

The Ultimate Un-official Games Console Fanzine for Video Gamers!

ELECTRIC BRAIN

Issue 28 - Recommended Price - £1



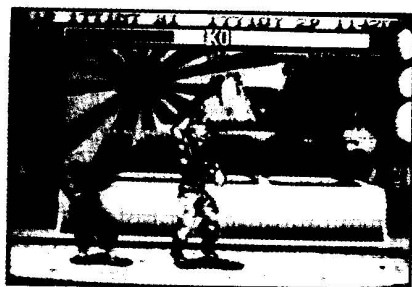
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SPECIAL STREET FIGHTER II EDITION



HOT!



DOUBLE OK!

THE GAME!
THE MOVES!
THE TACTICS!
THE GADGETS!
THE NEWS!

AGE



COOL!

REVIEWS: TURTLES IV, PRINCE OF PERZIA, TAZ MANIA, SPLATTERHOUSE 2, ADVENTURE ISLAND, CAMELTRY, PARODIUS, YOSHI, ASTRAL BOUT, ARCH RIVALS, SUPER DUNK SHOT, RAYXANBER III, AND LOTS, LOTS MORE!!!

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ONE COPY OF E.B. FILLS ME UP!

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Console Concepts (0782) 712759, Krazy Konsoles
(0422) 34290 [thanks for cheap S.F.II], Megaware
(091) 549 8807, C.E.S. (081) 392 9798... Paul Mitchell,
Jason Brookes, and others for loan of games.

Plus various magazines: mainly japanese one
which I can't be bothered to list at the mo, and the great
E.G.M.

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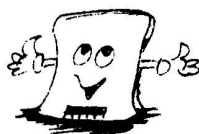
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EDITORIAL

Well, what a month it has been... okay, this issue is fairly late yet again, but I've been extremely busy the past month and didn't have much time to actually do the magazine... not to mention the amount of great games that have appeared for the Super Fami., namely Street Fighter II, Turtles IV, and Parodius.... not to mention the very fun and mind boggling game of Push Over on the Amiga that has had me up all night... nearly as good as Lemmings.

Incidentally, by the looks of what's available on the consoles... the Super Fami., is certainly leaping ahead of the rest... especially with support from the best two games producers - Konami and Capcom. The Megadrive and PC Engine, are slacking a bit... hopefully things with pick back up real soon. The Neo Geo is also making a surprise come back... it started brilliantly with a handful of amazing titles, then nose dived with a host of very average games, but looks to be heading up, especially with the likes of Fatal Fury, King of the Monsters 2, Baseball Stars 2, with some very good looking ones to come.

You might have noticed that Jason Brookes, one of our recent regular writers is missing from this issue - this is because he has landed a job at Future Publishing, doing the do on a new Super Famicom magazine called Super Play... Good Luck, J. !! BUT, Jason will still be doing his regular lot of articles for E.B. from the next issue... you can't get rid of him so easily! "Hey, jason, how about nicking us a Macintosh or two ??!"

Also, I like to say a big Hi to the crew of Gamesmaster who I had the pleasure to meet, plus the crazy 'guy' and gals of Dennis publishing.... I hope Dunc can get that Tatroo off!! (In joke... see Gamesmaster in October!!)

If you think Electric Brain is the biz, then you'll be delighted to hear that you may see it on the shelves of you newsagent in the new year as we're negotiating a deal with a company in London to release a Monthly issue nationally. This will mean a better quality magazine (although due to cost, still be in Black and White.... we agree with Henry Ford!). More news on this in future issues!

Well, that's it for this month... read the rest and enjoy. I'm packing up and heading for Eldorado...

Onn (Ed.)

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STREET FIGHTER II

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STREET FIGHTER II FEVER

The Japanese went Street Fighter II crazy on and before June the 10th (the official Japanese release date) of the Super Famicom version. Hundreds and thousands of gamers queued outside stores to be one of the first to get this amazing beat 'em up. Only one other game have been as successful as S.F.II, and that was the incredible

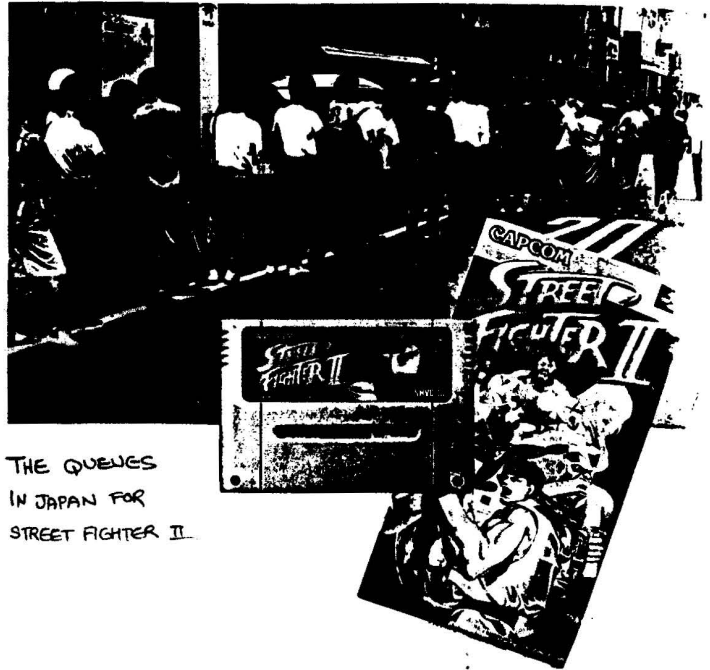
Dragon Quest saga, which not only made news in Japan but around the world, as thousands of kids skipped school to get their hands on the game.

Even after a month of its release, the game is still selling like hot cakes, and is ten times as popular than its nearest rival game according to the top Japanese video game charts.

The game was so successful in the arcades that, Capcom produced a special TV commercial featuring two of Japanese's most famous stars to act out the characters of China's strongest woman - Chun Li, and the most famous Street Fighter - Ryu.

The commercial features a lot of fighting including some special effects, namely Chun Li performing her famous and spectacular special Spinning Bird Kick!! And to top it all, the commercial was accomplished by some neat music which Capcom have released as a CD single too!

To celebrate the successful release of Street Fighter II for the



THE QUEUES
IN JAPAN FOR
STREET FIGHTER II.

Super Famicom, Capcom have announced that, they are to hold a Championship '92 competition in Japan to find the top Japanese Street Fighter II player. To enter, you just have to go to one of 5,000 computer/video game stores across Japan between July 23rd and August 23rd, register, and play any opponent that happen to enter too at that particular store. When there

is a winner from each store, then the 5,000 champs will meet up and one will become the Champion of '92. Of course, winners will be rewarded with prizes of all sorts.... and the overall winner, will most likely enter the world championships sometime later. Will they do such a thing in the UK... I doubt it!!



SUPER MULTI-TAP

One of the major factors of the success of the PC Engine is its ability to connect a five-player 'multi-tap' adaptor to it which really is the biz when you play Motoroad I & II, or Bomberman which 5 people. So you'll be delighted to hear that Hudson soft are to release a four-player adaptor for the Super Famicom! Although it's only a 'FOUR' player adaptor, it plugs into the second joystick port, thus another joypad can be used in joyport one - making five in all! The unit will be similar to the Engine's multi-tap and should be released at the end of the year. It's also expected that other companies are working on similar products to this too... hopefully, they will be compatible with each other, or the software written for one won't work on the other. Talking of Software for the units... Hudson soft is likely to convert Bomberman to their adaptor... if not include it with the adaptor.

BOMBER MAN MOVING ON

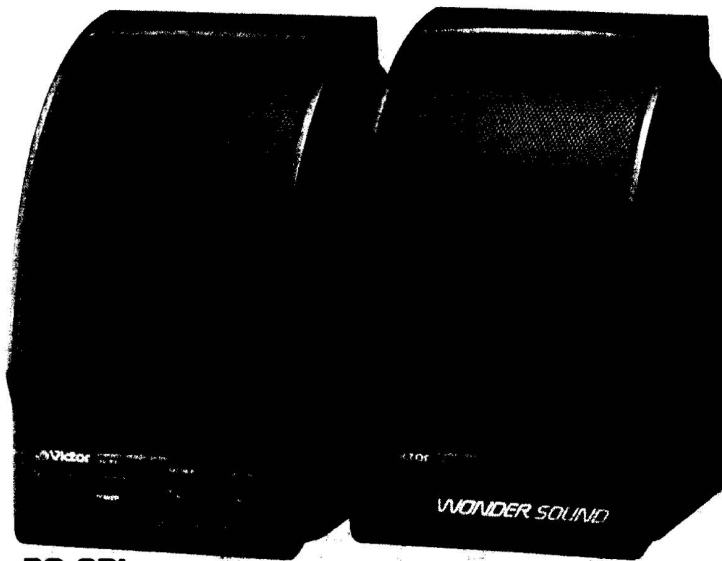
As Irem have the license to Hudson soft's Bomberman when producing the coin-op game, Bomberman World, the game is likely to appear onto other formats including Sega consoles, and quite possibly for the Neo Geo too. Keep an eye for it!

106megs of Fighting

After Fatal Fury, the game every Neo Geo owner have been hoping to get a glimpse of is the Art of Fighting, but still no screen shots of the game have been released of this mysterious game. However, latest information is, it will be one massive game, taking up 106megs, making it the biggest Home Video game of all time. As you might expect, it's another one-on-one beat'em up, and like Fatal Fury you can choose your fighter, which features 10 fighters to fighter against in all. More on this when we have it!!

With the Wondermega on sale in Japan for a whopping price of ¥82,800 (approx. £360), Victor has released some matching powered speakers for the unit. The 12W (6W+6W) speakers with amplifier built-in cost a whopping ¥22,000 (approx. £96). It seems Victor are really trying to make some dosh out of their systems, especially as the Mega-CD and a Megadrive is a lot cheaper than buying the Wondermega. Okay.. it does have a few extra features, but not really worth the extra cost. Incidentally, by the looks of what's available for the Mega-CD from Japan I would say, it's not worth getting a CD-Rom system for the Megadrive... you should wait for the American Mega-CD, as there seem to be more better and playable games for it as American and Japanese systems aren't compatible!

WONDERFUL SOUND



RG-SPI

CANNED SONIC SPEED DRINK !?!!

Latest merchandise to feature some famous video game character is a Japanese canned drink, which features Sonic the Hedgehog splattered all over it. What exactly it tastes like is anyone's guess, but by looking at what the drinks you can buy in Japan, it's not a surprise if it actually contains hedgehog inside.... maybe it turns you blue and makes you run faster too. HmMMM!



© SEGA

The Giant Moves in on new CD Machine

The biggest news on the CD machines is from the San Mateo Software Group. Who are these guys, you may ask? Well, SMSG was set up last year by Electronic Arts, to produce their own all CD-Rom based video game system to our class the other CD video games machines available at present... which they succeeded in doing with no help from the other giants (ie. Sega, Nintendo, NEC, Sony, etc.).

But can SMSG really produce and market the machine... well, they should be able to with the help of one of the biggest electronic companies in the world - Matsushita (Panasonic). Matsushita has bought a share in SMSG, and are negotiating with Electronic Arts about how they will produce and market the new beast... which will surely be big competition to NEC, Sega and Nintendo.

With Electronic Arts having their own secret system - will they continue to produce games for the other machines like they have been doing so successfully? I mean... if they produce a game on their system... are they going to release the same game which look, sound and play the same as the game running on their machine... or will they make it so it's not quite as good?! Surely, they can't make it better after all!?

You can expect more info. on the system when we get it. And you can be sure we have the machine for tests!!

MEGA GUN FROM SEGA



After Nintendo showed off its light Gun (the Super Scope) for the Super NES last year, Sega have jumped on the band wagon, and showed off its own gun for the Megadrive at the Summer C.E.S. called the Menacer. This is a shorter unit than Nintendo's Bazooka, but what it's lost in length it's made up in other departments with double eye-scopes, and handles. Hopefully, the Menacer will be available soon, and be bundled with better software than Nintendo's selection of very basic shooting games.



RAPPIN'

Got a problem, stuck on a game, want to express your opinions... then write in to Rappin', if we can't help, maybe one of our readers can. Send to the usual address..

Y... I need Help

Some reader is stuck on Ys III in the clock Tower... and can't get to the other side of the platform.. can anyone out there help?

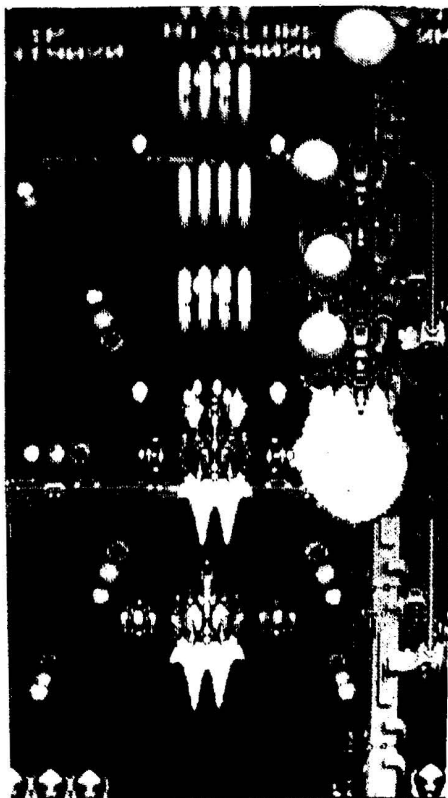
Shoot 'em Up crazy

Do you have any information about Toaplan coin-ops to be released? They make the best vertically scrolling shoot'em ups in the world but they haven't done a shoot 'em up since Vimana. Do they also intend to convert any of their games on the Super Famicom as well as the crappy Megadrive? Or have Capcom picked up their license - They converted Snow Brothers (a Toaplan game) for the gameboy.

Also, do you have any news whether Namco will convert their two decent games Dragon Spirit and Dragon Sabre to the Super Famicom?

D.A.Jamnadas, London

Well, amazingly, Toaplan has just released a new coin-op - but unfortunately, I don't know of the



TOAPLAN'S LATEST COIN-OP! TWO PLAYERS TOO!

name, BUT it is the sequel to their rather ace vertical blaster Tatsujin. The game looks totally amazing, the same as Tatsujin but with mega weapons, superb graphics and mean aliens. I bet you can't wait.

As for games to be converted to the SF by them, ermm.. no!

Namco to SF... again, NO! Dragon Spirit is probably too old, but you never know about Dragon Sabre as the engine version wasn't anywhere as good as the coin-op (especially with none of the 3D scaling sprites, etc.), and these will suit the SF. Their next shoot'em up is their conversion of that cute Galaxian game... not you thing?!

EB Jigsaw?

Love the free Mean Machine issue in Electric Brain no. 27. Only one complain... where's my jigsaw puzzle? The freebie they charge 45p! Wot a con!

Mr. C.B.Beckett, Kent.

Issue 27 of EB was a very special edition! As well as been the best console fanzine around, it also doubled up as a D.I.Y. Jigsaw puzzle. You didn't spot it? Using a pair of scissors (if you are too young, get a adult to help you), cut up the magazine... and hey presto - one mega tough jigsaw puzzle! Not only that, but if your friend has a copy too, and he (she) did the same - it's guaranteed to be totally different!! We didn't mention this is the issue as we thought you couldn't bare to cut up E.B.

Arrhhh... Type..

What's your latest PC Engine R-Type high-score. Why is Super R-Type so Shit. I hope that you don't overrate Street Fighter II like M.M. It's a good conversion but doesn't come close to Fatal Fury.

Adam Stevens, Glos.

I haven't played R-Type for years.. so can't say. Super R-Type - Shit? NO!! As for SFII, I think it's better than the coin-op (cheaper to play, no non-working joystick/buttons, and no people who has been playing it for a life time challenging

you!)... certainly better than Fatal 'Special moves only' Fury!!

Charts

Have you ever thought of a 'Games Chart' for E.B.? If not I think it would be a good idea. I could compile it for you.

D.Poon, Leeds

Yes, we have thought of doing a Chart yonks ago. But we didn't have a lot of success. However, if you are indeed interested... a notice to all readers... send in your top Five games, and we'll past the info to you to compile!! Send to usual address.

Super Grab? Dead?

1. Is there any news of the next Super Grafx game?
2. What happened to 'Camp California' the super Grafx Super CD game that the yanks were producing?
3. Wouldn't it be mega if they produced SF II for the Super Grafx Super CD Rom? And so you think this is likely?
4. Double Dragon II. Where is it?
5. I've heard that Ranma 1/2 is sold out in Japan and not much chance of getting it is this correct?

Derek Garforth, Norfolk.

Basically, it seems the Super Grafx has taken a nose dive in japan, as there doesn't seem to be any games to be released for the machine... apart from Strider of course from NEC Avenue which will probably come out when Chris Patton comes home to England. Even the so called Dual-format games seem to have been shelved too. As for Camp California... no idea. I think the card version has been released in the US, but I believe it's pretty naff.

SF II on the Super Grafx... this will certainly bring life back to the machine. If NEC Avenue or Hudson produced the game when the SG was released, it would have been the most popular machine now! But as it is, it's unlikely to get SF II. If is converted to the Engine, it will more likely be for the standard machine and not the SG.

DD II.. no sign of it yet.

Ranma 1/2? No idea... maybe you're better off with the next game coming out soon.



STREET FIGHTER II ON S.F. BETTER THAN THE COIN-OP?

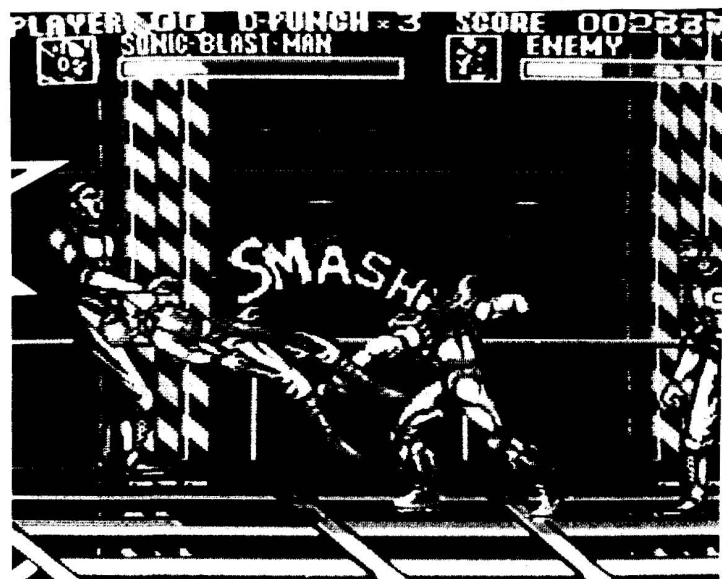
Super Famicom News

Nintendo: Next game from Nintendo will be Super Mario Kart - a split screen two player F-Zero like game. Unlike F-Zero where you have super speedy hover crafts, you race around in go karts around obstacle courses of sand, logs, bridges, and so on. You also can pick your character like in Powerdrift from Mario, the princess, a turtle or even a mushroom! The game looks great fun, and was shown at the Summer Consumer Electronic Show.

Another Nintendo hot game will be Mother 2, the sequel to the highly popular 8-bit RPG. Yep! I said RPG... so hopefully this awesome 12meg game will be translated to english format soon after it's release in Japan between August-September. The appeal of Mother is that it's based in present time unlike most RPG's based on Sword and Sorcery fantasy. You play the part of a small kid in striped jumper and baseball cap and must do your day to day life... but life as you know, isn't simple!



MARIO KART FROM NINTENDO... TWO PLAY F-ZERO



SONIC BLAST MAN - SMASHING GOOD FUN!!!

Taito: One of the most ridiculous coin-ops, has to be Taito's Sonic Blast Man. The original coin-op machine had a punch-bag attached to a pole, and a pair of 'wired' boxing gloves. To play it, you put on the gloves, and when the enemy comes into sight, swing and punch that bag!

Unfortunately, of fortunately - depending on your view of punching, the SF version of this game won't have the additional gloves option! However, the conversion to the SF looks very good indeed. The game's very much like a Final Fight game but with a number of special attack moves. Out on 8meg at the end of September.

Takara : Takara, who are currently converting King of the Monsters for the SF, will be converting another Neo Geo game - Fatal Fury. Screen shots of the game looks pretty drab, rather like King of the Monsters, but only time will tell of course! No size of cartridge (which would be interesting to find out considering the size of the Geo game), or release dates.

Waddington: What would you say if I said Mayfair, Picadilly Circus, Hotels, Old Boot and 'Got to Jail, go directly to jail, do no pass go, do not collect £200'? If you think Saturday night out with the lads after 20 pints - then I suggest you take Dan along... but if you think of Monopoly, then you're correct - the game is to be converted to the SF on 8meg cart. for a November release... although it will be in japanese... and it looks crap anyway!

Varie: F-1 Hero is already out on the Megadrive (see review in this issue) and the SF version will be available around October on 8meg. The game should be the same apart from the SF's game should use it's famous mode 7 3D routine as F-Zero and Exhaust Heat.

Technos Japan Corp.: The totally awesome looking SF version of Double Dragon - Return of Double Dragon - "Sleeping Dragon" has awoken, will be available in Japan on the 16th October, and it sure looks like a game worth saving up for!!

Tradewest: Super Battle Toads for the SNES is looking toally radical, and looks to be the one game to top the Turtles. The game plays very much like the 8-bit version, but will have never moves and faster gameplay. If you thought the 8-bit game was great when you punched or kicked the opponents (with their fists and feet enlarged to giant size), the Super NES version not only does the same, but also changes form into giant mallets, hammers, or spiked shoes! Looks awesome... we can't wait!

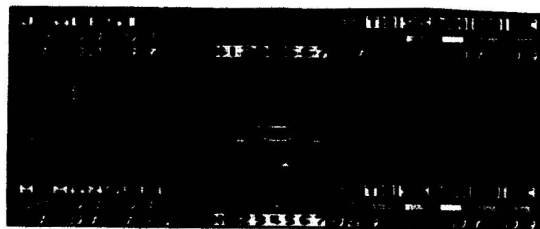


RASH SHOWS HE'S GOT SOME MALLET POWER

HAL's : Hal's next game for the SF will be called Guarding Blade - an arcade RPG... a sort of Magic Sword cross with Zelda 3/Soul Blader. The game is viewed like Zelda as you can move around dungeons, forests, castles, etc. plagued with evil creatures and monsters, but like Magic Sword, your warrior can attain another person to help you - following behind you... including a knight, wizard, ranger, etc. As you'd expect, there are also power ups to collect, chests to open, keys for doors, warps, secret passages, puzzles, and giant bosses including a nasty black dragon!!

