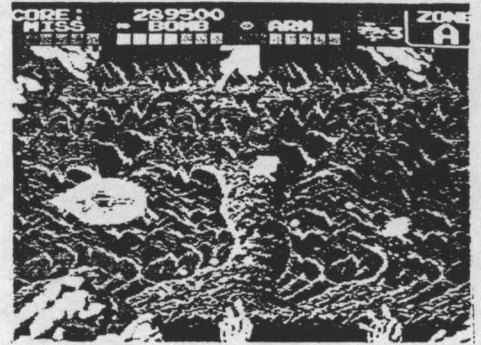




A MONTHLY FANZINE FOR NEW VIDEO GAMERS

# CONSOLE MAGAZINE



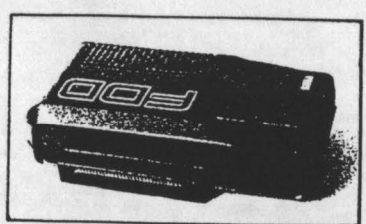
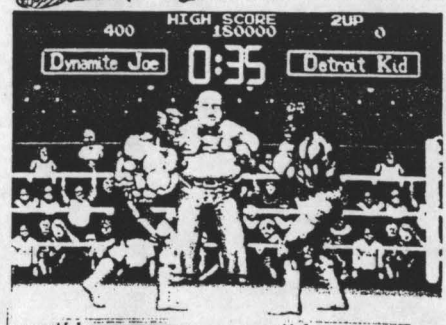
MARCH/APRIL 1990 - ISSUE 11 - 70p



GOT A MICROWAVE? SO WHAT?!  

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

Reviews Of New Zealand Story For Both Engine & Megadrive. How Do They Compare? M.D. Air Diver, Super Real Basketball And After Burner II. Engine Tiger Road, City Hunter Paranomia, And the Ultimate Shoot 'em Up (?) - Super Darius!!!



MD FLOPPY DISK DRIVE

... PLUS... WELL... TOO MUCH TO MENTION!!

EDITORIAL

BONGI 'Major' news in March - chancellor John Major presented his first budget on March 20th. As usual, up went the price of petrol, ciggies, and alcohol... looks like some of us will be extremely poor or sober this year. Interest rates are still high, value of the pound - dropped, inflation inflated, and trade was 1.4 billion pounds in the red. What's that got to do with us you ask? We are responsible for this by buying japanese consoles, software, etc.. YEPI If we bought british instead, the national trade deficit will come down to zero.... well... ok... probably not. Come to thing of it, there's NO british console on the market, we would be very bored, there will be no Console Ma'zine.... Hmmm..... "Support the Japanese economy.... BUY JAPANESE!!! You know it makes sense!

SPORT: Latest score:

Megadrive Greys 10 Megadrive UK 1

The Greys dominated the match from the start, scoring their first goal in the first minute. From then on, there seemed no hope for UK. With 'Graphics', 'Sound', and 'Playability' up front, the Greys really showed there were in a different league. At half time, it was 5 - 0. UK Manager, Branson, consults the Sega board of officials to import some new players. This did the trick, and they pulled a goal back in the second half... 5 -1. But disaster struck, the imported players didn't get on well with the rest of the team, nor the supporters, and the plan back fired, which resulted in 5 own goals! UK goal keeper, 'Price', spoke after the match, "I tried my best, but... well.. you saw what happed?!" Last word from 'Branson', - "Well... we can't expect to win all the time and it isn't our fault - we ARE only Virgins".

THE WEATHER: A bundance of sunshine overlooking the Engine, although slightly misty over MD, which should clear later on to give a brighter outlook. Very cloudy and dary over Konix with no sign of improvement, with a lot of high pressure.

That's the end of the news, until next time.... Onn.

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HARDWARE

Latest piece of hardware add-on from NEC is the Super Grafx CD-Rom interface cable for all you SG owners who wants to connect a CD-Rom to your machine. What this is, is a grey box like an Audio/video unit which fits onto the back of the SG's 69-pin expansion bus. A lead comes out of the left side and ends up into a square white box resembling a PC Engine, and this slots into the CD interface... clever eh? The unit will be available sometime in April... price unknown at the moment.

NEC Avenue are also to release a pair of 3D glasses for the Engine. The strange thing is, it is expected to be used in conjunction with the game DARIUS! The glasses are rather strange with one eye-piece in normal looking glass, while the other is dark. How these work is beyond me, and how they can affect a game such as Darius is another mystery.

Rumors are that the Portable PC Engine, will be called the HANDY GRAFX when it is released. At present it seems all PC Engine games will work on the machine, including Space Harrier... which doesn't on the S.G.

No new hardware releases on the Megadrive, but the next add-on for the machine is likely to be the Floppy Disk Drive. It's the most sensible add-on to release next, so that programs can take advantage of it like saving high scores, save positions of games and so forth, which currently are only available on selected MD Role play games and adventures with memory back-up and costing a great deal more than normal MD carts. eg. Phantasy Star will come out on 6meg Cartridge with additional back-up memory and cost somewhere in the region of £60!!! It will also be ready when the other add-ons are available like the keyboard and graph pad... which are, to a certain extent, not too useful without a backup device.... something that NEC should consider producing! The FDD is the same width and height as the Megadrive, and about 3" across. The device slots onto the right side of the Megadrive through the left expansion slot. Incidentally, the graph pad fits into the left controller socket, and amazingly, the keyboard, into the right controller socket!! The first programs to use the keyboard will be a number of adventure and Role Play Games. The FDD will use Double sided high density 2" disks.

Sega also plan to produce a printer and music keyboard for the Megadrive, which will turn this 16-bit console into a powerful fully fledged computer system.

Oh yeah, we must congratulate C+VG for the brilliant April Fool prank about the A-Migadrive - the device that suppose to let you transfer amiga programs onto special battery backed D-Ram cartridges for the megadrive! However, Justin recognised it straight away (as most Nintendo owners) as the unit is actually the device used by UK Nintendo consoles so that Japanese cartridges can be used on the system. Note how they showed the device not actually connected to the Amiga, or the front side of the Megadrive cartridge which would probably have 'Super Shinobi' on it. If anyone did produce such a device, the cartridges would be more expensive, it won't be the japanese who would produce the device either, as the Amiga hasn't sold many units in japan because like most western computers, there isn't enough pixels per character for the range of japanese symbols. That is probably why MSX took off really well in Japan, but no where else.

ENGINE NEWS

SOFTWARE

The most surprising planned game this issue is from Hudson Soft, who will be releasing another Wonderboy game... and I think it will be the SEGA master system hit - Wonderboy III where you are turned into a dragon. No planned release date, but expected on 2meg card. Also from Hudson soft will be 'Power Eleven'. This is their latest game in their 'POWER' games series, and this time it's a footies game as you might expect. The game will be viewed from above, scroll left/right and will be a one or two player game. However, when taking penalties, view is from behind the goal in 3D with the goal keeper drawn in outline so you can see the player taking the shot. No release date again, but expected on 3meg card, so should be good. Out for September (!?) will be Bomber Man on 2meg Card. The game puts you in a maze infested with an assortment of nasty creatures. Not sure what you have to do, but you seem to be able to lay bombs which look devastating when they blow. The game can be played by one player or against another. It also has a password and Ram-back up mode too. Also from Hudson will be a game called Adventure Island, which looks to be a similar game to Neutopia, their other RPG. All you Super Grafx owners waiting for the next SG game won't have to wait long, for Hudson's slash and hack game Grandsword, the 4meg card will be available on 6th April. The game looks fabulous, as you control a armor clad soldier, first equipped with a grandsword but later with bow and arrow and spear. Like Rastan Saga, you have to make it through rock formations, waterfalls, caverns, lava pits, etc, all beautifully depicted especially in a cave where it's made from giant skulls and bones. The enemies comes in the form of armor-plated/robotic like animals - giant hopping rabbits, beetles, and so on.... and then there are the end of level bosses...one of which is a giant rock man.

From Tonkin House will be a strategy war game based on the ancient Japanese armies. The maps looks great with hills, rivers, etc... and the characters are all on horseback and highly detailed.

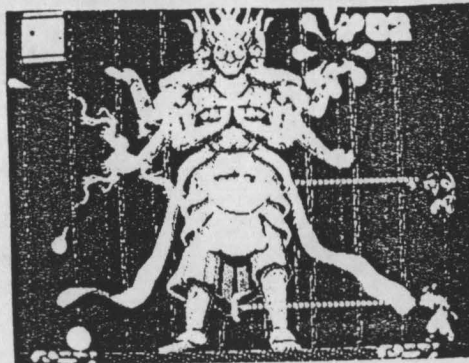
The busy people at Telenet Japan are to launch another CD-Rom game (they must have CDs coming out of their ears), but this time it's a RPG/Adventure. The game's called Faerie Duet Story, and possible release date from April. From the title, you'd expect not too much blood and violence and you'd be right, as you control a girl in a

wonderland world.... brill graphics. They are probably trying to attract more females to the engine scene.

All you waiting for a release date for Asmik's conversion of Powerdrift - latest announcement is that, they hope to release the game during April... we sit in hope!

NEC Avenue have a host of licenses, but seem to have delayed all releases. Up their sleeves, they have Forgotten Worlds, Darius, Out-run, Afterburner, Operation Wolf, Thunderblade, Hellfire and Rainbow Islands..... also Wardner, Ghouls 'n' Ghosts, Strider and Galaxy Force! However, Avenue are planning of producing two versions of each game... one for the standard Engine and another more advanced version for the S.G. The main differences will be the extra 2 player simultaneous options on Darius and Forgotten Worlds. Maybe Avenue will consider producing another version of Side Arms, with dual play option for the SG?

Namco have given a release date for SplatterHouse - the 4meg Halloween type game will appear on 3rd April - not quite friday the 13th. Namco's other game, the exceptionally great looking shoot'em up called Barunba, again on 4meg will be launched on 27th April. The game's quite similar to their other shoot'em



ENGINE: IREM'S NINJA SPIRITS AGAINST 1ST BOSS

up Ordyne, as you are out to get the mad professor.

Big Don will be releasing Formation Armed F on 20th March. The game's a conversion of Nibonbus-san's up screen shoot'em up and will be out on 2meg Card. The game looks very good, but not as good as GunHed or Irem's Image Fight.

Talking of Irem, although their conversion of Image Fight is imminent, their other conversion Ninja Spirit is looking amazingly good... and Irem looks to have another winner on their hands. Unfortunately, it's still early days as Irem haven't even announced a release date nor card size.

