous II - Bullfrog's excellent sequel to the original Populous, and this SF version, which will work with the Mouse, looks as good as the Amiga version. The game should hit Japan on 18th December on an usual 10meg cart. They are also converting Maxis' Sim Ant for the SF on 8meg cart. No release date on this.

Interplay: Interplay have to crazy cartoon games in the works.. both are cute platform arcade adventure. One is Claymates, where you control a lump of clay which has the ability to transform into five different characters! While Vikings has you in control of three vikings who has to work together to get back home!

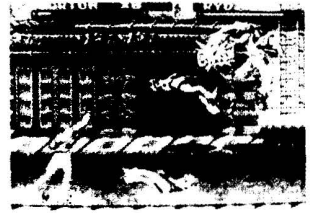
Jaleco: After the pretty awful Rushing Beat (Rival Turf), Jaleco are to release a sequel - Rushing Beat Run, another Final Fight style beat 'em up for the SF on a whopping 12meg cart. for a December release. Again, it will feature Norton the street fighter and the red cop, plus three other characters to choose from - a Karate man, a girl and a samurai. The game looks well ace.. but you can rely on Jaleco to bodge things up!



THE ALL NEW SUPER KICK OFF... BIGGER GRAPHICS, BETTER PLAY...

They also have a game called Royal Conquest - a Lemmings style game where you control an army defending their home from giant monsters. Using icons, you can get your army to move around, fire arrows or go hand to hand combat, etc.. Looks well ace!

K- Amusement Leasing: Boxing games have been rather sorrowful on video game format, but K - Amusement are producing a boxing game with touches of Street Fighter II thrown in. There will be eight boxers to choose from and each have their own special moves including a Bison-like flying punch! Looks great... but we'll have to wait to see if they can pull it off!



RUSHING BEAT 2... MORE BEAT'EM UP ACTION

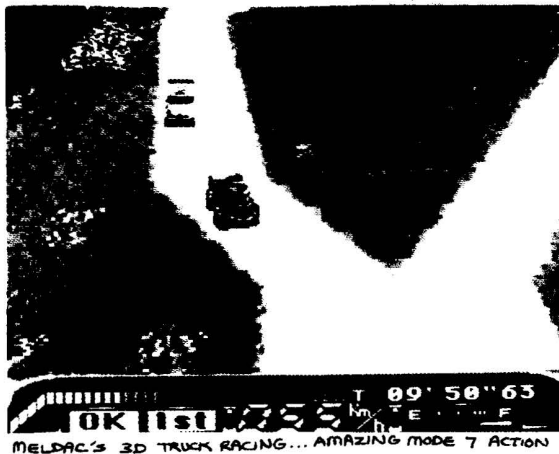
Konami: Konami have got the license to top movie - Batman Returns, and will be producing a game based on the movie. The game will be a final fight style beat 'em up as you take on the nasty Penguin and the mysterious Catwoman.. but you can be sure Konami have something special lined up for this game too. Should be available in the new year. Coming out a bit earlier will be Tiny Toons Adventure, a side-on arcade adventure, and this will be out a week before Christmas! NFL Football will be out in Feb. '93.

LJN: LJN comes up with even more license tie-in games, and their next two will be Spiderman with X-men and Terminator 2. The former will be a side-on arcade adventure as you take the part of Spidy or one of the uncanny X-Men out to stop the Mad man taking over the world. While Terminator 2 has you controlling the T-800 in an attempt to protect John Conner from the new Terminator machine. Arcade platform adventure, and plan view driving sequenes makes this one game to look out for.'

Lucasfilms: Super Star Wars is looking better each time we see it, and latest pics show some great 3D action as you play the part of Luke in your X-Wing shooting down the trench of the Death Star, plus F-Zero Sand Speeder action down at Tatoonie.



SUPER STAR WARS... DEATH STAR RUN!

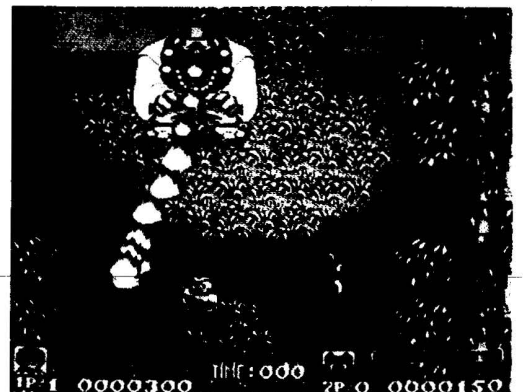


MELDAC'S 3D TRUCK RACING... AMAZING MODE 7 ACTION

Meldac: Meldac's first release for the SF is a mode 7 truck racing game based on the Paris - Dakar racing. The 8meg game looks real ace as the tracks rotates, and scales... out in December.

Microprose: One of the first games from Microprose will be Railway Tycoon for the SF which should be available in Jan. '93.

Natsume: Natsume are to convert Taito's cute arcade action game... a game that has



TAITO CUTE ACTION GAME!

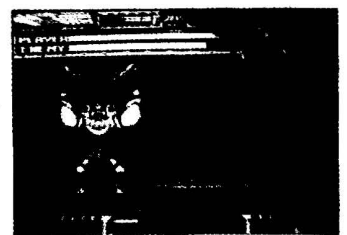
already appeared on the PC Engine featuring a small girl with a racoon. The 8meg cart. should be out between Nov.-Dec.

NCS: After the rather cool Ranma 1/2, they are working on the sequel, in a whopping 12meg cart version. All the cast of the first game (plus more - 12 in all) are including with some changes... in another Street Fighter II style beat 'em up. The game looks 10 times better (the high-res interlace have been given the boot), and some of the changes includes controlling the Panda (instead of Genma in human form), the King, and Sunkugi!



THE NEW RANMA 1/2... PLAY MR. PANDA.

Nintendo: Nintendo will soon release the first game for the Super Scope called Battle Clash. You are attacked by robotic tanks, and you have



BATTLE CLASH... SHOOT THE ROBOT!

to dispose of them! It'll be a sort of Operation Wolf type game as you might expect from a light gun game.

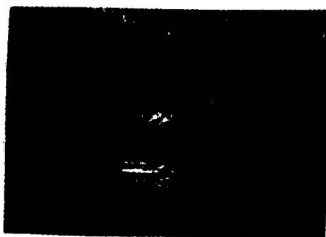
With the Super CD-Rom out in Early '93, Nintendo are working on Super Mario World 2 and Zelda 4 for the Unit!

Ocean: Ocean have a line of games in the works - a new version of the Addams Family based on a forthcoming cartoon based on them (again another platform adventure); Cool World - based on the film of the same name.. another arcade adventure; Leathal Weapon 3 - Another arcade adventure.. this looks rather crap.. more like Hudson Hawk, and Radio Flyer - again based on a forthcoming movie as you flying around in a Radio Flyer wagon... we hope to give you more info. on the latter as we know the programmer!

Seta: After the rather good racing game Exhaust Heat, Seta are to release a sequel around December called Exhaust Heat II (what else?). Current screen shots looks identical to the original apart from the scenery. There doesn't seem to be a two player option. More on this next time!!



SUNSOFT'S BATMAN... RETURN OF THE JOKER.



AND SUPERMAN...

Sunsoft: Another money bags company that splashes out on licenses... and they have **Batman:Return of the Joker, Death Valley Rally, and Superman for the SF.** All three games look brilliant and judging by Sunsoft's previous record, they should be great!

T*HQ: Toys Headquarters also have licensed a number of titles.. but as they are one of the worst companies around I can't recommend them... on offer are Family Dog, Home Alone 2, Ren and Stimpy, Robosaurus, and Rocky and

Bullwinkle. Most of these are arcade adventures! We shall see how good (or bad) they will be when they are released!

Takara: After their version of King of the Monsters, Takara is doing an excellent job on Fatal Fury for the SF on 12meg. The game should hit the streets between Nov-Dec.

Tecmo: Tecmo haven't done much, but are to release Super NBA Basketball.. and I have to say this looks very good indeed.. very much like EA's Bulls Vs Lakerbut slightly better graphics.

TonkinHouse: October, and Tonkin will have two games for release - Volleyball Twin and Cyber Knight.

Video Systems: Well, what a surprise - V.S. are to convert their ace Volleyball game to the SF.. Super Volleyball '92, onto 8meg cart. for release around November. As the game goes, looks identical to the PC and MD versions, but with extra graphic faces of the players, etc.



FATAL FURY... THAT'S ONE BIG FIRE BALL!

MEGADRIVE NEWS

Arena: This company have got their cheque books out and are producing Predator 2 and converting Terminator 2:Judgement Day..The Arcade game. Predator 2 have you running around in an attempt to stop the Predator, while T2 is.. well.. like the excellent coin-op by Williams. T2 will hopefully be compatible with Sega's new light gun, the Menacer.

DataEast: Again, another coin-op conversion, Captain America and the Avengers will be hitting your Megadrive real soon. Current screenshots of the game is pretty good.

Electronic Arts: Well, it had to be didn't it.. EA is to release Tony La Russa Baseball for the MD. There hasn't been a decent Baseball game for any console apart from the Geo, so we wait with baited breath on this one. EA will also release a newer version of their excellent Ice Hockey game in the new year called NHLPA Hockey '93, which will feature real players with signature moves like in basketball! Other EA stuff



TERMINATOR 2... USE THAT MENACER GUN!

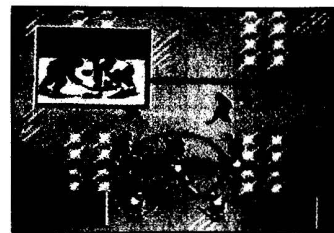
includes two Basketball games in the works.. USA Basketball, and a brand new one featuring digitised players featuring Jordan.

SMASH TV - MD STYLE



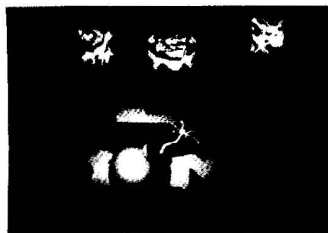
Flying Edge: This company's next game will be Super Smash TV for the MD, and I have to say it doesn't look as good as the SF version, and how the control method will be implemented will be anyone's guess.

Gametek: Like on the SF, The Humans will be converted to the MD to, as you help to save mankind from the dangerous dinosaurs in a Lemmings style game.



EA'S NEW ICE HOCKEY GAME!

JVC (Victor): JVC have licensed two games to be converted on Mega-CD format for the MD... Lucasfilm's Original Monkey Island, as you get to play Guybrush Threepwood to become a Pirate, and thraw the ghost pirate Lechuck! Great adventure!! And Core Design's arcade action adventure Wolf Child.



Sega: Sega have a stack of games planned for the MD including:

*Ariel, The Little Mermaid (Help save the Merpeople from the evil Ursula in this action adventure).

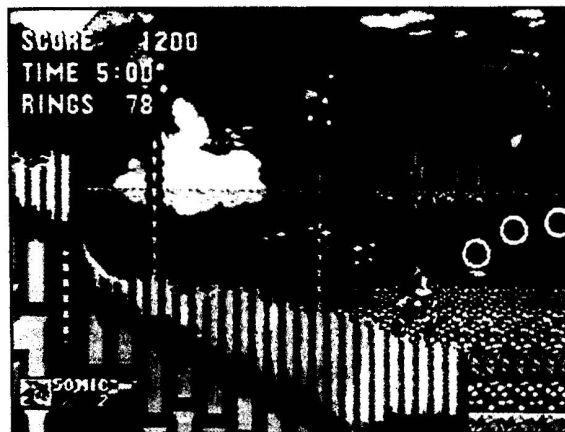
*Batman Returns (See Preview)

*B-Bomb (a strange shoot 'em up where you play a bulldog, cow and a pig to B-Bomb the aliens).

*BioHazzard Battle - Japanese name called 'Crying' - a super duper horizontal scrolling shoot 'em up where you can change into different insects... end of October.

*Chakan: The Forever Man (a arcade adventure game as you control Chakan armed with deadly swords against evil beings).

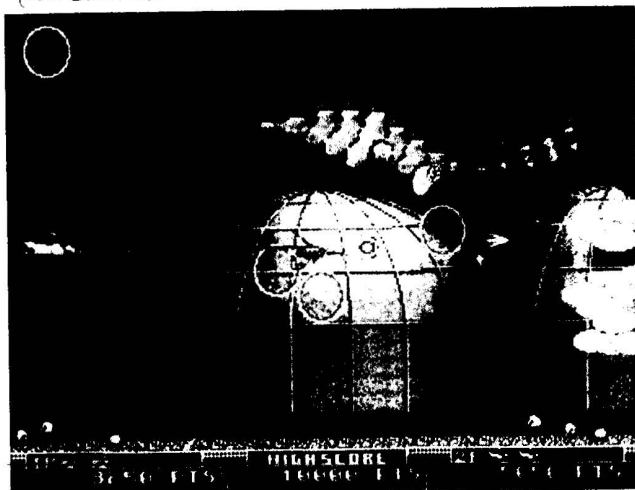
*Greendog (the cool dude as he



SONIC 2 - MORE DETAILED GRAPHICS - CHECK OUT NEXT ISSUE PREVIEW!!



B-BOMB + CHAKAN - TWO ALL NEW SEGA RELEASES



CRYING... SUPER SHOOT 'EM UP ACTION FROM SEGA.

skateboards, skates, etc. in another arcade adventure).

*Land Stalker: Sega's amazing 16meg 3D isometric arcade RPG, which should hit the streets of japan in September! Looks like a Zelda beater!!!

*Sonic the Hedgehog 2 - More super fast arcade adventure like original but with more tricky obstacles and his new friend Twotails in the limelight too. The 8meg game should be available around November!!

*Streets of Rage 2 (Mega 16meg beat'em up action - more fighters, more action, and more meaner! Axel now even have a suspicious looking Dragon Punch-like move).

*Talespin (Help Baloo the bear in another cute arcade adventure).

*Young Indiana Jones Chronicles (side-on arcade action as you

take Young Indy against the deadly international spy ring!)

*X-Men (take on one of the superpower X-Men against the evil Magneto in great action game).

Most of these titles will be available around Christmas.

For CD-Rom, Sega have:

*Batman Returns - different from the cartridge version with great batmobile sequence.

*Chakan: The Forever Man - the same as the cartridge version with extras.

*Cool World - based on the cartoon-mix movie but as yet no actual action screen shots of the game.

*Dolphin - a strange game where you play the part of a



GREEN DOG ON HIS FLYING UNI-CYCLE!



BARE KNUCKLE II - BLAZE AND MAX IN ACTION



X-MEN GUY... WILL BE ON MEGA-CD VERSION TOO



FINAL FIGHT ON THE MEGA-CD LOOKS WELL ACE!

fish.

*Final Fight - YEP!! You read correctly... Sega are to convert Capcom's Final Fight onto Mega-CD. The game has recently appeared on the Sharp X68000 computer, and Sega's version will very much be the same, featuring all three characters, two player option, and all the levels of the coin-op! Current screenshots of the game are pretty good, and it should be available in December! Maybe you WILL get Street Fighter II for your Megadrive after all?

*Joe Montana Football - as the original but with CD quality sound.

*Sonic the Hedgehog - the original game, not the sequel!

*Super League CD - Baseball from Sega, out in December.

*Ultima Underworld - a conversion of the superb PC



COOL WORLD ON MEGA-CD

Dungeon Master style Role play game but this is mega smooth!!

*Wing Commander - another PC conversion of the highly successful space action game.

Sierra: Sierra are to convert their most popular range of action adventure games to the Mega-CD including The Adventures of Willy Beamish, King's Quest V, Leisure Suit Larry, Police Quest 3, Space Quest IV, and the 3D space game Stellar 7.

Sony: Sony, are also converting their SF game Hook to the Mega-CD. The game will be more or less the same as the SF game but will feature special animation sequences.



HIT THE ICE MD STYLE

Taito: Super H.Q. (was called Taito Chase H.Q.2) will be hitting the road in the first week of October on 4meg. After the successful conversion of Hit the Ice on the PC Engine, Taito are to convert it to the MD, and very good it looks too, infact, better than the coin-op. Taito will also produced a game based on the Flintstones too.

Taito have also got together with Telenet Japan and Wolf Team to release a conversion of a Laser Disk game (like Dragon's Lair, Space Ace, etc.) called Time Gal. The game is expected to be available around the end of September on Mega-CD.

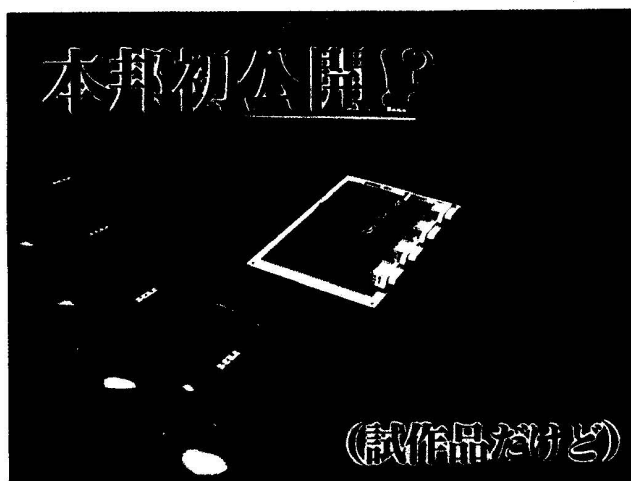
Tengen: Next game from Tengen will be Rampart, which should be available in October... check out the GG review in this issue! If you are waiting for Steel Talons and 4x4 Road Riot for your MD, both should be available in December.. and they don't look bad either. Tengen also showed off a



STEEL TALONS FROM TENGEN

proto-type 4-player multi-tap (adaptor) for use with their conversion of Gauntlet for the MD.. which should be available in November on 8meg cart. The multi-tap plugs into port 1 of the megadrive, and behaves like the 5-player multi-tap on the Engine. On Mega-CD will be

R.B.I. Baseball 4, based on the cartridge version but likely to include a lot of speech, etc.



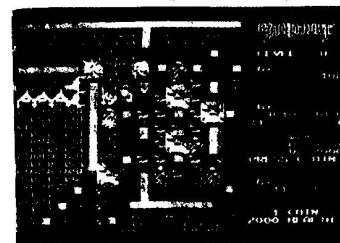
TENGEN'S PROTO-TYPE 4-PLAYER ADAPTOR FOR USE WITH GAUNTLET

Virgin: On Mega-CD, Virgin are programming Out of this World for it. As the game uses 3D filled-in polygons, you can be sure, this will feature some spectacular effects and animation sequences not available of the Amiga or SF versions. Virgin also have Global



GLOBAL GLADIATORS...REAL COOL GAME!

Gladiators coming out soon... this is a conversion of the NES game MC Kids, featuring Mick and Mac (and Ronald MacDonald.. the Hamburger Clown) in a Sonic the Hedgehog style game, as the kids have to take out the nasty slime creatures and slime machines, and nasty creatures with their splat guns. Check out next issue for an exclusive preview!



GAUNTLET ON THE MEGADRIVE

MISC: Other games in the works includes Powerdrift on Mega-CD... the game won't be produced by Sega, but another company... unlikely to appear until next year!



PC ENGINE NEWS

It's another slow month on the engine.... hopefully next month there will be a lot more new announcements.

Artdink: One of the most popular games in Japan is A-Train, a strategy game unlike Sim-City where you must manage a rail network in a city. Artdink are to convert the game to the Engine, most likely onto CD-Rom.



BONK 3... HERE'S MEGA BONK!

Hudson: There's still no release date for Bomber Man '93, but it's still looking to be one excellent game. Unlike the original, in multi-play mode, there will always be five players... if there aren't enough human players, the others will be intelligent computer ones.. although how intelligent they are is a different matter. The game will have eight different stages... Toy, Simple, Desert, Neon, Colosseum, Space, Great Sky and Arena. On 4meg card and a definite MUST buy!

After PC Kid 1 & 2, PC Kid 3 or Bonk 3 as it's produced in the US is currently in production. The game will be the same as previous games but in this

game, Bonk can shrink to the size of a fly or grow to fill the entire screen!! Bonk 3 is looking to be one great sequel.

Some interesting US conversions on CD-Rom includes Star Parody (US-Fantasy Star Soldier) - a difficult game to get hold of, and Far East of Eden II - a massive Role Play game that takes up two CDs... and a must for fans.

Hudson US' wicked beat 'em up Riot City is looking to be one excellent game, and should hopefully satisfy all you players after a final fight game! They are also working on a mega shoot'em up called 'Untitled' which looks to be one fabbo game... judging by their previous shooters, you can rely on them to deliver the goods!

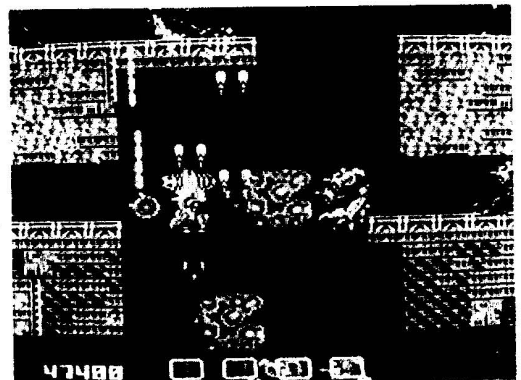


II - Image Fight II should be available in December on Super CD. So get saving!

Human: Human are putting together Fire Pro Wrestling 3 - Legend Bout. The game will be the same as it's previous games (hopefully it will be more like the Super Fami. version), and will include 28 wrestlers for you to choose and fight against. The game will also be on a whopping 8meg card, and should be available around October!

Icom: From Icom, there's Ghost Manor, a arcade adventure game as you must explore a ghostly labyrinth full of ghosts and monsters. Seek and destroy the head ghost to save your town!

Irem: The most awaited shoot 'em up on the engine apart from Darius



IREM'S IMAGE FIGHT II... MORE GREAT ACTION

Naxat: From Aim to be released by Naxat is a great looking arcade action game called Faussete Amour on Super CD-Rom. The game

features some totally amazing animated inbetween bits... as yet no release dates.



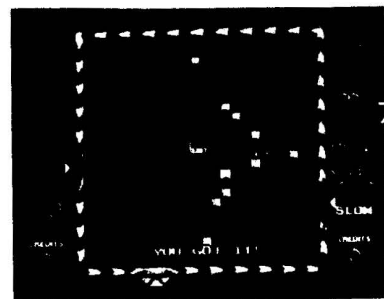
NAXAT'S FAUSSETE AMOUR... SUPER GRAPHICS

NCS: After releasing Macross, they are working on a new Macross game for December on Super CD, but unfortunately, this will be a strategy war game. Their other horizontally scrolling shoot 'em up where you control flying people should be available in November on Super CD.. looks great but wierd. Ranma 1/4 will be out on October 2nd.. again looks great.

NEC Avenue: The company still haven't managed to release or even given any release dates of their major titles... but have shown screen shots of Super Darius II on Super CD, and this looks bloody amazing, and like the original, features some new bosses including a giant blue

angel fish! I can't wait! The game should hopefully hit the streets in December!

Tengen: Tengen's next game for the PC Engine on 4meg card will be Off the Wall. This is described as a puzzle game, but is more like Breakout. The game can be played by one to three players... so looks to be worth checking out. The game involves hitting a ball with the bat (located bottom, left or right of the screen depending how many players are playing) at a block of bricks in the middle of the screen. In the middle of the block is the Exit... and you have to get the ball in it before your opponents. Of course there is more to it than this!



OFF THE WALL... TENGEN'S PUZZLE GAME.