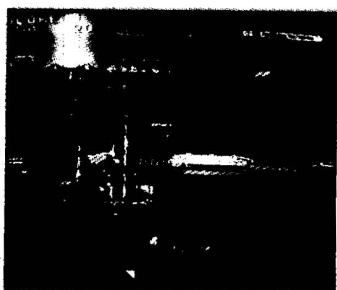
Jaleco: After their new baseball game. Jaleco have an arcade adventure game with a touch of Lemmings in the works by UK software house Argonaut Software Ltd. The game lets you control a small little knight which you can control using icons like in Lemmings, but there are some rather nasty obstacles to get through, and aone heck of a large monster to kill! Out on 4meg cart. around December.

Human: Human haven't done much since the release of their two sports games, but are working on another sport... that of motor racing/ The game is a one/two player (split screen) race game like Pitstop 2 or Final Lap Twin, and looks very good indeed. Humad Grand Grix will be on 8meg cartridge but no release dates.



HUMAN'S FORMULA ONE RACE GAME... COMPETITION TO LOZO!

Konami: Well, now that Konami has released both Parodius and Turtles IV, what else have they got up their sleeves. Well, the game on everyone's lips is Axelay, and latest info. is, it should be available around the end of September on 8meg.



CYBERNATOR - ROBOT BLASTING ACTION

Latest screen shots looks totally brilliant, and it will no doubt be the ultimate shoot 'em up - we sure can count on Konami. The graphics are truly amazing with tinted colours to produce realistic clouds, water, rock formations, and the amazing 3D mode 7 vertical sections are mega! Order you copy now!!

Also from Konami are Cybernator, NFL Football, Batman Returns, and Tiny Toons Adventure.

Cybernator is a side-on arcade adventure blaster, as you take on as a futuristic Robot against tons of enemy robots, guns, and other mechanically crafts from out in orbit, one the moon, Earth Atmosphere and underwater. The graphics look very much like that of Axelay - Brilliant. Expected around October.

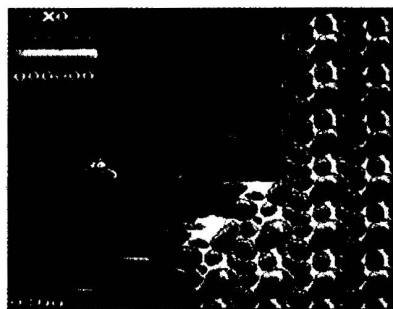
NFL Football looks to be the best American footie game for the SF as it will be using the famous

mode 7 functions of scaling and rotation.. and the game itself doesn't look bad either - available around November. The other two games are still on paper, and unlikely to appear until next year!



AMERICAN FOOTBALL AT IT'S BEST? COME ON... IT IS KONAMI!!

Sunsoft: The licensing japanese company, have now got their mitts on Warner Brother's wacky cartoon character - the Tasmanian Devil, and will produce a game based on the greedy bugger for the SF. Hopefully, it will be better than the rather average Megadrive version from the Yankie Sega crew for the MD.

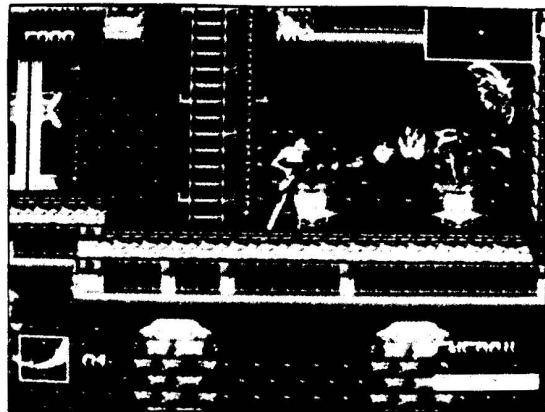


ROADRUNNER... DO WHAT HE DOES BEST..

As well as Taz, Sunsoft have picked up the license to Road Runner too in a game called Death Valley Rally for the Super Famicom. You play the part of the Road Runner who has to stay a step ahead of Wile E. Coyote, plus the many trap the sneaky devil have laid to capture the tasty bird.

Acclaim: With the release of Aliens 3 coming out soon for the Megadrive, Acclaim

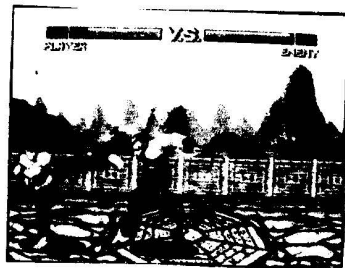
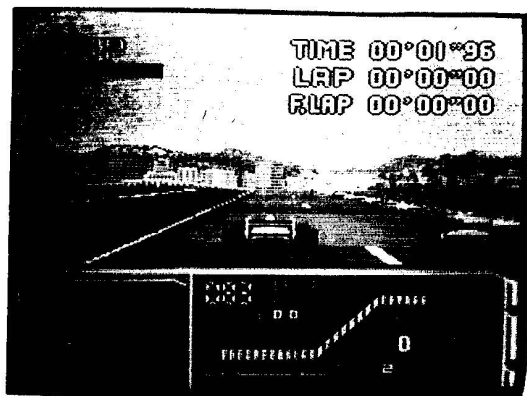
are soon to release the SF version - so pack up your grenade launchers and flame throwers to play as Ripley on a rescue mission against those very nasty aliens. Acclaim also have a host of items in the works... but too many to mention.



ALIENS 3... RIPLEY SHOWS WHO'S GOT A BIG CIGARETTE LIGHTER!

Gremlin: After the success of Top Gear for the SF, the team are working on the sequel - Top Gear 2. As far as the game goes, it's likely to feature the same style play but with more new circuits to race across... and possibly more obstacles and weather conditions as seen in Lotus 2. More news as we get it.

LOZC: The long awaited racing game Aguri Suzuki F-1 Super Driving should soon be available for the Super Famicom, and each time I see it, it gets better and better. The graphics looks really amazing, extremely detailed not in the presentation but the in game racing too, and with the split screen two player option, should be one ace game. Out now as you read this! The game is also licensed by FOCA to Fuji Television 1992 on 8meg+64k SRam Battery Backup ram.



POWER ATHLETE. ANOTHER BASEHER. November!

Kaneko: For release on both the Super Famicom and Megadrive, Kaneko have Power Athlete, a sort of Street Fighter II clone, where one vs one to beat the crap out of each other. This started out looking real crap, but latest pics are fantastic. Out in

Namco : Namco's next release for the SF will a conversion of their cute galaxian game Cosmo Gang - The Video. As the coin-op didn't feature anything totally outstanding technically, it should convert well to the SF. No release dates.

Telenet: From the CD guys, they are working on a Valis style game called Psycho Dream as you take as Ryo or Maria in a massive arcade adventure up against flapping birds, giant eyeballs, and other very nasty nasties! Looks pretty good... out on 8meg cart. for a December release.



C.E.S.

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WHOLESALE EXPORT WELCOME

Megadrive News

Sega: Sega's next biggy will be the conversion of G-LOC to the MD, and surprisingly on 8meg cartridge - not CD-ROM! And release data will be in November. Current screen shots of the game looks great and if Sega can handle the speed, G-LOC is bound to be a big hit. As for a Mega-CD version... unknown at this time.

ALERT! ALERT! ALERT!

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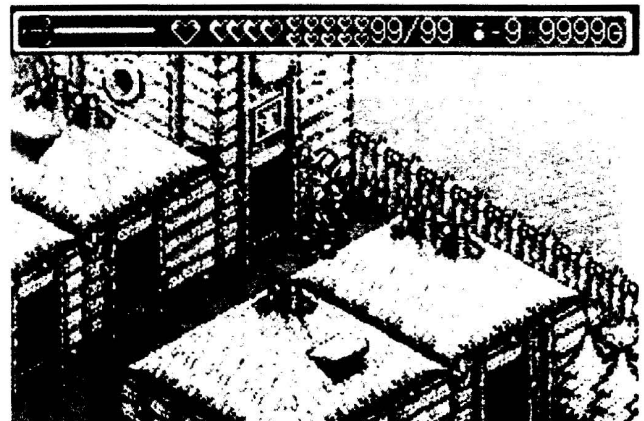


MEGA DRIVE G-LOC... SUPER. DUPER!!

Japan must be Dodgeball crazy, as Sega are to release a version for the MD.. infact, when you read this, it should be already be available! Graphically, the game looks great with good detailed backdrops and sprites - but I can't say I'm a fan of the crazy sport!

Sega has also got their hands of Tecmo's Ninja Gaiden which should be available in October. The original Ninja Gaiden was a pretty sad game as the sprites were real small - but Sega have done a complete rework of the game making the characters a lot better. Hopefully Sega will make the game more playable too!

The biggest game from Sega (literally!) on cartridge format on a whopping 16Megabits (equaling Street Fighter II) will be an awesome looking arcade RPG, the third in the series of Shining and the Darkness, and should hit the streets in September. As you can see from the screen shot, the game's a 3D isometric game, very much like Ultimate's great specy games of long ago or System 3's Last Ninja series. The game should follow the usual RPG format of killing monsters and other creatures, get the gold, increase your experience and hit points, buy better weapons, and solve some puzzles. Watch out for this mega game in future issues of E.B.



SUPER MEGA 16-MEG OF PURE ARCADE ADVENTURE

Sega aren't known for their shoot'em ups (have they done any?) but they are to release a horizontally scrolling one around October called Crying. Strange name, but this looks well ace.. and has quite a few similarities to Taito's Darius. The game features some of the most amazing graphics seen on a shoot'em up. Defintely one to look out for!

The best beat'em up on the MD has to be Bare Knuckle



BARE KNUCKLE II... SELECT PLAYER.... MAX & SAMMY SET OFF!



and the sequel is looking real ace and features more of the same beat'em up action but with bigger characters instead. The best thing of the original was the cool music - and Sega have signed up the master once again - Yuzo Koshiro is back! We can't wait to hear what's in store! Two of the old characters are back too.. the pansy Axel and the sexy Blaze (now more sexy than before). Adam (the best in the original game) has been given the boot, but two new guys come in - a giant muscle wrestler called Max, and a cool dude called Sammy (a boxer). On cartridge, but no release dates as yet!

Hands up who liked Castle of Illusions? Well, you're in



THE COOL DUDES MICKEY + DONALD IN THEIR NEW ADVENTURE

GAME NEWS

for a treat, as Sega are to release the sequel - World of Illusion for an October release. Not only does the game feature Mickey Mouse, but Donald Duck too, as both cooperate together to get through the difficult levels. Like the original, the game has superb cartoon style graphics, but this time it's even more detailed and fun as both characters have many expressions and moves.

And for fans of slash 'em ups, Sega are working on one for release in November (name unknown). The game has you controlling a knight up against enemy knights, skeletons... basically everything and more from Golden Axe. A nice touch to the game is, when you meet the boss, the game switches to like Battle Blaze mode with both characters facing each other with each character standing half the screen in height.

Fans of the Fantasy Star saga will be delighted to hear that the forth episode is in production, and will be on cartridge format. The game is only about 10% complete, so will give you more info. in future issues.

Kaneko: Like I mentioned in the S.F. news section, Kaneko are to release Power Athlete for the MD around November on 8meg. The game's a Street Fighter II type game, and features a choice of fighters - a guy like Ryu, a big fat barbarian, a kick boxer, and as you can guess, a rather sexy woman.



NEW CHASE HQ 2...

Taito: Racing fans can look forward to 'Taito Chase H.Q. 2' (Provisional title - and likely to change) a game similar to the original Chase H.Q., but in this version, you have a choice of vehicles - a super fast red porsche, a truck which has average speed but good recovery or a Juggernaut which is slow but high on attack! The enemy vehicles are different too - ranging from a fast ferrari where it's good idea to use the porche, to a BIG FOOT type truck where the other two vehicles might be more appropriate! Out around October - 4meg.

Taito also have two other games - a conversion of the coin-ops Ninja Warriors which should be on cartridge, and the spectacular 3D game (the name escapes me now... answers on a post card!) on CD-Rom. The latter should hopefully use the Mega-CD's hardware to the full. Unfortunately no screen shots or release dates of these latter two game.

Sunsoft: Sunsoft's 8meg conversion of Lemmings for the MD, which looks the same as all other 16-bit versions, should be appear in October... a game certainly worth getting if you haven't played it before!



WONDERDOG MEETS THE FAT BLOKE... LOOK AT THAT ARSE... UGH!!

Victor: Prince of Persia for the MD should be available as you read this, and it looks very good indeed... a must for all Mega-CD owners whose machine has been gathering dust. Victor's other CD game - Wonderdog is another one that you shouldn't miss - it's one cute arcade adventure and could put Sonic the Hedgehog in the dark. The 36 stage action game features some of the most spectacular characters around, not to mention gorgeous backdrops. The baddies includes moles, hedgehogs, smelly skunks, floating dogs tied to balloons, bulldogs with boxing gloves, foxes on motorbikes, and then there are the bosses which are superb - with a big fat maid armed with a rolling pin and throwing fried eggs, a big fat couch potato... opps... potato.. wearing a string vest and fag in mouth, and a giant scarecrow that throws his head at you!

Victor are also working on a strange top-down racing game set in the future on 4meg cart. called Metal Fangs... a sort of MotoRoader game!

Atari/Tengen: The Atari team haven't produced any spectacular games for the MD, but are about to change that with two new titles (apart from Rampart, Road Riot, etc...). First, there is Gauntlet - a conversion of one of the most money grabbing coin-ops ever released. The game is planned for a November release, and although it will definitely have a two player simultaneous option. Atari are hoping to release it with adaptors so four people can take on the four characters all at the same time. More news on this when we have it.

But the biggest news from Atari is that, they are to convert their rather ace Captain America and the Avengers to the MD too. However, the game is unlikely to be released until early next year.. and will definitely have a 2 player option.

More from Atari will be R.B.I. 4 Baseball - available in October on 8meg.

CD-ROM USA: At the Summer Chicago C.E.S., Sega showed off the U.S. Mega-CD which includes a protection chip in the system, so it will only run American CD-Rom games. It's also possible that if you have a Japanese Mega-CD, you



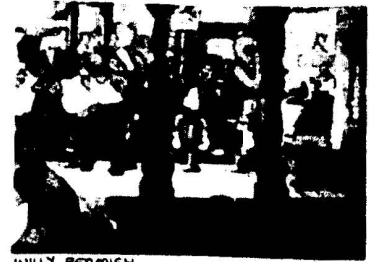
POWER ATHLETE... YOU ARE FATTY...



TAITO'S ERM... WHAT'S IT CALLED.

won't be able to run U.S. CDs either... time to sell you Mega-CD and get that U.S. one I say!!

Over in the US, they had a number of CD titles in the works - these includes the Adventures of Willy Beamish, Black Hole Assault, Dungeon Master:Skull Keep, Eye of the Beholder 2, Heimdall, King's Quest V, Leisure Suit Larry, Mixed up Mother Goose, Monkey Island, Monkey Island 2, Out of this World, Pitfighter 2, Police Quest 3, Prince of Persia, R.B.I. IV, Shadow of the Beast, Stellar 7, Super Star Wars, Terminator, Terminator 2, Thunder Storm, Wonderdog, The Third World War and W.W.F. Wrestling.



WILLY BEAMISH...



M.D. PRINCE OF PERSIA... BRILLIANT GAME.

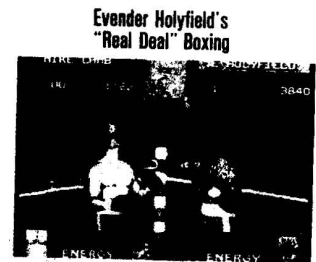
Some of these of course are produced in Japan. Also, there's Batman Returns on CD, and the demo shown at C.E.S. was an F-Zero like game as you drive the batmobile through Gotham City... it was fast, smooth, and awesome!

C.E.S. Cartridges: Sonic 2... there have been rumours of Sonic 2, and we can confirm that the game will have a two player split-screen option where one player plays as Sonic on one screen while the second player take on as Tails the two tail fox in the other screen. Sonic 2 was shown at the C.E.S. but there was nothing special about the game - just more of the

same.

As well as Sonic 2, and Taz mania (see review) Sega also had Ariel, The Little Mermaid (an underwater arcade adventure), Home Alone (as the other crap versions), The Young Indiana Jones Chronicles (a nice looking side-on arcade adventure), Dungeons & Dragons - Warriors of Eternal Sun (RPG), Green Dog The Beach Surfer Dude (rather crazy arcade adventure with comic cartoon touches), and Evander Holyfield's "Real Deal" Boxing (Side-on boxing with big digitised graphics).

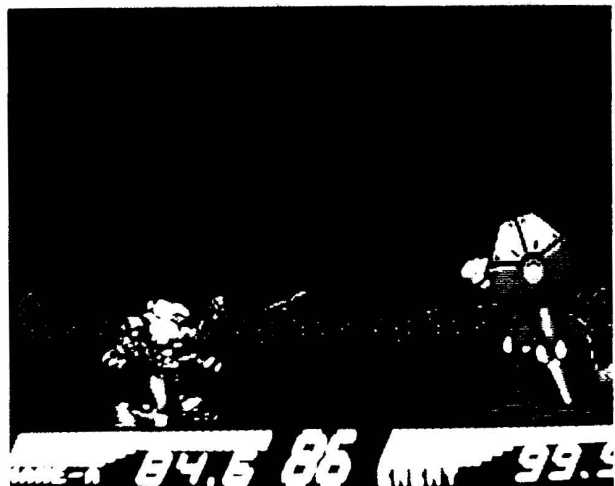
Also on show were Mig-29 from Domark, a conversion of the computer flight simulator, and from US side of Kaneko - Chester Cheetah, another arcade adventure game featuring Chester Cheetah the cartoon character more famous for his adverts.



Micronet: After the extremely poor Heavy Nova, Micronet are working on the sequel called Black Hole Assault (note how they didn't name it Heavy Nova 2). The game looks like the original but with different, and slightly improved graphics. You still select a robot with a number of different moves, and try to slug out the computer or human opponent. Will be out on CD-Rom.

Sims: From crap programming team, Sims. comes a racing game called Junker's High. The 8meg game (out for August) is set in the future but it's basically another Outrun and the graphics are rather naff!

Electronic Arts: Well, what do you know? After Jordan vs Bird, Lakers Vs Celtics and Bulls Vs Lakers, E.A. are out to release another Basketball game for the MD called U.S. Basketball. As the game goes, it's another Bulls Vs Lakers style of game, but the teams are country based instead of US teams.



BLACK HOLE ASSAULT... MORE OF THE SAME AS HEAVY NOVA.

Compile: Many people have asked me when are Compile releasing their vertical shoot'em up 'Nobunaga and his Ninja Forces' for the Mega-CD, so to answer your questions, the game should hopefully be out in September. Errmm, some people know this as Musha Aleste, but the above name is what it's really called!

PC Engine News

Naxat: Good news for Super CD-Rom owners and fans of Super Star Soldier, as InterState/Kaneko (the people responsible for Super Star Soldier and Star Parody) are to write a vertical shoot 'em up for Naxat called Nexor. Current screen shots of



ARCADE SNOW BROS... SOON TO BE ON ENGINE

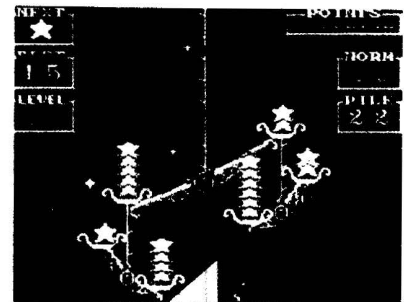
the game looks like another awesome blaster... more on this in the near future, but it will be on Super CD-Rom.

Fans of Snow Bros., will also be delighted that Naxat will be converting the game to the PC Engine, again on Super CD. The game has only recently been announced, so don't expect it for some time.

Naxat also have two other normal CD games in the works - a wierd puzzle game based on weights for release in August, and a oriental strategy war game... Hmmmm... I think I'll give that a miss.



KANEKO'S LATEST SUPER STAR SOLDIER...



NAXAT'S BALANCE PUZZLE GAME.

Victor, with Sorcerian (A-RPG) out in Mid July. Loom in August, and Dungeon Master - Theron's Quest in September, are also bringing over U.S. company Icom Simulation's TG-16 card game - Shape Shifter to the Engine for release in September. The game's a Legendary Axe style game, and looks pretty good, although I have been told it's only an above average game by people who have played the US version.

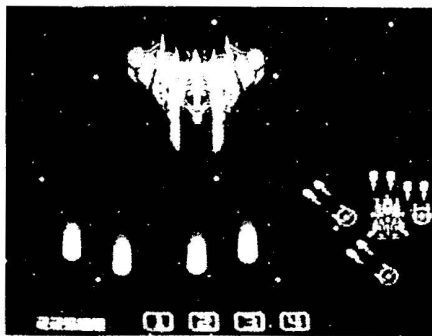


IMAGE FIGHT II... MORE MEAN BLASTING!

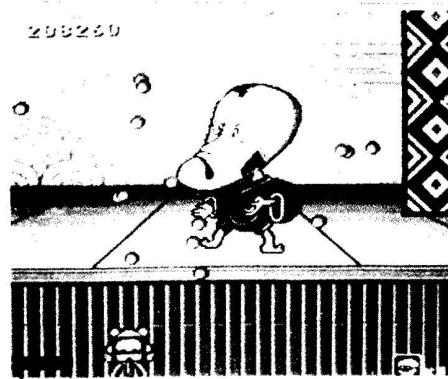
Irem: Coming from Irem around September is a crazy arcade adventure game where you play a photographer who must go around taking crazy photos of things happening on his travels like a man slipping on a banana skin, an alien, and even a flasher!! On 4meg card... more on this in the near future.

But the best looking game from the R-Type people is Image Fight II on Super CD-Rom. The game will feature the same ship and same use of weapons. However, the game will have some mega awesome enemies which look well fabalous... will probably knock other shoot 'em ups off the top spot. One to look out for!!



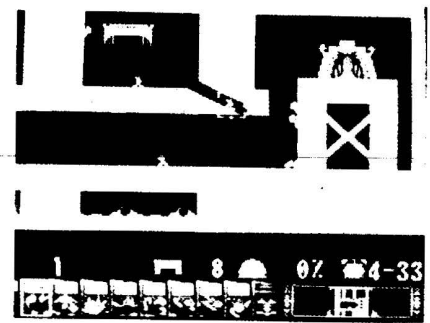
SNAP MICHAEL JACKSON WITH THE CAMERA

Sunsoft: Sunsoft's conversion of Lemmings for the Engine is looking to be a par with the rest of the 16-bit versions, however, it does have one thing going for it over the others, as it will be on Super CD-Rom, so should have some ace music. Out in September.



THE WACKY SHOOT 'EM UP FROM TEICHIKU.