MEGADRIVE NEWS

April, and Sega plans to release Data East's conversion of Darwin 4081. Sounds interesting, but it's another up screen shoot'em up and a very good one at that. You control a highly slick silver craft with some very basic weaponry, but things gets real awesome when you collect 'armor' and enough 'DNA' pods, changing your slim ship into a wide-wing bird like space craft equipped with either flame thrower, long blue lasers, cuboids, and even Space Harrier II ring lasers. Definitely one to look out for.... especially if you like Tatsujin.

Not content with Darwin 4081, Sega plan to release another shoot'em up in May, called Whip Rush. This is slightly different in that, it's a horizontal left to right scroller and not too unlike Curse... infact some of the backgrounds scenery look the same with jungle and cloud scenes.

July, and Sega have two of their own arcade conversions in the pipeline. One is Crackdown... the dual player arcade adventure, which is to be available on Computer format soon. And the other is Wonderboy III, the same version as Hudson Soft's CD-Rom one on the PC Engine. Current piccies of the MD version looks very poor, but it's a long way from completion, as the pics I've seen even have the programmer's help locations etc... on the screen, so it can only get better.

Fantasy Star III - the popular RPG will be available in April, and like the previous Fantasy Star, will be on 6meg Cart. with additional back-up memory so will cost mighty more.

Other releases: Namco's Phelios will be available in May with Thunder force III in June. Treco's conversion of UPL's Atomic Robo Kid will be out in May, and so will Activision's, licensed to Sega, Ghostbusters.... a game I can't wait for!

NINTENDO

Not a great deal on the Nintendo, but no guessing what's the top selling game in Japan from 11th Feb. - YEP! the amazing Dragon Quest IV..... it really is amazing how one game can sell so many copies, and continue to do so. Another surprise is that, Tetris on the Famicom which was released on 22nd December 1988 is 3rd in the all format charts!!!

Apart from Dragon Quest IV, not a lot happening on the Nintendo. RPG are becoming more and more popular, and end of march, Konami will release a 4meg one called Madara... costing a whopping 8, 500 yes which also includes memory backup ram on the cartridge!

**HARDWARE REVIEW**

**WON TEC JOYSTICK**

(Supplied by Supervision Elec.)  
45 - Reviewed by Onn Lee

The trouble with the PC Engine and Megadrive, they both come with small awkward to use joypads. Although I quite like the PC Engine pad, I still can't get to grips with the Megadrive one... not only that, but they also don't have auto-fire buttons. The obvious thing is to get a joystick - but neither machine have a real kool stick... well, not until now that is. Thanks to Supervision, who have imported a small supply (so hurry and get one of these!) of Won Tec Joysticks from Taiwan. This incredible joy. will work on BOTH the PC Engine and the Megadrive, so if you have both machines, it sure saves money, space, and easier to use than two different ones.

Because the two machines have different connections, they have solved the problem by having the lead separate from the joy. At the back of the board are two sockets - a MD one and an Engine one. The lead has standard MD plug at one end and an Engine plug at the other. So, to use it on the Megadrive, you slot the engine plug into the joyboard (into engine socket) and plug the MD plug into the Megadrive as normal, and vice versa if using the Engine. But this is not only the clever bit of this joystick. On the left side, there's a normal pad controller, and in the middle, a steel shaft joystick... so you can use either. If you are not using the stick, you can also screw it odd, so it doesn't get in the way and makes it lighter. People with big hands might have some problems when using the stick, as they could catch the pad controller, if not careful, as there's no way to turn one of them off.

On to the buttons, there are fire on the right side - 3 of which are the standard ones on the Megadrive. Unfortunately, in engine mode, button I and II are switched around, and above them, two autofire buttons. All buttons (And controller pad) are an awful orange colour, and look and feel cheap and nasty, but you can't have everything. Next to each of the 3 standard buttons are small coloured LED lights which 'light' up when the buttons are pressed. Like traffic lights one is red, one amber and last is green. If you are feeling lazy, then there are the automatic rapid-fire switches on the top right corner of the board corresponding to each of the 3 buttons. Switch these on, and the button(s) will go into auto-fire with out you touching the button(s)!

Under the stick (bottom middle) are more switches and buttons. From left to right: There's a Power on/off - P1/P2 switch, which doesn't seem to

do anything at all. Next to this, is the slow motion switch, like other slo-mos working on the principle that each game uses the Run/Start button as the pause and toggling it very quickly. Then there are the two standard Engine rubber buttons Select and Run... in MD mode, select does nothing, while Run is Start.

And there's more! On the underside, aswell as the large rubber pads for non-slip table top play, there's a small door with catch. Opening this will reveal the circuit board in the joy., but in view are two plastic screws. These are the auto-fire controllers. With a screwdriver, you can twist the screws to determine the rate at which the auto buttons will fire.

Won Tec has done a WONderful job, although it's very plasticky, and the stick is rather stiff, it's definitely worth getting, especially if you have both Megadrive and PC Engine... and if you like me, you also own a computer (Amiga & C128) it works on those computers too... infact, extra button acts as Space on some games. Supervision also have 3 other alternative controllers not available by other suppliers, which are worth checking out, although work only on one machine.

**AFTERBURNER II**

by Sega (supplied by A.J.)  
MegaDrive / 4meg  
Reviewed by Onn Lee

I was never a fan of Sega's coin-op Afterburner.... probably because I was never any good at the game, what with the super speed, fast action (& luck!), and awkward controls. However, the MD version has really changed my idea of the game, and it shows what the MD can doll

Now, it you haven't heard of Afterburner, then you might aswell sell your console and get an IBM PC compatible with CGA monitor and become an accountant! All of you left (that should be about 99% of you (?)), will know you control a secret F-14XX fighter plane (it must be secret, as no one else knows how to cram in unlimited vulcan cannon ammo, and around 50 air-to-air missiles onto a plane!), and you fly 'in-screen' 3D fashion and cause as much mayhem as possible.

As always, before you start the game, you have the option to play all the tunes in the game, select difficulty levels, change controls, etc. I think MD programmers should stop doing all this, as it usually means no other 'cheat' type items in the game, unlike on PC Engine games., so less MD cheats for 'zine! As you take off from your carrier, the 3D action moves at an incredible rate - faster than Ben

Johnson with Anabolic-steroids, and very smooth it is too. However, no time to admire the speed, as there're bogies at 6 O'clock (That's behind you, if you're digital). The planes will fly pass you, so aim and gun down the flying tin cans/ Soon enough, enemy fighter planes will come from the front. so, when you see them in the distance, target your missiles, and when the computer shouts "FIRE", launch them babies, and you'll see them streak forward, and KABOOM! Aswell as cannons and missiles, you can use your afterburners to speed forward or slow down, and even roll your plane, which is very spectacular!

The enemies come in different guises, from jet fighters, helicopters, jump set harriers, to large vulcan-like planes, all of which fly in formation and fire missiles. Get hit by one, and down you go with with smoke trailing from your engine, or a straight forward blow up in mid-air. After every two stages, your refuel plane will glide in to top your fuel and reload weapons. As you progress, more planes attack at the same time, enemy fighter planes come behind you to try to take you out, and tracking missiles chase you! On stage 8, you will enter the bonus stage, where you must blow-up enemy camps on the ground between tall stone pillars. The arcade had a canyon, you fly down, but I suppose they had limited it. Getting through it is quite tricky.

Afterburner II is great.... it's fast, smooth, very playable, addictive, ace graphics and sound, and something you can bung on when you're fed up, for a quick blast. As said before, graphics are superb, even in close up - they are very detailed inlike the blocky expanded graphics of the coin-op version. Everything moves extremely smooth, with hardly a glitch. Sound is brilliant with a number of funky tunes, and loud sound F.X. Speech is good too, and it doesn't slow the game down. When the enemy plane comes in view, it shouts "The Enemy" and "Be Careful" when a missiles locks onto you.

Craze freaks of the arcade coin-op will love Afterburner II, and anyone who wants a real fast 3D shoot'em up, you can't go wrong getting this game!

Graphics - 86%  
Sound - 86%  
Playability - 90%  
V.F.M/ - 85%

Overall - 87%



# SPACE INVADERS

by Taito (supplied by P.E.S.)  
PC Engine - 2meg HuCard  
Reviewed by Oan Lee

It's here... the all time classic video game - Space Invaders is available for your PC Engine.

Taito's version for the Engine comprises of two games...the original Space Invaders with the single colour blocky graphics, thumping heart beat backing sound, and mystery bonus points on hitting the mother ship, and a PLUS version with added extras with better sound and graphics.

The original version is identical to the original coin-op version as you would expect, so I won't go into that... if you don't know it be now, you never will.... so what's the extras on the PLUS? First, there are some nice animated vector graphics displayed, then one of your space fighters zoom down onto the planet surface, and turn into a tank, above which are the invaders. The graphics of the invaders are given a metallic look and instead of the plain black background, you get a moon base back drop. When the music starts (which is quite funky), the action begins. The difference between the original and PLUS is that, each type of alien fires a different way. Some fire normal single downward shots, others fire 3 way and some fire fast yellow laser beams. However, on the first few stages, your ship is equipped with a rapid fire green laser, which can easily wipe out a vertical row of meanies in a couple of seconds. As you blast them, they slowly inch downwards, and when their numbers dwindle, start moving faster and faster. Your ship/tank starts off with 3 shields and each time you get hit, it's reduced by one, so you're a gonna when you're hit when you are all out.

Mother ships occasionally fly along the top, and hitting them will sometime leave a weapon behind, which drop to the ground. If you can catch it, it could increase your shields, give you a laser that wipes out a complete line, freeze the invaders, a directional laser, super bombs, etc.. all weapons last until their energy or time runs out. Collecting the weapons really help, but with them, it's too easy. For example, with the directional laser, you can clear a stage with a few sweeps of the laser. Like Galaga '88, you have to clear a set number of stages in each level, where you'll will fly off to the next, with different backdrops. As you progress, asteroids block your fire, the invaders fire more aggressively and move faster, they acquire more power weapons including bombs, and so on.

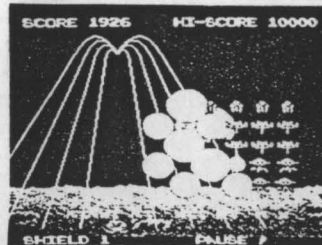
Overall, Space Invaders PLUS is a great improvement over the original,

and very difficult on later levels..... but it's not a vast improvement to make it anything special. Basically, it's Space Invaders with knobs on, so unless you're an Invaders fan, I wouldn't recommend it for the price. Galaga '88 is a much better investment, but it is fun to play.

- Graphics - 80%
- Sound - 80%
- Playability - 70%
- V.F.M. - 40%
- Overall - 65%



0



TAKE THAT, YOU SCUM INVADERS!!