Victor Musical Ind.: September is a good month for Victor fans, as they are to release Dungeon Master - Theron's Quest on 18th Sept., Loom on 25th, and Shape Shifter on 29th.. all on CD-Rom format.

HANDHELD NEWS & MISC.

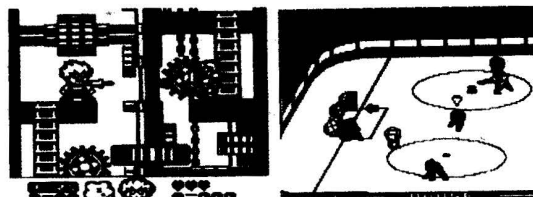
Gameboy/Capcom: With the success of Megaman 1 and 2, the third - Megaman 3 (or Rockman 3 if you prefer) is in production, and again, looks great. The game should be available around December. It's also rumoured that, Megaman 4 is planned, so Megaman fans sure won't be bored!



ROCKMAN 3 ON YOUR GB

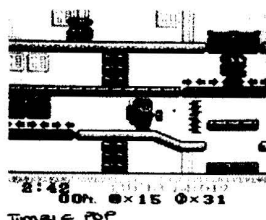
Gameboy/Jaleco: Jaleco's next Gameboy game will be a conversion Tengen's Puzzle action game Rampart. The game looks pretty good, and should be available in around October. Jaleco also have Dirty Racing in the works - a MotoRoader style racing game.

Gameboy/Konami: Konami have two games in the works - Konami Ice Hockey, a new version of their previous Ice Hockey game and looks quite similar - out at the end of November, and platform adventure similar to Rockman featuring a white haired bloke (I believe it's a conversion of a NES title). This will be out in Jan. '93 and looks great. From the US Konami team, there's Zen Intergalactic Ninja.. based on the comic hero. The game looks real ace in 5 level Castlevania arcade adventure game. It should be available as you read this!



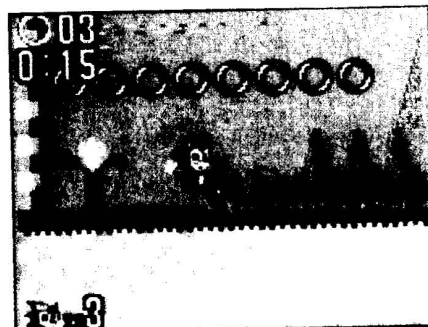
A COUPLE OF NEW G.B. GAMES FROM KONAMI!

Gameboy/Telenet: After producing the cute platform game Tumble Pop for the Engine, they are to convert the game to the Gameboy too. Should be good fun...out in November.



TUMBLE POP

GameGear/Sega: The biggest GameGear game to be released by Sega will be Sonic the Hedgehog 2 which will appear on a massive 4meg cart. Considering the original game was only 2meg, this new game, out in December should be one great game as Sonic goes hang-gliding, and rail cart riding! Like on the Megadrive, Sega have a number of games for it's machine... including Super Monaco GP II with Aryton Senna, Batman Returns, Shinobi II, Talespin, Taz mania, Wimbledon Tennis, Pro Baseball, Home Alone, Defender of Oasis. amd Chalan... most of these will hit the streets before Christmas.



4MEG SONIC 2 ACTION... LOOKS GREAT!

LYNX: As we haven't mentioned the Lynx very much... heres a un down on what to expect: Lemmings, Kung Food, Super Off Road, Pinball Jam, Ninja Nerd, Dinolympics (Humans), Rolling Thunder, Cabal, Switchblade II, Ninja Gaiden III, Double Dragon, Pitfighter, Dirty Larry, Shadow of the Beast, Daemongate, Dracula, Raiden, Eye of the Beholder, Hyperdrome, Vindicators, Jimmy Conners' Bad Boy Tennis Challenge, Battlezone 2000, Guardians:Storm over Doria, Heavyweight Contender, Malibu Beach Volleyball, NFL Football, World Class Soccer, Blood & Guts Hockey, and Full Court Press (Basketball).

8-BIT FAMICOM: Some interesting games coming to the 8-bit machine includes a new version of Rockman (Megaman) in Rockman 5 which should be available at the end of the year. Also, there is to be a brand new Super Mario game called Super Mario USA and more like the second game than the third as you can play any of four characters... on 2meg cart. and available 14th Sept.



C.E.S.

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SWAPLINE

The Swapline is totally free to private adverts.. Trade adverts should ring the Ed. for cost (well, I have to make some money some how!!). NOTE: No ads for copiers - contacts!!

●NEO GEO (PAL) with one game, and one joystick. £270. Tel: Nick on 081-5600197

●FOR SALE Megadrive Columns + Magical Hat (JAP) £15 Each. Also PC Engine Titles - PC Kid 2 £17, MotoRoader 1 £11, 1943 £12, All titles in good condition. inc. P+P . For Swap Famicom W.W.F. (USA) for F1 Exhaust Heat. Tel: 0602-612713 after 6pm.

●Wanted: Devil Crash, Parodius, GunHed for PC Engine. Write to Stephen Mould, 2 Doddington Place, Westlands, Newcastle, Staffordshire, ST5 3RX.

●Wanted: GunHed for PC Engine. Will pay reasonable price. Tel: 0443 430042.

●ENGINE Games desperatley wanted. R-Type II, Winning Shot Golf, Naxat Open, Final Lap Twin, Final Match Tennis, Splatterhouse, GunHed, Will Buy or Swap. Stuart Ford, 93 Holgate Road, Sheffield. S5 9LH. (0742 - 464545).

RAPPIN'

X68000??

In the mag you mentioned a system that I've never heard of before, the X68000. I would be very grateful if you gave me a very brief low down of the machine. Things like software and Tec. Spec.

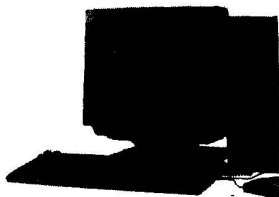
I've never seen this system in this country, where can I get it from.

The Super CD-Rom for the

engine - Does it improve graphics etc. or just speed, memory?

F. Anani

The X68000 is a popular computer produced by Sharp and in many ways, similar to the Amiga or PCs. The first ones were available a few years ago, and since then, you can now get different configurations of the X68000... rather like a PC.. (Pro, ProII, ProIII, ExpertII, Midi, etc.. all with slight different specs.). Price wise, they again range in price



depending on which system you buy... but generally £1000+ and as you might expect, you can only get them from Japan. Software wise... at that price, it's mainly buisness software like wordprocessors, C Compilers, Midi music programs, and such things... but a number of great games are available for it (Granada on the MD is a X68000 conversion) ... even the likes of Konami, produce games for the machine... you can get very accurate versions of Final Fight, the Gradius series, Afterburner, plus original games for the machine!

Check out next issue for a run down on the Japanese computer scene... including the X68000, MSX series, PCs (especially ones by NEC), and the FM-Towns.

As for the Super CD, it only increases memory, and can speed up loading... but that depends on the programmers!

MISC. INFO!!!

●For all Street Fighter II freaks, you can now buy yourself a Chun Li model kit which is 1/6 scale, and this cost approx. £21. Looks real cool!

●Over in the US, the price of the SNES and Genesis have dropped to an incredible \$99.... although you only get one controller and no games, and NEC's Turbo Grafx-16 cost only \$69, but not only that, Sega have added another gimmick to sell their portable hand held - the Game Gear.. buy one and you get a FREE portable AM?FM stereo Radio with headphones!!! Can't be bad! Although the GG does cost \$99.. the

same price as the Genesis. The Lynx cost only \$70.

●We are currently putting together a music tape of the best console music available including the likes of Adventure Island (SF), Bare Knuckle (MD), Super Ghouls & Ghosts (SF), Gate of Thunder (PC/Super CD), Spriggan mark 2 (PC/Super CD), and more..... so clear out your lug holes for some mega blasting sound!! If you have a favorite piece of music which you think we should include on this tape.... please let us know!! If not on this tape - then the next!

●Future Publishing (the people behind Total, Amiga Format, etc..) are to produce an all new, all format console magazine.... and it needs an in-house writer. So if you are in the know (ie. you know the difference between a PC and a LT and a GT plus a MD and SF not to mention the SNES) then you should contact Future Publishing at their usual address.... erm... buy a copy of their rag and show them you have the stuff... on the other hand, contact old money bags Jason Brookes... see the center pages on Game Music for his tel. number.

●Due to the lack of space in this issue (we've been buried with new games to review), there's no high score, and such like. If you have acquired a high score on a game, then send it in and the E.B. High Score chart to be printed in the next issue. Come on you lazy lot... we want your high scores for: Super Pang on Panic Mode (SF)! Thunderforce IV (MD)! Soldier Blade (PC)! Parodius (SF)



on Level 7 or 8!

We also want to find the best gamer... to become the E.B. champ... as there may be a challenge against other magazine!!!





Dan: After an extremely long wait, the sequel to the brilliant Thunderforce III is finally released, and what an amazing game it is! The game is similar to it's

predecessor (no overhead view levels like TFII) but a few improvements have been made. The graphics have been much improved over the original, and all the slightly ropery looking effects used in TFIII have been altered. The result is a graphically stunning game - easily the best on the MD (and it certainly has better graphics than any of the shoot-em-ups on the SF). The sprites in this game are truly brilliant - excellently coloured and brilliantly detailed (and pretty damn large, too!). The same is true of the backdrops - TFIII had one or two pretty average backdrops but the standard is consistently high throughout this game.

Soundwise TFIV is not so similar to it's predecessor. Whilst most of the SFX are the same, the music is very different, with guitar pieces used on the bosses and slower down tempo pieces during the levels. The result is superb, and certainly one of the best MD sound tracks to date.

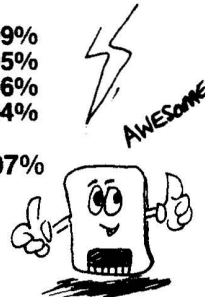
The gameplay, as anybody who has played TFIII can probably guess is great. The difficulty level is nicely graded, allowing progression at a steady rate, and there is a decent challenge here, (unless you're one of these lamers who continues all the time like Lee Scum), not so much on normal level, but certainly on 'maniac'!

In conclusion, the best advice I can give is that MD owning shoot-em-up freaks should buy this game immediately. It really does represent the pinnacle of MD gaming, and is certainly much better than all of the shoot-em-ups available on the SF (with the exception of Parodius).

The best MD game available.

Video - 99%
 Audio - 95%
 Playability - 96%
 Lastability - 94%

Overall - 97%



THUNDERFORCE IV

MEGADRIVE BY TECHNO SOFT - 8MEG

Well, what can I write about this game.. that you don't already know? After all, Thunderforce IV is very much like Thunderforce III - only better.

The game is another horizontally scrolling shoot 'em up (although the game scrolls up and down about three screens too!!) with a number of levels.. the first four you can select which you want to play first.

Each level is packed solid with obstacles, enemy crafts which



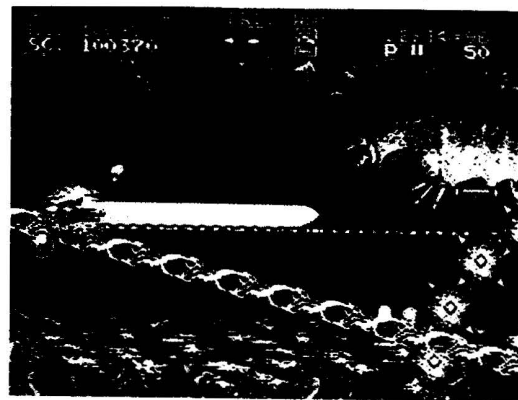
and lots of weapons to collect just like in TF III... with fast parallax scrolling. Some of the weapons in TFIII are present in IV including the Claw, but there are some new ones including a blaze weapon... a powerful zig-zag beam laser.

You also get a more powerful ship as you progress through the levels... giving you a super duper mega laser!!

And you sure need the weapons as reaching the end of each level are the mega bosses including a giant R-Type ship, plus the dragon in TFIII but this time.... armoured!!!

Multiple levels, a few difficulty levels, solid state blasting... what else do you

want from a shoot 'em up.... but is it worth getting? Read on!!!



attack you, zillion of bullets flying all over the shop, giant size bosses



I thought that Thunderforce III was one great game - not brilliant, but fairly playable. It was one of those games that you had to play a lot of to get anywhere due to the deadly enemy attacks and landscape. You really needed to know what comes next!!

This latest sequel, is slightly different - the first few goes, you won't get very far (unless you play in Easy mode of course - but that's for wimps).. it sure is mega tough. Because the game is now bigger in size in that each level scrolls up and down about 2-

3 screens, you tend to miss items and things attacks from off screen.. making it doubly difficult.

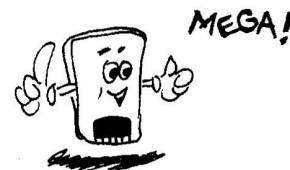
The game however is much better than the first. T.F.3 had horrible stipple graphics with awful use of colour - but IV is brilliant... with well defined backdrops and sprites, all nicely animated and nicely shaded, not to mention some neat special effects including a sand storm, excellent space sections, plus some amazing enemies.

Sound is great too with nice tunes and good blasting sound FX.

All is all, Thunderforce IV is a great shoot 'em up, I didn't like it that much at first, but after some solid playing (and getting pass the first four selectable stages) it really grows on you. And I certainly rate it as the best horizontally scrolling blaster on the Megadrive... a definite MUST BUY for everyone who loves shoot 'em ups.

Video - 92%
 Audio - 89%
 Playability - 92%
 Lastability - 87%

Overall - 92%



BART'S NIGHTMARE

SUPER FAMICOM BY ACCLAIM

After saving the world from the Space Mutants, you'd think Springfield High would let Bart off homework.. but no such luck! It's turning dark, and Bart's hard at

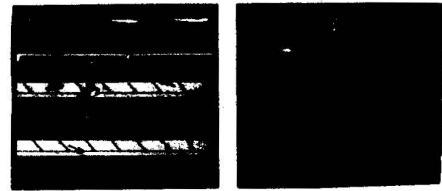
it.... no BSKyB for our custard face kid tonight.

Homework is however very boring, and soon enough, Bart nodd off and slips into deep sleep.... but it's not Bart's day man, as he's having a Nightmare!!!

His electric fan shifts and blows all his hard-work out the window! In a panic, Bart jumps out of the window to the rescue.

This is one wierd game!! Bart must walk around the town of Springfield to locate the missing papers... but trying to hamper him are flying letter boxes, saxaphones blowing out musical notes, a very old and ugly woman who wants to kiss him!, the school bus which tries to run him over, alien beings, and much much more!

Bart must stay asleep to get the papers, so mustn't touch the above or one of his 'Zs' will be lose. However, Bart is armed with a pack of Bubble gum and can blow a bubble on Zs floating around to top his Z-bar. He also has some mellow seed to

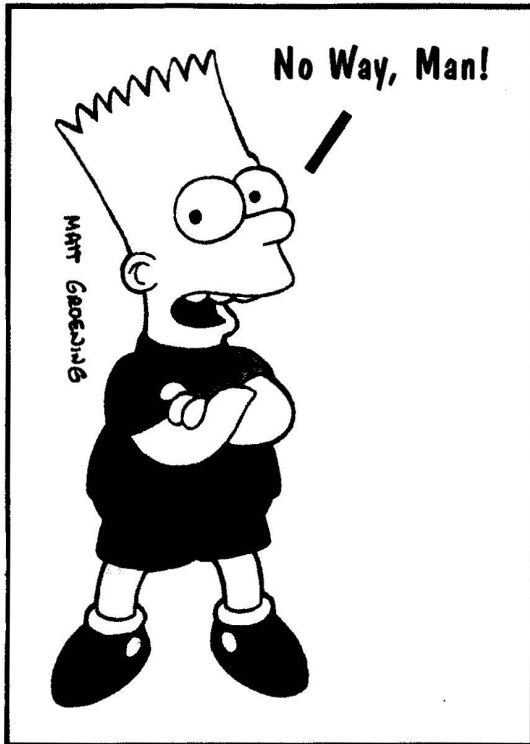


launch at his opponents!

Should Bart see one of the papers, he has to jump onto it, where he'll warp to a location with two coloured doors. Select a door and you'll enter into a wierd sub-dimension game.... you can turn into Indiana Bart jumping on dangerous platforms collecting eggs and whipping demons, turn into Bartzilla and go on a rampage, go under water and pump-up the nasty jellyfish till the burst, go totally crazy where you must bash or shoot giant size mice, cats and vacumn cleaners.. and more!!!! Each of these stages require you to collect a certain amount of something to gain back your paper!

You only have a certainp amount of Zs and Barts, so be careful... and wierd! And remember... if he doesn't get the papers... Bart won't be getting a 'A' for his homework... and this could me a sore behind!!!

Oops.. soz for the lack of pictures, but no one had previewed or reviewed this game yet.. so we could 'nab' any pics. however, they are rather cool so you just have to believe us.. my opinion of the game is that's is brilliant!! ...Ed.



Marc: Despite it's virtually endless possibilities as a computer game, the superb Simpsons has yet to produce a good one. Well, maybe until now.

I was fully expecting this to be a conversion of the terrible Amiga game and so was surprised at what Acclaim have produced.

The sub-games are really nicely done and cover different game genres. There's a shoot 'em up section (with you as Bartman!), a puzzle section (Indiana Jones style), a sort of beat 'em up section (with Bart as part of the Itchy and Scratchy show!! Superb!) and a 'Rampage' style part (with you as the Bart Monster!).

There are loads of nice touches throughout; Bart chokes when the granny kisses him, disintegrates when hit by a rocket in the Itchy and Scratchy section etc,etc.

Graphics are well done, very cartoon like (as they should be) and with decent enough animation on the whole. There is a bit of slowdown here and there, but only minimal.

Music uses sampled instruments and is pretty good, although it does repeat fairly quickly and can become a bit annoying. Sound effects (which recently have been virtually ignored by games writers) are absolutely excellent with full use made of samples from the series. Bart choking, shouts of "Oh Maaan!" and the excellent cry as he hits the floor at the start are amongst the highlights. Full marks here!

The game itself is enjoyable too...the sub-game idea is a good one, except the same ones do tend to keep popping up, and if its one you don't like or can't do, it's a bit of a pain. However, most of the games are a good laugh to play and also hard enough to keep you trying to beat them for quite a while. If anything, the game as a whole is a tad too hard as the task of collecting all the pieces of homework seems impossible!

Bart's Nightmare is definitely the best Simpsons game yet and genuinely makes good use of the SF. Not an essential buy, but well worth a look.

Video	-	90%	Audio	-	92%	Playability	-	88%
Lastability	-	85%	Overall	-	87%			

ADVENTURE OF SANDRA

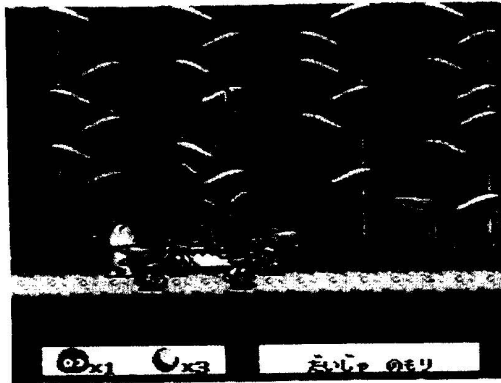
SUPER FAMICOM BY NAMCO



Nick: I saw this cute platform game in a jap mag (Cheers Onn!!) and it looked like a very playable platform game and when I received it I was very surprised to

find out it was called Sandra (Que?!). What sort of name is that for a green man with a pitchfork!? They should have called it Mr. Green Death Dealing Man from Hell! Calm down Nick, get on with the review! Anyway when you start the game you are presented with a screen full of japanese and a carrot?! Oh dear, all the software houses are turning into drug addicts!! After choosing the correct option, you are presented with a nice intro Anime style (Oh, I'll get those videos back to you soon Onn!) and you start in the outskirts of town. Firstly the control method is very tricky, for example if you want to jump

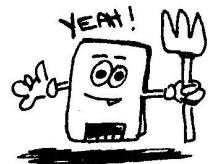
really high and forwards, you need to run and while running press and hold A!
You may think, what's this bloke going on about? That's easy!



However when you have got about three evil blokes chasing you around I assure you it's bloody hard!!
The graphics are really cute and

there is good animation throughout the game. The sound is good as well, wait until you hear the jingle of the bunny girl's bells! Awesome! However, I am stuck on a bit when you have to talk to certain people in the right order and it's all in Japanese! Anyway back to the game. Your character moves at about the right speed and can do many things. For example, he can jump up into the air and whizz across the screen at great speed! However he can't land perfectly and bounces across the ground! This is very dangerous when you are near the edge of a platform! Your character is very cute even if he has green bumps on his head! This game is so cute it will make you throw up! From the lovely pink bunny rabbit to the king who pisses out his ears!? I told you they were drug addicts! The game maybe a little easy for hardened platform gamers but for rookies it will be a great challenge. A good game from Namco, let down by the awkward control method.

Video -80% (Cuteness all round!)
Audio -84%
Playability -68%
Lastability -70%
Overall -75%



PRINCE OF PERSIA

SUPER FAMICOM BY NCS



Onn: Prince of Persia had me up all hours of the night and morning when it appeared on the Amiga.. and I was one level from completing it.. and did I ever complete it? NO! As it

was ruddy difficult.

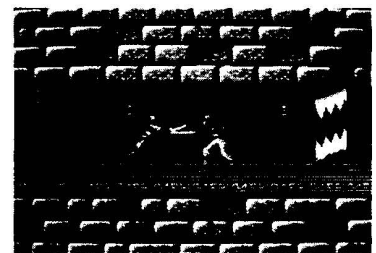
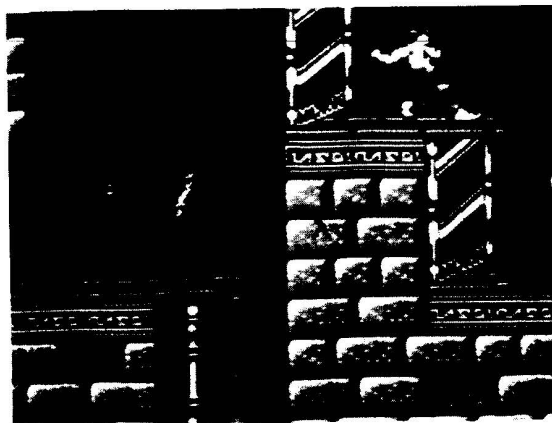
Having then played the Gameboy and Engine versions, I was beginning to get bored with the game, but to my surprise, NCS have improved the graphics and changed some of the levels.. so even if you have completed the original, this SF game is still a challenge.

You all must know what Prince of Persia is all about... an extremely good platform game with touches of sword fighting, puzzle elements, with superb animation.

As I said, the graphics are now

beefed up with extremely detailed scenery.. nice layered rock formation (some you past behind), wooden scaffolding, plush decorated chambers, gold statues, and so forth. The animation is superb of course and is what made the original game so spectacular.

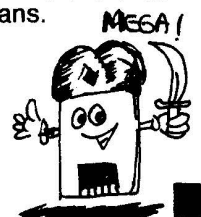
Sound is also used to great effect... very arabian tunes which suit the atmosphere of the game, and very good sound effects.



The game is a lot harder than the original, and have had me playing for sometime, although I still haven't got past level six.

All in all, Prince of Persia is certainly one of the best platform games around and even if you've played the game before, it's still worth checking out... it's more like a "Prince of Persia 2". The only thing that lets it down apart from the time limit (which I think is ridiculous... as you can reach the last level only to run out of time! I would have preferred lives instead of time), is the rather confusing control method.... which uses just about all the buttons! Strange when you consider that the Amiga version only used one button! A must for all platform fans.