Telenet: After all the adventure and RPGs releases, Telenet's next Super CD game will be a horizontally scrolling shoot 'em up - and thing looks like a cross between Heavy Unit and Air Busters. The game is expected around October.



LEMMINGS... ON SUPER CD-Rom.

NCS: Even more horizontally scrolling blasting comes from NCS on Super CD. They are working on a strange shoot 'em up with extremely detailed graphics.. but haven't given a release date.

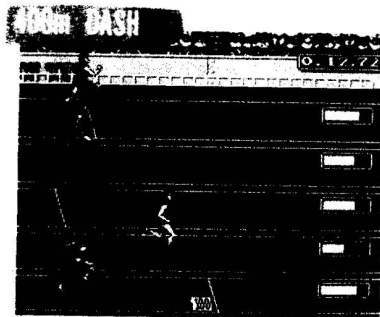
Teichiku Co. Ltd.: Well, it's stupid, silly shoot 'em up time yet again on the engine, as Teichiku are to release a wacky vertical blaster in

October where you control, what looks like a flying blue cat up against all manner of wierd enemies, including pigs on half tracks, Brides on high powered motorbikes, live green potatoes, dragon throwing mah jong pieces (from Shanghai), and more ridiculous baddies. Hopefully this will play better than Toilet Kids!

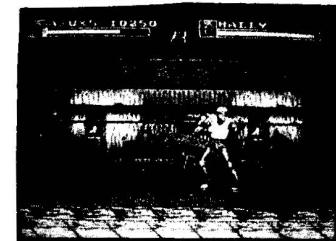
Konami: Still nothing from the best company in the buisness, but Konami are to release a Pilot Disk of their Adventure game Snatcher real soon. What's a Pilot Disk? Well, it's a Super CD which previews what to expect from the proper game when it becomes available. The CD will only cost Y1.500 (approx. £6.50) and out around August. Hopefully more companies will start producing these preview CDs.. maybe a playable one level game or something?! Well Done Konami!



Hudson: With the Olympics around the corner, I have to mention about Hudson's mega 5-player sports game Power. Sports on 4meg card with Back-up memory. The game should be available around early October, and the events are FIELD: Long Jump, Triple Jump, High Jump, Hammer Throw, Discus, and Javelin. TRACK: 100m, 110m Hurdles, and 400m. SWIMMING: Individual Medley, Free Style, Beast Stroke, Back Stoke, and Butterfly. one event in Archery and Rowing. And Shooting: Rapid Fire Pistol and Clay Pigeon Shooting! The game looks well ace, and we certainly can't wait!!



POWER SPORT BY HUDSON



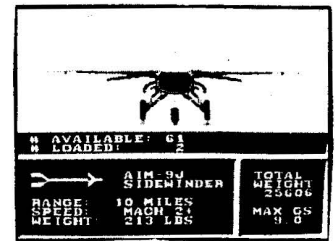
RIOT CITY... FINAL FIGHT...

Turbo Technologies: Over in the U.S., software for the TG-16 is getting better and better. The first flight simulator for the machine will be the highly praised Spectrum Hologram game - Falcon. The game looks pretty good and hopefully will be converted the the jap. Engine as it's out on 4meg card.

U.S. TG-16: After the success of the Gauntlet clone - Dungeon Explorer, the U.S. guys are to release a sequel - Dungeon Explorer II. Unfortunately, no other information or screen shots of this, but will be on CD.

But best of all (again on CD) will be a wicked looking beat'em up game like Final Fight called Riot City. This looks real neat with large characters and different moves available... hopefully it will be as good to play too.

Other US CD games include the CD-Rom version of Camp California, Dragon Slayer, Loom, Shape Shifter, Dynastic Hero (?) and Fantasy Star Soldier.



FALCON ON TG-16



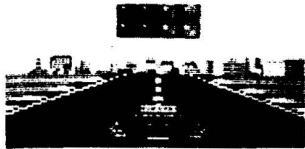
Here, Dave Steward of the Eurythmics, demonstrates that a Game Gear is not very portable.... you can't stick it in your ear!

Handheld News

GG - Sega: The most talked about game for the GG has to be Sonic 2, and we can confirm that it will come out before the Megadrive version. The game will basically be the same as the original, but Sonic does a spot of hang gliding (he must avoid lighting too) and rail cart riding in the mines too. Looks real neat.

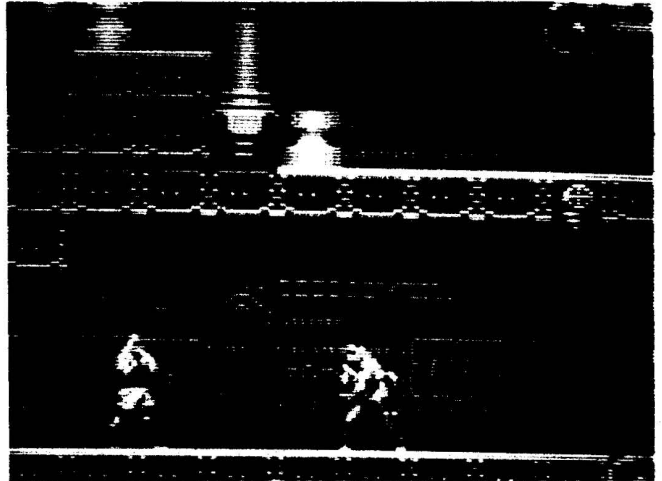
The GG Shinobi II - "The Silent Fury", should be out at Christmas and it looks better than the original game with more detailed graphics, but the gameplay will remain the same with five ninjas to control, all with different weapons and abilities, in a massive arcade adventure game! A definite Must.

Ayrton Senna's Super Monaco GP II for the GG will be out at the end of August. The 2meg game (most of them are now 2meg!) looks very much like the original - in a pole position style game, but the graphics are a lot more crisp.



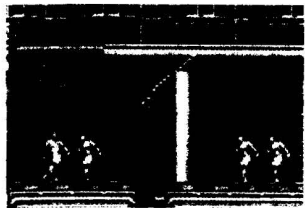
GG Monaco GP II... like Original

That's the lot from the Japs., but over in the USA, there's also Taz Mania, Batman Returns, Chakan, and David Robinson's Supreme Court Basketball. Taz Mania looks almost as good as it's big brother, but hopefully it's game play will be improved. Batman Returns however is totally awesome, and is a side-on arcade adventure like Super

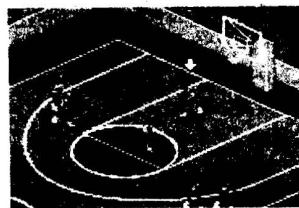


GG SHINOBI 2... MORE ACTION FROM THE SUPER NINJAS.

Batman Returns



David Robinson's Supreme Court Basketball



Shinobi... watch out for a full review soon!! Chakan - the Forever man is another side-on arcade adventure, but you're a pirate (I think?!) and armed with a sword, and David Robinson's (see MD review) looks totally amazing... even with the small GG screen, they have crammed in the entire one side of the court and the players!

US Gold, together with Sega are also to release Olympic Gold for the GG. The GG version should have all the events of the Megadrive version (see review) with same game play and nearly as go graphics. Out in July.

August release, although this version will be a RPG as you pick your moves of attack or defense... strategy fans only here!

GG - Riverhill Soft: Fans of Midi Maze/Faceball 2000 will soon be able to lay their hands on the game for the GG. Apart from the obvious extra colour (which is rather naff to say the least on the GG) the game's the same as the Gameboy version.

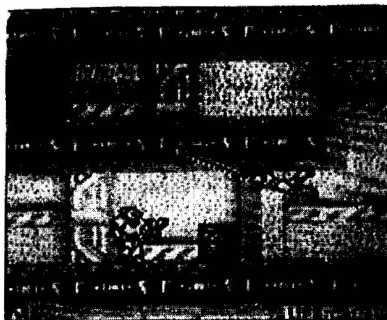


GB - Konami: Konami's next game for the GB will be Konami Basketball, and the game will be like their rather cool ice hockey game in side-view action, but some close ups when you score. Looks rather neat, but no release dates.

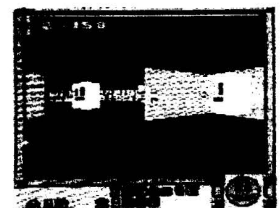
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KONAMI BASKETBALL

GB - Capcom: As you read this, Capcom will have released their next game for the Gameboy - that of Bionic Commando.

This looks a real awesome game and if Capcom can translate it as good as their other games, then definitely worth getting. Check out next issue for a full review (assuming we can get hold of a copy!).

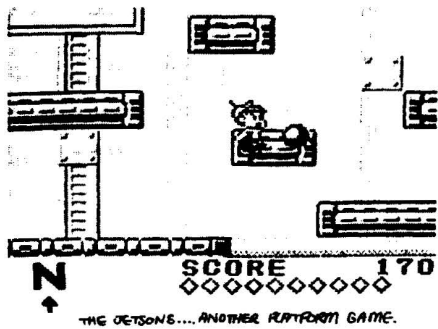


BIONIC COMMANDO SWINGS IN



GG FACEBALL 2000

GB - Bullet-Proof-Software: More puzzle games from BPS comes in the form of SPOT. The game is loosely based on the classic board game Othello, but here pieces change colour around a central piece. The Amiga version was pretty good as it was made interesting by some neat animation of SPOT (from 7up) when you moved a piece. As the game is only 256k, it's unlikely they will impliment this feature, but you never know. Out in October.

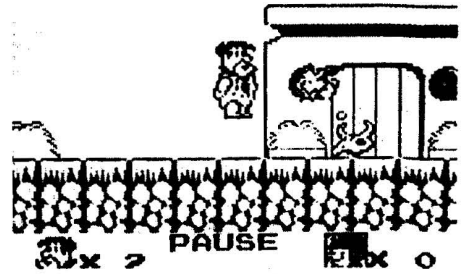


GB - Taito : Taito have got their hands of Hanna Barbera characters, and they are working on two titles for the Gameboy... The Jetsons and the Flintstones. Both are 1meg cartridges.. the Jetsons is a platform game while the Flintstones is an arcade adventure in the wonderboy/caveman ninja theme... no release dates.

GB - Irem : Irem have announced that they are to release R-Type 2 for the GB.. and it looks a pretty good conversion... well.. atleast the R9 ship is a little smaller than the original game (how the

hell did the original win the best gameboy game award?), so hopefully will be more playable. No release dates as yet.

Irem are also producing a strange but cute arcade platform game with puzzle elements for the GB too.



GB - Sunsoft : Aswell as Batman Returns, Sunsoft are busy putting together an arcade platform adventure game called Mr. gimmick - a conversion of their 8-bit NES title. Mr Gimmick is a small blob and follows the usual rules of arcade adventures... lots of obstacles to dodge, enemies to bop, and a boss at the end of each level!

GG - Probe Software: Probe Software were one of the crappiest software programming teams around... they just had no idea how to program a 16-bit computer game... infact, the only good one they ever did was Metrocross on the ST. Anyway, they have given up producing games for computers and now working on games for the consoles. The are working on two games for the Game Gear - that of Terminator, and also Lemmings. We wait with baited breath on their conversions!!

GB - Lucasfilms: After the success of Star Wars on the 8-bit NES, and the spiffing conversion of the game to the Super fami., Star Wars will be making it's way to the GB too. The game lokks like it's going to be one ace game. Watch out for it.

GB - Bullfrog: Amazingly, the Bullfrog team are beavering away on converting Populous to the Gameboy. This sound totally crazy, but I suppose anything is possible. We just have to wait and see the game when it is completed.

LYNX - Well, if I had a £100 pound for every Lynx release, I would be a very poor man, as there doesn't seem to be anything new that you don't already know off. I might as well start a GX4000 column! Anyone out there who has a Lynx and buy games regularly?

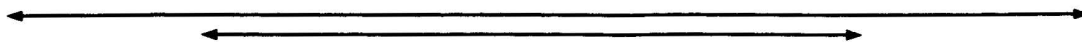
NEXT ISSUE - NEXT ISSUE - NEXT ISSUE - NEXT ISSUE

Well, Don't Miss The Next Issue Of Electric Brain, As It Will Blow Your Socks Off. We Should Have Yet Again The Latest Games Reviews.... Prince Of Persia (S.F.) Which Is Bloody Brilliant... We Got This A Little Late For This Issue Unfortunately, Dinosaur (S.F.).. Another Arcade Adventure Based On The Hit Movie, Aguri Suzuki's F1 Race (S.F)... Will It Be As Good As It Looks? Soldier Blade (PC)... The Fourth Gunhed Game, Ayrton Senna's Super Monaco Gp II (MD)... Will It Be Better Than The Original?, Bionic Commando (G.B.).. Can It Compare To The Big Screen Game, And Lots More!

Plus, Exclusive Preview Of Konami's Long Awaited Shoot 'Em Up - Axelay, As Revealed At The Summer Chicago Consumer Electronics Show. (One Of My Mates Attended The Show... Bloody Lucky Sod! Of Course, He Didn't Ask Me To Come Along, Even If He Did Go With Code Masters... I'm Sure With All Their Money, They Could Have Paid The Air Fair For Little Old Me!)

Plus, More Street Fighter II Information That Will Make Your Eyes Pop Out!

Plus, Lots, Lots More Including The Usual Latest In News, Views, Hints And Cheats, Gossip,.....



GAME REVIEWS

IT GAME FROM THE DESERT

PC ENGINE BY CINEMAWARE - CD-ROM
BOUGHT FROM TELEGAMES

Derek Garforth of Norfolk enters his time machine and warps to 1950 to take on the dreaded giant Ants and save that small american town no one would ever miss had it got blown up by say an Atomic Bomb.



It's finally here, the first full motion video game on PC Engine CD, and what a stonker it is! You play the part of Buzz Lincoln, local biker and a bit of a James Dean character, who

has to save the town of Loverlock from the Antmind and all her minions before they destroy the entire town with an Atomic blast. Throughout the game the characters that live in and around Lovelock will speak to you



straight out of the screen, much in the same way they do in Mad Dog McCree. The game takes the form of a command driven graphic adventure with different bits of video running depending on the option you choose. There are also three arcade sections which unlike the rest of the game are normal computer graphics. These are the sideways scrolling tunnel section where you must waste ants and



antroids whilst trying to get deep into the heart of the antnest, the overhead land war where you view your character in top down mode and try to fill in the ants holes with dynamite while blasting the bugs pouncing out of the holes, and then there is the op. wolf style section where one of the antroids is staked out on the ground and you must shoot the small flesh eating ants, using a gun sight, before they strip all the meat from their 'hapless victims' bones, this is made all the more gory as a real actor is used and he pleads with you to save him. If you're too slow, all that's left is a gruesome skeleton - great fun.

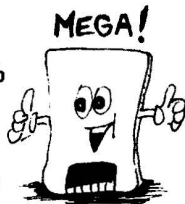
As I said before, the Antmind is building an Atomic Bomb, and is using townsfolk that she has turned into antroids, to steal the necessary parts and assemble it. So the first thing you have to do is convince the remaining inhabitants that something strange and evil is going on.

Your two best allies are Doc, who is a scientist that you work for, and your friend Sonny, who runs the local pest control service. The Storyline is brilliant and a right laugh, it has all the flavour of a 1950's B film monster movie. The full motion video is mega and works extremely well, you really feel involved with the plot and totally responsible for everyone's salvation, you are after all their only hope.

The arcade sections are well programmed and a real challenge, especially the tunnel sections, where even with your pistol and grenades the going's really tough. Sound too is amazing with terrific 50's type tunes, 'sea of love' is very Chris Isaak, and professional quality dialogue and speech. All in all a stunning game, one to really show off to anyone's money. If you're after something different but totally compelling, what are you waiting for, Antmind is ready to take you on.

Video - 98%
Audio - 100%
Playability - 94%
Lastability - 96%

Overall - 98%



ASTRAL BOUT

SUPER FAMICOM BY KING
SUPPLIED BY CONSOLE
CONCEPTS

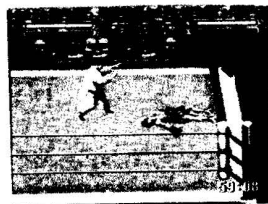


Dan: I'm a great lover (ooh! modest), no, you fool, I was going to say I'm a great lover of beat-em-ups, so when our esteemed editor (not to mention a great lover too... Ed.) showed

me some screen shots of this game a couple of months ago, I was intrigued. The graphics looked excellent, especially the frames of the Thai Boxer which are very authentic.

Sadly, the sprite frames are the only good thing about the game. The animation of the frames are awful which completely ruins any potential they may have had. The fighters hobble about looking like a right bunch of cribs, and the technical standard of the game as a whole is less than brilliant. Worse than that, Astral Bout is one of those games with such poor sprite/sprite collision detection that punch the air a few millimeters in front of your foe's head causes him to suffer damage. Ridiculous!

There are a few more faults I could mention, but I really don't see the point. If you haven't got the message by now, I'll spell it out - DON'T BUY THIS GAME. It's not the worst available, but it's simply not worth the £40 (or whatever) that is asked for it. Just think, for the same money you could buy



yourself 200 tins of beans (Happy Shopper) or maybe a great big stack of books, 100 floppy disks, 4 Engine

games from Dan's console emporium (that's four copies of The Kung Fu... Ed.), 120 cans of Pepsi, 2 years supply of Mean Machines.....

Video - 60%
Audio - 65%
Playability - 70%
Lastability - 40%

Overall - 60%



SOME OF THE CHARACTERS IN ASTRAL BOUT

BASEBALL STARS 2

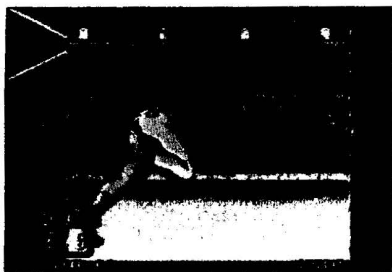
NEO GEO BY SNK - 68MEGS

With Baseball cap, a long wooden stick, and a baggy shirt, Ian Kinnis of Kent goes head to head against the might of the Baseball Stars... He'll probably lose!

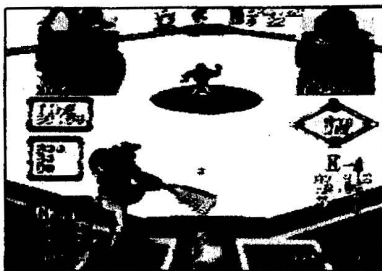


Ian: Firstly, forget about playing with yourself this time (Hmmm... another Perv... where do we find these reviewers from, you ask?!... Ed.), and invite a

chum around to share this one. (WHAT!? This sounds interesting... Ed.) I promise you won't be



CLOSE UP CATCHES!



SPECIAL POWER BAT IN USE!

disappointed. (I won't say a word! ..Ed.)

From the opening sequence, it's obvious a real treat's in store, truly wonderful - real announcer speech and amazing graphics tempt you to "PLAY-BALL".

Simply select two player game, exciting mode, and each choose a team. Finding out you chose a crappy batter or pitching team comes later, and much fumbling and cursing to re-set. The game begins.

During play, you either bat or pitch (bowl). It's simple to get into, but bloody hard to put down, especially when you learn the rules and tactics.

When batting, to begin with, the control method feels odd, and pressing 'A' to hit the ball often results in a wild swing and a call of

GAMES REVIEWS

"STRIKE" (three strikes and you're out!), as the ball glides past. Timing the swing is the secret, resulting in the ball soaring into the crowd and you running like mad to first base. For extra power, a 'Power bat' is available for a limited time, but only useful if you can hit that ball.

The best tactic being to hit the ball often, move several players onto the field, then hit a 'Home Run', resulting in all players on your team returning to base.

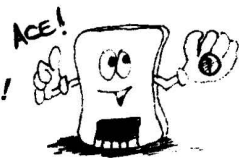
Pitchers can move sideways and vary the height, speed and direction of each ball for maximum playability or frustration, as you choose. Fielders catch at wild angles in superb close-up shots, but often fail to return balls to correct bases which can be annoying.

With numerous team selections, power-ups, including power bats and batter and pitcher options, combined with real announcers speech, crisp colourful graphics and playability, this game's a winner.

Prepare yourself with suitable baseball cap, chewing gum, piles of sarnies and cold beer and next Saturday afternoon, invite your chums to "Play Ball". Love it. Give me more! (I definitely have to ask Dan over to Ian's place to play ball ..Ed.)

Overall - 92%

68 Meg Home Run!



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GAME REVIEWS



Although both of these games are produced by two different companies and as you might expect, there are a lot of differences between a Gameboy

and a Super Famicom, the two games have a lot of similarities.

'Old' (literally) Peter Pan has grown up, and just when he was sitting down reading a copy of E.B., who should come along to disturb him? None other than Tinkerbell... who has some grave news about Never Never Land, and she needs your help! Personally, Peter couldn't leave E.B. alone especially as it has arrived on time!, but this was Julia Roberts after all... she might be the size of a timple, but size doesn't matter! So off he goes to rescue his chums from the nasty Captain Hook.

Both games are huge side-on arcade platform adventures, where you have a lot of jumping and avoiding to do, and lot of stabbing the nasty creatures and pirates that get in your way, a lot of collecting useful items, and a spot of flying and swimming... plus the dreaded boss at the end to take out.

Where the games gameplay differ are that, whereas the Super Fami version is more like normal arcade adventures (ie. Ghouls 'n' Ghosts), the Gameboy version is more of a search for items game, where you have to go around the levels collecting a number of items before exiting the level.

SUPER FAMICOM VERSION

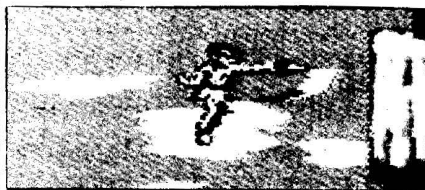
When you stick in the cartridge, the first thing that knocks you out are the graphics - they are totally amazing and won't be out of place in an arcade cabinet, with superb detailed backdrops (which also incorporates multi-parallax scrolling) and sprites which animate brilliantly too. Sound is great too, with jolly soft music that fit



WATCH FOR THE SAILOR... HE ROLLS DOWN!

in well with the game, and okay sound effects.

Unfortunately, it's the game play that lets it down. The whole idea is brilliant, very much like Super Ghouls and Ghosts, but everything is so slow. This is not the fault of the processor which seems to get the blame all the time, but the game itself is done that way. When Peter Pan jumps, he glides through the air with the greatest of



PETER PAN TAKES TO THE AIR.

ease... but this is deadly when someone is shooting arrows at you! Control of Pan is just awful.