# TIGER ROAD

by Victor Mss. Ind. (Supplied by A.J.)  
PC Engine - 3meg  
Reviewed by Oan Lee

Victor have been rather absent from the software scene ever since the release of their brilliant slash 'n' hack game 'Legendary Axe', close to a year ago. Tiger Road is very similar, a conversion of Capcom's lesser coin-op game.

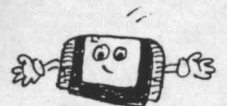
Road is another arcade adventure as you take control of a bald headed, axe wielding fighter. You move left to right at first, and take out all enemy soldiers who charge at you armed with long curved swords, spears, and other weaponry. Each level is split up into several stages, and you must get through each stage within a set time limit. Our hero can run, jump, and swing his axe, and occasionally special boxes and statues appear. Break these open, and 'extras' are revealed. Red boxes contain weapons... either an axe, spear, or spiked ball & chain. POW icons will increase the power of the current weapon, Bottles will increase your energy, crystal balls makes you invincible for a few seconds. Each level has different stages, either a straight forward horizontal left/right playfield, multi-level platforms where you have to find the exit by finding the correct route, large multi-direction playfields like Son Son II or up screen only - when your hero can fly! Reach the end of the level, and you must kill the 'small' Boss. On level one, it's a green bog creature who swims up and down the stream at the bottom of the screen, and then pop up out of

the water to get you. Killing the Bosses are dead easy, which really is a disappointment, as getting through the stages are a lot harder. This is the major down fall of Tiger Road, the game's extremely hard. It's too easy to jump down from a platform, only to land on a nasty, or jump to/from platforms, only to get hit by bats that appear from no where. Kill the Boss, and you'll get a scroll. Unfortunately, I haven't a clue why you need the scroll.... does anyone? After the death of the Boss, you'll enter a bonus round, where you have a time limit to put out a lit candle by generating enough wind with your weapon to blow it out. The second bonus round requires you to take out big nasties coming from both sides... rather like IK+.

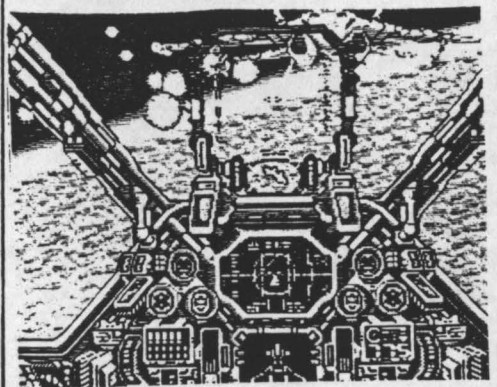
Graphics are rather strange, instead of the dark, dank, eerie look of the arcade version, Engine Tiger Road is very cartoon like, so doesn't have that a blood and guts feel to it, but more like Son Son II's cute play. Sound is quite good but not as funky as Legendary Axe. The game also has a back-up system built in, so if you have a CD-Rom Interface or memory back-up add on, the last stage you complete will be saved, so you can continue from the next stage some other time. If you don't have a back-up system, you can continue the game 3 times.

Overall Tiger Road is a fair conversion, but with the odd graphics, and difficult game play, it's not a game that I found very absorbing, or addictive. If you're thinking of buying T.R., then check it out first, before doing so, alternatively, if you've completed Son Son II and want a real challenge, the Tiger Road is surely the game for you.

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



Overall - 65%



AIR DIVER: ENEMY FIGHTER IN FRONT!!

# NEMESIS

by Konami (Supplied by P.E.S.)  
Gameboy / 1meg(?)  
Reviewed by Ona Lee

As I've just got myself a Gameboy... (forget the Lynx, this is the biz when it comes to hand held portability..) it seems a good opportunity to review a Gameboy game in the 'zine, and what better than Konami's latest, and probably one of the greatest shoot'em ups - Nemesis.

Nemesis appeared in the arcade some eons ago, and was the first shoot'em up to really use bolt on weapons, especially the famous 'multiple' or 'option' device.... making your ship really feel powerful. Because of it's ties with Nintendo, Konami don't seem to write games for other makes of machines. But, it was a real surprise to hear they were to convert this classic for the gameboy.... which doesn't seem possible. However, Konami have done themselves proud, as gameboy Nemesis is totally amazing!

The game has 5 stages of two difficulty levels.... level two being extremely hard. From the option screen, you can select start stage/level and amount of lives from 1 to 99, but normal is 3. On pressing start, your ship starts on it's quest, and the first thing that shocked me was the music - an exact rendition of the coin-op

original.... fantastic! Then there's the scrolling. The first scrolling gameboy game I played was Mario Land, and that was very jerky, but Nemesis is real smooth, but not only that, with parallax scrolling too! The graphics are also wonderful, even with limited shades of grey, everything has been drawn brilliantly with a fantastic title picture, and on screen game with shaded mountains and other objects, faint clouds, pulsating pods, and so on.

If you don't already know the plot, you must fly through each stage packed to the teeth with enemy fighters, installations, defensive, traps, etc... get to the end and then destroy a big boss. On the way, shooting certain enemy ships/gun emplacements will leave a pod behind. Collect the pod, and it will light up the first weapon display at the bottom of the screen, which is Speed up. If you want it, press the other button to activate it, where the weapon display will reset. If you don't want it, you can wait for another pod, which will light up the next and so on. At your disposal are Speed Ups (max.3), Missiles (max.2), Double, Laser, Option (max.2) and Shields.

Some times, instead of weapon pods, circular pods are left which when collected, acts as smart bombs wiping everything on the screen, and

on the odd occasion extra ship icons. Because of the limitations of the gameboy, and advances since the original coin-op, the gameboy version is a little different.

Stage One is virtually the same as the coin-op, flying through a mountainous landscape, with a volcanic ending and big mother ship. But instead of the same mothership for each stage, there are different, and more difficult end of stage Bosses. There are also the stone heads (Moai) on stage 2 like the coin-op which is real neat, but the whole game is strictly horizontal scrolling, no up and down movement. Other stages includes travelling through a meteor storm, and the enemy fortress a bit like stage 7 of R-Type with a moving block!

Nemesis is fantastic, fabulous graphics, wicked sound, brilliant addictive gameplay, and with two levels, difficulty pitched just right. A must for all shoot'em up fans. The only complaints I have, it's a bit tricky to control with the control pad... I wish Nintendo come up with a small joystick!

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

## TECH-TIPS

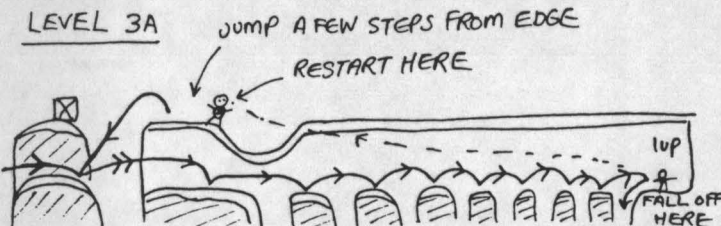
NOT MANY TIPS THIS WEEK, AS OUR JAPANESE TRANSLATOR HASN'T BEEN WORKING. SO, HERE ARE A FEW TIPS FROM READERS.

### NEMESIS (Gameboy)

If you find it a bit difficult to dodge all those circular aliens at the end of stage 2, and you happen to have full weapons, you can go into the top right corner, put an option on top of your ship, and behind you, and you shouldn't get killed.

### LEGENDARY AXE (Engine) from Richard Gibbs

This is not a cheat as such, but simply a good way of getting extra lives. You will receive a 1up at 30,000; 80,000; 150,000; and 250,000. This means it's possible to carry on the game with 6 lives. It takes about 15 minutes to do. It is also possible to carry on collecting points until you have a massive score. This however is very boring and is not cricket.



### ALTERED BEAST (Megadrive) from Chris+Mat. Anthony

Press B+START for Menu Screen. Choose the round Select from 1 - 5, then press Start to get to the Sega Logo again. Then instead of just pressing Start press A+Start and you automatically go to that sheet (Stage).

### ARNOLD PALMER T.GOLF (Megadrive) from E. Broxup

This enables you to start the tournament on the 5th round with strength, skill, and caddy level at 2. The password is : QBGYRAu6qIVVgZSmjqogCAQY1sgQloSoM0NZ.

A number of people (about 2) have had trouble with the Battle Ace tip, unfortunately, not my fault, as Tai translated it, and as none of us own a SG, couldn't try it out. Apparently there's one move missing. Before hitting RUN, tap LEFT x.2.

### RED ALERT (Engine)

Firstly, Daz still has my Red Alert, so can't try it out, but I hope it works. On title screen with the RED ALERT logo and red triangle, Press SELECT (not sure if you keep it held down or let go), then press button I, II, I, II, UP, & DOWN for options to see all the visual animation, sound, and others. There some great bits at the end, from the makers of the game, if only I understood japanese.

We also got a couple of 'Y's I.II' codes to get 255/255 H.P., 99999 EXP, 65535 GOLD, etc... but as you know, those japanese codes are rather long.... I'll try to print them in the next issue, ok!?

### ATOMIC ROBO KID (Engine)

Extra lives can be acquired on stages 1, 9, and on stage 16. On the latter, select 3-way from the start, and as you move forward, you'll blast an opening from above not too far from the start, and going up and right will reveal a 1up. On stage 6, you'll get a little red character, where you'll obtain 6 credits.

**CITY HUNTER**

by Sunsoft (supplied by A.J.)  
 Engine / 3meg  
 Reviewed by Oan Lee

Firstly, I'm real depressed! Why? Because I've already written a review of this game, and can't find it anywhere, what a bummer! So, here I go again.