Video 95%
Audio -92%
Playability -95%
Lastability -88%
Overall -92%



SUPER FAMICOM JOYSTICKS!

Although the Super Famicom is one of the most reliable piece of hardware around, the joypads are surely one of the most unreliable. Both mine and Nick's pad have bugged up... all of them resulting in the same fate... the rubber pads under the buttons ripping apart. So, a replacement controller will probably be one item you'll need to buy sooner or later. Some time ago, there were only a couple of replacement pads and Hal's JB King to choose from (which is not very reliable).. but now there's quite a number on the market.

STEALTH Produced by DAOU

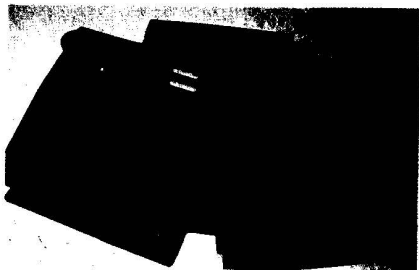
This American Joystick is so called because it looks like a brick.. ermm, I mean a Stealth Bomber... and as you can see, it looks wierd. The construction is pretty good... solid as as rock, and you won't bat an eye lid if you dropped it (unlike a real Stealth!!). The stick is great and so are the four main buttons, but unfortunately, the 'L' and 'R' buttons are situated at very awkward places. The Start and Select buttons are also badly designed... very small and difficult to reach. However, down the middle of the unit are a number of swithes for those obligatory auto fire on all six buttons plus the Start (Slow motion), and a 'No Hands' fire option. Plus a 10 foot cable.

All in all, the Stealth is an fairly good joystick - for games that don't

use the top 'L' and 'R' buttons... it's very good.. but tricky on SF2 if you intend to use all six buttons!

CAPCOM POWER STICK FIGHTER (Produced by Capcom)

This stick is one wierd looking piece of kit. It's quite a size and is extremely pasticky.. drop this and you'll have a heart attack!!



CAPCOM STICK

The unit comes with two separate cables.. one for use with the Super Famicom and the other for use with the 8-bit japanese Famicom (great for me, as I have both!). The joystick is micro-switched and works great... very much like an arcade stick. There's also a switch to select 4 way or 8 way. The Buttons are arrange like the coin-op Street Fighter which is a better configuration than the JB King or Stealth... not only because you can play Street Fighter II

like the coin-op but other games that use the 'top' buttons are easily reached. All the buttons can have auto-fire. This is activated in a strange way. There are three Auto-fire control buttons (based on number of shots per second), and a Stop button. To get a certain button to auto-fire, you hold down the button you

want and one of the auto-fire buttons... when done the LED light next to the button will flash. To stop it, you use the Stop button. Unfortunately, like the Super Famicom pads, the lead is very short!

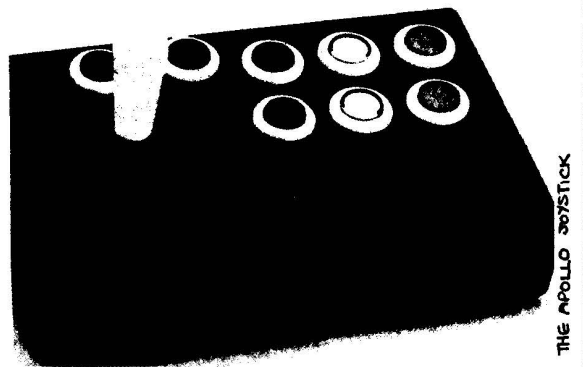
Overall, this is one excellent joystick, and a definite MUST if you are buying one to replace your pads, although they are pretty expensive, arould £65+. so check your wallet first!

Note that, the intra-red (or is it ultra-violet?) attachments are extra.

APOLLO JOYSTICK

Although we mentioned this stick when we reviewed the Super Gun, it's now available over here from a number of suppliers.

The Apollo is a very neat stick... Micro-switched joystick, well positioned six button arrangement in the SFII style, and comes with a number of adaptor cables to work with a wide range of consoles. Unfortunately it doesn't have any 'Extra' features like auto-fire, slow



THE APOLLO JOYSTICK

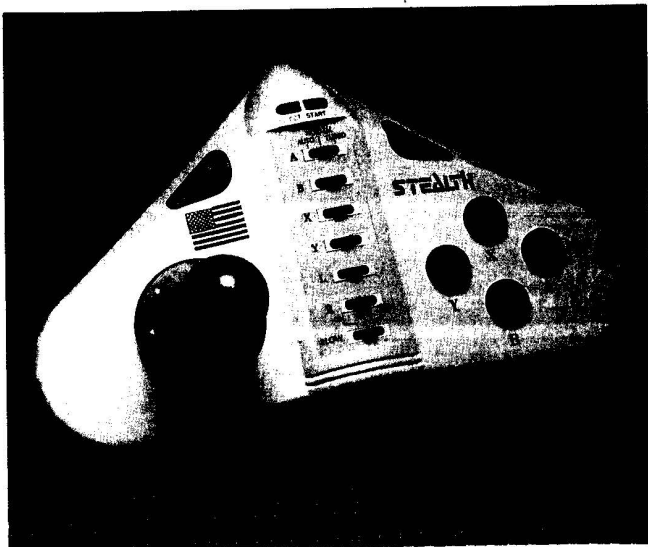
motion, etc. It's also very sturdy - solid as a brick!

Overall, this is one great joystick especially as it can be used on a number of different consoles, and is cheaper than the Capcom one (around £50). For value for money, this is the ultimate stick only lacking in the extra features.

The Conclusion: The Stealth is a real bummer of a stick, and only worth getting if you are desperate, although if you can buy it at the same price as it sells in the USA, then certainly worth getting! \$34.99!!

The Capcom is the best stick overall for use with the Super Famicom, so try to get this one if you can afford it.

The Apollo is not as good as the Capcom one, but with the extra leads for use with other machines... is a must if you have a fair number of consoles!



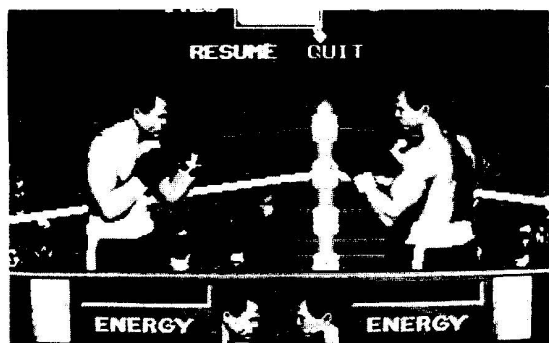
THE STEALTH

Evander Holyfield's "Real Deal" Boxing

By Sega
Supplied by Krazy Konsoles

Evander Holyfield's "Real Deal" Boxing is a side-on boxing simulation, although you can move around the ring (a moving camera always keeps you and the opponent in view).

The game has a number of options, including the ability to design your own fighter in look and ability. There are 29 fighters for you to tackle... and to become world champion, you'll have to fight against Evander Holyfield himself!



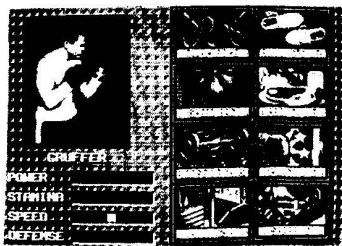
"HMMM... IF I HIT HIM... HE'LL HIT ME... I THINK I'LL JUST STAND HERE!!"

Playing the game is real easy... using a combination of the buttons and pad, you can move around, block and perform a wide range of punches. Each boxer starts with a full bar of energy, and getting hit in the head or body will reduce this... until you hit the canvas... where you have to pound away at a button to recover!

Should you win a bout, you then have the option to build up your fighter by training... ie. lifting weights increase your power, and speed ball - your speed!

Then it's out against the next opponent!

Boxing games have never converted well to computer format, and this one is no exception. When you first play the game, it seems pretty good.. the graphics of the fighters are fairly realistic, and with the different combinations of punches



TRAIN YOUR BOXER TO BECOME A BEEFCAKE

MD BOXING

In the Red corner, we have the Defending Champion from the Sega Camp in the heart of the US - Evander Holyfield... and in the Blue corner, making a remarkable come back, from the Virgin Camp of sunny England - Muhammad Ali. This will sure be a great fight... but who will win the coveted Electric Brain leather beat?!

you can make including left and right jabs, punches to both head and body, plus upper cuts, etc.. and the strange way the camera moves around the ring is real neat. Unfortunately the animation is pretty poor, and the control response to the joystick is real slow... in most cases, the best tactic is to pound away at all the buttons!

Taking out the first few fighters is quite easy, but they become quite tough later on, however, with a few combination moves, you can take them out quite easily.

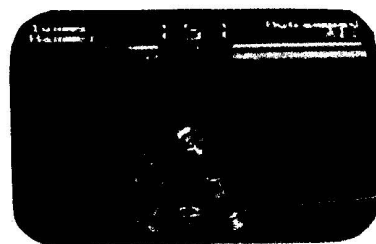
All in all, this is a fair attempt by Sega at boxing (better than Buster Douglas') but well short of a knockout game!

Video - 75%
Audio - 70%
Playability - 55%
Lastability - 50%

Overall - 55%

Muhammad Ali Heavyweight Boxing
by Virgin

The first thing that catches you when you insert turn on is the samples of the crowd chanting 'ALI ALI ALI'.. which is brilliant, but from that point things goes slowly down hill. The game's options has a one or two player games as you

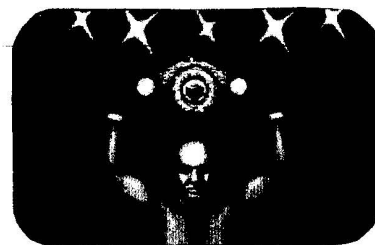


3D ACTION AS THE RING ROTATES AROUND

might expect, plus an exhibition (single game) and tournament (knock-out) mode, and various settings on number or rounds, and time per round. Once you've selected your game, you can play either in arcade or simulation mode.

Both are the same apart from the control method. In arcade - you have limited moves... only jab, block and heavy punch, while in simulation, you have jab with either hand, upper cut, duck and sway, etc....

You then select your fighter and head into the ring. The game is viewed side-on at first, but when the bell rings, you can move around the ring with the camera rotating around to give a nice 3D look. Like most boxing games, you have two bars at the top of the screen... one for Power and the other for speed.



..AND THE WINNER IS MR. BALDY.. BUT DON'T SAY THAT TO HIS FACE!

These will be reduced when you continuously punch or get punched... and once they hit very low... you'll hit the canvas for the count.

The graphics are pretty terrible.. the

fighters look like they are made of clay and animation is pretty poor. Like Holyfield, control is sluggish too... trying to follow a quick jab with a heavy punch takes a second or two. The sound effects are okay, but the samples are pretty good... I especially like when a guy hits the deck and someone from the crowd shouts 'Get up you woman!'... real ace.

However, the first time I played

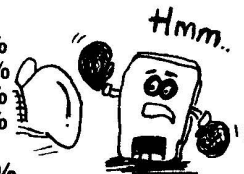
the game in arcade mode, I completed it... the first 8 opponents were KO'ed within two rounds... with Ali in the third! And all I did to wipe them out was to continuously press the Jab button... once you have them in the corner, they have no chance! Too Boring. In simulation mode, it's a little harder, but not that much .. just more confusing with the controls.

Overall, Muhammad Ali is fair

attempt at a boxing simulation, but falls well short... as good as going one round with Ali himself... playing it once it's sure enough!!

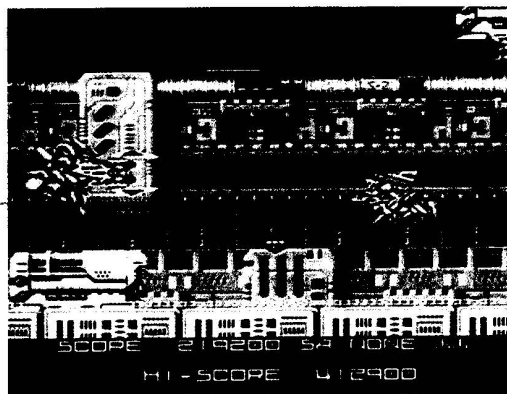
Video - 75%
Audio - 75%
Playability - 65%
Lastability - 50%

Overall - 65%



BLAZEON SUPER FAMICOM BY ATLUS

Blazeon is a horizontal scrolling shoot 'em up, and has some similarities to Irem's R-Type and Taito's Heavy Unit in that, your ship can transform into a robot.. well.. sort of!



YOU TURN INTO A ROBOT AND GO UP AGAINST ANOTHER ONE!

Your ship is armed with two weapons - rapid fire bullets and a powerful but slow missile. The missile is useful, as not only does it take out a row of aliens, but should a big robot appear, shooting the missile at it, freezes it, turning it blue. You

can then fly into the frozen robot, and transform into it. Robots vary in size and armourments. Some have two or three way fire, some have normal vulcan, some with lasers, and others with additional shields, missiles or bombs.

The game features a number of different levels from outer space, a level in the enemy's strong hold like in R-Type, plus the usual mega ship to destroy.

The game also features a novel scoring system for



Nick: There is only one thing I can say about this game, WOT A LOAD OF CRAP!! I wouldn't pay 1p for this rubbish game!! It is the slowest, most boring, worst graphics and sound and

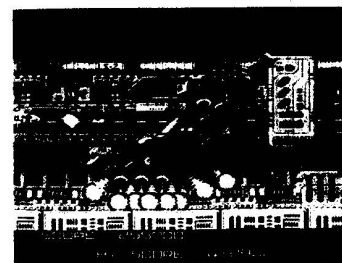
gameplay on any computer in the whole entire universe!! Even the awful Super Ninja whips this game in the playability area and that's a jap role-playing game!! About one enemy per minute appears on the screen. Oh this game is so sad, I can't even be bothered writing any more about it! The worst game since D-Force!!! Yuuuk!!

Video - Crap!
Audio - Crap!
Playability - Crap!
Lastability - Crap!
Overall - 8%

(Mega huh! Beats Axelay hands down!)



destroying the bosses. When the boss appears... a big score is shown at the bottom of the screen and quickly counts down. The quicker you destroy it, the quicker you stop the countdown.. and bigger the score! The Bosses are very varied, ranging from a small robot to some giant size crafts as big as the screen... when I mean screen... there is a rather large border on top and bottom!!



YOU ATTACK THE BOSS CHARACTER TANK!

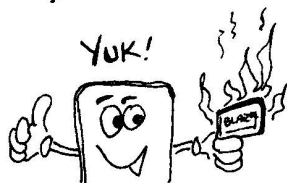


Onn: After seeing some pics of this, I was expecting something to rival Irem's R-Type.. but to my surprise, Blazeon is another duff game. The graphics are extremely simplistic, although there are touches of R-type in it... and sound is not too hot either.

But it's the gameplay that really put's it at the bottom of the pit. Firstly, it's so boring! The game scrolls terribly slow.. this wouldn't be bad if there were tons of aliens to shoot or obstacles to dodge... but in most cases, there's sod all on screen... you could leave the game, make a cup of tea, and come back, and you'll probably me still alive. Then there's the extra weapons... or lack of them. Having just rapid fire vulcan and a power missile for your ship is very limited... and transferring to the robots is sometimes worst. The levels are very boring too.. just formations of aliens and large asteroids to dodge.. nothing like what we've seen in Gates of Thunder, Parodius, or Thunderforce IV. I have to say, this comes very close to Dimension Force... Bloody awful.

Video - 60%
Audio - 60%
Playability - 40%
Lastability - 25%

Overall - 40%



WINGS 2 : ACES HIGH

SUPER FAMICOM BY NAMCO HOMETEK

Wings 2 from Namco Hometek (the US side of Namco Japan) is a conversion of the Brilliant Cinemaware game Wings! But the difference here is that, all three sections of the game have been altered... hence the '2'.

The game puts you in the thick of World War I where you can control a number of pilots in your bi-plane, against die Nazi scums who are out to take over the world.

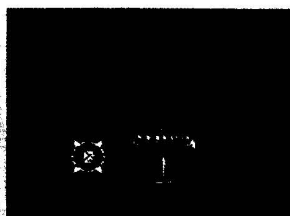
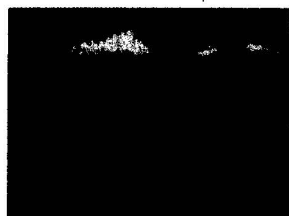
The three sections are Dog-fighting, Bombing and Strafing.

Dog-fighting is viewed in 3D, but unlike the original where you have a first person's perspective (in the cockpit to you) view.

Wings 2 gives you a 3D third person perspective (ie. behind your plane). Bi-planes are not the most controllable flying crafts

ever built... you can dive and climb, turn left and right, and fire your machine guns (assuming they are not jammed!), and that's it... no flaps,

afterburners, or sidewinders. This section requires you to shoot a number of enemy planes before they shoot you... note that sometimes you are accompanied by your pals... so don't shoot them



Marc: Wings was a big Cinemaware hit on the Amiga, and so I was interested to see how it would fare on the SF, a machine with virtually no flying games (with the exception of Pilot Wings) to its name.

The game starts with some really nice music which perfectly suits the old 'Chocks Away' style of the whole thing. Some great sampled instruments are used and the tunes throughout are far better than those on the Amiga game.

Instead of the inside the cockpit view of the original, the SF version uses a behind the plane view. Graphics on the missions are all mode 7 and the dogfight sections are pretty spectacular as your plane moves around the skies with some great ground detail below. The mountains in the background look a bit tacky (they never move and there's no parallax there at all) but the speed is excellent and the overall effect is good.

The bombing runs are slightly more involved than the Amiga as the SF scales in and out the ground below as you move up and down. This adds a little more realism.

The main problem I found was with the dogfight sections - when a plane is in front of you aiming your shot is really hard as your plane obscures your view and so it's a bit hit and miss (excuse the pun).

On conversion to the SF, Wings has been made even more arcade-style than before (probably to cater for the coin-op freaks that make up most of us console owners!) and in some ways a lot of what made the original good has been lost. However, Wings 2 is something a bit different for a console game and quite enjoyable for a while. The problem is, there is only a limited amount of different missions and they do tend to get a bit repetitive. I tend to think that the Amiga version is superior, despite the SF's excellent Mode 7 effects, and the actual gameplay of this version seems inferior.

Definitely look before you decide...this is pretty good stuff, but it's limitations are also quite obvious and some people will tire of this far too soon.

Video	- 90%	Audio	- 92%
Playability	- 83%	Lastability	- 78%
Overall	- 80%		



Onn: The original Wings on the Amiga is one of my favorite games of all time, infact I was quite close to completing it. So, this was one game I was looking forward to. At first, Wings 2 looks great.. the 3D is absolutely brilliant. However, after a few goes, it's pretty boring. The behind the plane view looks impressive, but it just doesn't have the playability of the Amiga game as you control it IN the plane. The bombing and strafing missions (I prefer the Amiga's isometric view) are extremely tough too.

Graphically, the game's great... the 3D sections are quite convincing (although not that smooth), and the Scaling in both the 3D and bombing runs are impressive too. Sound on the other hand is again naff (those yanks have no talent!).. the tunes are okay, but the sound effects are terrible.. when the plane crashes, it sounds like a cardboard box hitting the ground!

Overall, Wings 2 is a very average game, quite playable and fun for a while, but I personally found it boring. However, if you stick at it, it might grow on you.

Video
Audio
Playability
Lastability

- 90%
- 65%
- 75%
- 75%



Overall

- 75%

by mistake.

Bombing is viewed top-down as you fly up screen over enemy territory packed with anti-aircraft guns. Before you begin,

you are given a map of where your target is... and as you fly, you must spot the target,



fly in low,

and drop those bombs!! Miss, and you'll have to try again.

Strafing is viewed like the Dog-fighting, totally different from the 3D isometric of the Amiga version... and here you must fly into the screen at break neck speed - fairly low to the ground, locate the target (a truck for example) and take it out with your guns!!

Should you complete a mission, you get to increase that pilot's abilities in flying, stamina, shooting, etc.... but unfortunately, should you die, you lose the pilot and his abilities.

SUPER PANG

SUPER FAMICOM BY CAPCOM - 4MEG



Marc: Pang is one of those games that is ridiculously simple, yet amazingly addictive.

The game starts with a cutesy voice announcing it (like the one in Parodius - I wonder if it's the same kid?!) and there are varying difficulty levels (I suggest Hard!).

Graphics were never going to be stunning - the game's far too simple for that. However, Capcom have done a good job of them and the backgrounds are really nice with some well drawn pictures, all relevant to the country the level is set in. The main character is drawn for high cuteness and animation is sparse. Music is quite twee and suits the action well, although not up to the standard of Street Fighter 2's tunes.

Gameplay is excellent and Super Pang tends to hold your attention for quite a while each time you play. The screen also gets quite busy (especially with loads of little bubbles bouncing around) and there's no slowdown.

The major disappointment is the lack of a two player option. The coin-op was made even better with this feature and, although making the game easier, it also made it a bit more frenzied. Unfortunately, it goes out of the window on the SF version and all we get instead is a sort of challenge game where you have to try and survive as many levels as possible.

Apart from the lack of a two player game (and the need to play on Hard level for a challenge), this is a decent conversion.

Super Pang is a simple and addictive game that doesn't try to push the machine to its limits, yet keeps you interested longer than most games recently.

Well worth checking out.

Video - 84%
Audio - 83%
Playability - 90%
Lastability - 82%

Overall - 86%



What can I say about Super Pang? Surely everyone has played this game before!?

If you haven't, here's the low-down. The game has two modes: Tour and Panic. but generally you do the same thing on both games... pop the bubbles and try to stay alive! Your bloke is armed with a gun that can fire a wire up the screen. Should a bubble touch the wire, it pops and splits into two smaller bubbles, where you must try to pop them too to split them... and continue to do so until they are so small that they disappear. The Bubbles bounce around the screen, so require a fair bit of dodging.

In Tour Mode, each stage has a set of bubbles around obstacles, and you must clear them all within a time limit. As the bubbles are quite tricky to burst, popping them or destroying



destructable obstacles sometimes leave icons behind... these can be food for extra points, extra lives, or weapons... a three way gun, a twin wires, shield, a wire that attaches itself to objects, clock which stops all bubbles for a few seconds, a hour glass slows the bubbles, and dynamite which pops all bubbles to their smallest size... deadly if you have a number of large bubbles!! As well as the bubbles and weapons, some levels have creatures in the level that can help or hinder you. Some creatures like the bird will burst bubble if it touches them, but should it touch you, you won't be able to fire for a few seconds. There are 'gators that if you 'shoot' freeze, where you can boot, and when they land will explode, taking out any bubbles or some obstacles that the explosion touches.

Panic mode is different as it only has one screen with no obstacles or



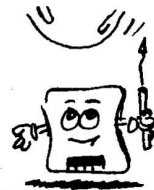
Onn: This is one of my favorite arcade games... it's simple and highly playable... also one that I can complete (if played in two players mode), but of course

Capcom has chopped off the two player option yet again! Is Capcom anti-two player or something? No two players in UN Squadron, Magic Sword, Final Fight... and now Pang... I'm amazed SFlI had a two play option!