The enemies and obstacles are positioned at very awkward places too making the game very difficult requiring pixel perfect jumping, and split second timing in most cases. ie. There's a part in the game where you get magic dust from Tinkerbell enabling you to fly up and over some deadly spikes, but the amount of dust you get is exactly right to get past this part... divert a few pixels here and there and you'll drop right in it, losing you one of your two energy units! The game is like this throughout.

Overall, Hook could have been the best arcade adventure since Super Ghouls and Ghosts, but Sony have really blown it, and where the graphics mega brill, the gameplay is just above average... worth checking out if you are a hard platform gamer.

Video - 95%
Audio - 87%
Playability - 80%
Lastability - 80%

Overall - 80%



GAMEBOY VERSION

The gameboy version is different to the SF one in that, you can choose from a number of stages to start from, unlike the SF game where you start from that 'Start'

HOOK

SUPER FAMICOM BY SONY
GAMEBOY BY OCEAN (THANKS TO JOE FOR GAME)



and follow one route to the end.

The graphics are totally amazing... and come close to Capcom and Konami standards with well defined back-drops and sprites.

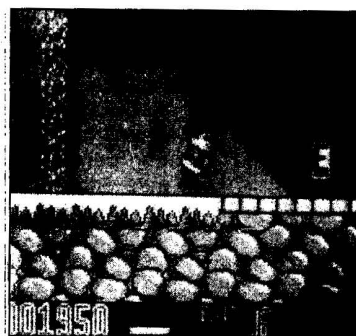
Unfortunately, the backdrops are a little too clustered at times and seeing useful

objects is difficult... it's a good job most of them useful ones flash! Animation is fairly poor, and like the SF game, it's real slow... made even worse by the large sprites as some fast reactions are needed if you wish to get far in the game... luckily you get a sizeable energy bar per life.

The main platform sections are quite difficult as Peter Pan's jumping is worst than the SF game, and controlling him in the air is near impossible, made worst by having to jump into open space due to the screen size - especially annoying when you attempt to jump onto a moving platform that's off-screen! The collision detection is a bit ropey too!

The game consist of many platform stages where you must collect a certain

number of items before you can go to the exit some have a few puzzles within them - I had the Jap. version - I



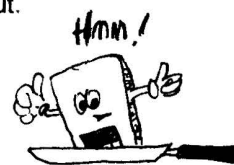
recommend you get the English one!!), then there's a James Pond like underwater stage, a fighting stage, and a spot of 3D flying!

Most annoying feature however is that, the game doesn't have a password/back up system!!

Overall, GB Hook is quite a good arcade adventure, but suits more to a big screen, and isn't as playable on the small mono-screen of the gameboy, but still worth checking out.

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

Overall - 78%



PEBBLE BEACH GOLF LINKS

SUPER FAMICOM BY T+E SOFT - 8MEG+BB
BOUGHT FROM CONSOLE CONCEPTS

Golf... not a game the E.B. Team likes, it too much exercise walking from hole to hole... so we sent in guess reviewer Dan Osbourne along to Pebble Beach...

This is the second volume in T+E soft's classic golf series, the first being 'Waialeale'. I enjoy a round of golf now and then even though I am hopelessy crap, however now I can play in the comfort of my own room, no wind, no rain, and no broken clubs!

Pebble Beach is a very accurate representation of the infamous course in California, the game is different from the usual golf sims on the consoles, as there are hills and dips, etc. instead of the landscape being flat. The graphics are viewed in 3D polygons, and this works pretty well. With good

use of colour, and some great trees really give the game a fairly realistic look.

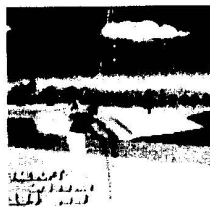
Sound is also similarly impressive, although the music is shit (like most T+E soft carts), the SFX are particularly good.

The game has lots of options to offer plenty of long term play.

Practice play, Tournament, Stroke play, Match play and a skins game (where you play for dosh) are all included here.

The best feature of Pebble Beach is the battery back up facility. This saves the top 10 course records, 5 hole in ones, and 5 double eagles (or albatross).

Individual stats are also saved, showing such things as longest drive, chip in, longest putt, fairway drive, par or better, average score, no. of rounds and a breakdown of



shots (no. of eagles, bogeys, etc.)

I could go on, but you'd probably be asleep (Zzzzz... Ed.) so I'll quit while I'm behind!

Seriously, this golf sim is the tops, even if it only plays one course, it is so accurate, even down to the waves on the beach!

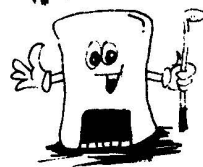
Enter your own pro names, and go and win that elusive trophy, or just play

against a friend. Either way, you'll love this if you like golf or golf games.

Video - 93%
Audio - 79%
Playability - 91%
Lastability - 93%

Overall - 94%

Hole In One!



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Idiot's Guide to Street Fighter II



Dan's a 100% Street Fighter II fan, so we grabbed him by the throat to extract the info we needed to beat anyone who wish to challenge us, and the following is a transcript of what he squealed after the tumb screws, tickling sticks, and one hour of Des O'Conner....

Tactics - General

The first characters most people use are Ryu and Ken. The important tactics to learn here (once the basic moves have been mastered) is that special moves can be executed prior to the finishing of a regular attack, whereas another regular attack could not. For example, if Ryu strikes his opponent with an uppercut (close in Strong punch), he will be unable to use a regular attack for a short amount of time while he recovers. However, if a dragon punch is quickly performed, the opponent will be unable to block this (if he did not block the strong punch) as the two attacks take place with no delay between them. The way to do this is to perform the special attack while your character is executing the regular attack. eg. To perform a medium sweep followed by a fireball, the joystick should be moved in a quarter circle motion, and kick should be pressed as the joystick reaches the diagonal (halfway through the movement) and punch then pressed at the end of the movement. Done correctly, the medium kick will be followed immediately by a fireball. Moves such as this done in conjunction with a flying attack will not only drain large amounts of energy from your opponent but will also dizzy him. The player who learns to do this will not only be able to complete the game with ease, but will also crush his opponent on two player mode.



SOMERSAULT KICK

The other important trick to learn is 'charging up' moves. This is necessary for the special attacks of Blanka, E.Honda, Chun Li, and Guile. Guile is the one we will look at for example purposes. A novice Guile player will tend to stay at the back of the screen pulling back on the joystick and every so often release a Sonic Boom.



CHUN-LI TROWS

This is a rather poor tactic as the player can neither come forward nor utilize the Somersault kick. The best position to assume for Guile (and indeed the other 3 aforementioned characters) when charging moves, is the defensive crouch position. This not only provides defense against low attacks but also charges both the Somersault kick and Sonic boom concurrently. The other important thing to realize is that touching your opponent (or rather, your opponent's character. Touching your opponent might give him the wrong idea) whilst the joystick is in the defensive crouch position will instantly charge both moves, even if Guile is in the air! For example, it is possible to jump in the air, hit the opponent with a flying kick, and then perform a Special attack immediately upon landing - provided that the joystick is held in the defensive crouch position when the flying kick lands. (Note that it does not matter whether or not it was blocked). By the same token, it is possible to repeatedly somersault kick the opponent with no delay between each one, so long as each one touches the opponent, and provided that he blocks it.



RYU LAUNCHES A FIREBALL



THE SCREW-POWERDRIVER

The other important thing to realize is that touching your opponent (or rather, your opponent's character. Touching your opponent might give him the wrong idea) whilst the joystick is in the defensive crouch position will instantly charge both moves, even if Guile is in the air! For example, it is possible to jump in the air, hit the opponent with a flying kick, and then perform a Special attack immediately upon landing - provided that the joystick is held in the defensive crouch position when the flying kick lands. (Note that it does not matter whether or not it was blocked). By the same token, it is possible to repeatedly somersault kick the opponent with no delay between each one, so long as each one touches the opponent, and provided that he blocks it.



YOGA FLAME

Fighting Talk

An extremely important part of winning at a two player game of SFII is correctly taunting your opponent between and during rounds. Taunts can include anything from the popular "Attack me if you dare, I will crush you" and "You lose" to the esoteric (ie. only a couple of us has any idea what it means) "You are fig roll" and the more unusual "That's what the plastic's for, asshole." Another extremely useful tactic (particularly if your foe has no energy left) is to suddenly break out into a fit of maniacal laughter and use your most devastating line to crush your opponent's ego eg. "Ha Ha Ha Ha! Thy day of reckoning is at hand, underling! I will now take great pleasure in crushing you underfoot as I have done with all those who dared oppose me before! I'll tear your soul apart!!" as your opponent is momentarily distracted by this, you must seize the opportunity to finish him off! It really works, honest! (So long as the time doesn't run out that is... Ed.)



HONDA GOES FOR THE HUNDRED HAND SLAP



BLANKA ELECTRICS



RYU: Studied in Japan and former friend and fellow student of Ken (obvious really, as both have speech impediments when performing special moves!), and lives for the fight. He entered the Street Fighter competition to reap revenge on his opponents who have ripped off his sleeves for a laugh! No one messes with Ryu's best suit and gets away with it!

KEN: Ken moved to the USA, after studying in Japan with Ryu, as house prices in Japan were just too steep for your average Street Fighter. Someone had also torn off Ken's sleeves, but Ken's girl, Eliza, is rather neat at sewing! She also dyed it a pretty red colour... nice isn't it?!



Special and useful moves

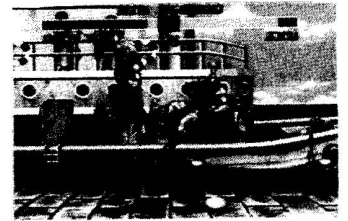
NOTE: ALL MOVES ASSUME FACING TO THE RIGHT!

FIREBALL: Circle motion - Pad Down, Down-Right, Right and Any Punch.
The Punch button determines the speed of the fireball

CYCLONE/HURRICANE KICK: Pad Down, Down-Left, Left and Any Kick.
The Kick button determines the distance your fighter travels across screen.

DRAGON PUNCH: Pad Right, Down, Down-Right and Any Punch.
The Punch button determines the height of punch.

THROWS: When right up close to opponent, push into person and press Med.Punch or Strong Punch.
for arm throw, OR Med.Kick or Strong Kick for Leg Toss (note: Ken's leg toss rolls too!)



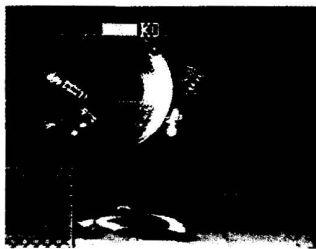
Dan's Tactics

The most important thing to learn with Ryu is proficient use of the Hurricane and Dragon punch, and also how to combine regular and special attacks (see previously.. Tactics). The cyclone kick (Hurricane) kick can be useful against the computer, but is generally a mistake against a human opponent.

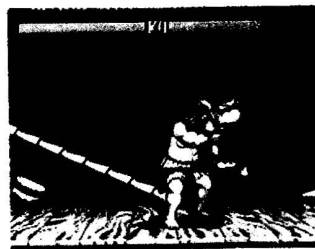
Best Combos:

Flying Strong Punch - Strong Punch - Fireball
Flying Medium Kick - Medium Sweep - Fireball
Strong Punch - Dragon Punch
Flying Punch - Dragon Punch
Strong Punch - Cyclone Kick

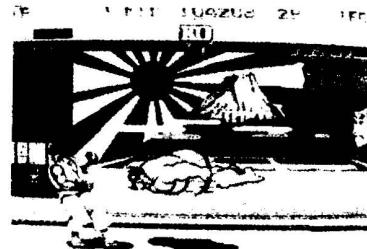
Neck Kick - When your opponent is on the floor, jump slightly over his head and perform a flying kick, the intention being that your non-kicking leg will strike the back of your opponent's head. Many human players will still attempt to block by pulling back (they should in fact be pushing forward in this case) in which case, the kick will hit. This should be followed up by an axe-kick, Dragon punch, Strong punch - Dragon punch, etc. which should dizzy your opponent.



GUILE - SOMERSAULT KICK!



HONDA'S SUMO CRUSH



HONDA'S TORPEDO OR FLYING HEAD RAM





Dan's Tactics

Guile is, unfortunately, far too powerful and can be used to easily beat the crud out of everyone. There are far too many tactics to list here, but generally speaking it is best to learn how to use the Sonic boom and

Somersault kick, in conjunction with jumping attacks and medium sweeps (medium sweep has an amazing reach, but strong sweep can leave you a little open).

Best Combos:

Sonic boom - Strong punch (if the sonic boom hits (ie. is not blocked) a strong punch performed immediately should also hit. If the Sonic boom hits a fireball of some kind (including Sagat's high fireballs) strong punch should be pressed immediately, as your opponent will be unable to block).

Sonic boom - Medium sweep (as above)

Flying strong punch - Strong punch - Sonic boom (An extremely deadly combination which takes around half of the opponent's energy. If this is correctly performed on a dizzy opponent, he should become dizzy again without having an opportunity to do anything about it!).

GUILE: Guile served the US Special Forces in the Vietnam War when he was 5 years old - he was a real mean toddler with an attitude. While out in the Jungle, he stepped on a land-mine which sent his hair standing on end from that day on. Luckily, he was wearing regulation anti-land-mine military boots, thus no other damage was sustained... well... not that you'd notice.

Special and useful moves

NOTE: ALL MOVES ASSUME FACING TO THE RIGHT!

- **SONIC BOOM:** Hold Left for a second or so, then switch Right and press Any Punch. The Punch button determines the speed.
- **SOMERSAULT KICK:** Hold Down for a second or so, then switch Up and press Any Kick. The Kick button determines the range of the Kick.
- **AIR KICK:** When Close, Press Strong Kick.
- **BACK DROP:** When Close, move in and press Strong Punch.
- **THROW:** When close, press Medium Punch
- **AIR-THROW:** When in the air and close to opponent, press Any direction (apart from Up) and press Medium or Strong Punch.
- **AIR-BREAKER:** As the Air-Throw but press Medium or Strong Kick instead.



Dan's Tactics

Dhalsim is the sad man's character. Any drelb with hardly any skill can beat much more proficient players by

constantly using yoga fire until your opponent jumps towards you, and then using medium kick. Other than that the only other attacks worth using are the headbutt, throw, nugie, sweeps and a couple of the jumping moves.

Best Combos:

None

Special and useful moves

NOTE: ALL MOVES ASSUME FACING TO THE RIGHT!

- **YOGA FLAME:** Circle Anti-clockwise from 9 'O Clock to 3 'O Clock and press Any Punch button. The Button determines power of Flame (time).
- **YOGA FIRE:** Circle motion - Down, Down-Right, Right and Any Punch. Like the fireball, punch determines speed.
- **YOGA NUGIE:** When close, move in and press Med. Punch.
- **THROW:** When close, move in and press Strong Punch.
- **HEADBUTT:** When close, press Strong Punch.
- **YOGA MUMMY:** When at the top of your Jump, press Strong Punch. (Dives in at 45 degrees)
- **YOGA SPEAR:** As Yoga Mummy, but press Strong Kick (Dives in at 30 degrees).

DHALSIM: Dhalsim is a yoga master from India and also own a chain of Indian restraunts around the world... apart from Thailand. Apparently, M.Bison has cornered the market, and defeating him will open up Tailand for curry houses everywhere! Nothing can stop his Yoga surprise Vindaloo.

GAME REVIEWS

Here it is... the complete low down on the conversion of the year - Street Fighter II for the Super Famicom, plus we give you the moves, the tactics, and more!!!

Street Fighter II is the most popular arcade game ever produced and has stayed in the top arcade charts for over a year, and looks to continue to stay there after the release of the Championship Edition.

The game is similar to the old Karate

STREET

Champ game, being a side-on one-on-one beat 'em up with the winner scoring two dans over it's opponent.

However, Street Fighter II is a lot more complex than other beat 'em ups of it's ilk, as it lets you choose from eight different fighters from around the world with different attack moves, each of them having around 80 different moves in all from a defensive standing or crouch block to jabs, uppercuts, round house kicks, flying kicks, straight leg sweeps, forward and backward somersaults and deadly special moves like

devastating punches and kicks, plus missile attacks.

But then again... who doesn't know about S.F.II?!



ZANGIEF VS ZANGIEF ON S.F. STREET FIGHTER II!



Dan: After many months of waiting, the greatest coin-op of all time is finally released for the Super Famicom, and instantly becomes the greatest console game of all time!

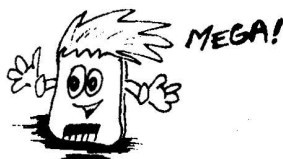
The quality of the conversions is amazing. Everything about the conversion is near perfect: The graphics are almost identical to the coin-op, (though a little smaller) the sound is extremely similar (some of the SFX, such as far the kicks and for one or two special attacks such as Chun Li's spinning bird kick,

are actually better than the coin-op!) and virtually everything from the original is included (one or two moves such as Ryu's medium knee, are missing).

I actually rate this version more highly than both the coin-op and Championship versions due to the fact that it has selectable difficulty levels, handicap mode, selectable infinite time, etc. and also the opportunity for both players to use the same character (and it doesn't have the crap backdrops or the 'zero damage mode' of the championship edition).

There's really not much else worth saying about this game. It's undoubtedly the best game on the SF (or any console for that matter) and as such rates as an essential purchase. To borrow a few phrases from my 'extremely hard expletive thesaurus', this game is ?!@\$\$!?!?! sheep!

Video - 96%
 Audio - 97%
 Playability - 97%
 Lastability - 99%
 Overall - 98%



Onn: I can't say I'm a mega fan of Street Fighter II like some people (ie. Dan, who is constantly on the coin-op version)... but I do rate it as an extremely good beat

'em up, and this conversion from Capcom is totally awesome. As first, the game doesn't look too hot.. there's no animation intro., top and bottom borders, lower resolution, music is not as good, no background sound effects ie. Elephants in India, etc.... but once you get down to actually playing the game... all the minor details are irrelevant... the game play is as good as the coin-op! And just as addictive!!

The graphics are just brilliant (considering the SF's low-res)... the parallax scrolling floor and back/foreground is here too, so are the animated bits in the background (but not as many), and the main fighters (although smaller) all animate superbly with no flicker or slow down (alright... very very little!).

Sound is alright.. the music is no where as good as the coin-op but not bad; sound FX are okay too, but the sample speech are very good... I especially like Chun Li's "Spinning-bird-kick", which sound a lot clearer than the coin-op!

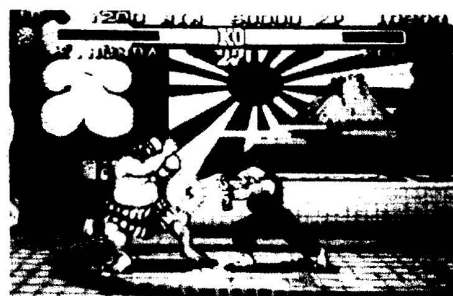
With different computer settings and a new Battle Vs mode (plus the ability to play against the same characters), Street Fighter II is obviously the Ultimate Super Famicom game to get... A MUST Buy!! It's even worth shelling out some of the high prices some suppliers are charging for this game.

Video - 98%
 Audio - 93%
 Playability - 97%
 Lastability - 100%
 Overall - 98%



FIGHTER II

SUPER FAMICOM BY CAPCOM



LEFT: CHUN LI KNOCKS SOME SENSE INTO GUILLE AND DIZZYS HIM

ABOVE: KEN SHOWS E.HONDA THE POWER OF A FIRE BALL... LUCKILY HONDA BLOCKS IT!



Marc: Quite possibly THE most eagerly awaited game EVER is finally released after several put-backs and some the greatest hype I've ever read!!!

I'm glad to say that Capcom have done SF owners proud with this conversion and only the die-hard coin-op fans will be able to pick holes in it! The only step down Capcom have had to make is a small border, top and bottom (like Final Fight) and slightly smaller sprites. Apart from that, all the characters are there, all the moves, all the backdrops, music, speech etc. There is a little bit of slow-down, but only very occasionally and considering the spec of the SF and the arcade machine I don't think we can complain!!

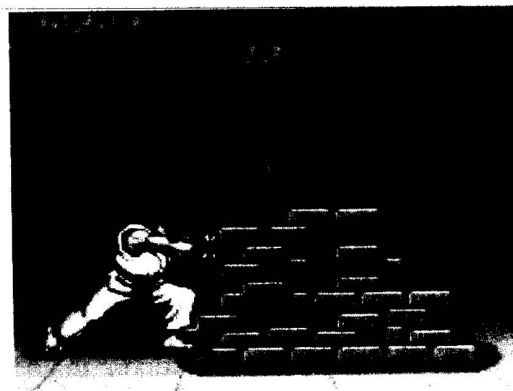
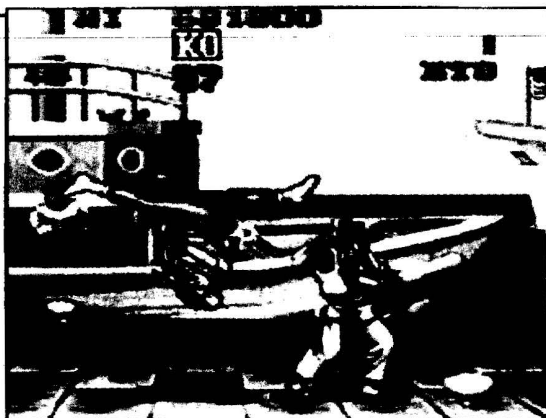
Street Fighter 2 is a very strange game...for some unknown reason, despite the fact that it is just a straight forward one on one beat 'em up, which has been done a thousand times before, it is surprising fresh and ridiculously addictive!

One player mode is set just right on difficulty, although different characters make things easier or harder (ie. each of the characters have different abilities and so it is important to choose carefully as some will get their weaknesses exploited while others will be far too strong for the opponent). Two player mode is where this game comes into its own. The amount of tension and anger that comes out when you just got beaten twice in a row is unbelievable!!!!

Current prices from importers seem to vary between 80-100 quid, which is completely outrageous and some will argue a waste of money. I do tend to agree, not on the grounds of quality but 80 quid + for a game is getting silly!. I tend to think most people WILL pay it though especially after they see how good this game actually is!

- Video - 92%
- Audio - 88%
- Playability - 93%
- Lastability - 90%

- Overall - 92%



E. HONDA CELEBRATES A VICTORY..... CHUN LI'S SPINNING BIRD KICK GOES FOR RYU RYU FIREBALLS THE NEW WALL BONUS LEVEL.



Dan's Tactics

The shaggy wolfman from Brazil (or Jimbo to his friends) is an extremely deadly counter fighter due to his extreme speed in the air. The best attacks to use are various combinations

of strong punch, medium kick and rolling attacks. The rolling attack is very deadly once you are proficient in it's use (although it leaves you a little vulnerable to certain attacks).