City Hunter is another licensed game from company Sunsoft (they are currently converting Batman) and based on a secret Agent like character from a Japanese comic. The game is a side view arcade adventure similar in style to Elevator action and Impossible Mission. The game itself, as far as I can tell, has 3 missions for you to complete. Before I begin, I must warn you that, the object of the game is to meet up with people, get information from them, preform the task, and solve and complete the missions. Because the game is Japanese, getting info. from people comes up with Japanese text, which isn't very helpful.... however, with some guess work and a lot of imagination, it's playable without knowing what the hell these idiots are on about. The best way I can review the game, and help you should you decide to buy it, is to go through Mission one. You first start at the ground floor of a high security building, which has been taken over by some bully guys. Word is, a super hi-tech android is been built, a sort of baddie robocop, and you must find and destroy it, amongst other things. City Hunter is equipped with a single hand gun and can preform the usual run, jump, duck and shoot, aswell as climbing up and down stairs. As he wanders around the building, the enemy charge in to stop you with knives, guns, grenades, and on higher levels flame throwers, etc.. C.H. only has one life, so should watch his energy level, get hit and it's reduced. But enter a door that's unlocked, and you may find a nurse or a rather sexy semi-nude lady who will top your energy!! Your first objective is to get some info. from a professor and pass it to another professor, who in return, will give you a key, which will let you open a particular door. Go through this, and you'll enter a place packed with enemy spies, so some fast dodging and shooting is required. You then have to avoid pounding pillars and lasers, where you'll meet up with a girl that's tied up, who will give you more information. You will also meet up with a cool dude who will give you a mega mean bazooka... the right equipment for blowing up the android. Go back to the main building, and up and you'll enter a room where a girl is held prisoner by a electric force field. She tells you that, you must go to the basement where the security guard is and generator - where you can switch

off the power. Having just ran up several flights of stairs, you must pop down to the basement and convince the guard to turn off the electric. Once done, you have to go back up and the now 'free' lady will give you some gossip, about the android been on the roof. So off you go, where you'll meet Mr. Bionics who will come for you like a mummy. Sling the bazooka on your shoulder and blast it, and with any luck, it'll blow up just before it can touch you! And that's mission one done. Mission two and tree are a bit more tricky with a larger map and enemies which are a lot meaner, although you do get a directional bazooka and powerful laser as armaments, if you can find the appropriate supplier.

City Hunter is a fab. game, a mixture of action, adventure and puzzle solving. Graphics are real neat, and sound is also used well with effective sound effects, and nice toons... a bit 'Alain Delon'! Unfortunately, because of the Japanese, mission 2 and 3 are a bit difficult to figure out, and with only the 3 missions it shouldn't take too long to complete.

Graphics - 85%  
 Sound - 70%  
 Playability - 70%  
 V.F.M. - 65%

Overall - 70%

**CYBER CORE**

by IGS (Supplied by P.E.S.)  
 Engine / 3meg  
 Reviewed by Oan Lee

Cyber Core is the first of a trio of games from IGS, and is another vertical scrolling shoot'em up. Infact, Cyber Core is very similar to Dragon Spirit in gameplay and some of the graphics.

You control a strange space craft which fires bullets and bombs. As you fly over the scenery, various insects fly around or crawl on the ground, all firing at you. Airbourne creatures can only be shot with your cannons and ground creatures, bombed.

Extra weaponry come in the form of a strange pod/creature that floats diagonally across the screen. Shooting it, and it will release colour icons, either red, yellow, blue or green. Collecting an icon will increase your fire power by one, changing you into that colour and making you bigger. Collecting another icon the same colour as yourself will further increase your power and size, but collect different colour icons, and you'll have minimum firepower of that colour. Weapons includes giving you powerful long lasers, wider spread of bombs. ring lasers, sourround

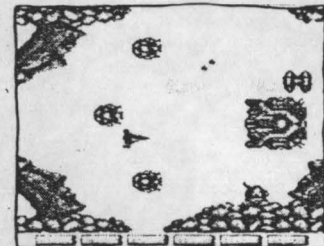
shields, etc..

Aswell as these, extras can be acquired along the way to, by shooting selected targets. These give you smart bombs, shields, and extra energy. You start with three lives, but like dragon spirit, each ship has a limited energy unit which can sustain a number of hits before you go down. I must also mention that, speed of the ship is controlled with the select button like GunHed.

Once you reach the end of the stage, you'll meet the big boss, a rather nasty insect like creature. Dodge all the items it throws at you and get a few bombs on it, and it'll go up with a BOOM! Then it's on to the next stage. All in all, Cyber Core is basically another Dragon Spirit but doesn't have enough variety to improve on it. As you progress, the enemy graphics doesn't really change much, all insect like, although good use of sound is implemented, but not a patch on Spirit's. Cyber Core is worth checking out and a good blaster but if you've already got Dragon Spirit, then I wouldn't recommend it.

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

Overall - 68%

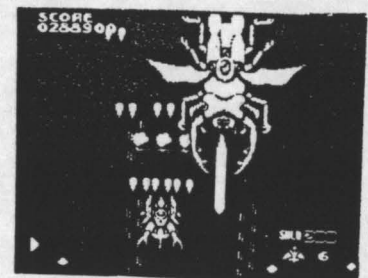


← Nemesis  
 Stage 3  
 Gameboy

Batman on  
 Gameboy ↓



"I'VE PREPARED A SPECIAL SURPRISE FOR



↑ CYBER CORE... Engine

**AIR DIVER**

by Asmik (supplied by A.J. & P.E.S.)  
Megadrive - 4meg  
Reviewed by Onn Lee

"A hitherto unknown terrorist organization led by a fanatical leader operating out of the middle east has created a military force so powerful, no conventional military force could withstand. The world is being held hostage in perhaps the ultimate terrorist act.

You mission is to seek and destroy the enemy terrorist. They are well armed and though to have the backing of several unfriendly government. The success of this mission depends on avoiding detection. Although the F-119 stealth fighter is invisible to radar, your experience as a Top Gun pilot will be the only different between a free world and a world of oppression."

Air Diver is the first Megadrive game to be released by Asmik, and it's also the first flight sim. come shoot'em up for this machine. Air Diver puts you in the hot seat of a F-119 stealth fighter, and a little similar to Battle Ace on the S.G. it is too, but not as good. On pressing start, (Extra Options again available!) a map will appear - where you can select your first country to liberate. Once you've selected your country, you get in your cockpit, the instruments light up, canopy closes, sights pops up, the carrier bay-doors open and you're off.

You zoom over the landscape at a terrific, but jerky, rate, and very soon, your radar will start flashing up with little red dots - the enemy planes. The first squadron comes from behind, so some nifty dodging is required not to get gunned down. At your disposal, are a limited number of cannon arms, and air-to-air missiles, although in easy mode, you can virtually keep the buttons down and you won't run out. Like Battle Ace, cannon fire is aimed at the center of the sight, while missiles have to be locked before they are launched, although they don't need to be targeted. You also have afterburners - these come in real handy when trying to outrun enemy planes, or when punched a few times, you can roll the plane or perform a loop - essential when planes are behind you!

Like Star Wars, the planes are persistent, and don't just come and go, these hang around if you don't get them first time. When they come towards you, they only fire missiles. Get hit by one of these and one of your planes will be a gonna. When they are behind you, they will usually use their cannons - get several hits and some body damage will be sustained - but too much and you'll start to spin, lose control and head for the ground. Occasionally, planes will try to lock-on to you with their missiles, if they do, you don't have much of a chance,

so hit that Afterburner and hope!!

Shoot at the planes down, and a more nastier armored plane zooms in for the kill. This plane will try to get behind you and release all his weapons on you, and it requires several hits before he is downed! Should you manage to blow up the creep, you'll meet up with the mother ship. This Boss is fairly large, and floats in mid-air.... but has several weak spots. Locate these, blow them up and the whole ship becomes space dust... but you'll have to dodge all the arsenal it throws at you which is a wee bit difficult. When the Mother is destroyed, your carrier comes in and you zoom in to land, where arms and fuel is topped up and all damage is repaired. Then it's onto another country for basically more of the same.

You do have a fuel limit, so you have to complete each mission as quickly as possible. Air Diver is a great first game, it's fast and furious and playable, although graphics are rather jerky and each stage is very similar. Although animation is poor, the graphics are very well drawn, and sound is real neat. Diver is an above average game, and worth checking out.

((PC Engine Supplies/Console Concepts will sell you Air Diver for 32 if you buy another full price game with purchase))

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

**SUPER REAL BASKETBALL**

by Sega (Supplied by A.J.)  
Megadrive - 4meg  
Reviewed by Onn Lee

When I first saw this game, I thought Wow! But when I got Cinemaware's TV Sports Basketball on the Amiga, I couldn't get into the game, and the thought of another Basketball game put me off. Basketball games haven't really made a great impact on computer format (or in the arcades for that matter), my only favorite one was on the Commodore 64 by Commodore themselves called 'International Basketball', which was very simple but extremely playable.

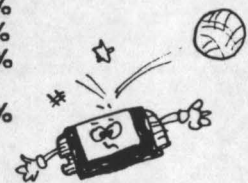
Super Real have everything going for it - great graphics, same basketball rules, fair sound, and gameplay.. err.. well.. requires a lot of time before you get into it. When you start, you get to watch a demo, or start in a one or two player game,

either in an exhibition or tournament. You then pick your team from one of the American states, select player positions and marking, then onto the court. When the whistle blows, it's game on. I have to admit, having played the game for a few hours now, I'm still not familiar with the controls.... it's that type of game! You can dribble the ball around the court, pass forward, flip the ball back, jump and shoot (I always seem to incur a 'travelling' foul when attempting this!), stop and shoot from the corners, steal balls, push opponents, and a host of other moves! The game is basically a scrolling left/right affair, but when you enter the 'D' area to shoot, a close up is pictured. Here, depending on your shot, your guy attempts the maneuver, with a bar at the bottom. The bar has a colour section in the middle and a lone quickly runs up and down it, and you have to hit the button when the bar is inside the colour section to score a basket. Outside, and you'll miss. If an opponent is in the area, he can try to block the shot, but odds are very low. Penalties are also animated in close-up (see issue 9 cover) and uses the same system for scoring.

All basketball rules applies - you can call time out, no taking the ball back your own half, and so on. As stated before, graphics are very slick... if not too well defined as sometimes sprites tend to blend in with others. Scrolling is real smooth although can be jerky when the ball is been passed (stolen) quickly back and forth. The close up animations are real neat, although they are a wee bit slow, and haven't many animation frames. There's only one tune during gameplay, and as for sound effects, they are adequate.... but would have been nice to have a few speech in.

I found the game too awkward to play and get in to, but I suppose if you stick at it, it could be 'real super'. Because of this, trying to master the moves will take some time, so getting another human to complete against is a problem unlike the ease of Engine Volleyball. Super Real Basketball is definitely worth getting if you're after an alternative sport game for the megadrive, but don't expect to dive straight in to play, or you'll get trashed by the computer... or extremely frustrated when you incur fouls.

- Graphics - 85%
- Sound - 70%
- Playability - 75%
- V.F.M. - 75%
- Overall - 75%





## SUPER DARIUS

by NEC Avenue (supplied by T.Yamashiki)  
PC Engine / CD-Rom  
Reviewed by Onn Lee

After over a year in the making... Taito's hit shoot'em up arrives onto the engine in plastic CD-Rom form. And was it worth the wait? You better believe it. Super Darius would be the game to sell the CD-Rom Unit, like R-Type did for the console, although price is high for a CD-Rom system.

