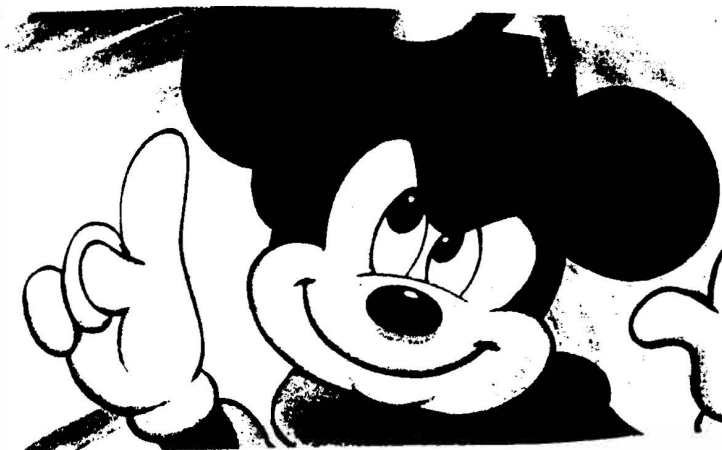


THE MONTHLY'ISH MAGAZINE FOR NEW AGE GAME PLAYERS

ELECTRIC BRAIN

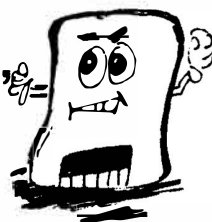
* ISSUE 22 * Recommended Price £1. "A lot cheaper than Mean Machines!" *



NOTICE

I Apologise for the delay of this issue, but I had to redo the ENTIRE thing again!! This is actually the second version of this issue!! The Original was STOLEN by my so-called friend who was suppose to be taking it to the printers - but didn't, and have disappeared from the face of this earth with my only copy!! Luckily, I had most files saved on disk.. but not all!

I must also appologise for some missing articles, screen-shot pictures, non-correct layouts, etc.. because I didn't have another copy of the original... But I hope you still enjoy this issue!!



I'll be taking future issue to the printers myself.. for sure!

ps. Should you see another copy of this with my usual drawn 'proper' cover (japanese girls) please let me know!!

<<(Onn)>>

THIS ISSUE: REVIEWS OF BARE KNUCKLE (MD) - THE BEST BEAT'EM UP AROUND?, GOEMON THE WARRIOR (SF) - THE BEST SF GAME SO FAR?, AREA 88 & SUPER R-TYPE (SF) - WHICH IS THE BEST SHOOT'EM UP?, FINAL SOLDIER & PC KID 2 (PC) - BETTER THAN THEIR PREQUELS?, PLUS ALIEN STORM, RAIDEN TRAD, METAL STOKER, CENTURION... PLUS LATEST CONSOLE NEWS, MEGA TIPS, E.B. QUIZ...

BRAIN WAVE

Yo Dudes!!

What's happening? Quite a mixed bag this month. We've been bogged down with Megadrive games, three great Super Famicom games popped up, and some good and terrible on the other machines. Strangely, it's been a very surprising month, been an Amiga owner, it's about the first time more games have come out for the consoles than on computer format... is the computer industry digging it's grave?

Just been to watch old Arnie flex this muscles in T2... well wicked film, although not a very exciting end. Incidentally, I managed to get in for half price - it must be the mob of kids that came to

watch the film too, or that Fairy liquid I've been using. If you've watched the film, you now know why I bought an Atari Portfolio!!

As you can see, we changed the format of the magazine a bit, and I hope you like it. If you have any suggestions - let me know! I was going to put - "I love to meet some of you at the European Computer Entertainment Show", but trust EMAP and the rest to bodge things up! The chances are, this issue won't get to you before the show, but I should be there, so will Marc, and if they can get tickets - LeeLee and Dan. However, we should hit Earls Court again for the World of

Commodore Show, being all Amiga owners.

FREEBIES!! Some of you will have a free tape with this issue! This contains some arcade tunes for this month's compo., and some SF tunes. Due to the fact, that tapes cost a fair old bit, even cheap and nasty C60 ones. If you didn't get a tape, just send a blank (or used) C60 tape with return postage, and I'll duplicate it for you... free of course!