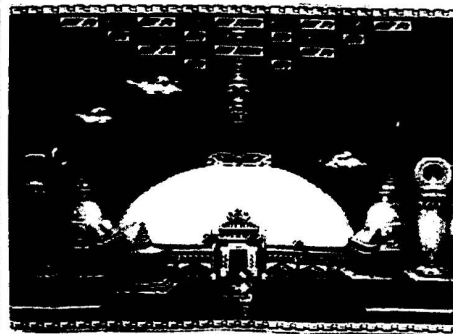
Anyway, apart from this small annoyance, Super Pang is great! The graphics are identical to the coin-op (smart detailed graphics with smooth animation, and not a sign of flicker or slow-down!). Sound is great too with neat music and appropriate sound fx, although I do miss the catchy coin-op tunes!

The game plays just like the coin-op, although the levels are slightly different.. infact easier. The collision detection is more generous too... so much so I got to the last stage in a couple of goes in normal mode (the last stage is rock solid.. I loss several credits on it!). All in all, Super Pang is a brilliant game and certainly worth considering if you don't already own a version of it... Expert Mode is great!!

Video - 90%
Audio - 87%
Playability - 90%
Lastability - 80%
Overall - 88%



creatures. Bubbles drop from the top of the screen, and you're armed with a twin-wire gun and must try to survive as long as possible! When you pop a bubble, you will fill a bar at the bottom of the screen... fill is up and the speed of the bubbles increases... fill it up again to return it to normal speed. As things gets a bit frantic, an icon bubble occasional drops. The icon in the bubble toggles from a Clock and a Star. Hit the bubble when there a clock freezes all bubbles for a few seconds... and when it's a star, pops all bubbles making them all disappear!



CHUCK ROCK

MEGADRIVE BY VIRGIN - SUPPLIED BY CRAZY KONSOLES

While Chuck, your typical caveman slob is slouched in his comfy stone chair, glue to the TV, drinking his rootbeer, Ophelia, chuck's wife was out side hanging out the laundry. She however was not alone, the evil Gary Gritter has sneaked up behind her, bonked her on the head with a rather large club, and dragged her to parts unknown.

It's now up to Chuck Rock to search and rescue his beloved Ophelia...

Chuck Rock is a 5 level side on

platform arcade adventure. You must negotiate the big caveman through some very hazardous scenery, you must dodge or Bellybutt/kick the dinosaurs and aliens, avoid the spikes and lava, hop onto moving platforms, hitch a ride on the large friendly dinosaurs, and when you reach the very end of the level.. defeat the



'GIDDY UP BOY' - CHUCK GOES BARE BACK RIDING ON 'A DINO!'



CHUNK GETS ACROSS THE SWAMP BY THROWING IN A LARGE ROCK AND HOPPING ONTO IT!

boss!

A novel feature of Chuck Rock, is that he can pick up boulders and throw or drop them. This is useful to take out enemies, but needed to get past certain sections of a stage. If there are a line of deadly spikes, you can pick up a large boulder, throw it in the middle of the spikes, and hop across. There are also see-saw gators... grab a rock, stand on one end of the gator, throw the rock onto the other end, and up you fly!

Rocks are useful for protection too. Holding one over your head, and you're protected from bouncing boulders, enemies, lava, and more. There are quite a host of uses for rocks... especially if you are a caveman!

PREVIEW: CHUCK ROCK SUPER FAMICOM VERSION

The SF version of Chuck Rock as you might expect plays identical to the Megadrive game, however, the graphics are slightly more detailed, although the colour is much much darker looking like an Atari ST game (any one who has played games by



Dinamic will know what I mean!!)... making the game look really wierd. As for sound, the version we've played didn't have any... but you can be sure it will be a lot better!!



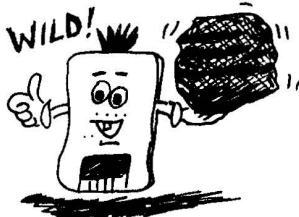
Onn: I first played Chuck Rock on the Amiga some time ago, and I wasn't too impressed with the game - probably due to the awkward control method - Commodore really should have released a two-button joystick when they launched the Amiga! However, I can say that, the Megadrive version is a vast improvement - more slick controls and less of the Amiga version's dodgy collision detection.

Chuck Rock looks the same as the Amiga version... if Core Design ported the graphics across, which is not a bad ting as it's very good, with neat animation... the way Chuck's belly punches his enemies is great!

Sound is also good with suitable tunes to give it that added prehistoric/savage feel with bongo drums, etc.

And Chuck Rock plays extremely well. As a standard platform arcade adventure, it's well done, but with the extra puzzle elements of using Rocks to get through/past certain areas... it gives the game more variety and challenge. The difficulty is set right too... getting past level one is a breeze, but from stage two things get real tricky. All in all Chuck Rock is an extremely playable platform arcade adventure and certainly more enjoyable than the handful we've had for either the MD or SF.

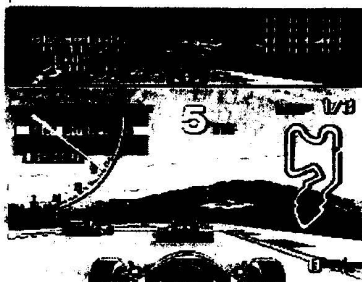
Video	- 90%
Audio	- 85%
Playability	- 90%
Lastability	- 80%
Overall	- 88%



ARYTON SENNA'S SUPER MONACO GP II

MEGADRIVE BY SEGA - 8MEG

ERRMM... What can I say but Super Monaco GP II? It is very much like the original 3D racing game but tarted up and with Aryton Senna splattered all over it giving you hints and tips on the tracks, plus a track designed by the man himself... isn't he clever? Nuff said!!



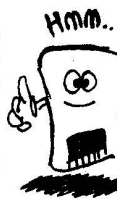
Onn: Firstly, I'm not a fan of the original Super Monaco G.P., I found it too difficult, but it wasn't too bad. Now that the sequel has arrived, I was

expecting better things, but to my surprise - I think the game is worst than the original. Okay, Aryton Senna is plastered all over the place giving information and hints on each of the circuits in detailed digitised form. But generally, the graphics are not as good as the original, apart from the smoother rise and fall of the track.

The sound is okay in that the in-tunes aren't too bad, but the sound FX and sample speech are very poor. Why is it that the yanks can digitise good samples as in Toejam and Earl, but the japs come up with speech that sound like the person has two tennis balls in his or her mouth? Even with automatic gears, I found the game very tough. The brakes are too heavy... a small tap and it grinds your car to a halt, so you don't use them... thus sending you right out when you try to take a corner at break neck speed.

Overall, G.P.II is only for die hard racing fans who loved the orit out when you try to take a al game. I can't recommend this at all... it doesn't have anything new apart from the extra options of racing against Mr. Senna and the extra Senna endorsed presentation. Sega should really have added a two player option... especially a link up option!

Video - 85%
Audio - 50%
Playability - 75%
Lastability - 60%
Overall - 75%



David: This is one of the long awaited games on the Megadrive (well, it was for me!) and now I ask, was it worth the wait?

To be honest.. I'm not sure!

The prequel was said to be one of the best ever games for the Megadrive, definitely the best racing game, but this is not really different enough to justify a purchase if you have got the first game.

On inserting the game in the slot, you get Senna's signature and one of the numerous superbly done pictures of him, along with some not so great music.

From the start, you can see that Senna's involvement in the game is more than just a few pictures. He gives his own descriptions about each track and the game even contains a track of his own.

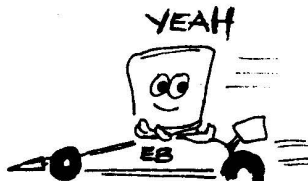
The actual race partw of the game looks almost the same, the only differences are that, it moves smoother, there are hills and dips in the road, and sand verges between tge kerb and the grass. In the race itself, I only noticed one thing wrong. A little too often, as I took the lead in a race, someone would barge me from behind and speed off unaffected with the rest of the field, leaving me with no speed in 16th place!

The only other thing to add is about the inclusion of a battery back-up. This (unfortunately) takes away cheating with passwords, as you can save six games at a time, but also increases lastability as it saves separate records for the races, free practice, qualifying, etc.

This means you can invite your mates around and show their records which you smashed.

I would recommend this to anyone who has not got the first game. The good graphics put the icing on the cake on this good product.

Video - 93%
Audio - 75%
Playability - 90%
Lastability - 90%
Overall - 90%



COMPO TIME!!!

Well, as we have the game Dinosaurs by Irem reviewed in this issue... here's your chance to win a copy of the movie on Video. All you have to do is answer these simple questions, and send the answers, plus your name and address to the usual address: 125 Arnold Road, Bestwood Estate, Nottingham. NG5 5HR.

The Questions:

1. In the forth coming Sonic 2 for the Megadrive his friend is called Tails - what creature is Tails?
2. In Super Mario World on the SF. Mario rides on a dinosaur - what is his name?
3. In Street Fighter 2, one of the characters you can control is Green and comes from Brazil, what is his name?

GAME

There are several things that made a good game... graphics, game play, story line, ... and Music. And music sells... so this is a NEW section on Game Music CDs. We will be giving you the low down on what's new available on this format and review some of the titles.

Jason Brookes kicks off with two GSM (Game Sound Music) CDs from Chris Huelsbeck, and Onn Lee checks out what's kicking on two of the latest Street Fighter II GSM CDs.

Not many people pay much attention to game music. Game reviewers are usually the worst culprits, consigning months of hard work on the part of a musician to a derogatory sentence just because they hadn't bothered to turn up the volume when they were playing the game. This is a great shame as sound can be just as important in a game as it is in a film and it should at least be given a chance.

Currently there are two individuals in the game music industry who really do stand out from the crowd. The first is Tim Follin from Software Creations who I went to see a week or two back. If anyone can remember the music from the crappy Amiga US Gold conversions of Bionic Commandos, LED Storm and especially Ghouls and Ghosts ((10 times better than the SFC tunes) I prefer the C64 tune!...Onn) then you'll probably agree that this guy has a serious talent. I've heard the Super Famicom music he's currently working on with his brother Geoff and to say I was impressed is just too weak an expression. The most amazing stuff yet heard - just you wait!

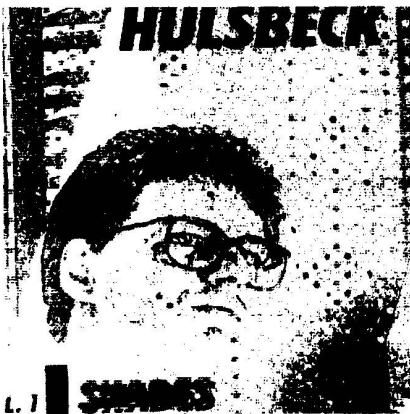
The other brilliant musician I referred to is Chris Huelsbeck who has written a lot of stuff for German company Rainbow Arts. Truly fantastic stuff can be heard on Turrigan 1+2, Amiga R-Type (title tune), Apidya and plenty others. 23 year old Chris obviously wasn't content with only producing game soundtracks and after setting up a dedicated music company called AUDIOS, he has released two CDs in Germany, the first one selling over 7000 copies! Unfortunately these aren't available over here as far as I know and I only got mine because I work for a

magazine and I phoned them up! No, not E.B - Super Play (first amazing ish - Oct 1st!). Because I don't have their tel no. or fax no. with me now, if you ring me at work (0225 442244 ext2220) I'll give it you over the phone.

'SHADES'

By Chris Huelsbeck
AUDIOS records

Chris' first album features a mixture of old and new stuff, rather than being just a compilation of spruced up computer tunes. The first 15 minutes of the CD are given to a 'Turriganmedley' which is a mix of some of the best parts of the music from both games. This is really well done and I would definitely have liked some more.



Turrigan's music is probably Chris' greatest game music so far. The second game has a very long and varied title tune that is so well arranged and so catchy that you really wish more games could sound as good.

As a complete contrast, the second track Nightmoves, sounds like it could come straight out of the top 40 with the obligatory house-style piano chords and hip hop-style influences. This actually sounds very Stock, Aitken and Waterman and it's so professionally trashy that it really could be a hit! R-Type is next and this classic Amiga title tune is

reproduced beautifully (the in-game tunes were written by someone else and are crap to be honest!). Why couldn't Irem do anything this good?

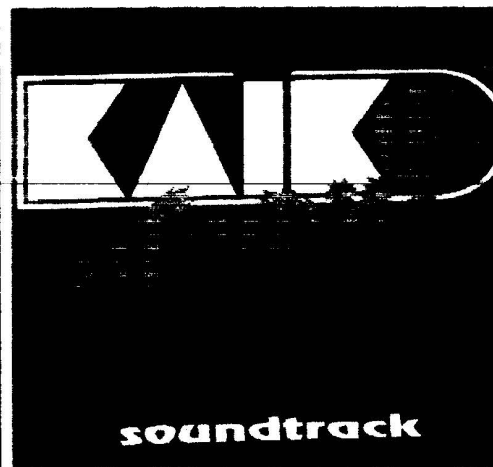
A brilliantly atmospheric piece of music called Power of Magic follows and Chris' potential really begins to show.

A variety of interesting tracks follow this including a bizarre gamer's rap called 'addicted to these games' and some film-like pieces (Heaven's Gate) that really do sound like they are out of a Hollywood blockbuster! All in all an interesting debut from a superb musician.

'APIDYA'

By Chris Huelsbeck
AUDIOS records/KAIKO

The second album by Chris is more of a straight game music CD with a load of extra dance tracks bolted on at the end. The Amiga soundtrack from Apidya was very good but I never really rated it alongside Turrigan. Chris has vastly improved the delivery of most of the tunes and the film-like quality of the intro music and the end tunes is absolutely astounding. This guy really should be working for George or Steven - that's his ambition anyway.



The last third of the album is given to other artists who have worked with Chris and others that haven't. I'm not a techno freak at all so this doesn't appeal to me much. Some people will love it though

MUSIC

and technically it is really outstanding.

Currently Chris Hulsbeck is working on Super Turrican music for the Super Famicom and also Turrican 3 music for the MD! Hopefully he'll release a proper Turrican CD after this!

So there we have it, some of the first european game music CDs to surface. Anyone who wants to lend me CDs for review in Super Play will be rewarded well - you'll get a mention in the issue - don't all send them at once! Hopefully I'll soon be able to get my hands on a lot of Jap CDs to review but any contributions from you the reader are very welcome!



Although Street Fighter II has been around for about two years and Street Fighter II Game Music CDs have already appeared, two new music CDs

based on it have recently appeared.

Both of them are quite different.

'Street Fighter II : Image Collection'

by Scitron/Pony Canyon

Firstly, Scitron/Pony Canyon are the most well known company that release GSM CDs in japan, so you should look out for them. This CD contain Ten tracks. Each of the tracks are remixed themes from the game... the main eight character locations, the intro. tune, and a tune featuring music from the last four characters. As I mentioned, all the tunes are remixed and although most CD tunes come out worst, these are

just amazing.

My favorite is Dhalsim's theme which uses indian-like instruments - strange guitar and drums, and is extremely catchy.



Also great is Honda's theme with grunts and chants and water noises. Vega's theme is my favorite on the game but as it's put together with the other three characters, it's

rather short but still great.

Overall... this is definitely one CD worth getting as all the tunes are brilliant (Chun Li's is really wierd.. it slows and speeds up like there's something wrong with the CD!).. and a must if you are a Street Fighter II fan too.

'Street Fighter II : The Story'

by Toshiba/EMI/TM Factory

The other SFII CD is different from most as half if is narration and taken from the commercial (which some magazines mentioned it was a film). Note: The CD isn't actually called 'The Story' but I had to call it something to distinguish it from other SFII GSM. It has Ryu and Chun Li only on the cover!

The CD contains thirteen tracks... six of which are the story.. which tells of Chun Li's father getting killed by M.Bison (Vega in this case as it's Japanese) and her vow to avenge his death... so she leaves on her journey... through desert... till she gets to New York, where she fights off thugs (and Vega I believe (Balrog in this case)), meets up with Ryu who also does a bit of fighting... well... you get the picture.... all this is in Japanese of course.

Two of the tracks - the first and second to last, are songs sung by Japanese pop singers... the first one is great and beats the hell out of the

stuff in the top ten!

The last track is the credits... again in Japanese.

And the rest (I've lost count now) are remix of SFII music... which aren't that long.. including Chun Li's, Ryu's, and Vega's. Vega's piece is extremely short but is totally amazing - instead of the fast pace Spanish theme with the drums and everything, it cuts all this out and just uses the haunting cello bit which

sends a shiver down your spine... excellent!

As over half the CD is taken up by the story (which wouldn't be bad if it



was in English... or if you can understand Japanese), I can't really recommend this one. The actual tunes are pretty good.. I love the first song, and Vega's but it's a bit much for two tunes!

NEW JAPANESE GSMs

From Taito/Zuntana is a new Darius Music CD. Zuntana are Taito's answer to SST of Sega, so you can expect a lot of remixes of the coin-op tunes from the game. Available now at Y1500.

As mentioned last issue, Yuzo Koshiro have a new CD out called Early Collection and features most of his early work on the



X68000 machine. One to check out. Has anyone got his other CDs (Bare Knuckle or Actraiser?). Price: Y1500.

Konami have also released a new CD based on their wierd shoot 'em up XEXEX called Perfect Selection XEXEX. This cost twice as much as normal at Y3000.

If you are into Thunderbirds, the japs have also released Gerry Anderson's Thunderbirds featuring 13 tracks of Thunderbirds music... WOW!! A bit more pricey at Y3200.

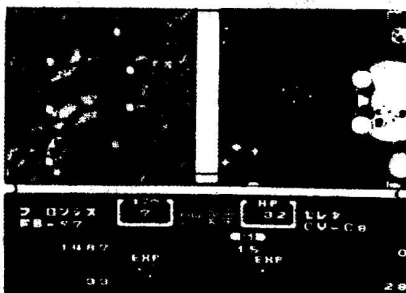
EARTH LIGHT

SUPER FAMICOM BY HUDSON SOFT



Onn: This is one game I've been waiting for for some time... although most people won't like it. Earth Light is a Strategy War Game, and basically a

conversion of the great PC Engine game by Hudson called Nectaris. The difference between this and Nectaris is that, the game is based in outer

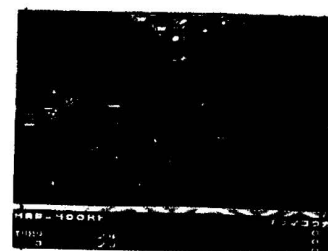


IN BATTLE.. 7 SMALL SHIP AGAINST THE BATTLE SHIP!!

space and feature different futuristic battle crafts/robots.. plus different approach of capturing bases.

Anyway, to put you in the picture, you play the part of one army and are up against another controlled by the computer (Unfortunately, there is NO two player option here!). Each game is played on a map with open space, rock formations, star clusters, etc... with you on one side and the enemy on the other. You have (usually) two objectives... either wipe out all the enemy characters, or take out the enemy's base... while the enemy is trying to do the same to you!

To play, each side gets to move and/or attack per turn. Like other war games, the map is split up into hexagons.. and each of your characters can move a certain distance (depending on the type of craft and landscape), and attack opponents (near or far depending on your craft). For example, a fighter space craft can move far, while big long range cannons can only move small distances. Success or failure in attacking crafts are also based on your experience, if you have any support, type of crafts, and



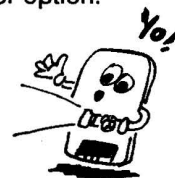
LEFT: IN THE THICK OF WAR. BOTH SIDES HAVE A BATTALION OF SPACE CRAFT. BATTLE CRUISERS, CARRIERS, AND MORE. THE WAR IS FAIRLY EVEN TOO... THE OUTCOME IS IN YOUR HANDS!!

location.

There is a lot more in this game to describe here including capturing neutral or opponent's bases, transport vehicles, mines, etc.

The graphics are very good indeed, although the use of pink as your side is a bit disgusting. The action battle sequences are effective, although could have been a lot better, and sound is used to good effect! Earthlight is one excellent game... and a must for all Nectaris Fans! If you're a pure action freak, then I would say don't buy it... but Earthlight is so simple to play (once you get to grips with the japanese options!) it's definitely worth a look! The only gripe is the missing two player option!

Visual	- 85%
Audio	- 85%
Playability	- 90%
Lastability	- 85%
Overall	- 89%



SOLDIER BLADE

PC ENGINE BY HUDSON SOFT

Soldier Blade is the fourth GunHed game from Hudson, and in many ways ... similar to the previous games. Soldier Blade only has three weapons available, standard multi-fire as in all versions of the game, laser, and wave - all the weapons can be powered up as usual too, plus one multiple attachment. The multiple is 'solid' in that, it can absorb most of the enemy's fire and take out opponents too. Each time you collect a weapon, you gain a special weapon too (maximum of three can be held).

This special weapon is based on what colour icon you've collected. A blue icon would give your ship a laser weapon, and a mega laser special weapon like full power laser in Raiden but this only last for a few seconds. Red will give you multi-way vulcan and send your multiple homing onto the enemies, and Green gives you multi-waves...

The special weapons are stored like Spriggan in threes, so planning is required to which weapon you want to keep or disguard.

The game plays very much like

Final Soldier... a lot of upscreens over land attacked by tanks and so forth. In fact, one level has so many



The Soldier Blade up against another big ship!!

tanks, you'd be mistaken it for Raiden.



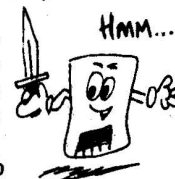
Onn: Well, Hudson does it again... the fourth GunHed game. I can't say this is the best version of the game, and a par to

Final Soldier... possible has the edge. The game is not that special technically, there are a few nice effects and touches, but not a lot of it... making the game too samey... although the bosses are pretty good.

The graphics range from very good with excellent defined crafts and nice parallax scrolling backdrops, to awful and boring scenery and enemies. Sound is borderline too. The tunes are acceptable but doesn't enhance the game unlike the wicked music in Super Star Soldier, although the sound FX, and sample speech are pretty good. A nice touch is the main boss, who, when you beat, flies off with sample 'I'll be back!'... and he does!!

Overall, Soldier Blade is a let down. Had the game been released about two years or so ago, then it would be one excellent game... but now that we have seen what the PC Engine can do, Soldier Blade is very average. Worth a look and better than most shoot 'em ups, but don't expect anything spectacular. It's also quite easy to complete!

Video	- 80%
Audio	- 70%
Playability	- 80%
Lastability	- 75%
Overall	- 79%



KING OF THE MONSTERS

SUPER FAMICOM BY TAKARA - SUPPLIED BY MEGAWARE



Marc: Takara's first conversion from Neo Geo to SF is pretty faithful to the original in most respects...including the boring and tedious gameplay

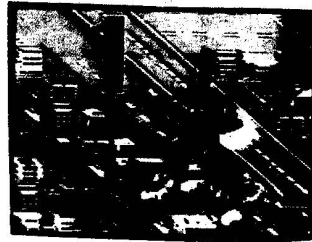
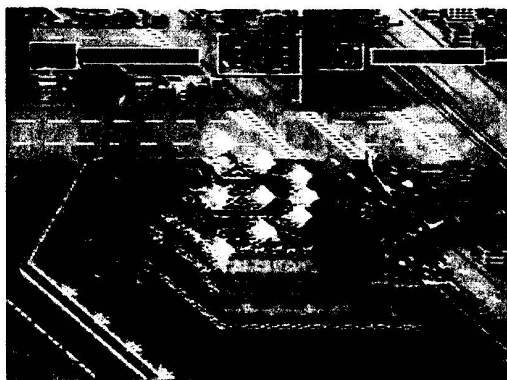
that makes you wonder why they bothered!