Best Combos:

Flying Strong Punch - Crouch Strong Punch - Rolling Attack
(when dizzy) Medium knee - Medium Head Butt
(when dizzy) Bite - Thunderstorm

Special and useful moves

NOTE: ALL MOVES ASSUME FACING TO THE RIGHT!

- **ELECTRIFY/THUNDERSTORM:** Pound any Punch button rapidly.
The button determines the power of the Shock.
- **CANNONBALL ROLL:** Hold Left for a second or so, and switch Right and press Any Punch.
The button determines the speed or the roll.
- **FACE BITE:** When up close, push into opponent and press Strong Punch.
- **HEADBUTT:** When up Close, push into opponent and press Medium Punch.
- **DOUBLE KNEE:** When up Close, push into opponent and press Med. Kick.

BLANKA: Blanka was lost in a plane crash over Brazil as a baby, after an electrical storm. M. Bison has bought and cut down his patch of Rain Forest to raise cattle for Thailand Burgers. Blanka wants his land back, and want a piece of Me. Bison... Literally!!



Dan's Tactics

Surprisingly enough, Zangief has the third weakest strong attacks in the game (Dan had his measuring

device out to get this info?!... Onn) He does, however, have the strongest weak attacks, so it is generally better to use these. He is the only character able to throw from a crouching position (very handy!) and his screw pile driver is a very deadly move. Use it whenever possible.

Best Combos:

Dive Attack (flying strong punch whilst pulling down on joypad) - Strong Kick
Dive Attack - crouching strong punch

Special and useful moves

NOTE: ALL MOVES ASSUME FACING TO THE RIGHT!

- **SPIN PUNCH:** Press all three (or Two) punch buttons together.
- **SCREW POWERDRIVER:** The most difficult move of the game. When fairly up close - press the pad in a circular motion - clockwise or anticlockwise from 12 O' Clock to 12 O' Clock then press any punch.
The punch determines the speed of the spin!?
- **STANDARD POWERDRIVER:** When close, Move in and press Medium Punch.
- **THROW:** When close, Push Down and Medium Punch.
- **HEAD SLAM:** When close, Move in and press Medium or Strong Kick.
- **FONDLE(?!):** When close, move in and press Strong Punch.
- **SWAN DIVE:** When jumping forward/backwards, press Down and press Strong Punch.
- **STOMACH PUNCH(?!):** When Jumping INTO opponent, Press Down and press Strong or Medium Punch.

ZANGIEF: Zangief is a proud soviet wrestler who trains by fighting grizzly bears. He was once the Highest rank officer of the Soviet Army, but now the Cold war is over, he is now unemployed and is on a rampage making war on the other countries' fighters! In his spare time, he disguises himself and runs a small town under the name of Boris Yeltsin.



E.HONDA: E. Honda is Japan's number one Sumo Wrestler. He is after M.Bison's hide after been insulted by the Champion Fighter, who called him a Fat Blubber Whale! He is out to loose some weight in the process - if he can go all the way, he'll maybe loose a whole pound!

Dan's Tactics

E. Honda is extremely deadly at close range, but rather poor from a distance. The priority with this character therefore, is to trap your opponent in the corner where you can kick seven kinds of crap out of him (her.. if Chun Li). This is best accomplished by flooring your opponent and move in before he gets up. Hundred -hand-slap should be used whenever possible, and strong and medium kick are good surprise weapons (due to their reach). Strong punch is excellent for knocking opponent's from the air.

Best Combos:

Sumo bellyflop (flying medium kick - Medium Sweep

Special and useful moves

NOTE: ALL MOVES ASSUME FACING TO THE RIGHT!

- **SUMO TORPEDO:** Hold Left for a second or two, then switch Right, and press Any Punch Button. The Punch button determines the speed of the Torpedo.
- **HUNDRED HAND SLAP:** Any Punch button Rapidly.
- **SUMO CRUSH:** When up close, Push into opponent and Strong Punch.
- **THROW:** When up close, Push into opponent and press Medium Punch.
- **DOUBLE KNEE:** When up close, Push into opponent & press Med. Kick.



Dan's Tactics

Chun Li lacks power and has no missile weapon, but is the fastest character

overall and is the best in the air. Constantly harass your opponent with medium and strong sweeps, and use hundred-foot-kicks and throws whenever possible. The mid air throws and spinning bird kick are useful surprise moves.

Best Combos:

Weak punch - medium punch - Strong punch

Flying medium kick - Medium Sweeps (s) - Hundred-foot-kick



Special and useful moves

NOTE: ALL MOVES ASSUME FACING TO THE RIGHT!

- **SPINNING BIRD KICK:** Hold Down for a second or so, then switch up and press Any Kick. The Kick button determines the distance like the cyclone kick.
- **HUNDRED FOOT KICK:** Pound any Kick button rapidly. The kick button determines the power and speed.
- **HEEL STOMP:** When in the air, press Down and Med.Kick to stomp on opponent.
- **THROW:** When close to opponent, move in and press Medium Punch or Strong Punch.
- **AIR-THROW:** When close to opponent in the Air, Press any direction apart from Up, and press Medium or Strong Punch.
- **JUMPS:** Chun Li can bounce off walls, press Left/Right.

CHUN LI: Chun Li has trained to become the world's strongest woman and an unbeatable fighter, and the fastest of the eight fighters. She is currently in hiding after she led the democratic uprising in her home country. She entered the Street Fighter competition because one of the opponents has the keys to her spiked wrist bands, after a kinky night out with the mysterious client!

CAMELTRY

SUPER FAMICOM BY TAITO - 8MEG
THANX TO NICKY LEE FOR GAME

Cameltry (or 'On The Ball' as it's called in the US) is very similar to Marble Madness in that, you must get your marble from the start location of a maze to the finish within a time limit... dodging or hitting obstacles along the way. Unlike Marble Madness however, the game is viewed top down... well... more like side-on, as the maze is upright on a wall. Another difference is, you don't actually control the marble. but rotate the

maze instead! When you start, the marble will drop downwards under gravity, so using the pad, rotating the maze anti/clockwise, enables you to get the marble around the maze... tricky at first, but easy with practice. Arrows are located all around the maze to show where you should go, and there are some nasty hazards on later mazes. Hitting certain objects reduces your time (usually by two seconds), there are pinball obstacles that bounce your marble around, wooden blocks which must



Onn: I've never seen this coin-op before although have heard of it, and was quite surprised by the game.

On the plus side - it's fairly playable like Marble Madness... getting the marble to the end has this addictive quality to it -

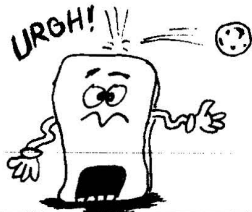
maybe it's because it looks so simple that any plonker can do it. And in a way, this is true, as after half an hour of getting the game, I managed to complete all the levels without much problems... not really a difficult game at all!

The graphics are rather basic, and the only thing which is impressive is the fast and smooth screen rotation of the maze... but this is nothing we haven't already seen on early SF games. Sound - there are a few tunes, only one or two any good, and average sound FX as the ball hits the maze and obstacles.

Overall, Cameltry is great fun to play, but just too easy to complete... and certainly not worth the price tag. Taito really should have add a few more extra levels with more trickier mazes.

Try it at your local shop before committing yourself - you'll probably complete it there and then, thus saving you money - which you can donate it to the "Onn Lee - Expensive Canon BJ10e printer cartridge fund".

- Video - 65%
- Audio - 65%
- Playability - 85%
- Lastability - 10%
- Overall - 65%



be smashed to get through (speed is required here) and red fuzzy areas with arrows that attract your ball. Luckily, as well as hazards, there are also helpful items which if you hit either gains you extra points or time.

You only have one marble to complete the each level... if time runs out before you finish, it's "virtually" game over. "Virtually", as you get one change to match a number... get it right and you continue where you left with an extra 20 seconds.

GAMES REVIEWS



Marc: What a strange game! Basically, Taito have grabbed the idea of the bonus stage from Sonic and expanded it into a complete game.

The presentation of Cameltry is very spartan - no intro, no long piece of music or overdone options screen. Just 1 or 2 player start.

Consequently, the scrolling is extremely smooth and everything moves at a decent pace. Along the way you can collect bonuses (extra time, points etc) and also get distinctly un-useful items (time decrease etc). You can also get caught up in 'one way systems' and trapped by 'Stop/Go' contraptions.

Sounds good? Well, it isn't actually too bad to start off with. In fact, it's pretty good until you complete the Beginner level within minutes. O.K, fine, onto normal level. Oh, completed that within minutes. Hmmm... Yep!, the trouble with Cameltry is that it's just about as challenging as a Mean Machines jigsaw puzzle!!! Bummer! I sincerely hope that SF developers don't go the way of MD ones and wimp out on all the games, making them so ridiculously easy that most 3 year olds could complete them within the hour!!!

Cameltry isn't a particularly excellent or enthralling idea, but it's fun to play and nicely put together. However, the whole thing is let down by a complete lack of challenge. Shame.

- Video - 82%
- Audio - 75%
- Playability - 83%
- Lastability - 70%
- Overall - 79%



BEST 238810 5'00''8
124070 0'30''8
EXPERT 4 HEART OF DIAMOND

12.4 SEC



OH! BALLS... MINUS TWO SECONDS... ROTATE THAT MAZE QUICKLY!

HERE'S
SOME
SPACE
FOR
YOU
TO
TAKE
NOTES!

TURTLES

SUPER FAMICOM BY KONAMI - 8 MEG

The Turtles are back in their latest beat 'em up arcade adventure - Turtles in Time.

The statue of Liberty has been stolen... by none other than the turtle's arch enemy - Krang, Shredder and the rest of their minors! it's up to the turtles to get the Statue back... but you have to be real awesome dudes as between you and Miss Liberty are hundreds of 'not-too-pleased' foot soldiers, harder than rock Rockmen, Baxter, Bebop and Rock Steady, Pizza Monsters, Krang and lastly Super Shredder!

The game plays like Konami's own coin-op game, as you move left to right taking out foot soldiers, dodging obstacles, picking up pizzas, and reaching the end to face the boss.

Turtles IV can be played by one or two people simultaneously, and amazingly, with just two buttons, each turtle has around 20 different moves. You can not only walk and run, but shoulder barge, flip flap, slide, combination attacks, toss opponent back and forth, jump, flying kick, floating attack, throw opponent out of the screen, a strange floating kick, and then there are the special moves.

Stage one to three are pretty much like the coin-op game (and very much like Capcom's Captain Commando....



Marc: Another game off the Konami production line and yet another example of their mastery of the Super Famicom's hardware. Turtles starts off in pretty spectacular style with the turtles flying about the place, like the coin-op intro, together with a meatier version of the theme tune.

There are loads of options to fiddle with, and the much talked about 'Comic or Animation' graphic style doesn't make much difference at all!!!

To start off with, Konami have done a really good job of the graphics and the Turtles look like they should and are animated superbly. Also, since this is a major issue on the SF....there is NO slow down at all!!! Hooray! Konami have decided to throw a few 'different' levels into the game and so we get 'Surfing in the Sewers' and an F-Zero style stage which is very nicely done. These levels really make a change from the rest of the action, it's just a shame that they couldn't have thrown in a few more.

The graphics are well done throughout (except for a couple of ropey backdrops) and the animation is very Turtle-like. Music is pretty good too...there are some nice tunes with decent electric guitar samples and a couple of remixed versions of the Turtle's theme tune thrown in for good measure. Also, speech is scattered in liberally, although some of the samples are a bit dodgy!!!!

The main problem with Turtles is that it is far too easy. The Easy setting allows you to wander through the entire game in about 20 minutes and I really don't think that there's enough here to make you want to go back for more. Even on hard the challenge it isn't exactly ball-busting!

A very well programmed (as usual for Konami!) game with lots of nice ideas, sadly let down by a Sega-esque difficulty level!!!

Video	- 90%	Sound	- 89%
Playability	- 90%	Lastability	- 70%
Overall	- 84%		



Dan: As Jason 'cynical git' Brookes would have you all believe that I rave on about Konami games, I'll get it out of my system now, eh? Konami, Konami, Konami, Konami. There! (while reviewers from other sad mags will probably start their comments with 'Cowabunga, Kiddies', we articulate EB types start our reviews with only the most intelligent intros ('COWABUNGA, DUDES!!'..Ed!).

Konami's (oops!) latest game is well up to the incredibly high standards we've come to expect, and sets new standards in cartoon-like games.

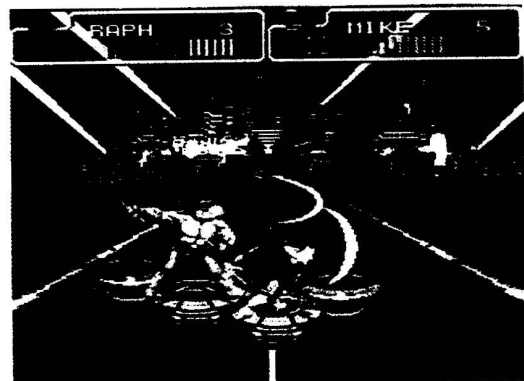
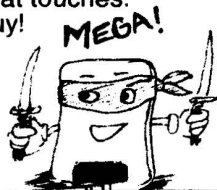
Graphically the game is brilliant. The turtle sprites are excellently drawn and superbly coloured and animated. The sprites really have character as they cavort around the screen. A multitude of excellent touches, such as the way the turtles get flattened by dinosaurs, friends by electric barriers, hit by loose planks, etc. are littered throughout the game and really give the game a cartoon feel.

Sound is also of a high standard. The music is vert well done, and suits the game well. SFX too are great, with some great samples.

Gameplay wise, TMNT IV is well up to Konami's (oh dear, there I go again) usual high standard. The beat-em-up action is simple, but great fun, helped in no small part by the comic graphical and sonic touches. Like Contra, the game is helped along by the variety in the stages, with surfing, an F-Zero type level and one or two other neat touches.

TMNT IV is one mother of a good game. A must buy!

Video	- 97%	Sound	- 91%
Playability	- 94%	Lastability	- 88%
Overall	- 93%		



F-ZERO STYLE TURTLE ACTION IN THE FUTURE

have you noticed, that, if you take the first three letters of Captain Commando of both words, it spells CapCom?! - not a lot of people know that!), but at the end of three. Shredder puts you into a Time Warp where you fight it out in prehistoric age (with dinosaurs and other nasty creatures), then aboard a moving train in the Wild West, a pirate ship out in the open sea, race around on hoverboards in the future, then back to present time to do the biz against Shredder.

IV

TURTLES IN TIME



Nick: Yep, they're back, those four crazy amphibians, Leonardo, Donatello, Michaelangelo and Raphael, the Teenage

Mutant Ninja Turtles (Yay! Cowabunga!) The first turtles game on the NES was rather crap, the arcade game was brilliant! When I saw this game previewed in E.G.M., I thought "WOW!!" and this game has lived up to my expectations. When you first insert the cartridge the first thing that hits you is the amazing intro which has been taken from the cartoon!

The first thing you notice is the beautifully animated character sprites ranging from Michaelangelo casually twirling his nunchucks (like me!) to an amazing mode 7 'throw a foot clan member out of the screen' move. There are several nice touches like this in the game for example, you can perform an amazing flip across the screen which you can turn into a shoulder-charge, slide tackle or a mega flying kick. The range of moves the turtles can perform are amazing!

On stage 3 you surf through the sewers (?!)(these turtles are crazy!) and at one point in the game you have to throw footclan members out of the screen towards Shredder (very nice). I, myself, like the parts when the turtles travel through timewarps to the next level. It's very well done with a sampled turtle scream! There is one thing that lets this game down though, it's too bloody easy. Everything else is top notch, but it's just too easy. A Shame.

Video - 87%
Audio - 86%
Playability - 88%
Lastability - 68%

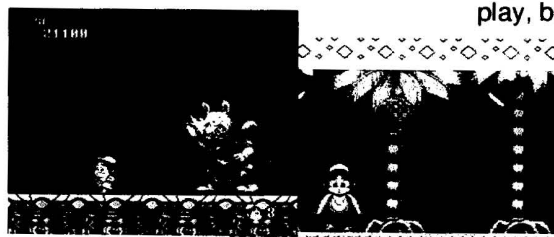
Overall - 74%



Onn: After the success of Adventure Island on all three Nintendo machines, Hudson at last have released the wonderboy clone to the PC Engine.

As mentioned, the game's basically a more polished version of Sega's original Wonderboy game as your kid sets forth to rescue his girl in a multi-level arcade adventure.

Our Hero starts off with no weapons and an energy bar that decreases with time, so he has to collect fruit and veg. to replenish his health en route. On his travels, creatures are out to stop our hero including bats, spiders, snakes, turtles, and so on, so you must dodge them or when you get a weapon (axe, arrows or boomerangs) - Take 'Em Out! As well as the nasty creatures, you'll have to jump over camp fires, rolling boulders, and gaps in the land... hop on to and off moving platforms, etc.. etc., (plus extra items to collect - a skateboard to ride and fairy that makes you invincible) until you reach the end of the level to confront the boss.



RHINO BOSS!



DON THROWS A FOOTIE OUT OFF THE SCREEN!

GAMES REVIEWS

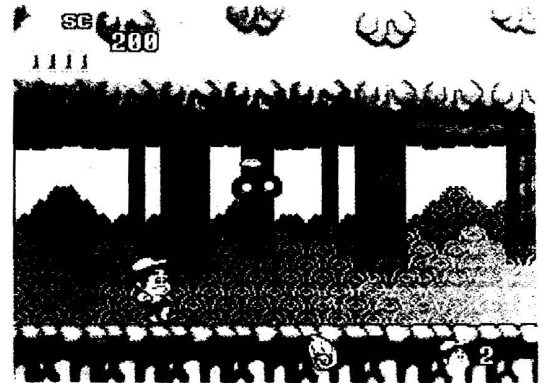
ADVENTURE ISLAND

PC ENGINE BY HUDSON SOFT - 4MEG
SUPPLIED BY CONSOLE CONCEPTS

I'm not a great fan of Adventure Island... not even the Super Famicom game (although the Music is well ace), so I wasn't too enthralled when I got this version for the engine.

And the verdict is... it's just like the other versions! Graphically, the game's very favorable with excellent detailed graphics and smooth parallax scrolling. Sound is rather neat too with fairly brilliant music and okay sound FX.

As for gameplay, it plays as good as any wonderboy-style game although



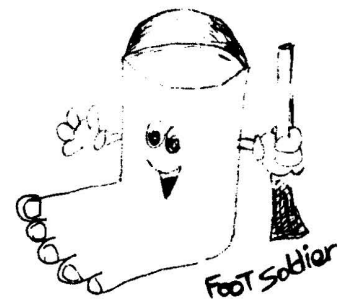
BIG JUICY CHERRY JUST WAITING FOR YOU

control is a bit fiddly. To run fast - you have to hold down the 'weapon' fire button, so you can't run fast and fire at the same time. Some parts of the game also require pixel perfect jumps.

Overall, Adventure Island is fun to play, but unfortunately, it's now a very old game with nothing new in it to make it stand out... especially when compared to PC Kid or Sonic. Well worth checking out if you're into the original Wonderboy.

Video - 88%
Audio - 80%
Playability - 85%
Lastability - 70%

Overall - 85%



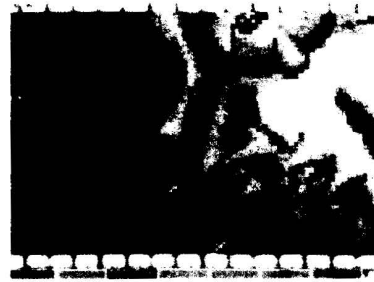
GAME REVIEWS

PARODIUS

SUPER FAMICOM BY KONAMI - 8MEG

Well, if you don't know of Parodius... why not? You should have read the review of the Engine version a few issues back! Well, the Super Fami version is better in some ways as it contains an extra 3 levels - the amazing mega-head-ship, the even more wicked and difficult underwater section and a wacky bath-house level!

Apart from that, the game is very much the same, although the special mode (called 'OMAKE' in this version) is totally different featuring



THE EXPANDO PUFFA FISH

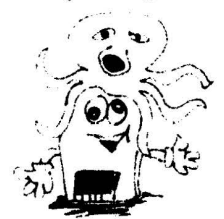


Nick: Well, Well, well and I thought Super Aleste would remain 'king of the shoot-em-ups' but along comes Parodius and kicks it in the butt! In case you didn't know

Parodius is the exact opposite of Nemesis, Gradius and all the other Konami shoot-em-ups ie. cute aliens, cute backgrounds and cute everything else! This game is awesome! From the amazing intro (which shows the history of the Nemesis games) to the really funny end sequence, this game oozes class! When you start the game, you really need to shout "YES!" If Axelay is better than this it needs to be something really special and from what I've seen in the jap mag (thanks to Onn!) (No worries, mate! Ed) it looks awesome! This game is really well done!

From the purring pussy pirate (oer!) to the Las Vegas dancer, this game has nice touches through out. You can choose from four ships, however I recommend you play this game on about the forth skill level as it's very easy! (Why, why why!! (I hope Axelay won't be so easy)) {Personally - I play the game on skill level 8 (see Asparagus Tips!!) with three lives - it's a real challenge just to get past stage 1... NOT AN EASY GAME!... ED!}. A Must for Shoot-em-ups fanatics!!

WILD!



Video - 90%
Audio - 86%
Playability - 80%
Lastability - 74%

Overall - 80%

Marc: The latest game in the Gradius series hits the SF and blasts past UN Squadron as the number one shoot 'em up on the machine!!

A short (but sweet) intro starts things off together with some amazingly twee music and then it's into the action. You have to choose from 4 ships, each has it's own special set of weapons.

Right from the start you can tell that Konami have gone completely to town (as well as off their heads!) to produce this game. The graphics are some of the nicest yet seen with loads of colour and tons of animation. The attention to detail is amazing with every little attacking baddie drawn and animated lovingly.

Obviously, when it comes down to it, Parodius is another shoot 'em up, but there are so many fresh ideas and superb touches that it soon becomes apparent that it's not 'just another' one.

Unlike Konami's conversion of Gradius 3 for the SF, there is absolutely no slow-down and believe me, the screen does get very, very busy!! Parodius is packed to the brim with cuteness. The tunes (some of which are re-hashed versions of old faves - eg the can-can) are excellent with some truly wacky choices of instruments.

The bosses are perhaps the highlight of the game, all being very silly and brilliantly drawn. These range from a cat-galleon to a bird that has all its feathers blasted off, to a twirling head spouting Easter Island heads. Nice!

Overall, Parodius is a cut above. Konami have stamped their authority on the SF yet again by producing another title that tells most games on the machine to stand in the corner with the dunce's hat on!!!!