If I can manage it, there will also be a free 'Lucky Candy' Sweet on the cover of this issue too. But as the shop sold out at the time of typing this, I can't be certain I can get any!! If you do have one, these are no ordinary sweets... NO! You can't get them from

Arkwright's or Patel's!! They are also sophisticatedly wrapped for protection and easy tp access. By pinching one end, the sweet will protrude out the other! A mazing eh?! **WARNING:** Incorrect pressure applied, could be quite dangerous, sending the sweet flying and could take out someone's eye! Not so Lucky after all!

Well..., as my speaking clock squawk out "It's 2 o'clock AM", and some extremely crap programme appears on the TV (it's so naff on the box these days... it's almost worth getting a B.S.B.!!), I better sign off. See ya, old beans...

Onn. *** SEC FOOTNOTE!**

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EDITOR *Onn Lee*

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WRITERS *Marc*

Foord, Dan... the Man, LeeLee, Tai Ono.

* SPECIAL THANK & SUPPLIERS

Tsuyoshi Yamashiki (Japan), Console Concepts, Megaware, plus various magazines: Monthly PC Engine, Beep! Megadrive, Marukatsu PC Engine, Megadrive Fan, The Super Famicom, Famicom Tusin, New Computer Express, etc....

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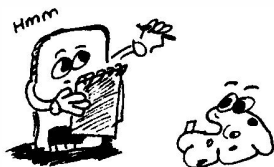
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The Brains behind Electric Brain

Onn Lee: Aged 23 and work in a Chinese Take away. So if you happen to be passing by and feeling a bit peckish, come on in and try one of our dishes! Fav. type of games... arcade adventure with a lot of action, and a touch of strategy. Fav. game - Powermonger on the Amiga - a game I have a go on a few times a month... nearly completed every island! Fav. console game - Bomber Man with four players! *Consoles owned: PC Engine with CD-Rom, Super Famicom, Gameboy. Should have Gamegear and NES compatible by the time you read this too!*

Marc Foord: As Marc lives in Middlesex, way down south of Notts, I've never seen or met him in person. The only contact I have with Marc is a 3.5" floppy disk each month with his latest games reviews. This is very suspicious don't you think!? Marc could well be an advance computer from the future, lying in wait to take over the world! So, all you people living in middlesex... watch out!!! Could be highly dangerous! *Consoles owned: Megadrive & Super Famicom.*

Tai Ono: As Tai lives in Surrey, miles from Notts, I've also never seen or met him in person. Then again, I might but not noticed as I did plan to meet him at last year's Computer Show, but he got confused about the meeting place. We waited at the Turbo Grafx-16 stand, and Tai waited at the Super Graphics stand! Only contact from Tai is by paper, by post. So, as far as I know, with the surname 'Ono'. Tai could well be related to Yoko Ono, John Lennonm the Beatles.... yes, a super star in our midst! Alternatively, he could well be an advance alien being, lying in wait, to take over the world! *Consoles owned: PC Engine with CD-Rom*

Dan... the Man: Dan lives up the road from me... quite a distance if you are unfit! Dan's surname is actually Waplington... but enough about that!? Also known as Danrius 'cos he's fav game is Darius (and Salamanda). And he is an Accountant!! Yes!! You read right - this psycho- satan-chaotic-death machine is an Accountant!! Never mention numbers to this guy, or he will bore you to death!! Dan is a real shoot'em up freak - No alien scum is safe if Dan is at the driving seat. *Consoles owned: Megadrive, PC Engine, Lynx, Gameboy and soon Gamegear.*

LeeLee: Lee's surname is actually Hughes, but as 'Lee' is such a great name, like New York, they named him twice!? Lee is also known as Scum by his friends... but I won't write down what his enemies call him! Lee is currently unemployed, but hoping to become chief taster of Walker's crisps.... or KP's, although he can't handle the latter's 'Satan Flavour' Space Raiders! He is also a right lucky buggger when it comes to games... if it wasn't for his size, we could easily mistaken him for a halfling! *Console owned: Lynx.*

THE E.B. QUIZ

Are you cool enough to own a games console? Do you know what to do if something goes wrong? How good are you at games? All this and more will NOT be revealed by answering these questions, but what the heck!?

Once you've answered the questions, check out your ratings at the end!