The idea of KOTM is very simple and in a way borrows heavily from 'Rampage' the

ancient Atari coin-op. You play either the Rock Man, Superman, Beetle Man (or whatever!) or Beast Man, each of which tower above the cityscape, and have to crush buildings, boats, helicopters etc whilst coping with either the other player or the Famicom's monster who's trying to kill you off. The overall objective is to grab as many points as possible from damaging the city while draining the enemy's energy supply. The first player to lose all his energy and be put into a 'special' move loses!

It's all good fun for about five minutes and then you've basically seen the whole game - there isn't any variety at all and after completing a level it's on to more of the same unfortunately.

Graphics are quite good, with decent sized characters and averagely drawn city backdrops. There isn't as much colour or detail as the Neo Geo version and the animation is a bit ropey at times. Sound



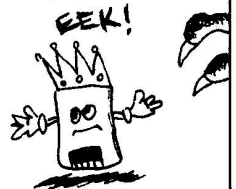
isn't exactly the best to bless the SF and effects are very limited.

Unless you are a mega fan

of the original, I wouldn't bother.

Video - 80%
Audio - 75%
Playability - 70%
Lastability - 50%

Overall - 65%



INTERESTING FACT no. 5646.1

When the 8-bit NES was released in the USA, it was to be called the 'Samurai' - the Electronic video game system from Japan, but of course it got the boot, and was renamed the Nintendo Entertainment System. If it was called the Samurai... the SF would have been the Super Samurai!!

SOLDIER BLADE



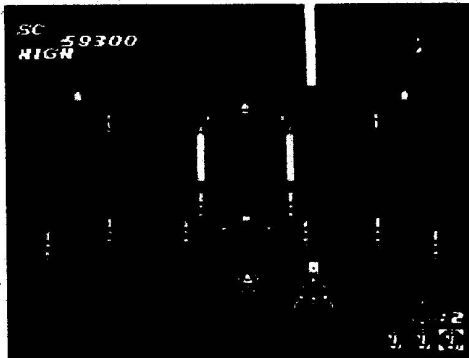
Dan: Gunhed and Super Star Soldier are still two of the best shoot-em-ups around (shame about Final Soldier, though) so I was obviously expecting great things from

this, and that is just what Hudson have delivered.

The game is very much like SSS (in fact I would imagine it was programmed by the same guys, though I don't know for sure) in the graphical style, the music (one or two pieces sound very familiar) the SFX (many of which are ripped straight from SSS) and the construction of the levels.



HERE, THE SOLDIER BLADE TAKES OUT SOME TANKS!!



THE ENEMY MOTHER SHIP FLIES OVER AND DROPS SOME ENEMY FIGHTERS TO ATTACK YOU!!

In a nutshell, the entire game bears a strong resemblance to SSS, which is no bad thing. The graphics themselves are excellent - very colourful and nicely detailed, with some splendid visual effects. Sound as mentioned is very Super Star Soldier like - pretty groovy, as you can imagine. Gameplay - again very SSS, very good.

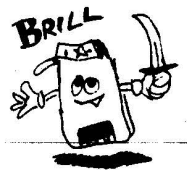
O.K., enough of the boring (but inevitable) comparisons, what's new? Well there are some very nice touches to SB which distinguishes it from it's predecessors. The last weapon picked up can now be fired off as a mega weapon (just like

Spriggan), your ship is equipped with a spanky (oo-er!) new multiple which absorbs enemy fire and best of all there is a boss who appears several times during the game, each time sporting different bolt-on weapons. Every time you defeat him, he proclaims, "I'll be back", before flying off-screen. Very cinematic.

Overall, SB is a superb shoot-em-up and a must buy for fans of the genre.

Video - 94%
Audio - 92%
Playability - 95%
Lastability - 90%

Overall - 93%



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ALIEN 3

MEGADRIVE BY ACCLAIM



Onn: "Alien 3... This time it's hiding in the most terrifying place of all" ...and that's in your Megadrive. Based on the movie of the same name and although it's based on the same location, it's slightly different as Ripley is loaded with all manner of weapons to blast the 'orrid

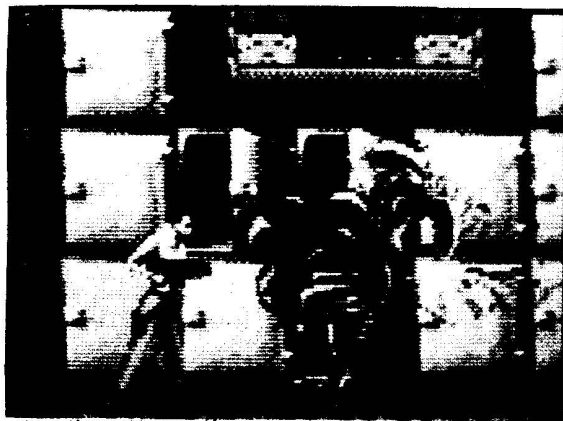
creatures... so it's more like Alien 2 + 3!!

The object of the game is to enter each of the levels (around 15), wander around to locate and rescue the prisoners, avoid or blast all the aliens, pick up all the useful items, and then escape within the time limit.

Ripley is armed with a Pulse Rifle, Bazooka, Grenades, and a Flame Thrower... and you sure need them as those aliens are not only very nasty but also very fast... in most cases... if you see one running towards you... then you are already dead!!

The prison network is packed with obstacles... tunnels, ventilation shafts, slides, doors which you have to blast open, ladders and stair, moving platforms... so a lot of care is required not to be trapped in the presence of an alien!

The game itself is produced by Probe



RIPLEY SHOWS OFF HER NEW WEAPON... QUITE EFFECTIVE!

Software... and it sure shows. Right from the start, you get a picture of an alien... looking like it was produced on an Atari ST will stipple shading. The game itself is quite similar, but above par,

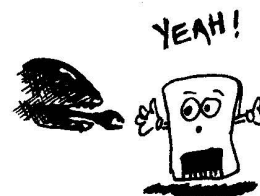
However, when the action starts, you don't notice the stipple graphics and it looks very good. The game plays extremely well... trying to find and rescue the prisoners, amongst the deadly alien infested prison planet is quite exciting. It's great blasting those alien scum to tiny pieces.

Sound wise, there's some interesting accompanied musical tracks, although I would have perfered an option to turn it off... for a game like Alien, you only need sound FX... and the alien scanner pulse!

All in all, Alien 3 is a very good action adventure game, although each of the levels are pretty similar... just different layouts, a few extra new obstacles, and different aliens! Worth playing for a while but lasting interest is rather short lived.

- Video - 85%
- Audio - 80%
- Playability - 85%
- Lastability - 60%

Overall - 70%



THE TERMINATOR

MEGADRIVE BY VIRGIN - SUPPLIED BY KRAZY KONSOLES



Onn: Kyle Reese has an impossible mission set before him: He must fight his way into the SkyNet Lab's building, find the Time Displacement Equipment and use it

to go back in time, to modern-day Los Angeles. Once there, he must find woman who holds the key to

past!

Kyle Reese, who is well prepared for his fight with the Terminator, but you will only have limited energy and one life to find Sarah Conner before the Terminator does! enemies.

Generally, the game is a side-on arcade platform shoot'em up as you play the part of Kyle out to save Sarah and take out the Terminator... in a four level only game.

Your first objective (set in the future, is to find the time displacement until and zip back to the past. This is great fun when you start to play it... taking out that big tank-thing, those helicopter things, blasting those Terminators.... and so on... but it only takes a few minutes to complete this level.

Okay... now that you have beamed back to the past... you'll have to find Sarah, avoid the Terminator... and those pesky police who are after you. With some practice, this level is easy too... in fact, getting to the last level is a doddle... although we haven't managed to kill Mr. T.

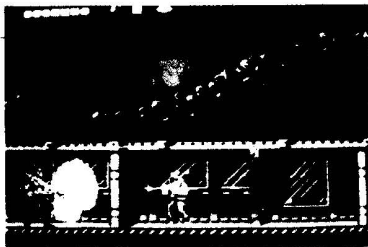
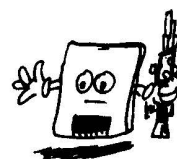
Graphically, the game's great with gorgeous backdrops, and brilliant

animated sprites, and sound is pretty good too.

But when it comes to the crunch, it's limited gameplay makes it not worth forking out your dosh for. It's extremely playable, but as you could easily complete it in a day... you're better off hiring it from your local video store (Assuming you have one that does it!).

- Video - 91%
- Audio - 80%
- Playability - 80%
- Lastability - 30%

Overall - 45%



STAGE ONE... FIND THE TIME DISPLACER.

survival of the human race and protect her from the Terminator who has travelled back from the future to destroy her. Unable to bring anything from the future with him, Reese must fight the cyborg Terminator with weapons of the



ONE STUNNING TANK GRENADERS IT!

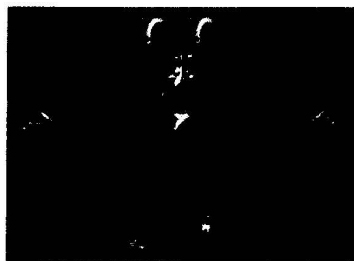
PRE-PLAY

HERE ARE SOME GAMES YOU CAN LOOK FORWARD TO IN THE NEAR FUTURE!!!

JASON 'Super Play' Brookes heads our new section with a shoot 'em up to blow the Super Famicom apart!!

SUPER SWIV Super Famicom By Storm 8 meg

As an amiga shoot 'em up, SWIV was pretty damn good. A clever loading system, some great graphics and brilliant two player action, were some of the game's finer points. The Super Famicom version has been in development for eons now and luvly



Nadia from Storm came down to Bath and let the boys have a peek. After that she showed us the game and what a stonker it really is.

Instead of tarting up the graphics with a few more colours, the entire

levels have been completely redrawn from scratch. Consequently it looks extremely nice and far far better than most blocky Japanese shoot 'em ups. People who like well-shaded, highly detailed graphics (Marc?) are going to love this. As a game, it's been improved upon since the days of SWIV. I always thought that the original's problem was a lack of fire-power and I'm glad to see that some decent spread weapons have been included. With two player simultaneous action and tons of sprites on screen, slow-down is virtually non-existent and for a debut piece of SNES coding the Storm boys have done well. Side to side scrolling has been included as well as some fantastic rippling water effects.

Finally, the game plays like a dream. Since it has not yet been finished I will say that end of level bosses need to be spruced up a bit and the music well...put some in please instead of that pathetic repetitive base-line.

Preferably some noisy contra-style stuff! Available before Christmas 92!

Jason Brookes

BATMAN RETURNS Megadrive by Sega

Well, the original Batman on the Megadrive by Sega was a rather cool game... not fantastic but highly playable.... a platform game with shooting action.

This version as you can guess by the title is based on the Movie, and what we have seen and played of the very early version is pretty basic to say the least.

Graphically, Batman Returns is pretty average with a lot of stipple type graphics looking more like an Atari ST/Amiga game.

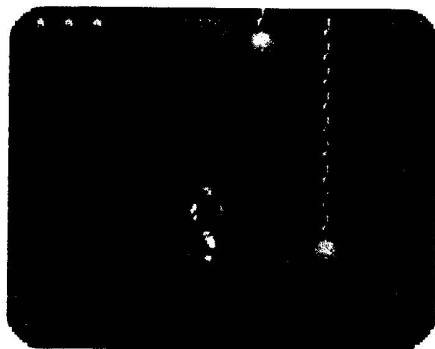
The gameplay is another arcade platform adventure as Batman jumps around the roof tops, swings from building to building using his 'bat' grappling hook, and taking out the penguin's army of thugs and other nasty creatures with this fists or bat-a-rangs! As the game goes at present, Batman Returns doesn't look or play too hot.... hopefully, the game will improve when it becomes available. Check out the full game in Electric Brain in the future!!

Onn Lee

ROBOCOP 3 Super Famicom by Ocean

OCP is sending in Rehab Officers to clear the streets of Old Deroit, making way for the construction of Delta City. When Robocop sees helpless families forced out of their homes as the bulldozers move in, he joins the resistance movement to battle the Rebels. Armed with a new multi-weapon arm attachment containing a large-bore cannon and a smart bomb, plus a gyropack for airborne assault capability, Robocop faces a battalion of ED-209's, tanks, heavy artillery and a new adversary, Otomo. The odds seem impossible, but remember - you're Robocop!

Robocop 3 is another side-on arcade action game like the coin-ops as you move through the city taking out the gangs armed with different types of guns and rocket launchers, although you also get to fly in an up-screen shoot 'em up section.



Stage one is like the coin-ops, head forward.. shoot the bad guys on the ground and up in the buildings, collect 3-way and laser arm, plus ammunition and first aid (if your energy goes down... you'll have to start that level again!!), jump the obstacles including motorbikers, hop onto the moving platforms, shoot the robots... and when you

RAMPARTS

LYNX BY SEGA
Supplied by Video Game Centre



David: Based on their own arcade game, this is a curious medieval mix of Tetris and missile command!

You are a medieval lord who starts the game with a single castle and some cannons near the sea. Other vacant castles are nearby, while enemy boats close in from the sea. The idea is to sink the boats with your cannons, then repair your castle and if possible, capture some others.

There are 3 phases, building the walls around your castle plays like Tetris, odd shapes are offered and you must fill the gaps in your walls, or use them to surround an empty castle which will give you some extra cannons. If you don't fill the gaps, you lose a life.

Next is the cannon phase, where you distribute cannons around your castle(s) to shoot the boats. Finally, the battle phase has you moving a crosshair to shoot the boats.

Different boats take different amounts of damage, but keep in mind that your cannons have to be reloaded, so don't spray the sea. And if the boats gets to the shore, it's another lost life.

Presentation is incredible, with an animated intro and detailed between-stage pictures. The in-game graphics are functional at best, but you're too busy shooting to notice. Sound is also great, with speech and realistic cannon noises. A quick mention for the two player link-up game, where you not only shoot the ships, but can lay into your opponents castle as well.

Quite simply, this is the best thing

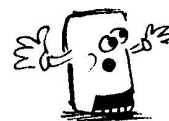


on the Lynx since Klax. Buy it or I'll force you to play Rygar forever!

Video - 90%
Audio - 85%
Playability - 87%
Lastability - 82%

Overall - 90%

YEAH!



THE SIMPSONS: BART VS THE SPACE MUTANTS MEGADRIVE BY ACCLAIM

Onn: Well, what can I say about this game... but it's a direct port from the Amiga game... which looks very much like the 8-bit Famicom/NES game. Not only are the graphics the same, but sound is too, and so is it's playability.

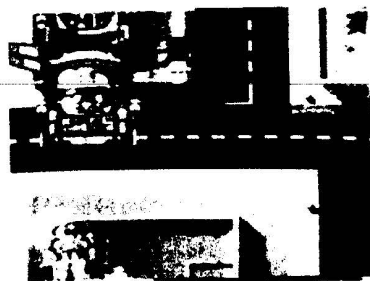
I'm was never a fan of the other versions as I have to admit, I never understood what the hell you are suppose to do... and hadn't the time to figure it out, so never got past the first stage. However, I can't say this is a bad game because it isn't... it just require a lot of thought as well as arcade skill to get through the stages. Getting past the first stage is quite tricky... not only do you have to avoid all the obstacles, but also figure out how the hell you go about spray painting something that's out of reach... what are the wrench and whistle for? And where are the evidence pieces so you can get the rest of the family to help you? Although the game doesn't show off what the Megadrive is capable of (it's not bad however, as the crude cartoon style graphics and sound suit the game I suppose), Bart Vs the Space Mutants is worth checking out if you have never played this game before and like a game with a bit of adventure and puzzles to rattle the brain.

Video - 75% Audio - 70%
Playability - 75% Lastability - 75%
Overall - 75%

reach the end, shoot the hordes of baddies armed with rocket launchers! Level 2 is more of the same but you must hop onto lifts, and there are more robots to destroy... plus you get some help from a re-programmed ED-209.

Nick: You all have must have played the first Robocop game in the arcades. If so, you will feel at home with this game! Ocean the programming team behind the brilliant Addam's Family, have gone and made a game of a film that isn't even out yet!! Anyway the game is played side-on and pits Robo against hordes of criminals. The graphics are not up to the Addam's family quality but they do their job. The sound isn't too spectacular either with the usual Bang, Bang and the 'Uh' sound

when Robo gets hit. Like Addam's family, this game is rock solid and I can't even get past level 2! However after playing the first two levels I haven't seen anything special. The



The up-screen flying section!!

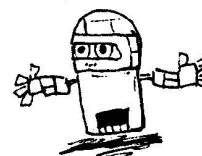
bosses are just hordes of people steaming towards you!! On the second level though, a kid fixes an ED-209 which helps you! Although I went and blew it's head off thinking it

was after me! There is supposed to be a jet pack level although I haven't seen it yet! ? You do get a selection of weapons though from your normal gun to a mad laser weapon which cuts through people like a warm knife through butter!! The backgrounds are adequate with condemned buildings and office blocks everywhere you look. The people and Robo aren't very well drawn or animated and they all seem to like shooting at me! Not very nice people! I hope this game does get better, otherwise it will be a good idea wasted by poor programming.

Video - 60%
Audio - 60%
Playability - 62%
Lastability - 57%

Overall - 61%

Hmm...



AXELAY

SUPER FAMICOM BY KONAMI



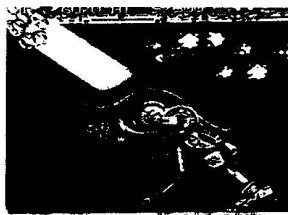
Nick: Well, well, well... It's finally arrived and what a good game it is too. Konami seem to be producing better games for the Famicom than anyone else. (Except maybe Capcom.) First

they blew our brains out with Contra, then they unleashed Parodius (I've finally got used to saying Parodius and not Parody!!) on us, brought beat-em-up action into our homes with Turtles IV and now they release the much hyped Axelay!!

Wow! This game is absolutely awesome!! From the amazing ED-209 robot to the extremely large Fire Giant this game is the works. The gameplay is just about right and the weapons are not too powerful and the ship moves gracefully around the screen and there is NO naughty slowdown present!! Although the fire giant does flicker a bit. Alright then, he flickers a lot. However this does not reduce the game what so ever. The powerups are really good as well, ranging from a red fireball weapon to a weapon called the wind laser!! This laser fires in different directions according to which way the ship is travelling! Each level alternates from the 3-D scrolling level to the side on level and this works really well. Another thing, Konami have finally pulled there socks up and made this game pretty hard! (Oh, sorry about last issue, I underrated Parodius. It's a mega game!) Each level has a surprise and wait till you blow up the ED-209!! KAABOOM!! I jumped so high, there's a dent in the ceiling!!! The tour-de-force of the game though is the amazing 3-D levels. You have never seen anything like it! It distorts the enemies on the horizon and scales them in beautifully!! Every level oozes class from the backgrounds to the R-Type rip off on the last level. Believe me this is one game that should be on your shopping list! I assure you, you will not get bored of this game in a hurry!! Possibly the only thing that let's the game down is the amount of levels. There are only six but they are jam packed full of mode 7 effects, sound effects, excellent music and massive bosses and I mean massive!! This game is absolutely mega and I can't stop playing it!!

- Video - 96%
- Audio - 94%
- Playability - 98%
- Lastability - 96%
- Overall - 96%

Don't miss this game!!



THE ED-209 ROBOT BOSS ON STAGE 3.. HERE IT SHOWS IT HAS A RATHER NASTY LASER... SHAME IT'S NECK CAN'T GO BACK ANY FURTHER!!

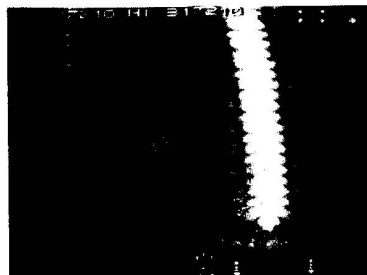
Latest shoot 'em up from Konami is Axelay... the game most SF owners have been waiting for.

The game is very much like Salamander in that, each alternative level is played vertically, then horizontally.

The peaceful solar system, Illis has been invaded by a mysterious indestructable enemy force, and only one fighter craft has survived... Axelay!

So it's up to you to wipe them out before they destroy the solar system.

The Axelay is a craft capable of housing three sets of weapons in it's chambers. Before you set off on each level, you can choose which weapons you want to take with you. At the start of the game... you start with the basic three - Straight Laser (powerful fireball), Round Vulcan (blobs that spray from your rare around to the front... and best weapon!), and Macro Mssiles (missiles that fire forward). After completing a level, you are gained an extra weapon in one of the chambers. Later on, you acquire a needle laser, morning star, and napalm bombs!! Aswell as the three weapons, you have standard missiles too... and should you lose the above weapons (if



THE DUNE-LIKE WORMS!!

you get shot), then you have a backup straight vulcan.

The game starts vertically, and Axelay differs from others because it uses it's famous mode 7 hardware chips to 'roll' the screen foward giving an impressive 3D look to the game.. with rock formations looming up at you, clouds floating by, and all with multi-parallax scrolling. The enemies come in all forms and sizes... and firing crazy at you. There's a mid boss to destroy, and some totally amazing end of level bosses. The level one boss is a whopping big spider craft with six legs and spins a web to slow your movement... and also fire at you too!

Stage two is the horizontal section.. starting in outer space with lots of enemy crafts... then enters the enemy space station with tons of moving platforms, multi-directional and multi-parallax scrolling, packed solid with



THE FIRE DEMON PREPARES TO GRAB YOU - SHOOT AT IT'S HEART!!

enemy ships and gun turrets all firing at you, and barriers... and one of the most amazing bosses seen in a game... a massive walker robot resembling Robocop's ED-209 which animates superbly, movinf backwards and forwards, firing it's machine guns and lasers at you!!

Stage 3 is on a lunar scape over a city with lots or barriers to weave through - a giant twin-laser shooting craft and a spinning UFO Boss.

Level 4 in a cavern with water with an assortment of plants and strange creatures (all shooting at you again...very deadly) and a rather nasty alien.

Level 5 is over a red hot planet of molt and lava with Dune-like Worms, flames jumping around, Salamander dragons, mines, drones, and a fire demon.

Level 6 and last starts in outer space against some mother ships and it's minors, then it's into the space station like in Gradius until you meet up with the final boss!!

ATOMIC RUNNER

MEGADRIVE BY DATAEAST



Onn: Okay, everyone have been waiting for Konami's mega shoot'em up, and I have to say I'm a little disappointed with it. The first time you play the game, it's has your eyes popping out, jaw dropping to the floor, and cursing how difficult it is. However after a few goes, getting to the end boss is quite easy (although the final boss is impossible!).

The graphics are totally awesome - the vertical 3D 'roll-over' scrolling backdrops are extremely impressive (although the 'back' of the scrolling graphics looks very flat and unconvincing. However, the other 3D bits are superb especially the mega 'Dune-like' worms that dive out of the screen. The horizontal section are just as good with highly detail multi-direction, multi-parallax scrolling and superb effects... the ED-209 boss is fabalous... and the last level mid-boss is brilliant - shooting at you, while punching holes in the space station to suck you out into space. The horizontal sections are a lot more playable (the vertical stages tends to be too repetitive), the weapons are okay, but I do miss the multiples, and stuff like that.

The game has a normal and hard level... but after a few goes on normal and getting to the end each time... it didn't attract me to play it again like it did with Gradius III or Parodius. Axelay is one of those Brilliant but Short-lived games... had it had a few more levels and more options (ie. a two player option, more weapons, etc.) then this would have been the best shoot 'em up of all time... but it's definitely worth checking out! If you complete it three times... you'll get a message at the end stating "See you again at 'AXELAY2'".... so hopeful the sequel will be a lot better than this.. then again how long would we have to wait for that I wonder?!