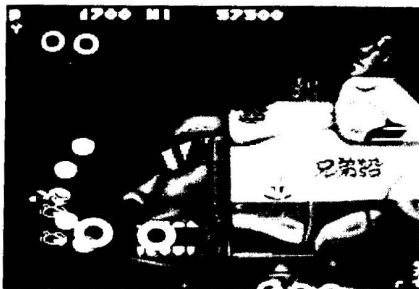
Don't miss it!

Video - 94%
Playability - 95%
Overall - 93%

Sound - 92%
Lastability - 90%



different items and layouts including female heads arrange in the standard Gradius fashion, characters from



SHOOT IT IN THE GOB



THE END IS NIGH!

Goemon in bubbles, and even stranger things. However, still remain are the choice of four different ships to control (the normal Vic Viper, Twin Bee, Octopus and the Penguin!) with different weapons, a ton of cute cartoon sprites and backdrops which animate, fun; remixed; and classical tunes, and all firing, all blasting, mega packed shoot 'em up action - not to mention the huge and over the top bosses for you to blow up!! And remember - Collect the bells - the beslls!!



Dan: The engine version of Parodius is, in my humble opinion, one of the best shoot-em-ups to be released in

years and this SF version actually improves upon it! Technically this game is stunning. The graphics are truly fabulous: Highly detailed, beautifully coloured and exceedingly well animated. There is an absolute plethora of comic touches, such as the walking trees, the creatures washing their hair, the small 'Parodius' signs, etc. which really make the game a joy to play (or watch, as you don't really get the chance to appreciate all the effects while dodging around them!). Sound is just as good, as the game is backed by a fabulous musical score consisting of a number of arranged classical and original pieces, all of which are a real treat for the ears. The spot FX are pretty good, too. Perhaps the most amazing thing about this game is the slowing down, or rather, the lack of it (overused cliché no. 367). The screen absolutely fills up with objects and hardly any slow down is apparent. Amazing!

As well as being technically amazing, Parodius also has brilliant gameplay to match. Every one of the 11 levels is just so interesting, they all add up to one mother of an interesting game. Pretty bloody addictive, I can tell you. Add to this the special short game and you have a game which is not only brilliant, but will also keep you playing for much longer than the average shoot-em-up.

Parodius is a true classic, and a worthy successor to the Engine version. Buy it!

- Video - 97%
- Sound - 96%
- Playability - 97%
- Lastability - 94%

Overall - 97%

AWESOME



NEW BASKETBALL ROUND-UP

Basketball games are really hotting up the past month with three new Megadrive titles from E.A., Flying Edge and Sega, and one for the Super Famicom by HAL... but which one is the best? Onn Lee checks them out - Magic Johnson eat your heart out!

David Robinson's Supreme Court

MEGADRIVE BY SEGA

This is Sega's first attempt at a Basketball game and unlike most, Sega have gone and produced a 3D isometric game making it look real ace, especially if you are a spectator. The graphics themselves are very impressive, very well defined and animated.

Playing the game is pretty easy, and simple... and follows the usual Basketball rules... travelling, defensive blocking fouls, etc..

The game features a host of options, and if you are a real Basketball fan, Supreme Court is a worthy simulation. I'm not a fan of the game - and generally you tend to travel back and forth... which can get

tedious and you start to shoot from way out... which is more interesting.

The game's view makes it very playable, as you get to see a lot of the court (well.. one half of it) so passing, and getting to positions, is made fairly easy. However, there is an annoying feature - when the ball

travels past the half way line, the screen flips over... so if you are moving diagonally down-left, the screen will flip so you move diagonally up-left! With



enough play, you might get used to it, but I certainly couldn't... when you have the ball and want to make a quick break, you don't want the screen to flip around....

Overall, as a basketball game goes, David Robinson's is a very good simulation... and if it wasn't for E.A., it

would be the tops.... worth checking out.

- Video - 90%
- Audio - 90%
- Playability - 75%
- Lastability - 70%

Overall - 74%

HMM!



OH NO... THE BALL IS ABOUT TO CROSS THE HALF WAY LINE...



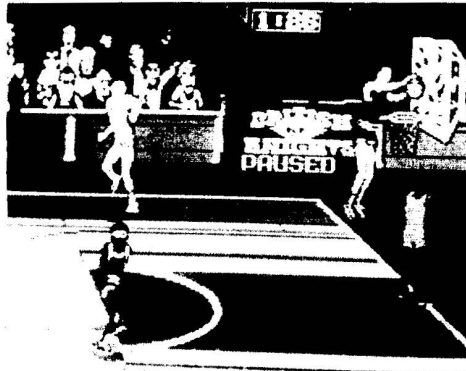
SSN... SEVEN SICK NEWS ?!

Arch Rivals

Megadrive by Flying Edge

More basketball for the MD, and this is from Flying Edge (Acclaim's new MD Label), so how does it compare to the others? Arch Rivals is viewed side-on (like Bulls) but you only have two players on each team... and you can only control one of the players. Unlike other games, Arch Rivals takes a more humorous approach to the game with cartoon-style graphics, silly animation sections, and has the ability to pound your opponent to the ground. But generally, your objective is to score as many baskets than your opponent.

Unfortunately, this is a rather poor effort. The graphics are cartoon-like but not too hot with very average animation, and sound is awful with a terrible tune that plays throughout each game, plus there's the sound



THE FULL TEAMS ON THE COURT... Hmm!

effects and speech... yuk!

As you only control one person in your team of two, the game play is very minimal... if you have the ball... just head for the opponent's basket and try to dunk it in. Your team mate is as thick as two short

planks that it's not worth passing to the dingbat! If the opponents have it, they will usually do the same.. usually leaving you off screen - so you can't do anything about stopping the blighters.

The beat 'em up bit of punching or diving on your opponent are naff to say the least and not as fun or violent as it could have been. Had there been a bit of Street Fighter II moves - a headbutt, uppercut, leg-sweep, or a bit of biting, this would have gone down a treat!

Overall, Arch Rivals is a sad basketball game, and even playing EA's Jordan Vs Bird (on One-on-one) is 10 times better than two-on-two here. A real bogus game - and should be avoided! Even the animated cheerleader isn't sexy!

- Video - 60%
- Audio - 40%
- Playability - 45%
- Lastability - 30%

Overall - 43%



BULLS VS LAKERS

MEGADRIVE BY ELECTRONIC ARTS

Well, what can I say about this game apart from the fact that it's Lakers Vs Celtics but with added cream and some hundred and thousands sprinkled on top!

Basically it's the same as it's previous game, with the now standard E.A. look to it... better presentation.. with news presentors giving you info. and general comments, better graphics... the court is make slightly more pleasant to look at and the players have more character to them and



SAD THROWS ONE IN!

animate a whole lot better (I especially love the real tall guys!), better (well... sort of) music and sound effects (with squeaking trainers on the wooden floor, the crowd cheering and clapping when you get a basket, and sample speech when a foul is committed or from your managers shouting at you to shoot!), the famous video action replays as seen in Madden '92, etc., and to top it all off the controls and playability has been improved too for added play... you now defend more.

The game also features a lot more moves - not only can you score from way out, but there are now a ton of different dunk shots available, and some specific to certain characters (ie. a player called Sir Charles, slams the ball in and hangs on the basket for some time, and of course, Jordan has his patented Air Reverse!). With a

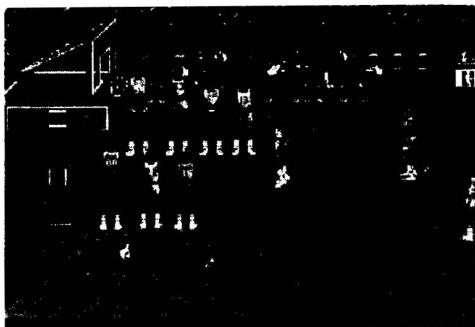
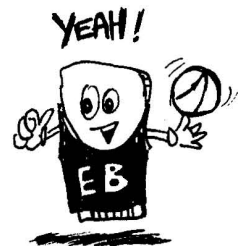
SIR CHARLES SINKS ONE AND SWINGS AROUND



ton of available options on the select screen from single games to a complete season, this is the ultimate Basketball game for the 'Serious' Basketball fan... I couldn't get to grips with it as the computer teams kept on beating me.. but against a friend... it's a different matter!! EA Strikes another blow!! We wait with baited breath for their next EASN product... Tennis? Soccer? or even, with the Olympics soon upon us, maybe a track and field one?!

- Video - 93%
- Audio - 90%
- Playability - 90%
- Lastability - 87%

Overall - 89%

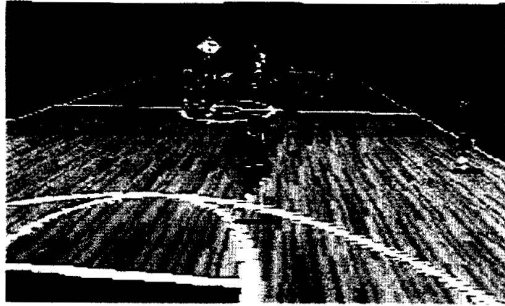


THE PENALTY - WATCH THE "T" BAR TO GET THE BALL IN... TRICKY!

Super Dunkshot

Super Famicom by HAL Lab.

Super Dunkshot is the first Basketball game for the SF and it's competitors have a lot to do if they want to beat this baby from HAL. Unlike most basketball games where the game is viewed side-on or down/up the court, HAL has taken a direct approach from behind the player with the ball in amazing 3D. Not only does everything (court and players)



THE COMPUTER PLAYER GOES IN THE ATTACK..

reduce or expand in size as you (or the opponents) jog up and down the court, but the whole court spins around too, so you always have the basket in view,

thus you can shoot at any time (unlike Formation Soccer where you some times don't know where the goal is).

The game looks real cool, and totally amazing. The actual graphics of the players aren't very detailed as you might expect due to the way they have to stretch themselves, but are adequate.

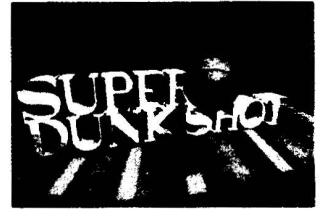
Sound is fab too... there's very little music, but the sound effects are used to good effect with neat samples of the ball bouncing, squeaking plimsoles, and chanting and 'booming' of the crowd with reditions od 'We will, we will Rock you'.

As for the game itself, it's very playable, as it's possible to steal balls and intercept passes (so it's not just a matter of team with ball running in a shooting, and then switch around).

There are a couple of flaws... one being it's a little on the slow side... but this is not too much of a problem. The other problem is, I sometimes found it difficult to tell who's who at times.

GAMES REVIEWS

And if that wasn't enough, all normal basketball features and rules have been incorporated in the game. You can switch to which ever player you wish to control, pass the ball to any team mate, steal balls, change defenses, shoot from a distance or run in for some cool slam dunks, and so forth.



Overall, Super Dunkshot is an excellent basketball game. I'm not a fan of Basketball, but I have to say, it's the only one I've spent some time playing because of it's 3D realistic view of the game! Not the Best 'Serious' basketball game like E.A.'s Bulls Vs Lakers, but one Mega game all the same... definitely worth splashing out for.

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

Overall - 85%



F-1 CIRCUS SPECIAL

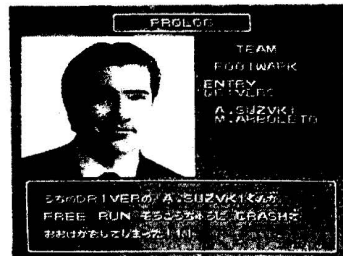
PC ENGINE BY NIHON BUSSAN CO. - SUPER CD-ROM



Onn: Here we go again.. Nihon Bussan releases the third F-1 Circus game for the engine, but this time on Super CD-Rom.

As the game goes, it plays the same as the previous two games, but there are a lot more options, plus is a lot more tougher.

The graphics are slightly touched

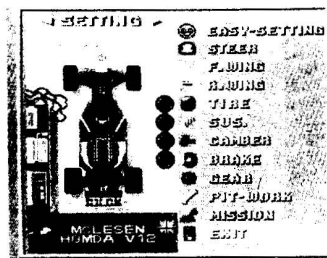


YOU MEET THE MANAGE OF FOOTWORK

up with bridges and more detailed scenery and the presentation graphics are very well done with digitized shots of the 'Team Lotus' teams, cars, etc.

Sound, as you'd expect is a lot better with ace CD music and even the sound FX are an improvement.

All in all, this new super CD version is the best F-1 Circus game with more options available and a lot tougher game,

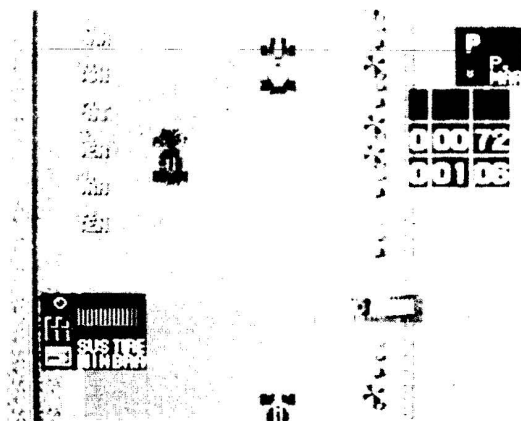
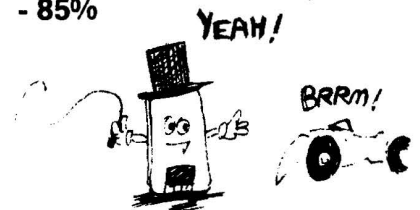


TIRES, BRAKES... WHO NEEDS THEM?!

and a Must if you are a fan of this popular simulation. But generally, it's more of the same but better, so if you already have either of the previous two games, you probably won't want this. There are a few silly options too, including a japanese dictionary which explains just about every motor-racing term available - only good if you know japanese.

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

Overall - 85%



THE HEAT IS ON... AND MANSELL IS IN THE LEAD... SURPRISE!



Piracy - life on the ocean wave and Yo ho ho and a bottle of Rum. But console games piracy is now everywhere, and all for the price of a diskette.

One time, consoles were a safe bet to combat piracy.. games are released on cartridge, and unless you had a lot of dosh to get all the pirating gear to ripp of the cartridges and bang them onto eproms, not to mention a bit of brain to figure out how to do it... there wasn't much chance of your average kid stealing the software companies' hard work... so it's "buy the cartridge - or get your mate to buy it".

Although cartridges can be produced by the manufacturers very cheaply, did they release them at a 'reasonable' price? NO! Cartridges were (and are) darn expensive, and the companies made large profits on it... especially Nintendo with the NES. Even now, NES cartridges are more expensive than 16-bit cartridges that are several times larger.

So, it's no surprise that game cartridges would be pirated... if people can pirate audio tapes, videos, watches, etc.. cartridges would be a doddle for them too, and in the far east, the 8-bit Famicom (NES)... was the first to see pirated cartridges produced for the system. They were of course sold a lot cheaper than the originals, and nit only than, but you could also get several games on one

GAME'S WORTH A PRICE OF A DISK?

cartridge.

DISKS

However, even pirated cartridges where fairly expensive for your average young gamer, and the next step the 'pirates' got into were releasing pirated games on disk.

Disk piracy was partly to blame by Nintendo, as they released a disk drive for the 8-bit Famicom (Japanese NES), and in doing so, released a few games on disk format (ie. *Zelda I + II*). Well, the pirates could easily copy these disks, and with a secondary input device readily available, they started cracking games and releasing them on the Nintendo disk format... for the price of a disk.... a very bad move by Nintendo.

16-BITTERS

Then came the release of the PC Engine and later, the Megadrive. With no disk drives for either machines, and both systems had cartridges containing more memory than your average Famicom game, the pirates released memory adaptors (doctors). These units contained a certain amount of RAM and slotted into your machine. It also had a connector to hook up a Nintendo drive (yep! Nintendo again)... so now games were available on disk for the 8-bit famicom, engine and megadrive for the cost of a disk... these disks were the Nintendo 2" ones. Note that you couldn't copy cartridges with these units, although some of them, you could look at the code, modify them to suit your needs, (ie. infinite lives, time,

etc.).. some mags printed (and still do) these codes.

BIGGER DRIVES

Then, changes started to happen... the IBM PC (and compatible... and clones) were becoming very popular and cheaper... so the next move the pirates did was to not use the Nintendo drive, but the 3 1/2" PC drives instead which were cheaper, smaller, and could hold more. Getting hold of the nasty little Nintendo disks were a problem as they were non standard.

With 3 1/2" drives being smaller, they also produced complete units with drives built-in.

CARTRIDGE COPY

Next came the units that could copy cartridges too! And these are the ones which causing a lot of stir at the moment, as they are infringing the copyright laws.

The first lot of these 'copiers' did have a sneaky device built in, so you couldn't just copy a cartridge onto any old disk. The companies that produced them, programmed them so that you had to use special formatted disks... and where do you get these disks from?... the same company of course! Well, they did have to make some money somehow, although now, you can use any old disks, as the extra special tracks required before is not needed anymore in newer models.

And this is what the situation is now... not only are there units around that

can copy 8-bit Famicom games, but also Engine, Megadrive, Super Famicom and even Game Gear and Gameboy games.

ONN'S OPINION:

Well, at the moment, there aren't a lot of these 'copiers' in circulation in relation to actual consoles users, there fore don't affect the software industry that much. However, given time, if more are sold, they could seriously damage the console market like the demise of the computer scene... namely the Amiga.

The Amiga is one of the best machines around (well, I do use it to produce this fanzine!), but due to piracy, a number of companies have hit the fan... either going bust or left computers for consoles.. ie. Activision... and even Electronic Arts have swayed to consoles instead of the home computers... you only have to look at the amount of releases.

So the tought is, Don't buy one of these. However, if you do, or already have one... the obvious suggestion is - throw it in the dustbin, but as you've shelled out a lot of dosh for it, you're unlikely to do so. My suggestion is, and my principle in copying (whether it is music tapes, videos, computer/video games..) copy all the ones you would never have thought of buying in the first place, and BUY the original games that you would have bought if you didn't own a copier... especially the ones you would play a lot off... ie. Capcom and Konami games! That way, you're still supporting the console industry. Remember to to read E.B. to get the low-down of the best games!!

GARY KITCHEN'S SUPER BATTLE TANK

SUPER FAMICOM BY ABSOLUTE ENT. - 4MEG - SUPPLIED BY CONSOLE CONCEPTS



Who is this Gary Kitchen anyway? Is he a War Hero? Did he design the M1A1 Super Battle Tank? Or is he a bronze hunk from Eldorado?

Onn Lee strolls into the US Army surplus store to find out more.

Non! ermm.. NO! Gary Kitchen's a video games designer/programmer, more known to VCS, NES and C64 owners... remember the Electronic Pencil and Game Maker on the C64? He also designed The Boy and his Blob and The Simpsons - Bart vs the Space Mutants for the NES.

So what's this Battle Tank like? Well, to put it plainly, it's a more advanced version of Battle Zone. The game puts you in the hot seat of a M1A1 Abram Battle tank in the thick of the Gulf war up against those naughty Iraqi's.

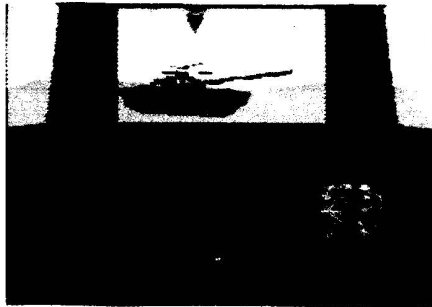
The game has a lot of missions with several tasks for you to preform including avoiding mines to get to your target of destroying enemy tanks scud launchers, helicopters and heavily fortified strongholds.

Unlike Battlezone however, you have four types of artillery - (here's a bit for all you techies) 7.62mm machine guns, 120mm cannon, laser guided shells, and smoke - to confuse the enemy! But generally, put up your long range radar, head for the targets, and obliterate everything.... but watch you don't run out of fuel or ammo... well... you don't have to worry about American tank busters taking pot

shots at you (assuming you've marked your tank with the day's correct colour!!)

The graphics are pretty good (but sparse) with digitised enemy tanks and other objects, although as you'd expect from digitised sprites, animation is rather jerky. Sound is used to good effect, with engine noises, explosions, etc... but not much else.

As for gameplay.. Super Battle



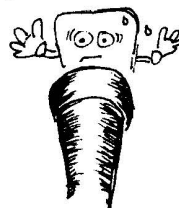
ON TARGET... BLOW THAT TANK UP!

Tank plays pretty well... although it's stuck between an arcade game and a strategy tank simulator - but not having the better half of either.

The game doesn't have enough action as an arcade game, and there's not much strategy involved (no mountains to hide behind, no 'linked' targets where taking out one makes it easier to take out the other, etc.), so as the game goes, Battle Tank falls quite a way short of being a fantastic game. As it is, it's not a bad 'seek and destroy' tank game, which unfortunately gets too repetitive very quickly.

Video - 75%
Audio - 70%
Playability - 70%
Lastability - 60%

Overall - 70%



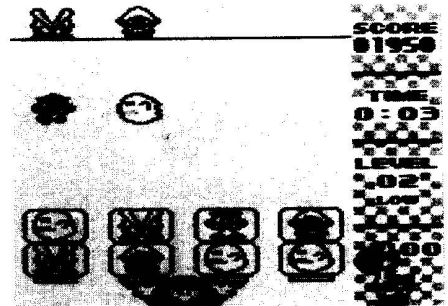
GAMES REVIEWS

you can stick on a top half of a shell on top of all that, then everything between the two shells disappears, and you get a bonus for matching the two halves of the egg together, where Yoshi hatches out.

Unlike most tetris games where you move the falling shapes... you can't here. At the bottom of the 'Shaft' are four trays with Mario under them. Mario can move left/right, and can switch TWO trays (and any shapes on the trays) around... so is the reverse of tetris. This at first is quite complex as you have to look at the falling shapes, AND where Mario is, and how to get a stack of shapes from the far right to far left... but that's what it's all about.

Like Gameboy Tetris, there are one/two player options, two types of gameplay (A and B), difficulty, and music select.

Yoshi isn't a bad game - it however is not a patch on Tetris, but quite playable. At first, the game is very tricky to play



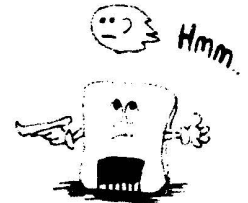
MARIO'S IN A STICKY SPOT IN YOSHI

and quite a challenge, but after a few goes, it's real simple, and getting through the levels is a doddle, until of course the speed increases, and luck plays more than it's fair share. As puzzle games goes, Sound and Graphics don't matter that much, and Yoshi is pretty good in both counts.