Q1. You are driving in your car, and your friend in the passenger seat pulls out his Atari Lynx, and decides to plug it into the cigarette lighter. Do you...

- a) Let him play the Lynx from the Car's power.
- b) Shout in his lug-hole to stop as it'll drain the battery.
- c) Noticing he's not wearing the seat belt, you slam on the breaks, sending him through the windscreen!
- d) Beat him up, while still in control of the car!

Q2. The most hyped and coolest game appears in a shop before any one gets it... but they only have one copy and it costs a bomb! Do you...

- a) Pay the asking price.
- b) Play and complete the game in the shop, and buy in when it comes down in price.
- c) Bribe the shop keeper, saying you have a photo of him with his neighbour's wife!
- d) Beat him up, and steal the game, discreetly!

Q3. A guy offers you a Neo Geo for £100. Do you...

- a) Buy it of him, and then buy all the game at normal price!
- b) Don't buy it, get a Megadrive instead.
- c) Haggle with him, and buy

it, then sell it at £250 to some plonker.

- d) Kick his head in, take the Neo Geo, steal his wallet, and sell the machine to person (a).

Q4. A man in the street offers you some pirated cartridges for a fraction of the original price. Do you...

- a) Past him by.
- b) Buy a few games, then contact Fast to claim your £1000.
- c) Bribe the man to get as much software as possible from him, then contact FAST.
- d) Beat him up, take all his software, his wallet, and report him to FAST.

Q5. You are playing your Gameboy on the train, when you notice opposite you - a beautiful female playing Tetris on her gameboy. Do you...

- a) Ignore her, and continue playing.
- b) Ask her if she wants to link up for a double game.
- c) Forget the gameboy, and try to chat her up, and make a date....
- d) Pull the emergency chain, and use the toilet when the train has stopped.

Q6. You enter your local shop, and they are giving FREE GX4000 machines with every GX4000 game bought! Do you...

- a) Take up the offer and buy a GX4000 game.
- b) Haggle with the shop keeper to include the entire collection he has in for the GX4000 too with the machine.
- c) Haggle with the shop keeper to give you a couple of free MD game instead of

THE MUSIC COMPO!!

Firstly, to enter this month's compo. you must have this month's music tape.... either, you got this free with this issue (you'll lucky!), or if you didn't, send a blank C60 plus return postage and I'll duplicate it for ya! Soz, I haven't enough tapes!

Anyway, listen to side 'A' and determine the name of the game from which the music comes from. One of them you most likely won't know - the 8th tune of 9. This is from Namco's 'Return of Ishtar' - we want you to name the tune it is based on! Once you've indentified them all, write 'em down on a postcard (letter, whatever) and send it to the normal address as usual. First correct answer out of the bag, will win a mysterious prize... so mysterious, I don't know what yet!!

Here are some clues, for all you tone deaf people...

1. Konami shoot 'em up
2. Sega's most well known game
3. Not very clear Slimer
4. Don't stand behind this ironbird
5. Prequel to the Ultimate beat'em up
6. If you get this wrong.... you should be drowned!!
7. Dan's favorite game!
8. Not 7, but '10', or Torvil & Dean.
9. I don't want to go at 12.00.



*** STOP PRESS * STOP PRESS * STOP PRESS ***

All you looking through this issue for the Music CD review of Digital Dream's computer music.... I'm afraid it's not in this issue! This is because Digital Dreams first release wasn't good enough, so they recalled the CDs back to be redone for better quality stereo sound.

DD promised me a tape of the final version before they got round to duplicating the CDs, but failed to send me it. The bloke producing the music seem to have disappeared too. Until I can get hold of him, the CD review will appear, if and when I get the tape/CD.



the GX4000.
d) Smash up all the GX4000s in the shop!

Q7. Just after a year, your console blows up! Do you...

- a) Get it repaired by a repair firm, and pay the repair bill.
- b) Find someone that has recently bought the same machine, swap casing etc.

and return knackered one to the shop for a replacement.
c) Buy a spanking new one, change casing etc. and return knackered one for a refund!
d) Get a pair of pretty poly tights, put them over your head, borrow a swan off shot gun, and ask the shop keeper at a console shop to replace your knackered machine! Shop keepers can be very generous!