Video - 97%
Audio - 88%
Playability - 90%
Lastability - 75%

Overall - 88%



THE FINAL BOSS - LETS LOSE IT'S FIRST DEFENSES!



Atomic Runner (or Chelnov) is a rather strange game. It's a side-on arcade adventure as you control Chelnov in his super suit armed

with a laser, up against the hordes of aliens that have invaded the earth.

The difference between this and other games of this type is that, Atomic Runner continuously



ATOMIC RUNNER.. SO DETAILED YOU CAN'T SEE MUCH!

scrolls, and your hero, if left along with continuously run forward. You can run forward to the right, but never run to the left of the screen... pushing left makes you stop! You can however jump (and somersault) in both directions! Aswell as facing to the right, you can press a certain button and push left to face left... so you can run backwards to the right while firing left!

The enemies comes in all manner of different forms.. soldiers, bouncing metallic rabbits, gun

turrets, and other wierdo creatures.

Although your guy is armed with a laser gun... it's pretty puny.. but you can power it up, or gain other weapons. All around the level are candles... which if you can shoot drop useful icons.. or

shooting nasties carrying icons will drop them. Aswell as power-ups, you can change your weapon to circular beams, homing missiles, spiked balls, amongst others.

Aswell as the aliens, there are a lot of obstacles to dodge, and a boss at the end to destroy before you can continue to the next level.

The first thing that surprised me when I played this is the scrolling dragging you forward... and having less control over your hero. This is really off-putting and extremely annoying when you can't avoid being hit because you can't move back!

On the plus side... the graphics are brilliant... better than anything I've seen on the Megadrive (a par with Thunderforce IV) with superb detailed backdrops which scroll very smoothly indeed... with parallax in most cases. The sprites are also just as good. Sound is not forgotten either with good appropriate Egyptian like tunes to match the scenery, and neat spot effects.

Overall, Atomic Runner is an Okay game, it's fairly playable, but Data East really made a mistake on the continuous scrolling a awful control. Had it been like most games where you can move back and forth (like Contra) then this would be one of the best games on the machine.

Video - 95%
Audio - 90%
Playability - 80%
Lastability - 75%
Overall - 81%



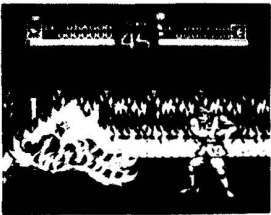
CHELNOV POWERS UP HIS LASER

Next game from Alpha Denshi will be World Heroes.. a one on one beat 'em up game for one or two players like Street Fighter II or Fatal Fury, but in the ring. Like the SFII, the game features eight fighters to choose from around the world, all with different normal moves and special ones. The game features Hanzou, an Iga Ninja from Japan with his special Koryu wave move (a fiery blue dragon), Janne the fencer (yes, she has a sword) from France with her Ohra Bird special move (!?).

Muscle Power, an American Wrestler with his special Tornado Breaker, and

Brocken, a German Soldier who looks just like M.Bison with a grenade launcher in his artificial right arm!! The game looks real cool... but Alpha haven't done many great games have they?!

Out real soon!



Andro Dunos

Neo Geo by SNK - 34meg



Ian: "Under the shadow of war, a fallen alien craft is found. In it contains a power source of unknown power - The Infinite Power Generator.

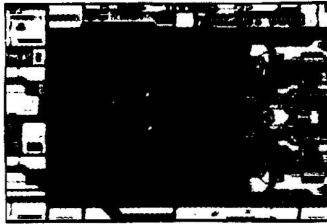
The Generator draws it's power from the power of the universe.

Fused with this power, we began to build new space crafts. They became great weapons, but with our lack of understanding, we could only create two crafts to send into battle against the enemy... the fighters are prepared and ready to begin the treacherous voyage into the sea of space... you have been chosen to go... with you leaves the fate of our world - you cannot fail.. Good Luck!"

Well, after an opening story like that, you've got to give it a shot. The time for turning back is past, tea-time is over and the latest hot Neo-Geo 34meg cart. is positioned in it's console for launch!!

Piloting either 'Yellow Cherry' or 'Red Fox' - code 'Neo-049', you commence stage one - with a strange

NEO GEO PAGE



feeling of excitement, anticipation and sheer trouser wetting pleasure as the totally bloody jaw-dropping backdrops and scenery floats past. Suddenly the moment for sight-seeing is over as hordes of alien ships attempt to blow you into another galaxy. The scrolling background including stars, and a shaded sun and other planets are just gorgeous to watch, but shooting is the name of the game here. So luckily, you are provided with four way directional shooters (thank you Hellfire - and it works equally well for Andro Dunos).

Power-up items appear when certain cargo pods are destroyed and a power gauge (thank you R-Type) can be increased by holding down button 'A' until your ship lights up and a massive alien bending shot is released.

I found the end of stage moonbase on level one sadly disappointing and very easy to destroy, although graphically and sound-wise it is very good, using a power gauge launch to finish the task, it was onto the 'Mechanized' level two.

From here on in, things do become more difficult, especially in 'Hard' setting with what seems like impossible numbers of aliens

surrounding you. I particularly like the way cargo type doors open to allow alien ships in from outside the unit, rather like Star-Wars film shots. Again, the graphics and scrolling here are superb.

Another area has you piloting your ship through the body of an alien which reminded me of that film when a craft was miniaturised and placed into a blood vessel of a patient. Remember that? Once again the action is fast and furious and graphics are beautiful but weird and the end of level, can only be described as YUCK!!!

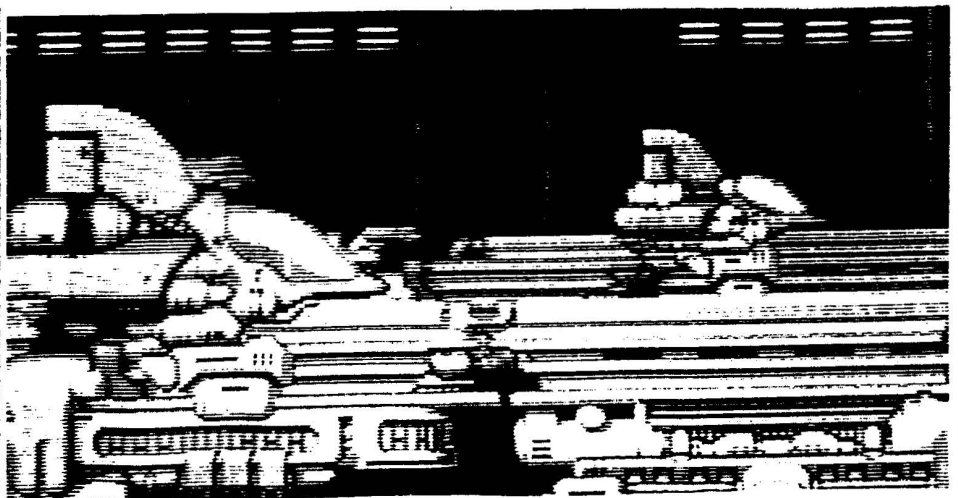
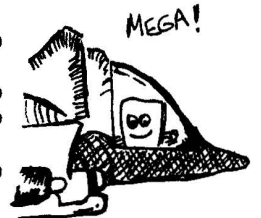
To sum up this game, depends on your view point - it would be easy to draw comparisons with Hellfire and R-Type and be very negative, and at over a 100, you'd have a point - but when you reflect on the gorgeous graphics and incredible sounds (the thunder storm and lighting effect in level five deserving of an award in itself).

Together with the addictive qualities and on Hard-setting - superb challenge that leaves your joystick wrist aching after four levels!! It's easy to be positive.

If you're a Neo-Geo fan like myself, and can afford to blow over 100 on a game, then go for this. For challenge, playability, graphics, and sound, it has to be one of the best space-shooters ever. Remember - "You cannot fail... Good Luck!"

Video - 94%
Audio - 92%
Playability - 95%
Lastability - 90%

Overall - 93%



THE SHIPS PREPARE TO TAKE OFF INTO ACTION!

Here are some new releases that don't deserve a full review...

OTHELLO (SF)



Firstly, who in their right mind would go out and buy Othello for their Super Famicom?! Forking out 35+ for a board game you can buy for a quid or make yourself with a cereal box and some black and white paint is madness! Anyway, Othello for the SF is actually a pretty good version... when I say a 'good' version, I mean it has beaten me on every game... what a bugger!!! The game doesn't feature anything spectacular - no brilliant animations or any hint of mode 77,770, although there are some nice detail piccies, plus a few different options. If you are a spiffing Omar Shariff (do you remember Omar?) then this is for you... but for the rest of us... I think you can live without this!!

Overall - 70%

PACHENKO (SF)



This is another one of those games that don't make you get up and immediately rush out and buy. Pachenko is one of Japan's most popular past times.. and 'past time' is the appropriate word... ZZZZZzzzzzzzz! Pachenko is a no-flipper, up-right version of pinball. You must buy a bag full of ball-bearings, and 'flip' them around the table, and hope they enter catch-chutes located on the table. Getting them in the chutes gains you a handful of ball-bearings. At the end of the day, you can cash in on the ball-

GAME BRIEFS

bearings for prizes... a big cuddly toy, or something.

Pachenko in REAL life may be real fun... having extra flicking skill to get the ball-bearings in the chutes, but in this computer format... it's very basic and boring! Forget this!!!

Overall - 35%

SUPER DODGEBALL (SF)

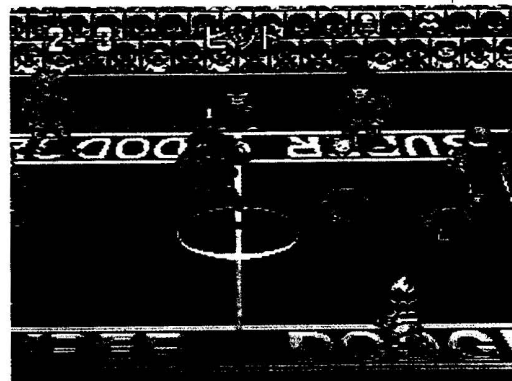
BY SUNSOFT - SUPPLIED BY MEGAWARE



Oh dear! The Japanese seem absolutely in love with the game of Dodgeball and it's one of those 'sports' that has to be added to the "Please don't bother making a game out of this" list!!

Move over fishing and darts!

Dodgeball, for those of you who really want to know, is a bit like Volleyball without the net, but instead of hitting the floor for a point, you have to hit an opponent! Mad or what?



SUPER DODGEBALL

Dodgeball is that is just doesn't make a good game! I can't really see how it makes for a good 'sport' either, but I suppose it could be a laugh! However, Dodgeball the game is a complete turkey, total duffer, major waste of time and pointless and boring to boot.

Avoid!

Overall - 55%

SUPER SHANGHAI (SF)

SUPPLIED BY MEGAWARE



Shanghai is actually one of the Chinese's favourite games - Mah Jong. The idea is very simple - a pile of tiles is created each of which has a relevant picture on it.

These vary from Chinese letters, plants and shapes to seasons of the year. You must then locate two identical tiles on the screen which can be moved (ie: there are no tiles in its way in one direction). The two tiles can then be removed from the board.

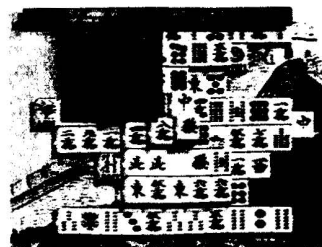
The game won't allow tiles to be moved if another tile is in the way or the match isn't correct.

The 'board' is virtually a pyramid and the best tiles to get rid of first are those at either side and on the top as these block the most good moves.

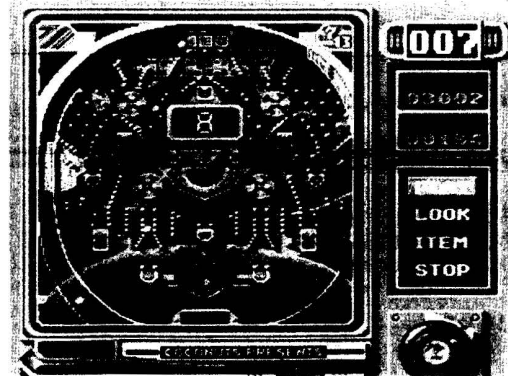
Visually, Super Shanghai is (and really can't be!) any different to any other version from the ZX-81 upwards! The music played during the game is very annoying, and instead of making good use of the 8 meg cartridge (Why?) with a long tune, instead we get a very short repeating ditty which has to be turned off after about a minute!

Shanghai is quite a brain teasing puzzle game and one which might be a bit too slow for most people.

However, if you like a good mind-roasting and want something a bit different from chess or draughts (!) Shanghai is ideal and a good way to waste half an hour.



SUPER SHANGHAI



PACHENKO: ONE OF THE STRANGE TABLES.

The graphics are in the Japanese cartoon style and the presentation screens (although being very long winded and unavoidable) are really nicely drawn. In-game visuals are similarly cartoon-like but obviously without as much time and effort spent on them as the stills.

Music is instantly forgettable and effects are virtually non-existent.

The main problem with

GUNFORCE

SUPER FAMICOM BY IREM - 8MEG

Gunforce is a side-on Green Beret/Contra style game set in the future. You (and a friend) parachute down to enemy territory and must make your way through each of the level wiping out the bad guys.

When you hit land.. you are armed only with a standard issue rifle. but all around the level are extra weapons to collect. These includes a rapid-fire gun. bazooka and flame thrower.



The enemy army come at you with knives, flame thrower and guns. shoot at you from gun enplacements and even helicopters.. so some fast reaction is required to dodge their fire and take them out. Like contra. you can also ride on vehicles - a truck or a helicopter mowing down all in your path until it inflicts damage and blows up.

Reach the end and you will have to destroy a base, which of course requires a large number of hits and is armed to the teeth. Later levels have you climbing across ropes, taking out masses of guys with flame throwers. and obstacles galore!!



Marc: After the pretty good 'Dinosaurs', Irem seem to have hit an all time low with Gunforce, a conversion of one of their (fairly) little known coin-ops.

Gunforce is a cheap rip-off of Contra with none of the quality that we saw in Konami's game. Firstly, the graphics are quite badly drawn, looking almost low-res and the

amount of glitching when there's a couple of things on the same lines on the screen is terrible - the whole line virtually disappears! This is in-excusable and comes down to bad programming, nothing else.

Another problem, one which Irem have obviously got to seriously address with their programmers (after R-Type and Dinosaurs) is....Slow Down!!! Aaargh! It's bad enough in one player mode, but when you play two players simultaneously, it only takes both of you to fire or jump at the same time and it's walking through syrup time!!!! Slapped wrists to Irem! The game's whole appearance is very shoddy and cluttered looking. No thought has really gone into it's design and so the gameplay is often frustrating as you die needlessly. Collision detection is less than perfect and you can sometimes be flame-throwering an enemy and he still lives!

The two player option should have been good, instead it's a total farce and not worth bothering with. In fact, that last sentence just about sums up the whole game.

Gunforce really is a poor, poor man's Contra.

If you've already got Contra, sit back and relax, otherwise buy it and give the 'two fingered salute' to this sad, sad effort!!!!

Video	- 65%	Audio	- 70%
Playability	- 60%	Lastability	- 55%
Overall	- 60%		

BATMAN RETURNS

LYNX BY ATARI

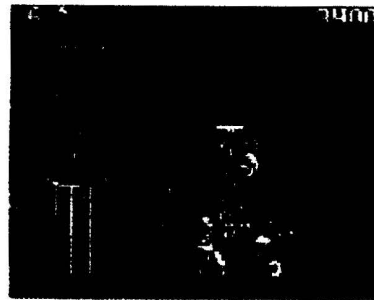
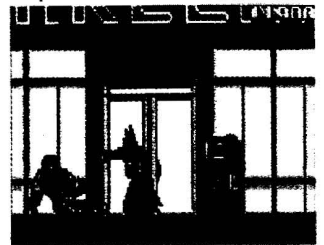


David: Released on the wave of the film success is this new Lynx game. But will it ride the wave or wipe out?

Given the potential of the material, what has Atari gone for, but a beat

'em up.

Guide your Batman sprite left to right punching and low kicking the brightly coloured



enemies (various clowns on level one). In a tight spot, you can use your limited Batarangs or acid vials (remember how he got catwoman in the film?) to keep some distance. At the end of the level, you must fight the obligatory guardian.

Err.. and that's it.

Sprites are large but have little animation,

while the backgrounds are detailed (and hide bonuses - hint hint!). The music is the usual lynx warble and they haven't even bothered using the film's theme tune!

Given the material, this could have been a winner with some digitised pictures, and maybe a driving section to break the monotony. As it is, it's sadly the Altered Beast of the Lynx world - a good idea, badly done. Bet it will sell by the truckload though...

Video	- 80%	Audio	- 70%
Playability	- 85%	Lastability	- 75%
Overall	- 78%		

ULTIMATE FOOTBALL

Super Famicom by Sammy



Onn: After the poor conversion of EA's John Maddens Football for the SF, there hasn't been another American Football game until now, with Sammy's Ultimate Football. I was expecting something amazing from this game - rotating of the field, and maybe some scaling on the players etc. But infact, nothing like this at all. The game is very much like Sega's Joe

Montana's Football but worst graphically, sonically (No sample speech, etc.), and the gameplay is awful. The characters are really small, and it's difficult to tell who has the ball and which character you are controlling. Ultimate Football is a below average game, and should be avoided. Stick with John Madden's until Konami release their great looking NFL game.

THE GREAT ELECTRIC BRAIN SURVEY

So As To Let Us Know What 'You' - The Reader Think Of E.B. And Everything Else, Please Fill In This Survey And Return To E.B. H.Q! Thanks!

NAME:

ADDRESS:

TEL.NO.:

AGE:

MARRIED/SINGLE:

OCCUPATION:

HOBBIES (Apart from consoles):

CONSOLE(S) OWNED (Please Specify Scart Or Pal/English/Jap/USA...Plus Any Add-Ons - CD-Rom, Etc.)

COMPUTER OWNED IF HAVE ONE:

HOW MANY ISSUES OF E.B. (Or Equivalent) HAVE YOU BOUGHT?

HOW DO YOU RATE E.B.? (Ie. Brilliant, Excellent, Or Magnificent)

DO YOU BUY ANY OTHER CONSOLE MAGS? IF SO, WHICH ONES?

CAN YOU EAT THREE SHREDED WHEAT OR WHEETABIX?

FAVORITE CONSOLE GAMES (List Max.10):

WOULD YOU BUY E.B. IF IT COST MORE (Ie. £1.50)?

WHERE DO YOU BUY YOUR GAMES FROM? (Local Shop, Mail Order, Etc.)

WHAT'S YOUR FAVORITE VIDEO GAME OF ALL TIME? (Inc. Coin-Op, Computer, Etc.)

WHAT IS YOUR WORST CONSOLE GAME THAT YOU EVER BOUGHT?

ARE YOU INTERESTED IN GAME MUSIC CDS?

WOULD YOU BUY A VIDEO SHOWING ALL THE LATEST GAMES IN ACTION? (Ie. Every Game Reviewed And Previewed In This Issue) IF SO, HOW MUCH WOULD YOU BE PREPARED TO PAY FOR IT?

WHAT ELSE DO YOU THINK SHOULD APPEAR IN ELECTRIC BRAIN, IF ANYTHING? (Continue On A Separate Piece Of Paper If Necessary!)

OUT OF THIS WORLD

SUPER FAMICOM BY INTERPLAY/DELPHINE SOFTWARE

Out of this World first appeared on the Amiga last year (under the name of Another World) and was one of the most amazing and playable games for the system for some time. It used a new technique to give it a more cinematic look to the game like Dragon's Lair but using filled-in polygons to produce a more playable arcade adventure similar to Prince of Persia.

The Game starts off with an excellent intro of how your hero, Lester, gets

warped into a different world by an electrical storm accident.

As you appear in the other world... your objective is not only to survive but to try to find a way to return home!

The game as mentioned uses filled-in polygons, and is played side-on. When you start, the pad moves your guy around and the buttons makes you jump and kick, although depending on the stage you're on, the button does different things... ie. pick-up item,



QUITE CLOSE TO THE END... YOU PULL YOURSELF TO THE CONTROL PANEL.



Onn: Okay, here's the advertising blurb - 'Cinematically styled rotoscoped animation - state of the art, real time, polygonal graphics - Continuous mix of digitized sound

effects and musical score - An action/adventure game that actually tells a story! ... and surprisingly this is pretty much what it's like.

The graphics are just amazing - the fluid movements of the sprites are amazing and are the closest to a cartoon movie that the likes of Dragon's Lair, etc.

I quite liked the Amiga version of the game although I never had time to play it.. nor this version either... but I still rate this as one excellent game. Unfortunately, everyone who has played it has completed it within a matter of days, so lasting interest is well down on the scales.

Video - 90% Audio - 88%
Playability - 90% Lastability - 50%
OVERALL - 80%

fire gun or produce a shield, etc...

Like Dragon's Lair, the game runs on it's own at places to beef up the action. For example... at the start of the game.. you are chased by a giant beast... but to out run it, you have to jump off a ledge, grab a vine, and swing back onto the ledge. All you need to do is run left, and press the button to jump at the right moment and it'll do the rest. You also get lots of close-up animation... ie when you pick up a gun.. you get a full screen view of the gun on the floor and your hand moving in to get it.. just like watching a film.

Back to the storyline... the Beast that chases you gets blasted by some strange creatures... but unfortunately you get blasted too... and is held prisoner in a suspended cage. With you is also a creature who makes friends with you. You must figure out to to escape from the cage and the complex you are held in!

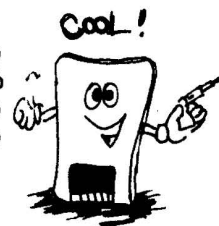


Jason: I'd always liked the Amiga game Another World. It had a traditional french quirkiness that was fortunately balanced out by a unique and impressive graphics system and a general air of professionalism. It amounted to a breath of fresh air in a genre starved of originality and above all it was fun to play.

For the most part, Out of this world remains playable and enjoyable and I prefer it to the original Amiga game, even if it is slower in places. There are few graphical changes that are instantly apparent apart from a Star Wars-style piece of text which scrolls into a distant starfield accompanied by a fabulous booming musical score. In fact music is one element that the Amiga game lacked and it is used in the Super Famicom game very effectively. When the pace is slow the music reflects this, and likewise when you are suddenly flung into a dangerous situation (something which happens all too often), the effectiveness of the soundtrack in conveying the tension is quite an achievement and something of a rarity these days.

The biggest criticism that can justifiably be leveled at OOTW has to be concerning lastability. In order to complete each section, a repetitive trial and error approach has to be adopted. Consequently, frequent passwords are given to the player and with only 14 sections to get through it shouldn't take that long. In terms of originality and general artistic quality however, this really can't be faulted and the graphics work so well in their original form that they didn't really need to be improved. If you fancy a change from the usual platform experience this could well be the answer, but in movie terms it's more of an artistic short than an 10 hour epic.

Video - 88%
Audio - 90%
Playability - 82%
Lastability - 72%
OVERALL - 84%



← AT THE START ON THE GAME.

DINOSAURS

SUPER FAMICOM BY IREM - THANX TO C.E.S. FOR GAME

Dinosaurs is based on the movie of the same name. The story goes (in the film anyway): Timmy, Jamie and Mick are three kids who are crazy about the TV series called 'Dinosaurs'. As Timmy and his friends watch the programme in his parent's laboratory they trigger an experimental travel device, and are accidentally transported into the TV show. Here they team up with a wacky young Pterodactyl.