All in all, Yoshi is an above average puzzle game, but after a couple of days play, it can be fairly repetitive and boring... you'll unlikely to play it again, until you are really fed up. Worth a look... and possibly a tad more interesting in two player link-up mode, as, like Tetris - you can affect the other player by getting eggs.

Video - 80%
Audio - 77%
Playability - 75%
Lastability - 50%

Overall - 70%



YOSHI

GAMEBOY BY NINTENDO - BOUGHT FROM SOFTWARE+



Onn: What do you get if you cross Spinpair and Tetris and turn the controls a bit haywire? Well, you'll probably get this from Nintendo - Yoshi! As you can

guess, it's another Tetris variant, with a twist.

Like Tetris, shapes fall down the screen which stack up, and your objective is to clear them before they reach the top and inevitable Game Over. However, instead of one shape, two or three fall down at the same time. To rid them, you must match them... so to rid a ghost, drop another ghost on it. However, if you have the bottom half of a shell, then shacking other shapes on it, and if

MAGIC SWORD
 SUPER FAMICOM BY CAPCOM - 8MEG
 THANKS TO JASON/MEGAWARE FOR THE GAME

Well, what can I say about Magic Sword? The game's a multi-level platform arcade adventure, with a touch of role play game thrown in for a bit of fun... although fun can't be the appropriate word.

The game has you controlling a barbarian with sword and shield as he enters the Tower of doom inhabited by real nasty evil creatures... skeletons, mummies, lizard men, were wolves, and more. There are also fiery lava to avoid, spikes and boulders to

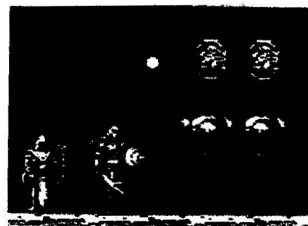
and open them, and a friendly hero will tag along. They include a Giant with an axe, Ninja with bouncing shurikans, Amazon woman with crossbow, Priest with good protection, Thief - throws bombs and can locate hidden chests, mage - powerful magic, and a powerful Knight which can only be found on higher levels. There's also a wicked Lizardman which will only tag along if you have a certain item on you! Each character starts off with

Experience point of one, but can be upgraded by collecting the same character again or blue orbs.

The game



Hmm... Giant or Ninja?



KABOOM!... MONEY!



FIRE BELOW... DON'T FALL IN!

dodge, a hosts of traps, keys to collect to open chests and doors, plus very useful items. To complete each level, you must find appropriate keys, and locate the door to the stairs so you can go up to the next level.

As each level is packed solid with obstacles and enemies, help is at hand behind certain doors. Find the keys



Onn: Magic Sword is not one of Capcom's best coin-ops.. but it was fairly playable.. at least I could last a few levels on it with one credit!

Unfortunately, Capcom's conversion of the game is pretty terrible. Firstly, the graphics are really blocky looking with awful use of colour... you really need to turn up the brightness on your TV/monitor to see anything! Then there's the slow-down... if you imagine playing Final Fight when three oil drums are rolling towards you with other opponents on screen... you'll know how bad

Magic Sword is like when there are quite a few objects on screen which is quite often! And with only the single player option - it's a lot less playable.

Sound is also bog standard with average tunes and not much sound effects, whereas the coin-op had howling/barking when the hounds go for you... no sound at all on the SF version.

Magic Sword, as I mentioned, didn't play too well in the arcades and it's worst on the SF.

All in all, Magic Sword is Capcom's worst game to date for the S.F., and unless you loved the coin-op, then I would say, stay well clear!!

Video - 70%
Playability - 65%
Overall - 65%

Audio - 70%
Lastability - 60%



Marc: In the arcades, Magic Sword is a multi-player, side on Gauntlet style game although the gameplay falls a long way short of that classic. About

the only feature that makes it interesting is the two or more player option with loads of people all rushing to collect goodies etc.

Bad move number one from Capcom....only one player! The first question that you ask is why?? A relatively simple scrolling beat 'em up/platform game, easily within the limits of the SF, so why not two player?? Once you start playing, the answer becomes obvious. Poor programming! Yep, Capcom have finally made a duffer!!! As soon as a couple of characters come on screen you get some appalling slow-down.

No wonder they didn't bother with the two player option! The whole game would have ground to a halt! I don't see any excuse for this problem...it must be a different Capcom team who have produced this shambles!!!

The graphics aren't too bad but lack a lot of colour and detail from the arcade machine. Animation isn't top notch either and a lot of the characters look as though an extra few frames wouldn't go a miss!

Music, again, is just o.k. Nothing spectacular, nothing too bad.

The main problem with Magic Sword is that each level is very short and before you know it you've completed another one and it's up the stairs to the next. Before too long, it all becomes very tedious and monotonous and chronic boredom sets in!

I'm disappointed in Capcom....I suppose they had to make a crap game sooner or later but with a bit more time and effort Magic Sword could have been saved and might have actually been o.k. But then again, boring gameplay is boring gameplay so maybe not!!!!

Video - 78%
Audio - 80%
Playability - 70%
Lastability - 60%

Overall - 70%



contains 50 levels, with a boss at the end of a set number of levels... including a number of fire breathing dragons and very nasty demons and wizard, each requiring a lot of hits to destroy.

The game also contains, hidden chests, secret exits to other levels, useful items to collect, and more

GAME REVIEWS

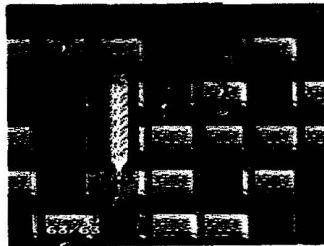
TOWER OF DRUAGA

PC ENGINE BY NAMCO - 4MEG
SUPPLIED BY CONSOLE CONCEPTS



Onn: It really amazed me that this game got a really amazing review by the jap magazines, as I have to say, this is a pretty naff game. You play the part of a knight - who has to

rescue the princess (kidnapped by the Evil demon once again), but to get to her, you must find your way out of the 100 or so mazes of the Tower of Duagua. Each maze is several screens in size, and a locked door is located somewhere in the maze... the key been somewhere in the maze too... so you have to find the key first. Unfortunately, each maze is infested my all manner of nasty enemies from bats, spiders, wizards, evil knights to



'orrid fire breathing dragons... luckily, you are armed with a sword to dispatch the blighters.

Scattered around the mazes are chests which contain gold for extra points and useful items. Unfortunately, when picking up items, they are represented by indistinct icons and japanese text, so most of the time you have a

clue what you've picked up. Even more japanese text appear when you meet people... so is less playable than it should be.

Graphically, the game is awful with very basic graphics in both backdrops and sprites, and look almost like a Commodore 64 game.. sound is minimal too. But it's the gameplay that really lets it down... it's basically a maze game with nothing interesting.. just wander around the maze, find the key, kill a few enemies (or avoid them - less of a hassle), and exit through the EXIT. Then it's onto the next stage which is almost identical but different layout and enemies.

Overall, Tower of Druaga is a very poor game, and I certainly not worth the money... even Dungeon Explorer is a lot better. Avoid this at all cost... unless ofcourse you have the mind of a jap.. in which case you'll probably love it!?

Overall - 50%

CHARTS

As there isn't a UK chart of all video games, here's a chart of what big in japan and in the US.

Top of the Charts in Japan ever since it's release, is of course Street Fighter II on the Super Famicom. Second is a war game (again SF) and third place is for the 8-bit Famicom - with Technos' Track & Field game... getting to the spirit of the Olympic games. Fourth place is a Super Famicom Baseball game, and amazingly, in fifth place, Lunar the Silver Star for the Mega-CD.

Over in the US, Zelda 3 for the SNES is in top spot as you might expect too, with Tetris for the NES in second place, followed by Super Mario Land (GB), F-Zero (SNES), Super Mario World (SNES), Final Fantasy 2 (SNES), F-1 Race (GB), Contra 3 (SNES), PGA Golf (SNES) and in tenth place - Super Tennis (SNES).

If we did have a chart in the UK, the following would surely be in it - Street Fighter II, Turtles IV, Parodius, .

GAME MUSIC

Fans of mega japanese muscian Yuzo Koshiro, will be delighted to hear that he has just released a new music CD called Early Collection. As the title suggest, it's a collection of his early best works... what exactly they include, I don't know, but available in japan for Y1,500.

Street Fighter II music freaks can also lay their hands on yet another music CD based on the famous coin-op Capcom game. The new CD is released by EMI and cost a little more at Y3,000.

Walt Disney Studios, have also released a Music CD called Mickey Mouse Slashdance.... what tunes it contains is anyone's guess. Available for Y2,500.

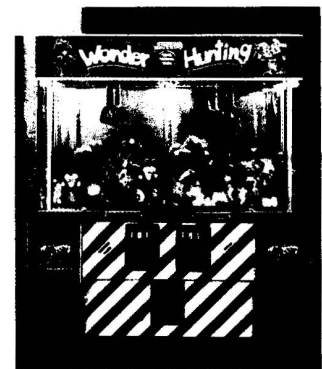
NEC Avenue... the slowest game converters in the buisness, are to release a game-music CD called Princess Maker for Y2,800. The CD will contain the best pieces of music from their game releases past and in the future.

Other new music CDs available includes Falcom Namba Collection (Y2,000.. includes best music from Falcom games... Ys series, etc.), XEXEX from Konami, and Dragon Slayer J.D.K. Special (Y3,800).

EXCLUSIVE PICTURE OF CAPCOM'S LATEST STREET FIGHTER III

Yes... the E.B. spys have infiltrated Capcom Head quarters and taken this exclusive photo of their latest game Street Fighter III. Although, the machine indicates it's a Jaleco game and called Wonder Hunting... we know that Capcom have tried to disguise the machine. The new S.F.III will have less controls and there are a host of characters to choose from.

Here we have exclusive picture of



GAME REVIEWS

After RayXanber II, DataWest brings you the sequel, which is another horizontal scrolling shoot 'em up that uses the same style of weapons... a button to fire your vulcans and the other button to thrust quickly in any direction. An added bonus is that, aswell as your main weapon, you can beam up as you're firing, and can release missiles. These zoom forward taking out everything in it's way - although pressing fire again will split the missiles up into mini-homing



STAGE 1 - PROTECT YOUR SHIP!

missiles... very handy!!

The game only has six stages, but are very varied and each stage is fairly long. Stage one has you protecting your mother ship as you move around it which been attacked by enemy crafts and exploding blobs that latch on.

Extra weapons come in the form of coloured ships - shoot them and coloured icons are left behind which rotate. Different colour icons gives you different weapons, and the direction the icons are facing when you pick them up, fires the weapon in that direction. ie. left facing yellow icon will give you backward firing lasers.

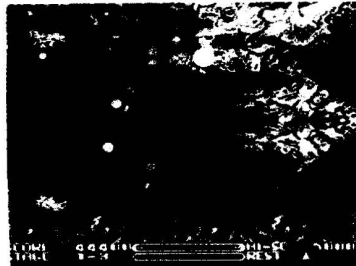
RAYXANBER III

PC ENGINE BY DATAEAST - SUPER CD-ROM
SUPPLIED BY CONSOLE CONCEPTS



Dan: RayXanber II was a real visual and aural showcase, but unfortunately didn't quite deliver on the gameplay front. This sequel is pretty much the

same type of game, but has one or two added touches to bring it above the original game. The weapons have been slightly improved (the homing missiles are a nice touch), good thing really, since the prequel had terrible weapons. The nasties have been made more interesting and one or two nice surprises are included (the aliens disguised as weapons are great!). Other than this, RayXanber III is very much like it's predecessor - lovely graphics, nice (but sometimes slightly unsuitable) sound, interesting gameplay and really good bosses (particularly the boss which releases spermatozoa like creatures which follow you around but are unable to leave the



STRANGE ALIEN ATTACKING!

water in which the boss floats!).

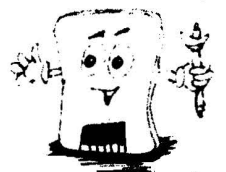
The only thing I really dislike about this game is the way the difficulty level is set. Now usually, I never continue on games (unless you are playing Parodius... hahaha! Ed.) as it reduces the challenge, but in this game, the levels are mostly easy with the occasional section which is frustratingly hard until you figure out how to do it, at which point it becomes very easy. The point I'm trying to make is that, (get on with it... Ed.) that if I were not to continue on these sections then I would have to start again and go through all the easy levels until reaching a hard section, only to die repeatedly until eventually figuring it out. Extremely frustrating, yes? Thus the design of the game forces you to continue, and the game can be finished in no time. Stupid, and certainly not the first game to have a fault of this nature.

Overall, RayXanber III is a decent enough shoot-em-up which just doesn't have enough lasting interest to warrant purchase.

Confucius say 'Graphics and sound maketh not bloody good game. Squeeze me a lemon, guv'. (Sheep? Lemons? Hmm... "Ahhh... is that Nottingham Mental Institute?... " ...Ed.)

Graphics - 95%
Sound - 87%
Playability - 90%
Lastability - 60%

Overall - 78%



SPACE FOOTBALL

SUPER N.E.S/FAMICOM - SUPPLIED BY MEGAWARE - TA!



Marc: Anyone who had a Commodore 64 and Ballblazer will probably feel relatively at home with Space Football. Regarded by many reviewers as a 'classic', it was in fact a very simple version of football played between two space ships within a 3D grid, the idea being to blast the ball between the oppositions posts.

Well, Space Football is really like 'Ballblazer 92' with the basic game being identical except for some extra ideas...for instance, there are squares which force the player to go in a certain direction etc.

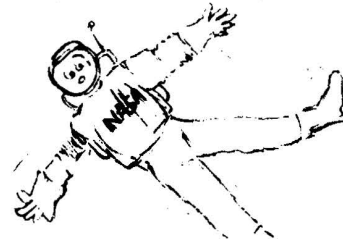
The graphics are handled effortlessly by the SF. after all fast 3D doesn't really pose the hardware much of a problem! The effect can get quite nauseating after a while, particularly if you are being bounced about by the opposition and the screen is spinning round and round out of your control!!

Space Football is a sort of Super Famicom Bum Fluff...no-one is going to be impressed with this game, but it does offer some short term interest.

Only for die-hard Ballblazer fans methinks.

Graphics - 80%
Sound - 73%
Playability - 80%
Lastability - 70%

Overall - 72%



SUPER BOWLING

SUPER FAMICOM BY ATHENA

GAMES REVIEWS

There haven't been many 10-pin bowling games on computer format, and apart from the gameboy version, only Access' excellent 10th Frame and SNK's League Bowling comes to mind. Both of these play well, but not exactly enthralling or require a lot of skill to play.



LINE YOURSELF UP TO LAUNCH THAT BALL!

Super Bowling plays very much like the above two games... you position your player on the lane, hit the button on a moving position meter to determine spin on the ball, then it's power (strength) and if you've mucked it up, you are given the chance to move your player left/right once again as you are bowling to correct any mishaps. Once the ball leaves the bowler's hand, you follow the ball down the



Onn: 10-pin bowling games on computer format are generally like golf games - okay to play by yourself for a while but a lot more fun when up against other human opponents. It also has the same control methods - generally not a lot of skill involved - just a matter of hitting the fire button at the right time, although Bowling is a lot more easier... you're unlikely to get a hole in one in golf very often, but getting Strikes with enough practice soon becomes second nature. And when this happens, it gets very boring... not to mention annoying if playing against other people!

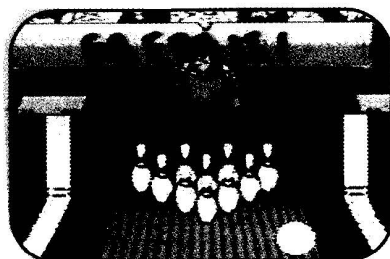
The graphics are very good... but nothing outstanding, even the animation bits are pretty standard... not a patch SNK's League Bowling where getting a Strike or Spare is a real treat. Sound is similar... one okay tune that continuously play with fairly realistic sounds when ball collides with skittles.

Overall, Bowling is an okay game to play for a few goes with a few friends and the golf game is quite challenge, but not a game you're likely to play constantly and certainly not at that price. If you're seriously into Bowling, pop down your local 10-pin center instead... it's a lot more enjoyable!

Video - 75%
Playability - 80%

Audio - 70%
Lastability - 40%

Overall - 70%



WATCH IT ROLL... A STRIKE... ERMM...
GO STRAIGHT IN THE GUTTER!

lane until it strikes (or misses) the skittles! Above the pins, a short animation is then acted out depending on your attempt.

And that's it! The game does have a standard Bowling game for up to four players, and a Golf mode where you are given certain amounts of attempts to take out different laid out pin formations, and you score like Golf.



Marc: Certain sports have always been no go areas for games programmers or either that or convert, without fail, into complete duffers time and again! You know the ones - darts, cards, fishing (snore!!)...and Ten Pin Bowling sounds as though it might join their ranks!! Or maybe not....

The graphics aren't the best seen, but serve the purpose well and are pretty jolly throughout. Animation (what there is of it!) is also fine.

The music isn't really good or bad, just playing away in the background, and there isn't much in the way of sound effects to be heard.

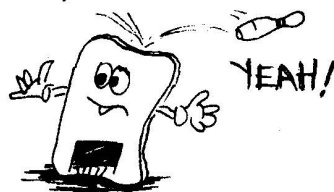
The actual Bowling part doesn't really involve all that much skill and for the most part luck plays a large part. A bar whizzes from side to side and you have to stop it where you want the ball to go. Then you select the speed and let it rip. When it finally reaches the pins you realise exactly where you wanted to stop the directional bar!!!

I suppose there really wasn't any other way of doing the control method, but it must be said that it doesn't exactly lend itself to mega-excitement!!

However, Super Bowling is the sort of game that you can sit down and play for 10 minutes, and when there are a few people playing it isn't actually too bad at all. The thing is, does anyone really want to buy a game that has such a short interest span???

Video - 75%
Audio - 75%
Playability - 72%
Lastability - 69%

Overall - 76%



CADASH

MEGADRIVE BY TAITO

Onn: Well, what can I say. Cadash was a rather poor arcade RPG game in the arcades, so, the conversion to the Megadrive shouldn't be a problem.

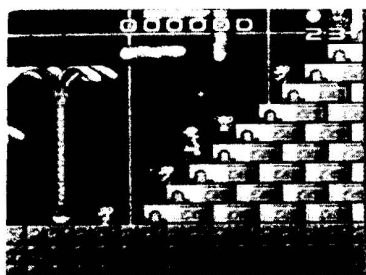
But, can you rely on Taito to do the job properly?! And the answer is no! The Engine version was pretty good - it had very good graphics (same as the coin-op) and same sound and playability... unfortunately only one player. BUT Taito tried to make the game better by increasing the size of the characters... and infact made them worst, all the sprites a real chunky and animation is terrible. Sound is just as bad too.

And when it comes to playability, it's not as hot either.

I can't recommend this one to anyone... unless of course you hogged the coin-op version to death... in which case, you are surely a sad person!

GAME REVIEWS

Krusty's Fun House is a platform game.. but not just any old platform game as it borrows a bit of gameplay from Psygnosis' Lemmings. Old Krusty the clown (a chip off the old block.. haha!) has been invested by rats... they are all over the fun house. As Krusty, you must rid the 'orrid rodents by leading them to the rat-killer machines operated by a member of the Simpsons family. Like Lemmings, the game features several difficulty levels with a number of stages per level. When you start a stage, by entering a door, you'll see the rats run out of their hole and head forward until an obstacle gets in their way... just like those lemmings! Somewhere on that stage is the rat-mangler, and you must get those nasty rodents to it. The first level is



LEAD THOSE MICE TO THEIR DEATH



Marc: Not quite what I expected this...instead of an arcade adventure based around the Simpsons this actually turns out to be a puzzle game!

Basically, Krusty is a complete rip-off of Lemmings turned on its head.. ie instead of saving them you have to kill them!!! The other difference is that you have to control Krusty around the levels and don't just sit there overlooking the game like Lemmings.

The graphics are nicely done (particularly the little intro and game over screens...very cartoon like) and all the characters look like their cartoon counterparts. I particularly like Homer's expression when he kills a mouse...nice!

The music is very bouncy and repeats fairly quickly but can be switched off if it becomes too annoying. The sound effects are all sampled from the programme and are spot on (Krusty's laugh, the 'Waaaayy Ayyyyy' etc).

The levels start off being very easy but quite soon become pretty involved and then develop onto being almost impossible!! There's a password system which is a good idea as each stage contains at least 6 doors. There's a big challenge here and the amount of levels, getting increasingly harder, should keep most people playing for quite a long time.

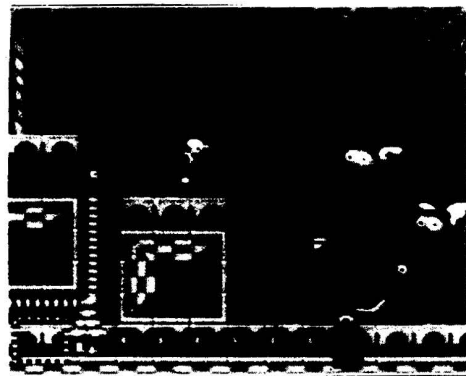
Krusty's Super Fun House is a welcome addition to the SF and should be an essential buy for any puzzle fans or those after something a bit different.

Video - 82%
Playability - 88%
Overall - 88%

Audio - 80%
Lastability - 90%



dead easy - somewhere in the stage is a small block, which Krusty can pick up and drop at the place



CUSTARD PIE THOSE FLYING BACON!

stopping the rats from moving on... thus they climb the block and head to the rat-squelcher.

Later stages require you to use several blocks at certain places and used at certain times... not only to get the rats over obstacles, but so you can hop into to get pass higher platforms too.

As well as getting the rats to their demise, there's actually the problem of getting around the platforms as some require pixel perfect jumps, there are moving platforms, walls to break down using a steel ball (if you can find any), plus some nasty creatures that roam the fun house, which you can get rid off if you have the ball or custard pies! You can also pick up extra items dotted around including extra pies, balls, lives, shoes, food and extra points!



Onn: When I first saw Krusty, I thought it was a straight forward platform game like the Addam's Family, but was quite surprised it's a Lemmings type game within a platform game but unlike other Lemmings ripp-offs, this is actually very good, as you actually control someone to do the job of leading the buggers instead of just having a pointer to do the job directly.

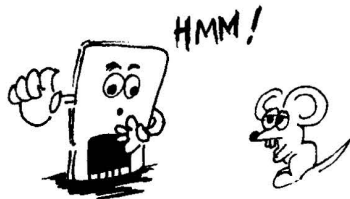
The first few levels are pretty easy, so, very young kids can play too, although later levels become fairly complex, and full of baddies to avoid/destroy.