Well! if you have more of the following then...
A's - Then you are too boring and should not be allowed to own a real console... stick with the ZX81 or the Game Watches. You must be loaded too...
B's - You're on the borderline - more games playing in the early mornings should bring you up to cool gaming standards! Try some Satan flavour KP
C's - Yep! You're the sort of cool dude that knows how to handle a machine!!
D's - Well... What can I say... maybe you should consider going into the wrestling profession as playing video games have really passed you by!!!

THE RESULTS

SUPER FAMICOM NEWS

Not much happening on the software side for the S.F. that's new to report, so here a few rundowns.

Capcom's Chohmakaimura (Super Ghouls 'n' Ghosts) has been put back to October 4th, and this mega 8meg cart. looks superb! Although I've only seen pictures of the first two levels, they look really terrific.

Konami's next game - Castlevania, also on 8meg cart., should be available on October 25th, and again, this



looks mega. The game follows in the same style as it's previous versions as you control the whip lashing warrior, in a massive arcade adventure. Like Indy, he can hit creatures with his weapon, or lash it onto something, and swing across pits, etc. He can also gain extra weapons along the way like fireballs and knife... and like previous versions, there are some devious traps to negotiate, and very nasty nasties including some giant

bosses like a mega golem, double headed dragon and snaking medusa. The game also features some great effects to show off the Super Famicom... like screen rotation like you've seen on Goemon, plus superb scrolling backdrops which curve around at the sides like looking through a crystal ball. A Must!

Joe and Mac, or Caveman Ninja should be available in October, and should be one of the top games for the S.F. judging how popular the coin-op was. I can't wait.

SHOOT'EM UPS

If it's horizontal shoot'em ups you're after, then there's Phalanx by Zoom. The game is a conversion from the X68000 machine and looks very much like Area 88 but with futuristic space crafts and robots. As yet, no release dates.

Another game with the look of Area 88 is Jaleco's Super E.D.F. (Earth Defense Force). This should be out on 8meg cart., and released on 25th October. Both games features a host of collectable weapons along the way, with multiples and big boss ships to blow up. Could the latter be the first S.F. game from Jaleco worth getting?

If it's vertical mayhem you're after, then Toei Animation are to release Raiden Densetsu on 8meg cart. for the SF. The game's



THE ABSOLUTELY EXCELLENT CONVERSION OF JOE & MAC (NINJA CAVEMAN) BY DATAREAST TO THE S.F.

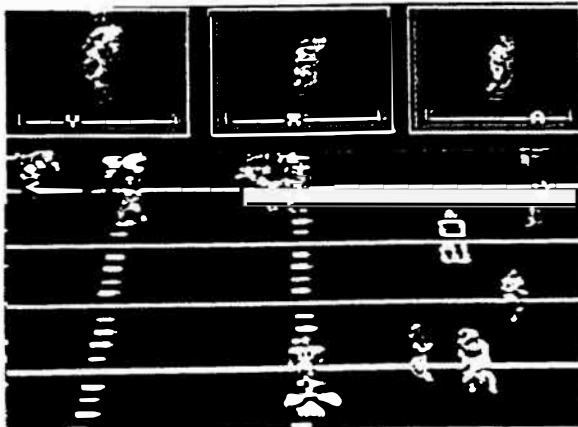
already out on the MD (see review) and in production for the PC Engine. The conversion is quite novel, as it could have a two player option - if this does happen, then the game will sure slow down judging by the MD version of how many sprites are on the screen... so much so it flickers! The game also features five difficulty levels - Easy, Semi-easy, Normal, Hard and Pro! Out around October.

From HAL Laboratory Inc. is Hyperzone on 8meg, a 3D shoot'em up coming out end of August. The game is like Buck Rogers as you zoom 'in' screen blasting all manner of space craft that fly towards you, and so forth. The game doesn't look too good, but then again, if it's like F:Zero with the wicked speed, it might turn out to be quite playable.

Football: Footie fans waiting for Pro Soccer (Kick Off 2) won't have to wait long as it's set to come out on 20th September on 4meg Cart. The game looks very much like the Amiga version apart from the names of the players, and the countries written in Japanese! The cart, has backup-memory, so you can save/load positions playing the World Cup, etc.