As you know, Darius is a horizontal scrolling shoot'em up that appeared in the arcades a few years back and it's most notable feature - it's giant size cabinet with 3 screens joined together to give the impression of a long cinemscope screen. Engine Darius, ofcourse have only the single screen, but hasn't lost it's appeal on the conversion.... also gone is the two player option, which isn't such a bad thing, as it's difficult in 2 player mode, as one person always steals all the goodies or shoving you into some thing deadly.

Avenue has really put a lot of effect into the game. On pressing RUN to start, it loads the first section in, in approx. 5 seconds! Press RUN and you're off.... no extra loading here... this is what you call fast access!! The first amazing thing that knocks you off your seat is the sound. The music is recorded in Dolby Surround and exactly the same as the coin-op... well... when I say exactly, I mean same tunes, but this sounds a lot better. If you have a CD-Rom and haven't got it connected to some speakers, then you don't deserve to own the system.... Super Darius music is real awesome! The next thing to blow you away, is the graphics. Here, there's no difference between the coin-op and avenue's conversion. The graphics are highly detailed and very colourful. Your silver hawk ship starts off in a cavern, scrolling extremely smoothly with a layer of parallax. Flip the auto fire buttons on, as you'll need them! Soon enough, formations of enemy crafts start heading for you, so give them hell. Some of the enemies appear in a different colour... either Red, Green or Blue. Blast these or bomb them with your missiles, and they will leave a bubble of the same colour behind. Collect the bubbles to increase your armaments. Red will increase your main weapon's power, Green - bombs and Blue Shields. Each armament has a maximum of 7 units, after which the armament will change to a higher grade. For example, get 8 red bubbles, and your missiles will be replaced by lasers, and get 15, it'll be replaced by a Super powerful Wave. Unfortunately, should you get killed, all power ups are reduced to minimum with your current arms. Each stage is

fairly long and extremely hectic. The enemies come in all shapes and sizes. They include swirling shrimps, missile launching tanks, satellites that fire lasers, stationary guns that spray out bullets, missile silos, and even an asteroid belt to fly through.... and then there's the landscape obstacles to avoid!

Reach the end of the stage, and you're be warned of a confrontation with the end of stage Boss, this is loaded in a couple of seconds, where you'll enter a cavern. Here, bubbles will appear on the far right. Shoot, to rid them, and soon enough, the giant stone Boss sea creature will appear, and come to life. The first is a blue fish which spray out red bullets from it's mouth. Shoot his top fin off and bottom fin (although not necessary), then go for it's teeth. With enough hits, the fish will blow up and sink, and you can then choose to go up or down to the next stage, which then loads in a few seconds.

As you progress, each stage gets more difficult and the bosses are a lot tougher with a manta that fire twin wave lasers and bullets, a hermit crab that throws out bouncing bombs and sends out a homing electric beam!, a hammerhead shark that shoots multiple lasers, and an 'orrid sea snake that swims all over the place like in R-Type - but fires bullets too!! Then there are the end of game bosses. These are real mean buggers and include a giant pink octopus (the easiest to destroy!!?), a well armed sperm whale, laser spitting crab and the most difficult, the green Seahorse.

As you can tell, I love Super Darius - certainly the best game released for the Engine to date. Been a fan of the coin-op, I found the game a wee bit tougher because of the single screen size, especially when against the big bosses. Whereas, on the coin-op, you stayed on the far left side so you have more chance of dodging the enemy fire, on the engine version, you have to react a lot faster. This also goes for shooting bubble ships... there's nothing worst than missing one of them. Oh yeah, I nearly forgot, like R-Type conversion, the game scrolls slightly up and down, although this isn't as bad, as it's very slight, about a centimeter.

Overall, Avenue have done a magnificent job... It has great graphics, sound, playability, enough difficulty, very addictive, and not to be missed if you own a CD-Rom. This will make all MD owners go envy!!

Graphics - 99%  
Sound - 99%  
Playability - 97%  
V.F.M. - 97%

Overall - 98%

## FINAL BLOW

by Taito (Supplied by A.J.)  
Megadrive - 4meg  
Reviewed by Onn Lee

Well, it had to be, Taito hits the Megadrive again, and this time with their conversion of their boxing game Final Blow, I was never a fan of the coin-op game, so wasn't expecting a far out conversion to knock me out.... and I was right.

If you read last Issue, you'll know what sort of game Final Blow is... if you still don't know, it's a side view boxing game for one or two players. There are five competitors.... Dynamite Joe, Kim Nang, Detroit Kid, King Jason and Fernando Gomez, to choose from or fight against, all with different height, weight and reach. On picking your fighter, it's onto the ring, where you'll be introduced to the cheering crowd together with your opponent. When the bell rings, you start the bout. With different combinations of the controller and buttons, you can preform a range of moves, including a defensive stance, upper cut, body blow, or the powerful straight punch to the head. The fat referee stands behind and between the boxers, and keep the bout running smoothly telling you to break when you're groping each other, tell you to fight when there's more excitement in train spotting than in the ring, and counts when a boxer hits the canvas. Wins are won by KO'ing your opponent or knocking him down three times. Lose and it's game over. Win, and you go on to fight the next opponent, until you become the world champion! And that's it!

Graphics are extremely detailed and look great, but animation is very poor and jerky. For example, when the ref. counts, swinging his arm each time, there's only two frames of graphics. Sound is also poor, with nothing realistic about it. You would have thought Taito could have digitized some speech like "Break" or when counting instead of just beeps. There's also no music during the game. Overall, Final Blow is a great game to play now and again as it won't hold interest long, a brilliant conversion of what was an average coin-op game.

Graphics - 50%  
Sound - 30%  
Playability - 55%  
V.F.M. - 30%

Overall - 45%





## The New Zealand Story

by Taito (Game supplied by A.J.)  
 (Engine - 3meg/MegaDrive 4meg)  
 Reviewed by Oon Lee

Well, slappa my thigh! Could this be another Taito release? You bet! Are you going to bet on it? You bet! Err.. sorry about that, but I think I'm getting the attack of the game host virus. It seems Taito are taking over Hudson Soft for game releases and this time, Surprise surprise, it's no other than The New Zealand story.

The story is, the super large, slightly over weight Walrus has kidnapped the entire kiwi population of New Zealand in a big sack, for kiwi pie, the recipe found in the Good Food Guide for big fat Walruses, but being a crafty bird, you escape from the bully's sack... only because you happen to be at the top of the pile; crushing all your friends! Free at last you thought from those boring old kiwis, but it occurred to you that, there's no female kiwis to bonk, which will mean the end of kiwi kind as we know it. SO our hero clobbers Robin Hood, nicks the outlaws bow and arrows and set off on a single winged rescue mission. Ok... this isn't the correct story, but hell of a better one don't you think?!

If you've never set eyes on this game before, then you can bugger off! Still here? Oh well.. T.N.Z.S. is a multi-directional scrolling platform arcade adventure of utmost cuteness. The game has several levels with 4 stages to each level. In each stage, you have to rescue a captured kiwi kept in a cage in some remote place. Our kiwi must negotiate through a maze of platforms packed with deadly spikes, dangerous waters, creatures who throw boomerangs, bats that drop sharp instruments, spiked and fiery creatures, axe throwing cats, amongst others. With bow and arrows, you can shoot the nasties if they get too close. Shooting them sometimes reveal icons behind including fruit for bonus points, extra weapons including bombs and a laser, extra speed, a watch to stop all nasties, etc.. When water blocks your way, our hero can jump in, and with snorkel - swim underwater, but watch your air supply or he'll drown. When in the water, he's also quite deadly, as he can pop out of the surface and spit water at the nasties! Although our hero (Joey) goes on foot, balloons appear, where he can pop into and fly around, but beware of hitting spikes and other sharp items, or the balloon will burst, and he'll Come On Down. As well as balloons, some of the nasties appear on other floating objects, and Joey can knock them off and hijack their anti-grav unit.

Once you've reached a caged kiwi, touch the cage to free your feathered friend, and pop to the next stage. At the end of the level, you will

enter a room which gets sealed off, where you will have to fight the big Boss. Stage one has a big pink ice Whale which float about firing blobs at you, but you really don't have much chance at killing it from the outside and Whalley will swoop in and swallow you up. When inside the whale, you can fire a few shots to kill him, but you'll have to avoid the falling drops. Other bosses in later levels includes an octopus who fires 'orrid black ink, a russian doll (?)..... until finally the big bad Walrus himself in a hot air balloon.

Taito have done a great job on Engine New Zealand Story... with graphics identical to the coin-op, same tunes and sound effects, and most importantly, just as playable... even all the hidden warps are present. The only difference is, there's no intro or map sequences... which I suppose cuts out waiting time. If you have played the Amiga version, Engine T.N.Z.S. is a little harder - nasties are a bit more vicious!!

Strangely enough, the Megadrive version has different layouts to the coin-op, with each stage extremely large. Not only that, but because of this, it's a lot more difficult. There are even spike-creatures on balloons on the first stage, so you can't jump on them, or if they touch your balloon... pop! There are also U.F.O.s equipped with high powered lasers and homing missiles. If you can get onto one, they are very handy for killing Bosses! Graphically, the MD version is a lot better, all sprites are a lot more detailed.. a nice touch is when Joey is hanging onto a balloon, as his legs swings to and fro. Sound wise, it's the same as the coin-op, with catchy tunes and effective sound F.X. You also get the extra 'EXTEND' letters to collect for a bonus. No extra points for collecting a pair, not in this game!

Overall, both versions are terrific, and worth getting if you don't already have it on another system. If you have both Engine and MD and can't decide which one to get - then go for the Engine one if you're after an exact copy of the coin-op, whereas, if you're after a harder and different version, the Megadrive's the one for you.

(My choice: I'll go for the Engine one)

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

Overall - 85%



## Paranoia

by Naxat Soft (Game supplied by A.J.)  
 Engine :2meg Card  
 Reviewed by Oon Lee

This is definitely the wierdest shoot'em up for the engine, and also one of the hardest. Paranoia is a left to right horizontal blast with lots of strange creatures, scenery and weaponry.

At first, things look quite normal, as your rocket-like ship fly over a parallax scrolling beach, and soon enough, blobs start coming towards you. But things get strange very quickly as pink catapillars trundle on screen, closely followed by large purple ants who jump on the catapillars for a quick one!! Your first thought is to waste the 'orrid insect, but shooting them makes them explode sending balls in all directions. Soon enough, a row of objects fly towards you... the last one being a different colour..... shoot it, and a hole will open up in the scenery and a sphere with the letter 'T' will float out. Collect this and two disks will appear above and below you. The disks move dependant on your craft's movements. So moving back will bring the two disks to the front. However, stabbing button I will spin the disks around your ship like in MD Curse. The disks are rather useless until you get another icon. Collecting another 'T' and string shields will sprout from the disks... the more you collect, the longer the shields become. 'W' will give you Fire Shots from them, and 'B' will fire out lasers. An 'S' will give you Speed, and a shimmering sphere will give you a shield.