Graphically, both version are good, but if you saw the MD version first, you're be amazed by the Super Famicom version, as it has a bigger screen... thus larger characters, and are more well defined and more colourful. Sound is the same as the visuals... the Super Famicom version whips the MD game, and has ace speech... none on the MD version!

On gameplay, both plays identical with same level layouts. Krusty's is enjoyable, addictive (but not that addictive as Lemmings), but after completing the first few levels, gets rather repetitive and the puzzle elements wears a bit thin.

Overall, Krusty's is a nice little game... fun to play but not enough imaginative bits to make you want to complete all the levels... I didn't anyhow! There's also a silly password system where you have to complete all the stages of a level before you get it - very frustrating as I tended to reach the last couple of stages of a level and found it very tough to complete!!

	S.F.	M.D.
Video	- 85%	75%
Audio	- 80%	70%
Playability	- 80%	80%
Lastability	- 50%	50%
Overall	- 80%	79%



TAZ MANIA

MEGADRIVE BY SEGA - 4MEG
SUPPLIED BY KRAZY KONSOLES

Tazmanian Devils are pretty disgusting creatures... but all the same, Onn Lee has his rubber gloves to check the latest from Sega.



When it comes to platform arcade adventures, the Megadrive really excels in this department.. if first started with Altered Beast, and

continued with the likes of Super Shinobi, Ghouls 'n' Ghosts, Batman, Mickey Mouse, and one of their best - Sonic the Hedgehog. Now, Sega gives you Taz Mania, based on Warner Bros.' crazy cartoon character.

Taz (been a greedy bugger) is out to find the legendary prehistoric eggs which can feed a whole family of Tasmanian Devils for a year... no more hunting!! Unfortunately, Taz has no idea where they are, so must explore the entire island of Tasmania for the lost valley where the eggs should be (if legend holds true - a bit of a waste of time if grandpa's telling porkys!).

The game's a massive side-on platform adventure in the usual style (a lot of obstacles to jump and dodge, nasty creatures to avoid or eliminate (Tazmanian Devils aren't very popular!) and some puzzles to solve en route).

Luckily, Taz has good jumping abilities, a devastating whirlwind spin, and has quite an appetite - generally eating anything in his

path!

After seeing this game in other magazines, I was extremely excited to get my hands on this game... but to my surprise, Taz Mania is a real disappointment. Had this been produced by the japs.. then it would be a different matter.

Graphically, Taz mania has very neat cartoon style graphics - not very detailed like say Sonic, but suit the



TAZ VS THE FIRST BOSS... JUMP ON THEM!

game, and the animation of the sprites is well done. The way Taz turns into a whirlwind and gulps down items are great. However, the scrolling is not that smooth.

Sound on the other hand is the usual american standard - CRAP! There's an awful intro tune, terrible in game music, and the most irritating sound effects I've heard.

The game's a platform arcade adventure, but the game's slow pace with nothing really new in the originality department makes this a just above average game. The first few levels are real dire, just walk

GAMES REVIEWS

"Hmm... A SWITCH... I'LL JUST GIVE IT A PULL!"



along, jump a few gaps, fry a few creatures, etc. ... infact, if you only played the first level, then you would surely give this game a miss (unless you're a Taz fan).. it's not until you really get stuck in to it that it gets fairly interesting with a few puzzle elements to contend with, although it also gets very frustrating. Most annoying (apart from the ridiculous control of Taz's jumping) are the bombs that lie all over the place and are very difficult to see... touch one and Taz (like a complete greedy sod he is) will gobble it up resulting in major loss of energy!

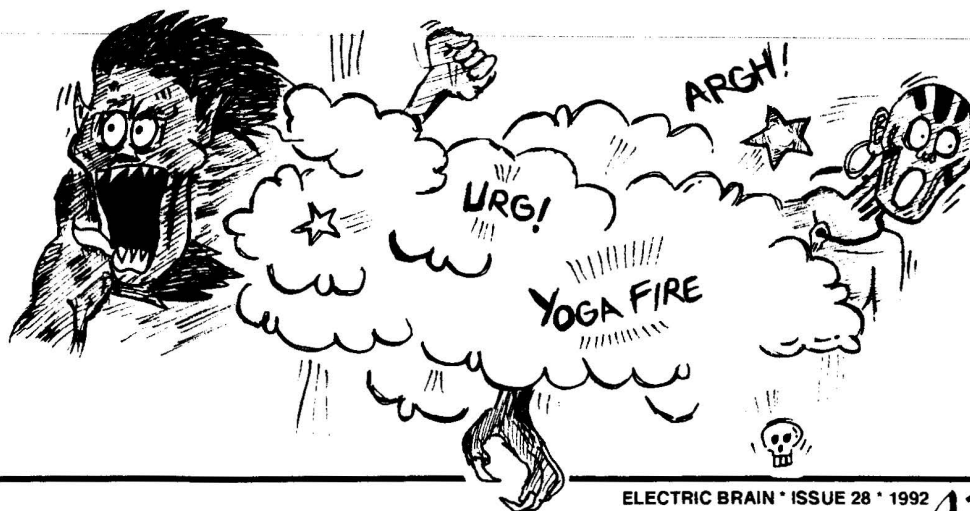
All in all, Taz is not a patch on Sonic, Robocod, Donald Duck or Mickey Mouse... worth getting if you are a platform freak, but I'd save my dosh for something better. Very overrated!

Video - 85%
Audio - 35%
Playability - 70%
Lastability - 65%

Overall - 70%



S.F. II
STRIP
BY ONN
BLANKA
VS.
DHALISM



BLANKA
WINS

GAME REVIEWS

SPLATTERHOUSE 2

MEGADRIVE BY NAMCO - 8MEG
SUPPLIED BY KRAZY KONSOLES

EEK!! Splatter House 2... Blood, Gore, Zombies... there's only one person to review his game... send in Dan the Backstabber....



The original Splatterhouse was a very nice game indeed, sporting lovely graphy, creepy sounding music and sick gameplay. This sequel is pretty much more of the same, but for some reason, the magic has gone.

Technically, the game is good, but not as good as the original. The graphics still have lots of nice sick effects like the original (the eye-popping boss is great) but for some reason the graphics look slightly blocky and lack colour. Animation is rather simplistic, too.

The original had great sound with really haunting, effective music (even though the SFX weren't too hot) but this sequel has rather bland uninteresting music. The SFX are quite funny though - when the main character is hit, he says "OHH!" (not like Frankie Howard, but he definitely says "Ooh!") and as he dies he says "OH!". Amusing but not really suitable.

Gameplay is very similar to the original, but unfortunately lacks that addictive 'spark' that Splatterhouse had. This is probably due to the fact that the levels have less variation than the original game, and no interesting new features have been implemented. The bottom line is that, here we have another sequel which doesn't quite do justice to the original, and yet another game which doesn't justify the price tag. Having said this, fans of Splatterhouse should still take a look.

Video - 70%
Audio - 65%
Playability - 75%
Lastability - 70%

Overall - 80%



HMM... TIME TO KICK ASS... OR WHATEVER PART...



CHAINSAW MANIA... BUZZZZ!

→
CONT.



TENNIS

MEGADRIVE BY TELENET
THANX TO PAUL FOR THE GAME!

Jeremy Bates didn't win Wimbledon, but we sent Onn (with frying pan and lamp shade) to do the biz for Britain... Agassi didn't have a chance....



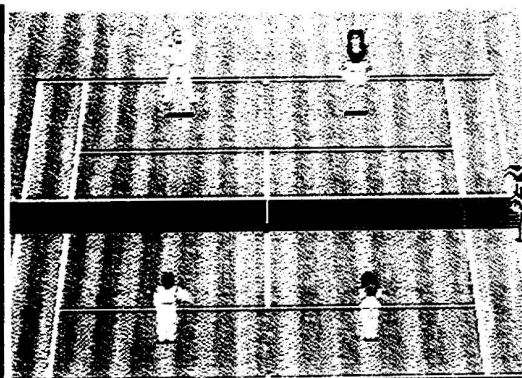
Tennis is one of the best computer sport simulations around... some are rather crap, but with two people, it can be rather enjoyable... and this one from Telenet isn't too bad.... but not an 'ACE' game.

Like all Tennis games now-a-days, it has a host of players to choose from, single and double matches for one or two players, and a choice of number of sets and court surfaces.

The game plays, and looks like Super Tennis on the Fami. although the graphics aren't too hot... infact the players look like they are impersonating Brucie 'Bendy-legs' of Liverpool, as they wobble around the court.

Playing the game is tricky at first as all three buttons are used (normal shot, fast, and lob/pick-up). Ofcourse, pushing the pad in certain directions aswell gives you slice, some amazing angle shots, and youcan even go for that impossible ball with a dive. After playing the

Engine and fami. Tennis games, this fairs very well although there's one annoying 'Fault', pushing left/right when hitting the ball produces very tight



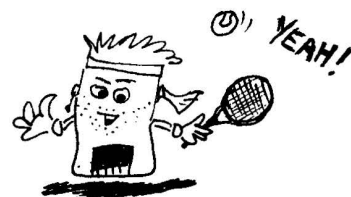
GAME, SET AND MATCH TO BATES & JURY... YOU'RE JOKING!!

angle shots, usually resulting in the ball going out... especially if you want to send the ball down the line!!

Overall, a very good Tennis game - and as it's the only one for the MD, definitely worth checking out... until E.A. decides to produce one.

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

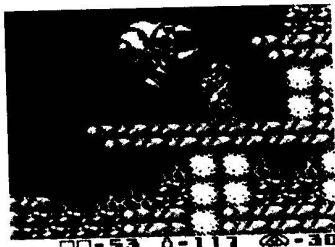
Overall - 80%



METROID II

GAMEBOY BY NINTENDO - 2MEG

Onn: Nintendo don't produce many games for their own machines... but Metroid II is one brilliant game. The objective is real simple, and the game resembles Turrigan in that you play a astronaut in a side-on platform arcade adventure. The game is huge... and you must locate and destroy the Metroids that invest the caves and labyrinths on the planet. Metroids are 'alien' life forms, and there are several spieces of them, ranging from relatively simple ones to extremely nasty buggers.



METROID II

Your bloke, is armed with a standard issue gun, but along the way, you can pick up more useful weaponry, top up your energy, and save your position on the back-up memory.

Getting around the caves is real difficult, as it contains lots of obstacles, and horrible little creatures that what to take a chunk out of you. Some of the routes are blocked, and you must break through rock to get pass, and there is a dangerous lava pit which you must figure out how to drain.

The graphics of Metroid II are brilliant.. very nice backdrops with good sprites too... and sound is rather neat.

As for the gameplay, it plays very well, the first level is great, and you really get into it... just like playing Turrigan on the Amiga. Unfortunately, I just couldn't figure out how to get past the lava.. so didn't get any further... which was very frustating as thge later levels looks real ace.

Overall, Metroid II is certainly worth considering, and the best version of a Turrigan game available.

OVERALL - 80%



BRIEFS



F-1 HERO MD

MEGADRIVE BY VARIE

Onn: F-1 Hero MD looked to be one ace game - a sort of Super Monaco GP but split screen, so to people can compete against each other... this should be great fun.

Unfortunately, Varie haven't done a good job of it, making it very average. The graphics are very shabby... right from the time you insert the cartridge, you are presented with some duff digitised graphics of racing cars, side-line girls,

etc... and the in-game graphics are very bland indeed. The cockpit of your car is bog standard and so are the scenery. The 3D scrolling is fairly jerky, and the opponents cars are not in propotion to yours. When an opponent is just in front of you, it's so small it should really be about 100 meters away.

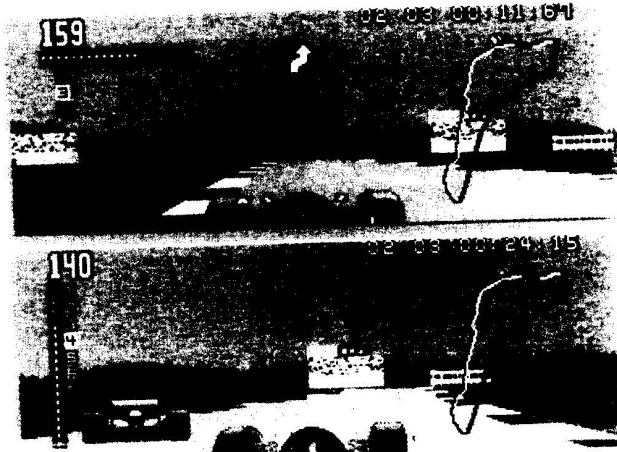
Sound is very average too... there's a very boring intro. tune with sound effects taken straight from Pole Position.

And playing the game is as much fun as watching the demo. Control of your car is terrible, with very sensitive controls... and you really need to use the break to get round corners. As a two player game, it could be quite enjoyable,

but only just as there's not too much excitement in this game... it just doesn't have that little something that makes it sparkle, like say Final Lap Twin on the Engine, or Top Racer on the S.F.

If you like Racing games, then I can't reallt recommend this at all, but you should play it first if you're desperate for a two player Super Monaco style game.

OVERALL - 65%



F-1 HERO MD IN TWO PLAYER MODE



"No Beatrice!.. I'm not buying you an imported Super Famicom you're getting this official Super NES if you like it or not. I don't care if Victoria does have one of those japanese machines.."

ASPARAGUS TIPS

SPRIGGAN MARK 2 (PC ENGINE)

(Another game we have yet to get hold off, anyone got this?)
On the title screen, press Up, Up, Down, Down, Down, Down, 'I', 'I', for Option screen, which lets you choose your starting stage, etc.

If you are running low on shields... pause the game, and press 'II', Select. Right. Select, Down, Select, 'I', and 'I'.

RAYXANBER (PC ENGINE)

Errm... not sure about this one as we returned the game before trying it out, but try it if you wish.

On Sound Test, play Effects 1-20, then play the following music 1, 2, 3, 6 and when you start the game, you should hopefully have 50,000 points and quite a few fighters.

Or turn Effects on and off, then play music 1, 3, 9, 7 and you should have some weapons.

Or play effects 1-6, and play music 7, 6, 1, 8 for level select (?!)

Terra Forming (PC ENGINE)

Another game I can't get hold off.
If you have it, try pressing Select 7 times, and then 'I' for some something special - invincibility. Do this on the title screen ofcourse.

Alisia Dragoon (MEGADRIVE)

When The Sega logo buggers off, hold down 'A' until the Game Arts logo fades out, then hold down 'B' until GAINAX goes, where you should hold down 'C' until the Music credits disappears, and when the stars pops out, press START, and if you done above correctly, you'll hear a sound.

When you play the game you can:

Press A on pad two to stop game, then press:

B (pad 2) - to continue

Up (pad 1) - for maximum hit points

Left (pad 1) + B (pad 2) - increase lighting level

Right (pad 1) + B (pad 2) - increase monster level

Lighting weapon button (pad 1) and B (pad 2) - to power up lighting

Monster Select button (pad 1) and B (pad 2) for invibility.

Or, when you play game, press button 'C' on the second pad and the screen will go blank, where you can hit the following on pad two:

C - to warp to stage one

B - to warp to stage two

B + C - to warp to stage three

A - to warp to stage four

A + C - stage five

A + B - .. stage six

A + B + C - a McDonald's Burger... ermm.. stage seven.

Start - Stage eight.

Magic Sword (Super Famicom)

Firstly, there are a few secret warps in this game, done by jumping in the air at certain locations in the game, but it's fairly difficult to discribe them to you, so unless you really want to know, I won't bothier printing them. If you do want to know, let me know, and print it in the next

issue.. I'll draw 'em out for you.

Anyway, another cheat is - on the title screen, select Options, and move to the EXIT. Now with both pads, hold both 'L' buttons, and hit both START buttons. You will now get a second option screen to up your vitality to 9.. and also there's a crappy level select, only up to level 4.

Rushing Beat (Super Fami)

This is rather a crap game, but try to get into the high score table, and enter CHRCONF and hey presto. you enter the character name configuration mode. Here, you can alter the characters names... Perv Dan, Scumbag, R.Maxwell,

Magic Troll (Megadrive)

For level select, press on the Sega logo with second pad, A, B, C,C,B, and A. Then go to Options for Map select.

Addams Family (Super Fami)

Here are yet more codes for the crazy platform game:
B&1&B - 5 hearts, 80 lives, and Granny & Pugsley rescued.
71117 - 100 lives, 3 hearts and a sword.
W111W - 100 lives, 4 hearts, and a sword.
21112 - 100 lives, 5 hearts and and a sword.

Battle Blaze (Megadrive)

Hold down Select on the Title screen and press Start for option screen.

You can either press:

While holding down the 'L' button, press Up and X simultaneously, then Left and Y together, then Down and B, and Right and A, for unlimited credits.

Or

While holding down 'R' button, press Up and X, then Right and A, then Down and B, and Left and Y, for Extra Play mode screen, which lets you play the same character, etc..

Kid Chameleon (Megadrive)

To fight the last boss - go to Blue Lake Woods 2 and make your way to the end, but do not touch the flag at the end. Get up to the very last prize block on the level, and push Down and Right with the jump and Special buttons held. You will be warped to the last Boss!

Turrican (Gameboy)

The Megadrive cheat works on this too - on the option screen, press A, B, B, A, B, A, A, B, A, A, B, A, A, which lets you skip levels by pausing the game, and pressing Select.

Scrapyard Dog (Lynx)

On the first scrapyard, pause the game, and press Left, Right, Left, Right, Up, Down, Up, Down, A, and B to get extra Shield. Thisonly works once!

Parodius (Super Fami.)

If you use the standard Konami cheat on this game, it actually works - yep... but it has rather ill effects... it blows your ship up! Hmmm... we've give you the proper cheat next time!

SOUL BLADER (Super Famicom)

After a few people have written or telephoned in about this game, up comes Mr. C. Beckett of Kent with some tips on this Japanese Action R.P.G.

The main tip is: When anything says " " to you or such like, use the magic wand and then talk to them.

On Level 2: Do the above to the red duck by the gravestone. You can now goto the cow skull in the caves... the raft should let you on now.

Take the blue drawf that follows you to the cave entrance with a rock by it. Talk to him and go in cave. get red bow from chest. give bow to blue drawf blocking your way in next cave along.

On Level 3: Use lighting ring on golden blocks on raining island and use water droplet on volcano's crater on volcano island.

As you get farther into the game and get more power swords, armour and magic, Don't forget to go back and kill any monsters that seemed invincible before.

Level 6: To get past guard you need a pass card.

Inside maze - far right hand top corner, there is two torches with firing skull in middle. Move over skeleton to get coil or rope.

Give rope to man on stage in hall. The man will start singing and a soldier will come forward. Get pass card from him.

The end of level 6 is brilliant, you take off in the professors airship and fight the boss.

When you have collected all 3 burning objects (Mirror+Ball+Torch) take them to the king on level 4 for a nice bit of magic I'm not going to tell you about.

You must also collect 8 medals with planetary symbols on them. I've only got 6 so I don't know what they do yet!

This does not stop you completing the game which has a very long... long... long... ending to sit through.

I did the game in about 3 weeks with the help of a webster japanese to english Dictionary this helps a bit sometimes but translating is hard because the japs use 3 systems of writing.

Errmm... Mr. Beckett, also included some 'fascinating japanese words in computer games' :

Rambo - Violence, Outrage

Taito - Equality

Ikari - Anger, Wrath

Toki - Time

Densetsu - Legend

Nibunnoichi - Half

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● **Message from ONN:** All who replied to my advert for Engine games (they are still available), I must apologise for not sending them, yet, as friend has them and has gone on holiday to Hong Kong, and won't be back until end of July.

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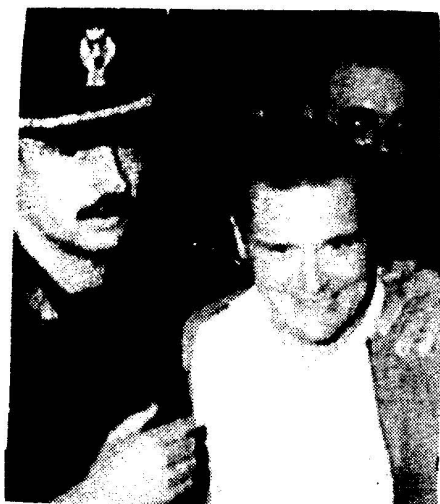
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GAZZA LYNX-UP PART II



■ GAZZA ARRIVES AT ITALY.. AND IS ARRESTED BY ITALIAN POLICE FOR LOOKING LIKE AN ENGLAND SUPPORTER.

Continuing from last issue's exclusive interview with Paul Gascoigne, we have the facts of Gazza's fitness and why he shaved his head.

As we reported in the last issue of E.B. of the implant of the Atari Lynx in his shattered knee, and the additional radio-active power unit, things haven't gone according to plan. The transplant of the Lynx is doing well... but some complications have arisen over the power unit. The radiation has really got to his head... so much so that all Gazza's hair fell out!!

Gazza was also up against the Italian Football Association as they objected him wearing the radioactive unit on his back while playing - it was said to be interfering with play and extremely

dangerous... it could certainly poke someone's eye out!

Without the power-unit, Gazza was only half the player he could be... so the only thing for it was a second transplant.. the complete power-unit IN Gazza.

The operation was a complete success, although leaving him rather large around the mid-drift. However, Gazza said, "with enough training and eating loads of pasta, man... and NO lager, I can lose a few ounces, no problem, man!"

We talked to the surgeon, Dr. Heinz Beans-Behind, who undertook this complex operation.

"Ja... ick bein einer good... da operation was wery, wery, wery.... wery, ermm..good.

Gazza was very good. However... there zi einer.... contraception Monsier Gazza must not... ermm.... what is thee word.... ermm.... piss from tis eyes.

"You mean.... Cry?"

"Ja!... that's zi it. Si Radioation... make thy water acid.... when si... cry... he pour out acid rain.... hahahahohahaha.

"Any other Contrace... ermm complications?"

"Non... that's zi all. Si can cry from his ass, though!!

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Street Fighter II

Remember, Console Fever is not
available in any shops, in fact, it's not
available at all.

LINEKER: TURNING JAPANESE

Why has Gary 'Team mate of
Bionic Gazza' Lineker gone to
Japan?

We have exclusive information
from Gary that he owns a Super



LINEKER: S F II FAN

Famicom,
and when
he went up
to the high
Street of
Tottenham
Court Road
to order his
copy of
Street
Fighter II,
he was
stunned to

hear that the game would cost
him £100.

That made his mind up there
and then, he wasn't going to pay
twice as much for a game when
he could buy it cheaply over in
Japan.... Gary believes in truth
and justice... he's never been
given the yellow card after all!
So he dribbled back home,
scoring three goals along the
Court Road away, and signed the dotted
line...

He took the next flight to
Japan and bought Street Fighter
II for only £43, although he had
to queue six hours for the game!