Imagineer must be loaded with dosh, what with snapping up Populous and Kick Off 2, and now has also picked up another EA game, John Madden's Football... yep! that wicked American Football game that's on the Megadrive, which was voted Genesis game of the year by America magazine MegaPlay. As you might expect, the game will be identical to the MD version and should be out around November.

November see another footie game for the S.F. called Super Cup Soccer, although I haven't



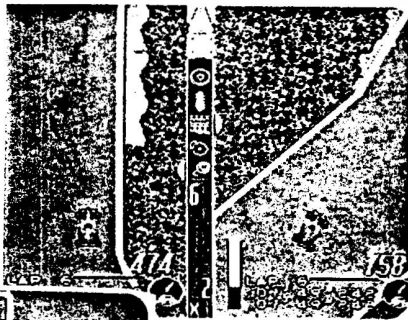
JOHN MADDEN'S COMING TO YOUR S.F. FROM IMAGINEER!

SPORT

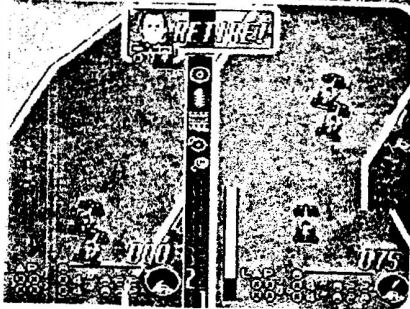


KOEI'S STRATEGY WAR GAME... WITH ACTION

seen any screen shots of the game. Human's Super Formation Soccer is set to be out in December on 4meg cart. As mentioned before, the game's



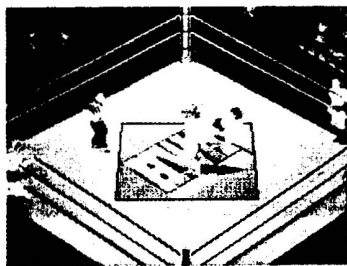
F1 Race... Two player action like F1 Circus.



like their engine version but view more 3D. How it plays will be worth waiting for, as 3D soccer games have never worked on computer.

Wrestling: As for their Super Fire Pro Wrestling, it's also very similar to the engine version, and will be 8meg cart. - out sometime November. Whereas the engine version had 16 wrestlers to choose from, the SF version will have 20, and the tag team matches will still be present, although ofcourse only two players can play!

Tennis: Sooner than all the above, and should be available as you read this, Tonkin House's Super Tennis, on 4meg cart. will be out end of August. Been a fan of com-



S.F. WRESTLING FROM HUMAN

puter tennis, this should be a great game, especially as it features singles and doubles matches, several types of surfaces, ballboys (and/or girls?!), and the characters react to calls... when the ball is called out, "YEAH!" appears over one players and "NO" over the other!, plus other nice touches. As the characters are based on famous tennis

players, I wonder what the character based on Mr. Super Brat will shout out?!

Motor Racing: One of the best driving games on the PC Engine is F1 Circus by Nichibutsu... although viewed top down, it's extremely fast and just as difficult as the real thing. However, it's main let down was it was only a single player game. But now Naxat have stepped in for the Super Famicom and are to produce a similar game, but split-screen (down the middle) so two people can race at the same time! The game is called F1, although this is only a provisional title. No release date.

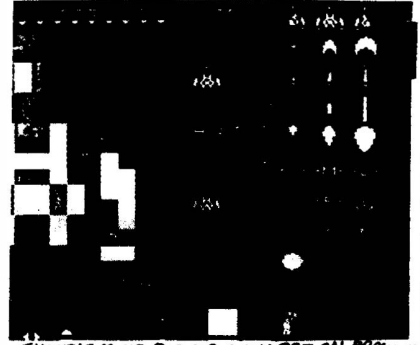
Oh Yeah, before I end, Seta have a number of games in the works... a RPG, a Racing game, and an action game.

The RPG game is similar to Galeen (Eden) with no actual arcade fighting involved. The racing game called F1 Fastest Heat doesn't look very spectacular - looking more like

Pole Position with small cars, and very likely play like F:Zero, and the arcade action game - Nosferatu, looks the best of the bunch as it's very much like BrOrder-bund's ace platform game Prince of Persia, with super graphics. All three game will be on 8meg cart.