The aliens are well wierd with a giant rotten apple, laser firing slugs, snakes with heads of foxes, masks which when shot reveal another mask inside, etc... The scenery also cave in on you at times, and there's even a maze on stage 2 with dead ends. Get to the end of the stage, and you'll have to battle it out with the big boss. On stage one, it's a large eye ball surrounded by clouds and fires out butterflies, while stage 2 has a wall monster on the right which fires bouncing spheres, and moving knives on the floor and ceiling!!

All in all, Paranoia is a rather average shoot'em up. It's different in it's wierd graphics, but nothing new to make the game special. As far as I know, there's only 4 levels but the game is real tough, even with full armaments. On the sound stakes, it's very good with great tunes and sound F.X. Overall, I don't recommend Paranoia unless you want a real challenging, difficult, and out of the ordinary shoot'em up

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

Overall - 70%



## RICH & FAMOUS

Last month's news on the Nintendo was that, a great deal of famous people play Nintendo games including Tom Cruise, Bros. (they use the Gameboy to produce their songs), Tom Hanks, Bruce Willis, etc.....

But what of the Megadrive or the PC Engine? We sent our intrepid reporter, 'Wally Thickhed' to track down the secret Engine/M.D. gamers.

The first PC Engine gamer Wally uncovered was in a quiet stable amongst a bed of straw. Yes... Desert Orchid, the amazing grey race horse, we can reveal is a Engine fan. Before the famous Cheltham Gold Cup race, Dezy was playing Taito's Chase HQ... but was unable to cope with the tremendous pace of the game. In frustration, Dezy panicked during the day of the race, which resulted in Dezy coming in third. See how computer games can seriously affect you?!

Our next console player Wally discovered was in hiding. This strange little man with a beard and wearing glasses was so shocked to see our reporter in his bedroom, that he nearly jumped out of the window. Salman Rushdie is a secret Megadrive owner. Many of you may know why this poor condemned man is in hiding, but we have an exclusive... the real reason Mr. Rushdie is hiding, is from Richard Branson... yep! Salman has an IMPORTED Japanese megadrive!

It is believed that, Nigel Lawson

(Ex- chancellor) resigned because he was extremely fed up with the Atari 2600 he kept in his budget case.... plus his lunchbox ofcourse. However, John Major, the new chancellor has secretly upgraded the console to a Megadrive ... this is why he's always smiling when he lifts it up. Unlike most of us, John Major secretly used the tax payer's money to pay for the trip to Japan including a few excursions around the world, to get his MD & games because it was cheaper.... as chancellor, he has to save money!

## C.M. HIT'S JAPAN

Yes, here are a couple of pictures of crowds of people in Japan waiting to get a copy of the latest issue of Console Ma'zine which we shipped over a few months back. Before even the shop was open, hundreds queued outside, and slept out in the streets to be one of the first people to get a copy before they run out!

OK.... they weren't selling C.M., only boring old Dragon Quest IV for

the 8-bit Famicom... who wants a naff Role play game anyway?

## ALTERNATIVE TIPS

MotoRoder - On the last race (stage 8) de-grade your super fast car with the original start set up, and you will most certainly come last!! Tip supplied by Lee Hughes.

One of the worst things that could happen to you if you happen to have a Betamax video recorder is letting other people know you got one. You could be at home playing with your megadrive, when suddenly your friend pops in, and sees your collection of Betamax tapes on the shelf, and they'll die laughing. So, insure yourself by removing all your megadrive carts from the boxes, and store all your tapes in them. Not only do you hide the tapes, and looks like you have more MD carts than you do, but should your 'friend' nicks your megadrive cases, they'll die laughing at their home when they open the boxes!

Don't buy Telenet's Golden Axe on the Engine on CD-Rom because it's CRAP!



223 B WATERLOO ROAD, COBRIDGE,  
STOKE-ON-TRENT, STAFFS, ST6 2HS. ENGLAND.  
TEL: 0782- 213993 (After 6pm) / 712759 (9 to 6pm)  
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PC Engine PAL TV Version & 2 Free game \*.. £190.00 inc. p+p  
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\*(Choose either Drunken Master, Monsterpath, Chan+Chan or Wonderboy)  
XE ST Joystick For PC Engine..... £34.00 inc. p+p  
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SEGA MegaDrive & Free game (Scart) ..... £190.00 inc. p+p  
SEGA MegaDrive PAL TV & Free game ..... £200.00 inc. p+p  
5 Player Joystick Adaptor ..... £21.00  
Autofire Joypad ..... £16.00  
**Limited Availability: PC Engine II SG - Scart + PSU - £275**  
SG Battle Ace - £34 Soon Ghouls 'n' Ghosts / Strider - £40

Add £1.00 P+P for each game title ordered.  
Make all cheques/postal orders to P.E.S.

TOO MANY TITLES TO LIST HERE  
PHONE FOR LATEST

CALL FOR LATEST RELEASE eg.  
SPLATTERHOUSE, DODGEBALL,  
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**MEGADRIVE**

NINTENDO GAMEBOY WITH  
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PARANOIA	£34.00
SAMURAI WARRIOR	CALL
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GOLDEN AXE	£36.00
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SOKOBAN	£34.00
SUPER SHINOBI	£34.00
AIR DIVER	£34.00
AFTERBURNER II	CALL
DARWIN 2048	CALL
SUPER REAL BASKETBALL	CALL
ASSULT SUIT LEYNOS	CALL
PHANTASY STAR	CALL
FINAL BLOW	CALL
D.J. BOY	CALL

<b>GAMEBOY</b>	
MICKEY MOUSE	£27.00
DRACULA	£27.00
MOTO CROSS	£27.00
TETRIS	£27.00
PINBALL	£27.00
<b>LYNX</b>	
CHIP CHALLENGE	£35.00
RAMPAGE	£35.00
BLUE LIGHTING	£35.00
ELECTRO COP	£35.00

JUST OPENED... CONSOLE CONCEPTS, THE VILLAGE SHOPPING PRECINCT, UNIT 18, NEWCASTLE-UNDER-LYME,  
STOKE-ON-TRENT, STAFFS. TEL: (0782) 712759  
JUST OFF M6 JUNCTION 15... FOLLOW SIGNS TO NEWCASTLE.

**SWAP LINE**

Personal ads are FREE, so if you have anything the sell, want, require help, etc.. write in to the usual address.

**FOR SALE:** Baseball for the Gameboy. Baxed as new 15.00. Ring Emma on 0665 603502 between 4pm and 5pm Only. Or write to 13, York Road, Alnwick. NE66 IRJ.

Imtiaz Umar would like to swap the following: Tales of the Monster Path, Drunken Master, Moto-Roader, Dungeon Explorer, Mr. Shiboobi Man, Energy, Overhauled Man and Son Son II. He would like Tiger Heli, R-Type II, and other reasonable offers. Write to 476, Cheetham Hill Road, Manchester, M8 7JW.

Look! Swapping Dungeon Explorer or the 'great' Shinobi for most games...especially Ninja Warriors. Please call or write to this address:- Daniel Worth, The Knoll, Dark Lane, Kingsley, Cheshire, WA6 8BL. Tel:0928-88288.

Swap or buy Megadrive game: I have Ghouls 'n' Ghosts, Super Shinobi, Super League Baseball, Golden Axe, Altered Beast, & Space Harrier II.

Wanted: Tatsujin, Last Battle, Forgotten Worlds, World Cup Soccer, Curse, or I sell mine for a reasonable price. I also want to buy some games. Send to: Chris at 165, Claughton Ave., Crewe, Cheshire, CW2 6ET. Tel:0270-216549.

Is anyone interested in swapping a 16-bit Sega Megadrive for my PC Engine with some games (Both PAL). Tel:01-519 4440 and ask for Alfred.

Sell, swap or borrow: I have Super Shinobi, Alex Kid, Altered Beast, and Forgotten Worlds. I want Kujaku II, Super Thunder Blade. Veenay Patel, 18 Southfields Road, Solihull, W.Mids., B91 3PR.

SWAP - R-Type I, Galaga '88, Ninja Warriors. Wanted - Legendary Axe, Vigiante, Naxat Open. Contact S. Thompson, 114 Caldwell Rd., Nuneaton, Warwickshire, CV11 4QF. Tel:(0203) 327659.

Alex Kidd for the Megadrive, either swap or sell for 15, contact Matt or 0233-636984.

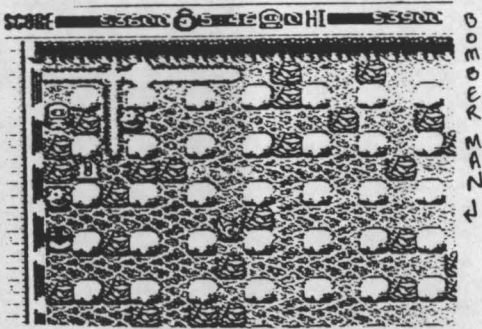
For Sale: PC Engine (PAL) with 4 brilliant games, Vigilante, Space Harrier, Bloody Wolf, Ninja Warriors. Only a couple of months old and still

boxed. Worth 260 - sell for 130 thats half the price! Phone Tim Humphreys (0285) 654921.

Megadrive games for sale. Good prices. Most Games available. Contact Tony on (0271) 46155 after 4pm.

For Sale: 2 japanese Sega Megadrive games. Alex Kidd 20. Kujakou 2 25. All prices included P+P. All games in excellent condition with instruction booklet or would consider swapping them for other M.D. games for more details Tel:(0443) 431995 anytime and ask for Wayne.

I have Son Son II, GunHed, New Zealand Story and Pacland. Want Cybercross, Space Invaders Special, Volleyball, Tiger Road, Genpeitomaden, all on Engine. William Azoug, 95 Hawthorn Bank, Spalding, Lincs, PE11 1JQ.



# SUPERVISION ELECTRONICS

Retail - Wholesale - Export Open: Mon - Sat: 10.am - 6.pm  
 Computer Consoles Software & Hardware.   
 Game Machine Repairs:



SUPER GRAFX, NINTENDO, CORE GRAFX, GAME BOY, SEGA MEGA DRIVE, ATARI LYNX.