TIMMY ENTERS THE TIME TRAVEL MACHINE BACK TO THE TIME OF DINOSAURS!

Forry, and the coolest dinosaurs in town - Rex and Tops. Together they rescue Saur city from the evil Mr Big and his Neanderthal hencemen, and then must try and get the three children back to their world!

In this SF version, you play either of the two dinosaurs with the kids on their backs, in a scrolling arcade platform adventure. You can run along, jump, and attack the enemies in the usual style. Each level is huge with multiple stages, lots of enemies, obstacles and the end boss to destroy! A novel touch to the game is the ability to take control of the kid on the dino's back. As the kid can stand on the dino... he/she can jump higher up, and is smaller so can get



through tighter spots. Dinosaurs is based on the movie of the same name. The story goes (in the film anyway): Timmy, Jamie and Mick are three kids who are crazy about the TV series called 'Dinosaurs'. As Timmy and his friends watch the programme in his parent's laboratory they trigger an experimental travel device, and are accidentally transported into the TV show. Here they team up with a wacky young Pterodactyl, Forry, and the coolest dinosaurs in town - Rex and Tops. Together they must rescue Saur city from the evil Mr Big and his Neanderthal hencemen, and then must try and get the three children back to their world!

In this SF version, you play either



Jason: Nowadays few games can really be called cute. Yoshi was cool for a while but I always thought Mario was a bit of a twat. He just isn't lovable and I'm not surprised that Yoshi

kept running away from him all the time. He's like a tacky american cartoon character. Dinosaurs on the other hand has the most wonderfully cute and lovable little characters seen since that fluffy mogual(?) popped his head over the top of the basket in 'Gremlins'. (You mean Sooty?!...Ed.)

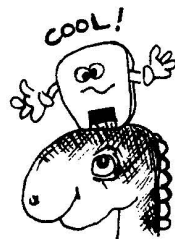
As a game Dinosaurs is strangely compulsive. Perhaps it's because of the varied nature of each level or maybe it's because of the beautifully detailed and coloured graphics. This is more like it

Irem! Whatever the reason, I played this even after I'd finished it just because it is so enjoyable to play.

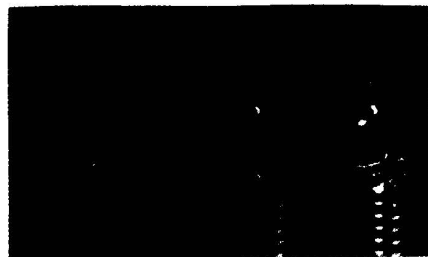
Sonically it's similarly well designed with some nicely arranged and genuinely catchy cutesy tunes. Slowdown makes an unwelcome return and seems to be an Irem trade mark these days. On the whole though as a surprise release, Dinosaurs is just great but it's shame about the difficulty level. Even the Future boys found it easy!

- Video - 92%
- Audio - 90%
- Playability - 92%
- Lastability - 72%

OVERALL - 88%



of the two cool dinosaurs with the kids on their backs, in a scrolling arcade platform adventure. You can run along, jump, and attack the enemies in the usual style. Each level is huge with multiple stages, lots of enemies, obstacles and the end boss to destroy! A novel touch to the game is the ability to take control of the kid on the dino's back. As the kid can stand on the dino... he/she can jump higher up, and is smaller so can get through tighter spots.



Marc: It has to be said that Dinosaurs 'borrows' a lot from Adventure Island. From the first level with the almost Caribbean music to the running down steep hills followed by boulders, it's all a bit 'similar'!! Quick!, call in the lawyers!

The other 'twist' as such, is the use of bonus levels and hardware effects to tart the whole thing up from time to time, and this makes a brief change from the main game.

The graphics are good. Lots of colours, some great backdrops and the sprites of the dinosaurs actually look as they should. Animation is a bit scarce, but what there is of it is nice (the feet movement of the dinosaurs is particularly amusing!).

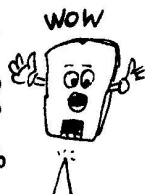
Music is great, very reminiscent of the Yuzo Koshiro stuff in Adventure Island (although not as good) and with some excellent instrument sounds used throughout. Sound effects are also good with some really weird noises used.

Dinosaurs is very playable and easy to get into, but is also quite easy and with infinite continues, it doesn't look like there's a massive challenge here. However, it is good fun to play and the levels are varied enough to keep interest up for quite a while.

Well worth a look, and one of the better SF platform games.

- Video - 88%
- Sound - 90%
- Playability - 90%
- Lastability - 80%

Overall - 86%



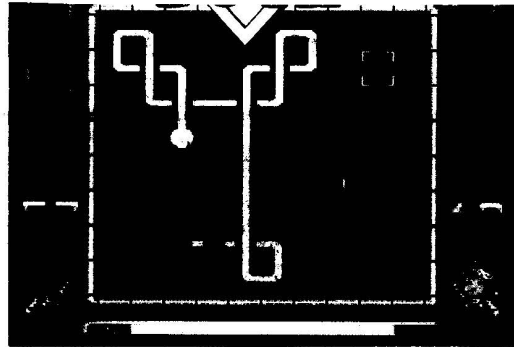
PIPE DREAM

SUPER FAMICOM BY BULLET PROOF SOFTWARE

Pipe Dream (Pipe Mania) first appeared on computer format about a year or so ago, designed by the Assembly Line and released by Lucasfilm games, and was a huge success... now Bullet Proof Software have converted it to the Super Famicom in all it's glory.

The game is real simple. Each puzzle has a grid with a 'Start' flow-pipe and an 'End' flow-pipe. Your objective is to plonk on a network of connecting pipes from Start to End before the water pumps out of the Start pipe to fill the screen... thus losing you a life. To do this, a stack of (Random?!) pipe

pieces are located at the side of the screen. When the game starts, you have to take the bottom piece and place it on the grid, trying to make a long continuous pipe. In most cases, you will have a pipe piece



MEGA POINTS HERE... A LONG PIPE AND LOTS OF CROSS OVERS!



Onn: I was quite a fan of the computer version, and this one for the SF has had me up a couple of nights playing... although the Easy setting is too easy - I completed the

game without much trouble, although the Hard stage is very tricky indeed, although I have o say with a few more goes, it's won't be too hard to finish either... there aren't too many levels.

The graphics are pretty good, but doesn't show off the super famicom.. both the PC Engine and Megadrive could handle it. Sound is adequate too - nothing outstanding. The two player option can be quite fun as both players co-operate to complete the stages, but after a few goes on this it can be very boring... had there been a Versus mode, it would be a lot more fun!!!

Overall, Pipe Dream is a great game to play... although after a few days of play (having completed the easy level.. and close to completing the hard one), it can get very repetitive not to mention frustrating. Worth checking out but not an essential purchase.

Video - 80%
Audio - 75%
Playability - 85%
Lastability - 70%

Overall - 75%



which you don't want... you can place it somewhere else, or replace another piece with it. You have a set time before the water starts running, but it moves fairly slowly, so you can still build your pipeline as this is happening.

Once you have managed to get the pipe from start to finish, you've completed the stage. However, points are scored by completing a level minus any pipes on screen that are not used. Extra points are gained if you can use cross-over pipes running the water both way or producing a perfect by running the pipe along ALL the tiles... very difficult!

Later levels also have obstacles in the form of walls which you have to run your pipeline around, plus there are tunnels... running your pipe out of the screen brings it out the other side... plus pipe pieces



A LEVEL COMPLETE AND WITH 12 CROSS OVER PIPES MAKING 70000 BONUS POINTS!!



A PERFECT! GET ALL THE PIPES TO RUN ALONG EVERY SINGLE TILES FOR 50000 BONUS! QUITE A TRICKY TASK ESPECIALLY WITH TIME COUNTING DOWN!!



Marc: Graphics have been improved a lot over previous versions and not only does the actual game screens look a lot better, but there are a series of little animated sequences at given points. The visuals can

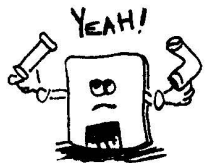
never be amazing, there just isn't the scope here to do it, but at least an effort has been made to tart the whole thing up on the SF.

The title tune is a really bouncy little ditty, although unfortunately the in-game tunes are very repetitive, repeating far too soon. What sound FX there are, are nice.

Pipe Dream is a game that is pretty hard to put down after you start playing it. It's another simple idea that proves to be really addictive (like Pang) and despite starting off easy, later levels are a real challenge.

The game is the same all the way through (as with most puzzles) and some people will find it boring. However, puzzle fans will no doubt love it, and for the rest of us it is a great game just to waste an hour or so on!!

Video - 80%
Audio - 75%
Playability - 87%
Lastability - 85%
Overall - 85%



that only run the water one way, and bulbous pipes that slows the flow of water.

Getting a big score for each level with bonus points is extremely handy as you gain money... after every four stages, you can go to the shop to buy items... extra lives, stop the clock for a few seconds, reduce the amount of pipes required to complete a stage, and so on... unfortunately, you can only use one item per stage.

CONSOLE TRIVIA no. 5535.1

Have you wondered why in Darius the two pilots are called Proco and Tiat? Well... stick the two words together and read it backwards and you'll get TAITO CORP. !! Pretty clever eh?

PHALANX

SUPER FAMICOM BY KEMCO - 8MEG



Onn: This must be one of another of those long awaited games! We reported this shoot'em up about a year ago, and Kemco have now

finally released it. And.. I wish they hadn't bothered, as Phalanx is a very average game.

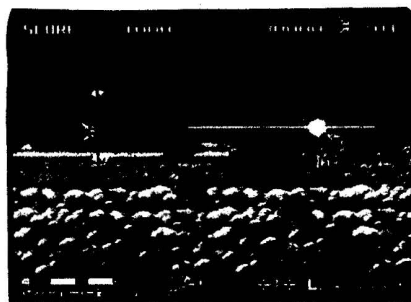
I always thought the graphics of the game were rather bland, and the final game is just that, not terribly well defined, and colour scheme is pretty poor.. especially on some levels where it's hard to tell the backdrops from the foreground graphics. Graphics don't make a game... and this is true true... the graphics sure don't make this game!

Sound isn't too hot either, but it's the gameplay that really lets it down... it's just too boring! Each level is basically 'shoot everything that moves!' This is the basis to most shoot 'em ups but... Phalanx just has nothing new, and the weapons are just awful.

I can't recommend this game at all... it's probably worth playing for a few goes, but certainly not worth shelling out £35-40 for. A real duffer!

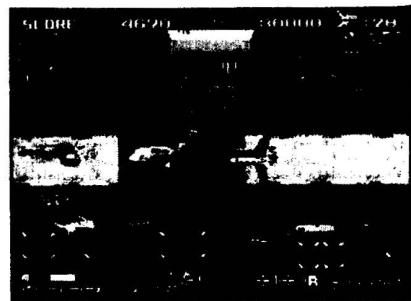
Video - 45%
Audio - 60%
Playability - 65%
Lastability - 40%

Overall - 50%



Phalanx is a horizontal scrolling shoot 'em up. As Phalanx goes, it's very much like others of it's type. Each of our ships has three energy units... thus can take three hits before biting the dust. You are also armed with standard vulcan fire, and missiles.

When you start the game, you fly into an asteroid field and attacked by a myriad of enemy fighters. Shooting them all is fairly tough with your standard weapon, so it's lucky that extra weapons can be aquired by shooting certain ships... either giving you side multiples that fire multiple



bullets, lasers, exploding shells and large blobs. You can also pick up icons to replenish your energy should you get hit.

As you'd expect, there are some big crafts to destroy, which require a large number of hits. And each level is different.. from outer space, to a level with water running down the middle which pushes you backwards, and a cave of rock formation to dodge.



Marc: There's a very fine line between what's a good and what's a bad shoot 'em up and Phalanx just manages to balance on that line.

It's hard to make an 'original' shoot 'em up (and in some ways, impossible) but games like Parodius and Contra do show there's life in the old genre yet! The problem is a lot of games are released that make no attempt to try anything new and just churn up tired old ideas to make yet another production line shoot 'em up.

Basically, Phalanx is one of these such games, but the fact that it hasn't been too badly programmed saves it from being dumped into the infamous 'bargain bucket' for a while at least.

The main ship moves around the screen quite fast and at first it's a bit uncontrollable (especially when you have to dodge little bullets that blend into the background amazingly well!). It doesn't take too long to get used to it and once you've picked up a few weapons (double lasers, homing missiles, bombs etc) things get a bit easier.

Each level is quite long and not all that easy to get through since there are usually 3 'guardians' during each one. This is certainly one of the tougher shoot 'em ups.

Graphics aren't bad at all and there are some patches of parallax thrown in for good measure here and there. Not much is seen of any hardware effects though and the resolution looks a tad low and, again, not many colours are used. Slow down also rears its ugly head during level two.

The tunes are passable with some quite nice keyboard-style sounds and reasonably suitable little ditties.

Phalanx is an above average shoot 'em up which should definitely be seen before it's bought; die-hard shoot 'em up junkies might think it warrants buying, others will probably want something a bit more impressive.

Video - 79%
Audio - 80%
Playability - 83%
Lastability - 75%

Overall - 80%



U.S.A TOP 10 CHARTS (7/8/92)

1. ZELDA 3 (SNES)
2. F-ZERO (SNES)
3. SUPER NES WITH MARIO
4. TETRIS (NES)
5. FINAL FANTASY 2 (SF)
6. SUPER MARIO LAND (GB)
7. PGA GOLF (SF)
8. F-1 RACE (GB)
9. CASTLEVANIA 4 (SF)
10. CONTRA 3 (SF)



Marc: I can honestly say this game is one of the greatest disappointments on the SF to date.

Another large cartridge (12 megs), and so it was fair to assume this would be a decent beat 'em up with tons of great graphics and oodles of animation. Here's a quick tip - NEVER assume anything until you've seen it!! The sad news for all beat 'em up fans is that Golden Fighter is one massive duffer, a disastrous attempt to outdo SF2 and a shameless waste of a 12 meg cart! Here's why.

For a start, the graphics are only average. If only some more time had been spent on the visuals..as it is there is a definite lack of colours used, giving a very low-res look and the backdrops are almost laughable. Oh, and the sound is awful too!!

The scrolling game is a shambles. You have about 5 moves to use and people wander at you from both sides normally taking just one hit to kill them. The characters aren't animated very well and the somersault move shows this up worst of all. Games like this should have an arcade feel to them, but Golden Fighter is too slow and unresponsive to be any coin-op I've ever seen. The scrolling itself is also quite juddery and to top it all off, the gameplay gets very boring after a very short while (walk, punch, walk, punch, YAWN!).

The point at which it all seems just too crap to continue are the end of level 'bosses'. Here the game seems to go into RPG mode!!!! Oh dear, spare me this, please!!!

Unfortunately, the one on one section isn't much better (well, it could hardly be worse!). Again, the animation leaves a lot to be desired and there is a ridiculous lack of moves.

I didn't expect this to topple SF2 as the best beat 'em up, but I also didn't expect it to be one of the worst.

I can't recommend anything about Golden Fighter. It has average graphics, poor sound, appalling playability, no long term interest whatsoever and also has the cheek to come on a 12 meg cartridge!!!

If you've got any plans to get this game, forget them! If you still need convincing, see it first and then see how abysmal it really is for yourself.

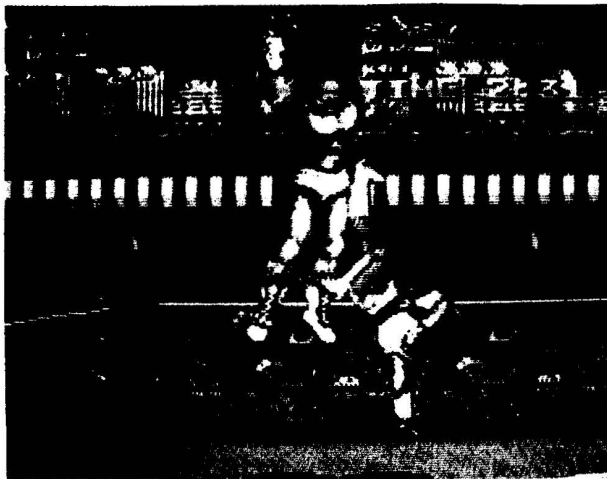
Video - 75% Audio - 62%
Playability - 60% Lastability - 50%
Overall - 60%

GOLDEN FIGHTER

SUPER FAMICOM BY CULTURE BRAIN - 12MEG

Golden Fighter from Culture Brain is a conversion of their awful Gameboy game Fighting Simulation. The game is several games in one... you can go one-on-one. Street Fighter Style, but in the

against an opponent, but each person gets a chance to attack then defend. Circles appear on you and your opponent's body, and you must react to it. ie. if a circle appears on your opponent's head, you should kick or punch him in the nut... where if it's on you, you should defend your nut.



THE ONE-ON-ONE MODE.. THE BIG WRESTLER TAKES ON THE CHUN-LI LOOK-A-LIKE!!

In both one-on-one games, you can choose from a selection of characters... either a boxer, street fighter, wrestler, Thai boxer, etc. Each character has a set of standard moves.. punch, kick, block, and jump, plus a couple of special moves. To win, you must deck your opponent so he hits the canvas and stays down for the count of ten.

Ring against a friend or computer opponent, or play a scrolling Kung Fu Master style game. Also, in the first mode, you can fight normally, or go for the strange training game. Training is wierd as you go up

part of a Street Fighter and must get through the stages by walking right and taking out all the baddies.. again thugs with knives, boxers, wrestlers, Karate guys, and so on. Along the way, you can kick stone blocks to reveal energy



Onn: This was one game I've been waiting for for sometime, and I have to say I'm rather disappointed. The graphics (as seen in the japanese magazines) look brilliant, but watch them move and you won't believe how poorly they animate and how everything slows down, and the scrolling jerk!

The Kung-Fu Master style game is barely playable, but it's just too slow! Because you have very limited moves (one punch, and four kicks - 3 of which are the same - the special moves are not very useful), it's just a matter of walking a few steps, deck a few baddies, and move on. One extremely annoying feature is, you sometimes have to walk off screen... but when exactly you do this is not known... so most of the time, you think you should walk off right, and a load of baddies attacks you off screen - and when they are on top of you, it's hard to shake them off!

Fight the Bosses, is the same as the SFII style game, and again quite good apart from one factor.. Mega Slow Down. Some times when the opponent makes a move, you can't do a single thing!! But like the above game, it's limited in moves too. The RPG and reaction games are rather terrible too, and not worth playing.

All in all, Golden Fighter could have been a game to kick Street Fighter II off the top spot, but Culture Brain have bugged it right up. The slow speed and lack of action makes the game very average indeed.... worth a look, but not an essential purchase. Stick in a faster 16mhz processor, add more moves and it might be worth getting!

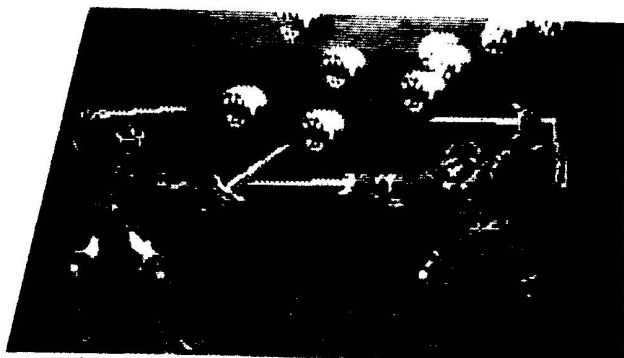
Video - 65% Audio - 50%
Playability - 60% Lastability - 55%
Overall - 60%

potions. During the stage, you'll meet a boss which you then have to take out like the one-on-one game.

When you meet the bosses... depending on which mode you picked.. you can fight as normal, or go for the RPG option. In the latter, you get a menu to pick what moves you want to make.. either attack, defend, use special attack or drink energy potion.

In this mode, there are lots of bosses to destroy once you get into the game... sometimes you

enter a tournament like in the first one-on-one games, and even warp into another dimension where you change into a warrior with swords and fight other warriors with some very nasty weapons and magic powers!!



YOU ENTER THE 5TH DIMENSION... TIME FOR SWORD FIGHT!

Jason: Aren't beat 'em ups an interesting video game genre? Just to prove my point consider these facts:-

a) Most beat 'em ups seem to originate in Japan where street violence and thuggery prevail about as much as on a Sunday afternoon in Budleigh Salterton. (unless the clashing of zimmer frames counts for anything)

b) Beat 'em ups provide sanctuary for softies and shandies from the pain and disfiguring consequences of real street

brawling.

c) Beat 'em ups are the least likely type of game your granny would buy for you.

d) Golden Fighter is crap and if she buys you this you'll have more fun beating her up than playing the game.

Basically it goes like this. Game designers at Culture Brain were starved of a bit of creative inspiration. They had this brilliant idea for an advert that pulled a little bit from all the decent beat 'em ups of the last few years. Work started ages ago when static game screens were drawn and photographed and huge impressive 3 page and sometimes 4 page adverts began to appear in the Japanese Super Famicom magazines. It looked amazing.....well quite good anyway. Street Fighter 2 fever was rife and what better way could there be for releasing an advert than riding in on the crest of someone else's wave. As for the game, well read on.....

Well what can I say, other than it's horrible. Culture Brain's previous attempts at programming the Super Famicom have been just as feeble and retarded as Golden Fighter. Super Chinese World and Baseball Simulator 1000 were truly awful games. Cashing in on Street Fighter 2 and Final Fight is acceptable - the games industry is short of original ideas at the best of times. What is not as acceptable is the utterly pathetic jerky scrolling, the stilted animation and the terrible playability. To be fair though, having a fair bit of Jap text to cope with obviously hinders one's ability to appreciate any of the game finer points, should they exist.

The biggest problem Golden Fighter has is speed, or the lack of any. Controls are largely unresponsive, collision detection is poor, sound is forgettable and worst of all it isn't any fun to play. So where does that leave us? Well the sad thing is that this game will probably sell in the same way that Crazy Cars did on the 16 Bit computers. Pretty pictures on adverts and game boxes do sell to the uninitiated (i.e your granny might buy GF if she happens to be one of those ones who goes to the wrestling). The biggest question has to be though - why would anyone consider this when the SNES has a perfect version of Street Fighter 2? - A gorgeous beat up so bursting with depth and playability that trash like this doesn't stand a chance.

(Jason didn't give a rating... he either forgot.. or couldn't find the minus sign on his wordprocessor!... Ed.)

SPINDIZZY WORLDS

SUPER FAMICOM



Marc: Spindizzy was originally a bit hit on the Commodore 64 about 6 years ago, being one of the best arcade adventures around at the time (and rarely for the 64, in isometric).

It was converted to the Amiga as Spindizzy Worlds about a year ago, proving fairly popular with reviewers, but bombing with the games buying public.

I was surprised that anyone would bother converting this game to the SF, it was great all those years back on the '64 but was virtually ported to the Amiga, and so not looking too impressive. I'm sorry to say that the Amiga version has been, in turn, ported onto the SF without much success, leaving this version looking (and playing) very poorly indeed.

Spindizzy Worlds is like a arcade adventure version of Marble Madness, with you playing as a spinning top making your way round isometric levels in search of special icons.

The graphics on this version aren't very well done at all, looking actually worse than the Amiga version with some awful perspective (what's supposed to be a V shaped passageway looks like a large wall!) and no attempt has been made to update them at all. No Mode 7 is used and colour is vastly under used. A great shame really, as using the hardware available Spindizzy Worlds could have been quite spectacular.

Music is also very Amiga-esque, not really making use of the sampled effects that it could have done. Sound effects are scarce.