- Sega Mega Drive Software:
- |                       |                  |                   |                  |
|-----------------------|------------------|-------------------|------------------|
| Alex Kidd             | Tatsujin         | New Zealand Story | Urutoraman       |
| Mr. Kasumo            | Curse            | Air Diver         | Kageki           |
| Rambo III             | Zoom             | After Burner II   | Phelios          |
| Altered Beast         | Forgotton World  | Leynos            | Ring Side Engel  |
| Space Harrier II      | Ghouls N Ghost   | Final Blow        | Baby Unit        |
| Super Thunder Blade   | Golden Axe       | Phantasy Star III | Sander Force III |
| Super Hang On         | North Star       | Atomic Robo Kid   |                  |
| Super League baseball | World Cup Soccer | Ghost Buster      |                  |
| Super Shinobi         | Peacock King     | Moon Danser       |                  |
| Sokoban               | U S Basketball   | Bad Man           |                  |

**OPEN FORUM**

Got a view to put forward? Got a tip? Got a problem? The send to the usual address.

**Telegames... the people's choice**

After reading K.Donovan's letter in issue 10, I felt I had to write in about Telegames of Leicester and put the record straight. In my opinion they are clearly the BEST in the business for friendly service and speed. (No I'm not getting paid for advertising)

Let me explain (Oh No you can't .... oh, alright then..ed.), I've been buying from them ever since the Mattel Intellivision days, and it still works. I bought both my engine and megadrive from there and paid only £180 for the latter back in September 1989 complete with Altered Beast - scart version, posted off and delivered in 3 days, brilliant!! When phoning them (0533 880445/813606) they are very helpful and will tell you about forthcoming releases if you ask them. I went down by car and on one occasion bought Golden Axe for the M.D. and paid only £34.95, and they had about a dozen of them in the cabinet.

Also, when you send off for software, they only take about 3 days, if they are any longer, you'll probably receive a letter like I did once saying the game is currently out of stock, so at least that way you're not wondering what's happened. Anyway, it's a sight easier to phone them, there is always someone there to answer. Not like some I could mention (no pun intended). I tried phoning PC Engine Supplies twice and spoke to an answering machine; just not good enough! Also, an important thing about PC Engine Supplies (London), I had the same problem as Mr. Donovan, so I hope he is reading this letter. After failing to get through (After waiting 2 weeks without a reply from ordering Super Shinobi), I phoned C+VG editorial offices because they advertise Services in their mag., and believe it or not, the young (?...ed.) lady told me they had received a faxed message about 3 weeks ago from the owner of Services saying he had gone back home because of family matters, possibly a death in the family. Anyway, I was told to stop my cheque, which I did, because they didn't know how long it would be before he comes back! So now you know!

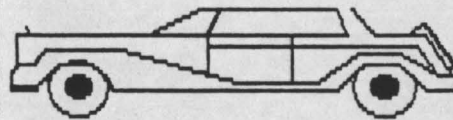
One final thing regarding TELE GAMES, they are even open on a SUNDAY, Brilliant!!! The reason for this is that they are a combined petrol pump station and garage, Nuff said! S.Carter, Cambs.

I used to get all my games (PC Engine aswell before I got my Mega-drive) from PC Engine Services in

London. They were good or so I thought, until I purchased my MegaDrive from Telegames. I ordered it at 2pm on a Thursday and had recieved it less than 48 hours later. From now on, I buy everything from them and although they may be a couple of pounds more expensive they are well worth it for the excellent service - no wonder they have been going for years and years!!

C.M. is great - I look forward to it every month, as much as C+VG!! E.Broxup, N'Land.

TTTTTTTT..... oh... ahem... well, there you have it, or don't. So, if you are totally bored with your current collection of games for your console, and happen to be driving along a long winding road leading to no where, with your lady in the passenger seat, who had taken a drop of Night Nurse, and her ear-ring is squeaking like hell - driving you up the wall, you know where to go, don't you?

**MORE SERVICE TROUBLE**

Please Help! Me. I sent a cheque for £40.90 to PC Engine Services for a ghouls 'n' ghosts sega megadrive cartridge. I sent the cheque on the 29-12-89, but I have recieved NOTHING. I've wrote them two letters - sent recorded delivery, to ask them where my cartridge is But I have had no reply. I've tried phoning them but they won't answer the phone. I am now wondering if any other readers have had any trouble with this company. Please can you help me in any way.

ps. Keep up the good work! An excellent zine.

W.Rees, Mid-Glamorgan.

As you can see from the above letters, P.E.Services are in some difficulties. If I was you, I would cancel your cheque, and get in your car, .....

A little bird (not so little and nothing like a bird infact!) told me that, the owner of the london base company has abandoned shop and hopped back to his home... in Germany! How true this is, I can't confirm.

**WARDNER WAITER**

I read sometime ago in C+VG that 'Wardner' was being released for the PC Engine. Being absolutely hooked by this fab coin-op, I have been waiting and waiting for it's release, but as yet there is no sign of it. Can you please tell me if indeed it has been released and where I can get hold of a copy. If not, it's scheduled release date.

ps. Could you please tell me the

address of NEC Avenue in Japan. Derek Garforth, Norfolk.

Avenue have got the license to the game, but as far as I know, have not made much progress in converting the game, and will certainly take some time before it's release. Just look how long it took them to release Darius, and Operation Wolf, their next release. As for the address of the company, it's on the back of the instruction booklet (and purchase card) in each Avenue game..... although it's written in japanese!!!

**STRANGE NAME GAMES**

I have seen a game advertised called SHARDA, do you know what this is. Also, what is DO NATURAL. It's in the Westlake list.

Do you know where I could get any Japanese Horror comics. I get Akira from Forbidden Planet. William Azzoug, Lincs.

SHARDA... or SHADA is a Role Play game. You know the sort. You get a little guy that moves over a gi-normous map, meet other characters, converse with them (in japanese in this case), kill monsters, buy weapons, and so on. As for DO NATURAL, it's a strange one... a sort of strategy game, where you control a cow who plants veggies etc. There are some arcade scenes, but the main objective more of strategy of growing right items, selling them at a price to make a profit, that sort of thing. Doesn't look very interesting!

Ah! A man who knows his comics! Akira is great eh? I get Akira from a shop in Nottingham.... not sure if they sell Japanese Horror comics though?

**MISC QUESTION**

A number of people have asked if we are hiring Engine games again. Infact, we haven't stopped, just that we didn't bother to mention it anymore, as it takes a bit of space. Due to Daz selling his Engine, we don't have as many games. But the ones we do have are:

Alien Crush, Atomic Robo Kid, Bloody Wolf, Break In, Chan & Chan, Chase HQ, Digital Champ, Dragon Spirit, Dungeon Explorer, Fighting Street (CD), Final Lap Twin, Fire Pro Wrestling, Galaga '88, Gun Hed, Heavy Unit, Legendary Axe, Moto Roader, Nectaris, Ordyne, PC Kid, Power Golf, R-Type I, R-Type II, Red Alert (CD), Shinobi, Side Arms, Side Arms Special (CD), Son Son II, Space Harrier, Super Darius (CD), Super Volleyball, Tales of the Monster Path, Taito Motobike Racing, The Kung Fu, Valis II (CD), Victory Run, Volifield, W. C. Tennis, Wonderboy II, Wonderboy III (CD), Y's (CD).

Sorry, not many. Again, first hire is £5 and £3 for subsequent hires after that.

Anthony Cross of North Devon is to start a Megadrive hire service...more news soon.

## The Mega Scores Charts

If you have beaten any of the scores on the list below then send them in .... also any tips you have!

- Alien Crush :**  
79,090,400 - Onn Lee  
51,971,900 - Keith Billington  
42,196,550 - Darren Pottage
- Bloody Wolf :**  
1,553,700 - Tim Humphreys  
986,320 - Rowan Held  
766,400 - Gavin De Bank
- Chan & Chan :**  
1,519,500 - William Wong  
939,400 - Darren Pottage  
862,060 - Tony Bunn (C)
- Deep Blue :**  
67,950 - David Blundell
- Doraeman :**  
2,536,900 - Wolfman (C)
- Dragon Spirit :**  
708,360 - N.James Cain (C)  
708,360 - Bryn Difyr  
614,730 - Ian Beauchamp
- Fighting Street :**  
281,000 - Darren Pottage (C)
- Galaga '88 :**  
1,411,950 - William Azzoug  
1,217,330 - Mark Carter (C)  
1,207,990 - David Charles (C)
- GunHed :**  
Normal Dog :  
13,248,580 - William Azzoug (C)  
12,966,390 - Justin Saunders (C)  
10,341,510 - Onn Lee (C)
- Hard Human :**  
1,695,330 - Onn Lee
- Super Mania :**  
470,670 - Onn Lee
- God of Game :**  
381,550 - Onn Lee
- Heavy Unit:**  
294,400 - Onn Lee
- Legendary Axe :**  
898,000 - Richard Gibbs  
574,250 - David Blundell  
185,350 - Mark Carter
- Mr. Hell :**  
161,630 - Jamie Morse (C)
- Mr. Shubibin Man :**  
140,330 - Darren Pottage (C)
- Ninja Warriors :**  
379,990 - N.J.Cain  
228,950 - Gavin De Bank  
193,800 - Geoff Ousbey
- Ordyne :**  
321,880 - James Dobson  
263,010 - Onn Lee
- P\*47 :**  
800,900 - Darren Pottage  
790,500 - Onn Lee
- Pac-land :**  
231,985 - Keith Billington  
92,290 - Onn Lee  
83,950 - Darren Pottage
- PC Kid :**  
175,080 - Richard Gibbs  
154,020 - Justin Saunders (C)  
92,600 - Onn Lee
- R-Type I + II :**  
973,300 - Onn Lee (C)  
659,100 - Anthony Cross
- Shinobi**  
117,450 - Jamie Morse
- Side Arms :**  
1,242,100 - William Wong (C)  
913,800 - William Azzoug (C)  
884,200 - Onn Lee
- Space Harrier :**  
29,160,280 - N. James Cain (C)

- 27,472,970 - Darren Pottage (C)
- Son Son II :**  
865,110 - Tony Burn (C)  
623,250 - Gavin de Bank  
500,550 - Onn Lee
- Super Darius :**  
3,191,950 - Onn Lee
- The Kung Fu :**  
764,529 - Anthony Cross (C)  
450,000 - David Cheung (C)
- Ultimate Tiger :**  
1,746,600 - N.J.Cain  
1,678,330 - W. Greer
- Valls II :**  
593,800 - Darren Pottage (C)
- Victory Run :**  
18mins 31secs - Darren Pottage (C)  
19mins 27secs - Steven Robins. (C)
- Vigilante :**  
20,340 - Tim Humphreys  
18,460 - David Charles (C)  
15,220 - Darren Pottage (C)
- Volfield :**  
286,050 - Onn Lee
- Watura :**  
Level 7 - Goran Lukic  
Level 5 - Darren Pottage
- Wonderboy II :**  
569,160 - William Wong  
509,250 - Zaqir Shaikh (C)  
306,000 - Gary Hall (C)
- Wonderboy III:**  
396,700 - Onn Lee