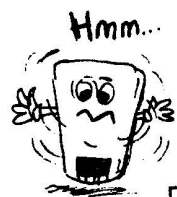
The main sprite is very fiddly to control and the gameplay can get annoying after a while.

Spindizzy Worlds is another pointless SF release...why bother in the first place and especially not if no attempt to modernise the game is done. Spindizzy had its day; these days it looks remarkably sad along side the arcade quality releases we've seen recently.

I'll pass thanks.

Video	-	65%
Audio	-	70%
Playability	-	70%
Lastability	-	69%

Overall - 64%



STAR PARODY

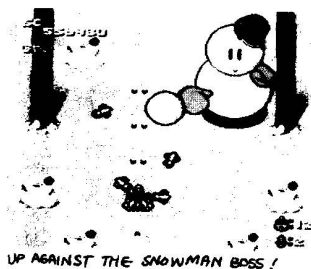
PC ENGINE BY HUDSON SOFT - SUPER CD-ROM



Onn: This is one game I've been after for some time, and I must first thanx Gavin De Bank for the loan of the CD.

Star Parody is a vertical scrolling shoot'em up and a parody of games like Super Star Soldier, Twin Bee, and others. The game starts off with a fantastic animated introduction sequence and when loaded, you can play a normal game, or go for the 2 or 5 minute games as in the Super Star Soldier saga.

Before you start blasting, you have three ships to choose from... either the Paro-Ceaser (the ship from Super Star Soldier), Bomber man, or PC Engine. Each of the crafts have different weapons when you pick them up. The Ceaser's most deadly weapons are the lasers, while Bomber

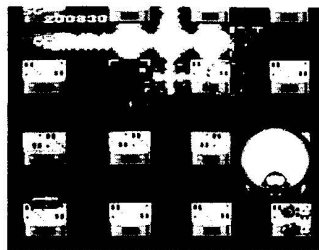


man can throw out giant bombs, and the PC Engine can throw out CDs (although it can also launch homing missiles which are extremely effective). As well as the main weapons, you can also gain multiples (shadow), shields, and a cluster of bombs are at your disposal. However, as well as handy weapons, there are also 1ups to collect, bonuses, Question marks!?, and a bonus icon which removes your weapons!

As the game is a Parody of shoot 'em ups, you can expect lots of crazy cartoon going-ons like Parodius, and you'll be right! Star Parody is packed to the teeth with wonderful stuff. Each level is based on a different theme... Stage one is a ripp-off of Konami's Twin Bee with similar type backdrops and even pirate ships are present for you to blast. There's a snow level where you have to tackle a snowman throwing snowballs at you, a toy level where tangram pieces form into different objects to attacks you, a bomberman stage where you take on a massive Black Bomberman in his maze, and Super Star Soldier stage

where you meet up with some chunky versions of the S.S.S. bosses!

Graphically, Star Parody is mega... superb cartoon style graphics, all nicely coloured and detailed and animation is real smooth. The game features a host



of special effects with wobbling-screen water level, thunder and lighting effects, and some scaling - at times you think you'll playing the Super Famicom!!

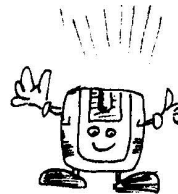
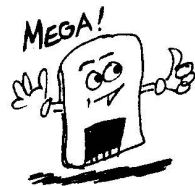
Sound is also great. The sound effects are brilliant, and the sample speech is well ace (in the cheeky japanese voice - I especially love it when 'she' says 'Bye-Bye!'). The CD tracks are very good, although some don't suit the game at all, although a few are well cool using some wierd instruments.

As for gameplay.. Star Parody is brilliant... although it is very easy in it's default setting... I reach the very last level on my first go losing only one life (only because a wall closed on me from behind in the pyramid level), and went on to complete it with 25 lives to spare (the last level is extremely tricky). So, you should only play it on the hard setting for any challenge at all.

All in all, Star Parody is definitely worth getting if you have a Super CD of some sort, and if you can find a copy for sale! It's not as good as I thought it would be, but certainly better than a lot of shoot 'em ups available!

- Video - 95%
- Audio - 89%
- Playability - 92%
- Lastability - 82%

Overall - 90%



SPRIGGAN

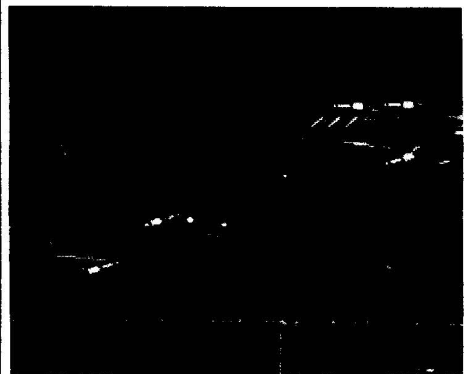
PC ENGINE BY NAXAT -



Onn: Firstly, forget you ever seen or played the original Spriggan as Spriggan Mark 2 is a totally different game. You still control a robot (well.. it wouldn't be called Spriggan would it if you didn't?!), and

you still blast all the baddies. But this time it's a side-arms type left to right scrolling blaster... with touches of Assault Suit Leynos (Target Earth) thrown in.

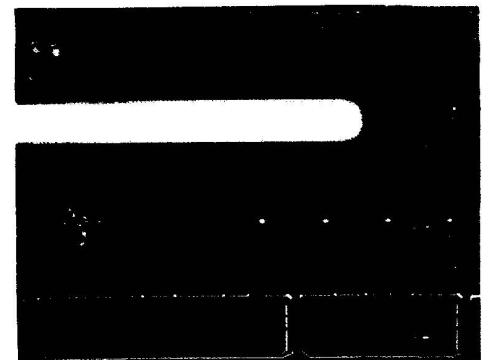
Like Assault Suit Leynos, the game is wrapped around a battle storyline as you play through the game (people talk to one another during the game), and you have back-up from your army of



fighters... so it's not like you are on your own against the might of the enemy.. although in most cases, you are!

In most cases you have a companion in the form of another robot that blast away, but he is generally not too helpful... until he decides to become a kamikaze pilot!! Generally, each level have hordes of enemy robots and battle crafts flying in in formation to blast you into a million pieces. These are no easy targets... they are fast, and armed with homing missiles, lasers, plasma bombs, and more!!

Like Leynos, you only have one life, but



THE ENEMY SHOWS HE HAS POWER WEAPONS!

MARK 2

SUPER CD-ROM

an energy bar that slowly charges up when you are free from fire. You also have a set of weapons.. rapid fire cannon, and limited missiles, sabre, and bazooka. Like Side-Arms, button 'I' changes your direction - facing left/right. During each level there are some big battle crafts and Robots to destroy armed with some mega weaponry... luckily sometime you are helped out by re-enforcements!

Graphically, Spriggan Mark 2 is great.. again, very much like Leynos... robots, strange battle ships, mega mechanical bosses, plus great parallax scrolling... and the inbetween animated screens are pretty good too... if only I could understand japanese.

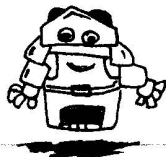
The sound is fabalous too with very atmospheric music, although there are some tunes that sound like dance tracks and wouldn't go amiss in the charts! Sound FX are good... generally lots of explosions and stuff.

But Spriggan's main point is it's game play... it's one tough game... if you though Side Arms was tricky, Spriggan really keeps you on you toes.... as the enemy attacks you constantly from tiny little robots to robots with whopping mega lasers and giant battle crafts with rotating arms and multiple guns!!

Overall, Spriggan Mark 2 is excellent and certainly one of the best shoot 'em uos around. A must buy if you like Leynos and/or Side Arms.

- Video - 95%
- Audio - 90%
- Playability - 93%
- Lastability - 90%
- Overall - 92%

YEAH!



GLEY LANCER

MEGADRIVE BY NCS

Gley Lancer is a horizontal blaster. and has some very neat features. Before you start the game, you can choose the way your multiples are activated. These can trail behind you like in Gadius, rotate around you, stay above and below you and fire in certain directions depending on the movements of your ship, etc. As well as this, you can also freeze or alter the multiples while holding down button 'C'. This is very useful indeed, as you can have trailing multiples and fix them so they are behind you, so enable you to take out anything behind you while moving back just like in SF Super Aleste.

The game follows the same shoot



'em rules... multiple levels, with lots of obstacles to dodge, formations of enemies, gun enplacement, big armoured crafts, lots of weapons to collect including flame thrower, lasers, spread-out fire, strange blobs and sabre! And when you reach the end of the level.. the big, bad, monster of a boss to destroy.



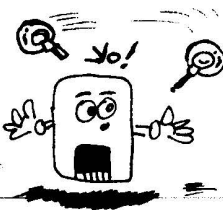
Dan: The first thing that strikes you about this game (apart from the rather crap title) is the rather obvious blandness of the graphics and music. Everything seems really dull - the colours, the sprites, the tunes - everything. Upon playing the game, it becomes apparent that things aren't as bad as they seem. The graphics, while not being particularly good as such, are functional and suit the action. Musically, the game is not brilliant but the tunes grow on you after a while and are really quite pleasing to the ear. The speech is horribly grating but the actual phrases themselves are great, like "Stick to it, and believe in your powers!" and "Danger! Danger!" (Hmm. 6Slight touch of Deja vu I think.) and of course "Danger! Danger!" (Hmm. Definitely a slight touch of Deja vu.)

Gameplay wise Gley Lancer is pretty Standard shoot 'em up fare, but is made all the more interesting by the different weapon modes that are selectable. As you play, you tend to get to a certain level and think to yourself "I sure wish I had the homing weapon for this level", only to find that while the homing weapon might well be useful on that level, it might well be completely hat stand on the next.

Very devious.

Overall, Gley Lancer is a pretty decent game but not one I can really recommend buying. Certainly worth renting however.

- Video - 70%
- Audio - 79%
- Playability - 85%
- Lastability - 65%
- Overall - 80%



NEXT ISSUE

MEGA PREVIEWS AND REVIEWS OF TOP GAMES:

SONIC THE HEDGEHOG 2 (MD), GLOBAL GLADIATORS (MD), GREEN DOG (MD), STEEL TALONS (MD), CAPTAIN AMERICA (MD), WORLD JOCKEY (PC), TATSUJIN (PC), MARIO PAINT (SF), DRAGON'S LAIR (SF), UNIVERSAL SOLDIER (SF), X-MEN (SF), AND MANY MORE.

THE JAPANESE COMPUTER SCENE AND HOW IT AFFECTS US CONSOLE GAMERS. PLUS MEGA HARDWARE AND SOFTWARE NEWS, TRICKS AND TIPS, GAME MUSIC CDS, AND TONS MORE!!

DON'T MISS ELECTRIC BRAIN no. 30

TWINKLE TALE

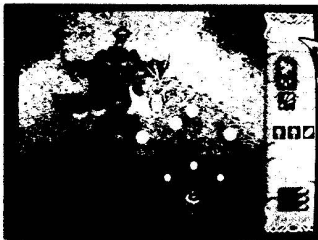
MEGADRIVE BY WAS



Twinkle Tale is very much like Undealines - a game where you control a character moving up screen blasting at all the nasties (Commando style), shooting pots to reveal useful energy and/or power-ups, get

through the obstacles, and defeat the boss at the end of the level.

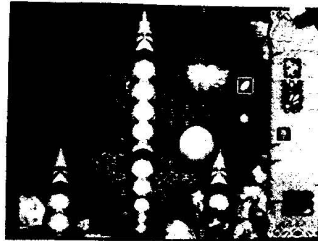
The difference between this and Undealines is. Twinkle Tale has cute cartoon style graphics instead of the



'Undead' look to it. The character you control is a small girl wearing a large cape and hat... I think she's a witch... and she has three weapons at her

disposal... normal power spread stars, powerful lasers, and weak homing plasma balls. When you start the game, each of the weapons are at power level one, and collecting stars can increase them to power level three. Should you get hit, the power level of the current weapon you are using is reduced. Note that you only have one life, but start with three energy units... although energy pots are scattered throughout the levels. As well as the three weapons, you can collect magic power.. three can be stored at any one time. There are two types of these... a dragon-flame and mega-homing plasma balls.

Each level is fairly long and different from jungle, to temple, to swamp, to up in the sky! And the bosses range from a three headed beast, to giant floating knight with



sword and shield, and a BIG nasty spider.

At first, I found this game to be very average indeed, offering nothing at all special... been very much like Undealines... although because it scrolls in different directions too... a little like Mercs. But once you've got through the first few levels (quite tricky... as it only gives you one life!), the game becomes very interesting - not to mention frantic, with some great looking bosses!

The graphics are brilliant in all departments (although a few sprites are rather bland), and sound is pretty good.

Overall, Twinkle Tale is a very nice little game.. if the game was more military-like, it would be very much like Mercs... so if you liked

that game, then this is for you!

Video - 89%
Audio - 85%
Playability - 87%
Lastability - 80%

Overall - 85%



AGURI SUZUKI'S F-1 SUPER DRIVING

SUPER FAMICOM - SUPPLIED BY C.E.S.



Marc: Considering how easy it is to program a racing game using the Mode 7 effects, it's surprising that only F-Zero has really produced a fast and realistic game to date. Each of the

driving games so far on the SF have had one flaw or another - F-Zero was only one player, Top Racer didn't use the hardware and Exhaust Heat was too slow.

Aguri Suzuki (Who?!) Racing

manages to put all these to rights, but still doesn't topple F-Zero in my opinion.

Firstly, the 3D effect is fast and smooth and therefore fairly realistic as games go. Also, we get a two player simultaneous game (split screen) and in one player mode we get a full screen (unlike Top Racer, which was annoying).

Some fairly nice music starts things off and there are a stack of options to fiddle with - including pad configuration, weather conditions, track selection, music set-up etc, etc. This game is certainly not short on presentation features!

In game the sound is, of course, restricted to irritating false engine sounds that really drone after a while and makes you reach for the volume control. If we must have silly sound effects, can they not be a bit more varied??

The controls are pretty sensitive and it takes quite a while to get used to controlling the car. Just a tad too fast round a bend

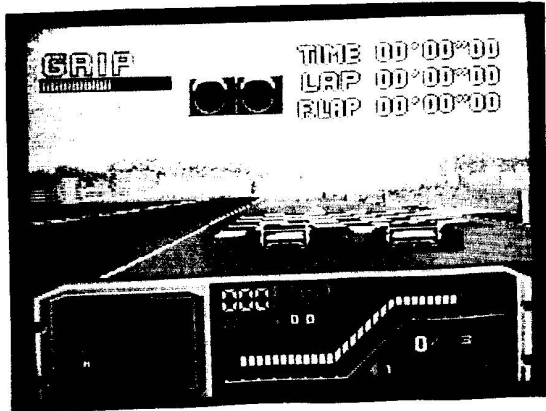
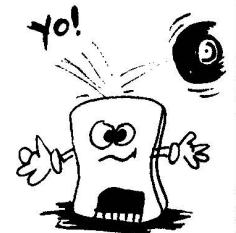
and you spin or go off the track, which is frustrating until you finally master it.

Graphics are far better than Exhaust Heat, the car looks better and the courses are more varied. However, you only seem to race against one car (Suzuki himself!) and if he loses you, it all becomes a bit pointless really. The 3D update is fast and the detail around the tracks isn't bad - the grass looks weird as it's hardware chunks, but the rest of the scenery is o.k. (what there is of it). One point - sometimes when you're driving along, the tyres stop moving and it looks as though you're stationary, blowing the whole effect!! Whoops!

A good racing game that slots in behind F-Zero at number two in the charts. F-Zero is just so much more interesting to play....however, this is obviously an essential buy for 2 player racing fans. Respectable!

Video - 88%
Audio - 85%
Playability - 84%
Lastability - 83%

Overall - 81%



ASPARAGUS TIPS

PARODIUS (SF)

● For one multiple:

Pause the game, and press Up, Up, Down, Down, Left, Right, Left, Right, X, X, B, B, Y, A, Y, A, and then Unpause.

● For full weapons:

Pause the game and press B, B, X, X, A, Y, A, Y, Up, Left, and then Unpause.

● For invincibility (Muteki):

Pause the game and press L, R, Up, Right, A, Left, Y, Down, B, A, Y, A, Y, R, and then Unpause.

● For three mega bombs:

Pause the game and press X, X, X, B, B, B, Y, Y, Y, A, A, A, L, R, and then unpause.

● The standard Konami Cheats will make you self destruct... very useful!

● However, do it on the Option screen for extra level 8 difficulty.

(Up, Up, Down, Down, Left, Right, Left, Right, B, A)

● For Round Select:

On the Option Screen, press Up, Right, Down, Left, X, A, B, Y.

● For a rather pointless option... on the Player Select Screen (when you select Auto or Manual Power-up), you can hold down Select and press Start 3 times to bring up the Toulette on/off option.

● And finally, for something really crazy, as soon as the animated intro starts (with the crowd of penguins etc.) press Up, and then hold Up + L down while press X five times, B five times, Y five times, A five times.. you can then let go of Up and L. When the intro finishes and the red octopus smashes into the screen... it will freeze. Here, you can then use the pad to move the octopus around the screen and in and out of the screen, and flip it! Wierd!!

ADVENTURE ISLAND (PC)

● On the title screen, press Left, Left, I, Right, Right, II, Up, Down, Up, Down, and a '1' should appear at the bottom left of the screen where you can change with the pad to select your level.

CAMELTRY (SF)

● For the sound test screen, enter 'ZTT' as the password.

KRUSTY'S SUPER FUN HOUSE

● Here are the level codes for this game:

(SF) Level 2 : Bartman
Level 3 : Smithers
Level 4 : Snowball
Level 5 : Jebediah

(MD) Level 2 : Whoamama

Level 3 : Flanders
Level 4 : Brockman
Level 5 : Sideshow

MD TENNIS '92 (MD)

● Enter GRAND.SLAM as password, then pick circuit and you can pick the top rank players!

● Enter CONFIG for configuration mode.. music test, voice test, sound test, etc....

GLEY LANCER (MD)

● On title screen, press Up, Down, Left, Right, B, A for configuration mode.

STREET FIGHTER II (SF)

Here are some handy tips:

● You can change the joypad configuration each time you select a player by holding down the Select button! (ie. when the little aeroplane flies to another country). Handy if you have lots of people challenging each other.

● If you have a Capcom Joystick, to configurate the joystick to the same as the coin-op (top row Punch, bottom row Kick), just highlight 'SET' and press a button. Simple!!

● Last issue I mentioned you can play Ken Vs Ken against the computer.. to do this, select Guile and start the game... get to Ken's Stage.. (best to reset until you actually start on Ken's stage), and just as the round starts, challenge with second player with E.Honda. Draw all four rounds by not hitting each other for the time to run out. When both goes out, Press Start to continue on second player pad and select Ken, and you'll be up against Ken!!

SOLDIER BLADE (PC)

● On the Caravan stage - the 2 minute one, if you kill the big red boss WITHOUT shooting anything before hand (ie. attack the boss when your score is zero), when you destroy it, you'll get 80000 points!!

DESERT STRIKE (MD)

● For two extra lives in this ace E.A. game, enter the following as the password:

TQQLOM

You can now start the game, or enter a new password to start on a higher level.

STAR PARODY (PC)

● Okay, the game is a bit easy, so if you want a bit more of a challenge, go to the option screen, and change the sound to OA. Then you can change the difficulty level.. and a new option will appear!

FI CIRCUS SPECIAL (PC)

● When you are racing, you can press SELECT down for Auto Drive!!

EXCLUSIVE: ARSENAL FANS OWN GX4000S!

With the start of the Football season, and the new Premier League, we wanted to find out what the average football fan thought of consoles and what machine they owned if they had one.

We sent our top investigator down to the start-of-the-season-favourites - Arsenal's home ground at Highbury to find out. Unfortunately, Nobby Smith got there a bit early... six hours before the match would start, but he sneaked in to the grounds anyway hoping to catch the crowds as they streamed in.

To his surprise, the North Bank Stand was packed solid with cheering arsenal fans. This was the chance not to be missed. Armed with his note pad, and mini tape recorder, Nobby mingled with the crowd for a bit of questioning.

The fans were a bit hesitant to answer any questions Nobby threw at them... these Arsenal fans were a sure hard lot. Even bribery and blackmail had no effect.

"We have pictures of you and the next door woman in some

impossible positions!"... Nothing!!

"We have proof you own a Des O'conner LP!".... Nothing!!

Nobby had to play dirty... he turned to plan B - No response means YES!

Nobby approached each of the fans.. "Do you own an Amstrad GX4000? And do you think it's the best Console in the world?"

After questioning all the supporters, the underlining figures show that 9 out of 10 Arsenal Fans have a GX4000 and think it's the ultimate machine!! □

LYNX HOCKEY

LYNX BY ATARI



David: There are very few sports games on the Lynx (very few games at all!) but this is a good one.

The first thing you notice are the huge list of options. You can pick a team from one of four divisions, all of which have eight different ratings for speed, skill etc. Or you

can practice the fights that can break out. Each player faces each other and try to knock them down with a combination of four punches and defences. The graphics here are large and the animation is fun (get hit in the gut and your head expands out toward the screen!). You can practice shooting at goal as well (large graphics here too).



There's also another option page (!) to alter game time, turn the referee on or off, and cancel the in game fights as well as the ability to juggle the teams attributes so that you can have an almost invincible team against a bunch of brain dead Mean Machines types. The game then gives you a password which when entered resets all the options to whatever you have chosen - a nice touch.

Finally you get onto the ice! The graphics for the game are very small, but detailed, allowing more of the rink to be seen. The player under your control has a circle under him, but you can change to anyone if you want to get near the puck.

The game is very fast, but I can't help wishing the players were a bit bigger, as trying to see who has the puck with a mass of sprites on screen is nearly impossible. A lot of the time, it's a case of hitting and hoping. However, unlike a lot of sports sims, the team's skills do make a difference - and they will happily play the match with out your help (and do a better job in my case!). If you do join in and get the puck, you can pass or shoot (high or low), or if the other side has it, try to

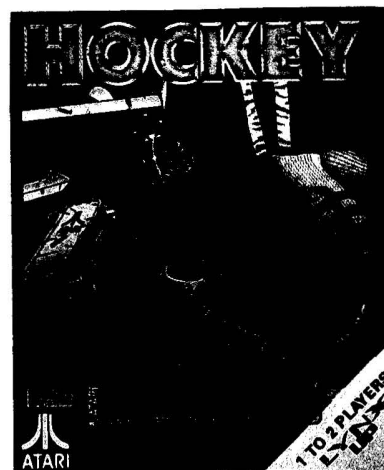
intercept a pass. Of course, you could also hit the bugger over the head and hope the ref doesn't see! But if he does, you could lose a player!

At the end of the match, you're shown pages of statistics about it, but there's no winning message or picture. More seriously, there is no tournament option, just one off games, a pity as the password could have been used here.

The sound is good for once with winning tunes for each goal and

sampled effects for the punch ups. A solid, fun game, but a strain on the eyes. Lets hope the upcoming Baseball is better.

Video	- 76%	Audio	- 78%
Playability	- 70%	Lastability	- 80%
Overall	- 79%		



NOTICE:

This month, we had so many games for review that we couldn't fit them all in - so they will be featured in the next issue. The games we didn't cover included Hydra (Lynx), Syvalion (SF), Mario Paint (SF), World Jockey (PC), Monkey (PC), Dungeon & Dragons (MD), Tatsujin (PC), Pro. Baseball 2 (SF), Sports Talk Baseball (MD), R.B.I. Baseball (MD), Power League Base- ball (PC), and more....

Check out next issue!!!