## Mega Drive

- Altered Beast :**  
642,100 - Mark Carter (C)  
227,500 - Jim Clark
- Arnold Palmers T.Golf :**  
5 under par/8th - Emma Broxup
- Curse :**  
6,277,900 - Onn Lee  
4,761,900 - Darren Pottage
- Forgotten Worlds :**  
649,650 - W.Greer (C)
- Ghouls 'n' Ghosts :**  
128,000 - Onn Lee (C) [stage 2, 2nd time]
- Last Battle :**  
Level Four - Darren Pottage
- New Zealand Story :**  
40,660 - Anthony Cross
- Rambo III :**  
84,540 - Anthony Cross (C)  
60,020 - W.Greer (C)
- Space Harrier II :**  
26,624,580 - Darren Pottage (C)  
23,859,400 - Onn Lee (C)
- Super Hang On :**  
51,689,340 - Darren Pottage (C) JUN  
29,273,800 - Darren Pottage (C) SEN  
16,219,920 - Mark Carter - BEG  
12,600,760 - Darren Pottage (C) BEG
- Super Shinobi :**  
1,457,000 - Chris + Matthew Anthony  
185,900 - Darren Pottage
- Super Thunderblade :**  
11,088,470 - Darren Pottage (C)
- Thunderforce II :**  
1,159,030 - Darren Pottage (C)  
790,870 - Anthony Cross

## GAMEBOY

- Nemesis :**  
296,800 - Onn Lee
- Tetris :**  
74,937 - Onn Lee



## COMPO TIME!

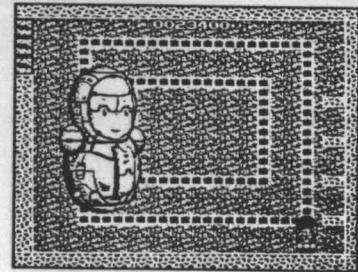
OK.. all you MegaDrive owners, here's a compo for you guys and gals. Thanks to PC Engine Supplies for the compo prize, a copy of Asmik's shoot'em up flight sim. Air Diver!

So what do you have to do? Over the page, you will see a Word square. Contained in it, are a number of Sega Megadrive name titles (some released - some not!, but all mentioned in C.M.). All you have to do is, find all the titles, and once you think there are no more, write down the number of titles found, and send to usual address. All words are in a straight line, either vertically, horizontally, or diagonally.

The winner will be the first correct answer out of the hat. So what are you waiting for... get looking. No need to rip the word square out for proof, just write down the amount of titles you've found, and don't forget to include your name and address. If possible, send answers on a separate postcard or piece of paper from all letters, etc..

## NEXT ISSUE!

Just as I was putting the finishing touches to the 'zine, when a load of new software appeared. So next issue, we should have reviews of MD - Darwin 2048 (Very difficult shoot'em up), Assault Suit Leynos, Engine - Be Ball, Samurai Warrior, Formation Armed F, Final Zone II, and lots of others.... possible Engine - Dodge Ball, Where in the World is Carmen Sandiego, Grandsword (2nd S.G. Game), Splatter House, Power Drift & Formation Soccer (Human Cup 90), plus MD - Ghost Busters, Atomic Robo Kid, Batman, DJ Boy, and possibly more.



NEW ZEALAND STORY-ENGINE

BELOW: ONE OF THE PROGRAMS FROM VICTOR'S ULTRA BOX C.D. ASTROLOGY WITH A WRESTLER ?!



**UK ENGINE**

After over two years since NEC launched the PC Engine in Japan, they plan to launch the machine officially in the UK sometime in late summer with a price tag of £99. However, there is no news of what the machine will look like, or how compatible it will be with Japanese or even US software. But, whatever the case, NEC seem to have got their act together.

**GOLD SEGA**

U.S. Gold's first games for the Sega Master system will be the conversion of Atari's hit coin-op Gauntlet, and Impossible Mission - a game by Epyx. Two strange games to release, considering both are connected with the Lynx machine. Both games are real classics, and should do well on the Sega system. even if they are old hat. Both games will be on 128k cartridges (1meg), so all you megadrive owners with 8-bit converters will be able to lay your mits on these soon.

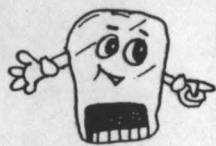
**NEO GEO**

We mentioned the NEO-GEO from SNK last issue, and latest info. is that, not only has SNK produced a console for the home user, but produced a more advanced version for the arcade public. So, instead of buying a machine costing around £230, and cartridges for over £100, you can pop down to the arcades to play them. But, more than that, remember the memory cards that enable you to save your high scores, and other data? Well, the coin-op machines also have the same slot, so you can play at home - save data, and use it at the coin-ops, and vice-versa.... neat eh?

SNK has also produced a strange controller/keyboard for the console. The board has 3 sets of buttons on it. The top row has a line of 14 buttons, and bottom row, on the left - 2 red buttons, and right - a row of five buttons. As far as I can tell, this controller is for playing the popular oriental game - Mah Jong!

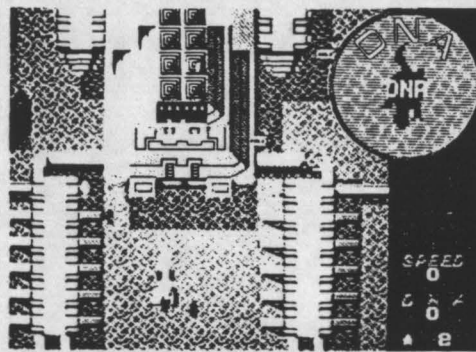
Another surprise is the 16-bit 68000 CPU, which runs at a faster rate than the megadrive's at 12mhz, with the Z80 running at 4mhz. The screen resolution is only 320x224, a lot lower res. than had expected, but with the ability to handle 380 sprites on screen, 3 playfields, choice of 4096 colours from a palette of 65536, it's sure doesn't matter. Sound is controlled by a Yamaha 2610 sound chip giving 13 channels of compact disc quality sound. The six games mentioned last issue are called NAM-1975, Baseball Stars Professional, Top Player's Golf, a graphic adventure game with a Japanese title, Magician Load (I thought it was a nunchuck type game, but you actually control a magician!) and Riding Hero - looks like Sega's Super Hang On. Games cartridges can hold up to 330megs (64 Megabytes), that's why these carts costs so much!!

SNK also rent out carts at around £2 per night which solves the cost problems. Electro-coin plan to officially launch the machine in September, and will be on show at the CES show held at Earl's Court between 13th-16th September.



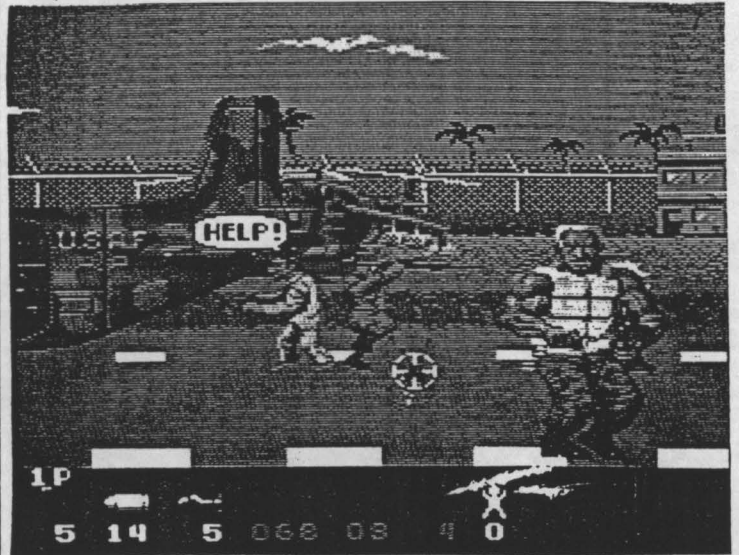
COMPO  
WORD  
SQUARE

A	L	E	X	K	I	D	D	O	Z	S	I
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G	O	L	D	E	N	A	X	E	O	L	A
R	L	A	J	S	I	K	H	N	M	A	N
E	B	S	B	U	J	O	I	O	A	S	A
V	L	T	O	P	U	H	Z	D	J	T	N
I	A	B	Y	E	S	R	U	C	E	B	A
D	N	A	I	R	T	E	U	O	T	A	X
R	I	P	E	F	A	E	K	N	I	T	A
I	F	P	L	E	T	O	L	N	H	T	D
A	U	G	H	O	S	T	B	U	S	L	J
S	O	K	O	B	A	N	H	O	R	E	B



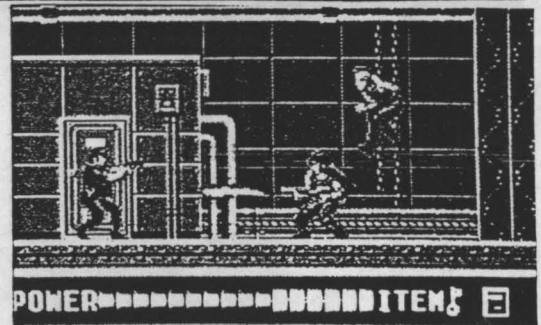
← MEGADRIVE  
DARWIN 2048

ENGINE - OF  
THUNDERBOLT.

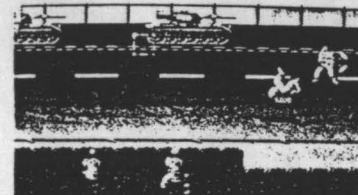


ENGINE - →  
CITY HUNTER

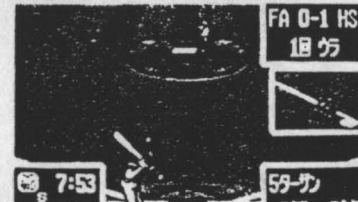
BELOW: THE  
SIX NEO-GEO  
GAMES.



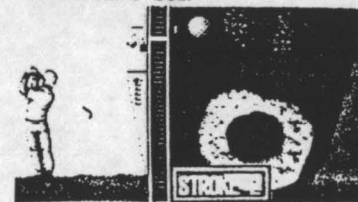
NAM-1975



BASEBALL STARS PROFESSIONAL



TOP PLAYER'S GOLF



麻雀狂列伝—西日本編—



Magician Load



RIDING HERO