FAMICOM & GAMEBOY

Although the main companies are producing games for the Super Famicom, the normal Famicom have some ace stuff coming out for the machine too. One such game of such is a shoot'em up construction kit on 1meg cart. set for 13th September. The program is like Palace's



SHOOT'EM UP CONSTRUCTION SET ON FAMICOM

ace and has a two player option too!

On the Gameboy front, the company to watch out for is Konami again. With Castlevania II and Nemesis II already out, another sequel game will hit the GB from Konami - that of the Turtles,

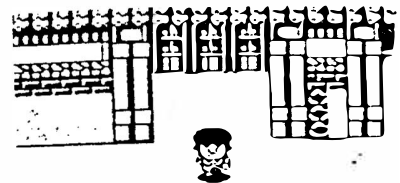
T.M.N.T. 2 which should be out around October. The game will be similar to the original game - a side on action adventure, and feature the four heroes in action. Hopefully it'll be a lot tougher!

THE FOURSCORE ARE AGAIN OUT TO FACE EVIL!



construction kit as you have different editors which when put together can produce simple but playable games. Games like Galaga '88, Galaxians, and so on are suppose to be very easy to produce. The program contains graphic editors (map, sprites, characters, etc.), sound editor, control, and so on.

From Konami, there's a wicked vertical shoot'em up called CrisisForce for the end of August. The game looks well



GOEMAN ON THE GAMEBOY!

Another Konami release will be Gomon the Warrior. Yep! The same guy as the hero in Konami's recent Super Famicom release. The Gameboy looks real neat, and if it's half as good as the SF version, should be worth getting!



THE HEROES IN THE HALF SHELL ARE BACK!

MEGADRIVE NEWS

Next Sega release, at the end of August will be Jewel Master on 4meg cart. - a multi-level arcade adventure in the Rastan Saga theme, but instead of a warrior armed with a wacking axe, your master can launch fireballs from his mystic hands... which can power up to whopping size like the Darius wave weapon! The game has you travelling through forests, deserts, caverns, etc., and attacked by all manner of nasty creatures, including a rare white tiger, zombies, skeletons, kaktus that bites your legs, firey Phoenix and giant demon creatures. Looks mega.. and must follow the line of shinobi games on the MD.

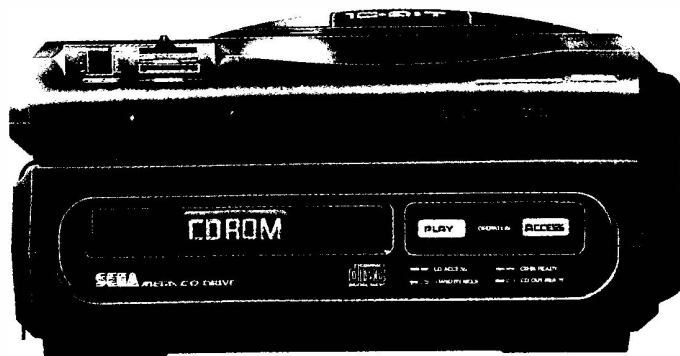
The game I've been waiting for - UPL's horizontal shoot'em up - the english title I still don't know of, will be out this September on 8meg cart for the MD. The game looks real mega, and UPL have done an amazing conversion, as the screenshots are awesome, with great backdrops and zillions of sprites on screen - hopeful-



UPL'S GREAT LOOKING SHOOT'EM UP.

ly they won't flicker or slow down the game!! But not only that, the game features a two player option too - OR a one ship option with the second player controlling the gun sight. I can't wait!

CD-ROM



SEGA'S MEGA-CD - SHOULD BE OUT ON DECEMBER 1ST.

With Sega's CD-Rom add-on coming real soon, what can you expect for the system?

Firstly, there's a strategy war game based on oriental japan like Nobunga's Ambition on the Gameboy.... ermm.... I'll skip that!

Then there's Lunar - the Silver Star from Game Arts - which is a Role Play Game... well... yes!? Plus 3x3 Eyes from Sega... which is another RPG..... Detonator from Hot.B which is an Adventure.... infact, apart from Wolf Team's arcade Adventure - Ernest Evans, the other

games currently in production are RPGs or Adventures. So, if and when Sega does release the Mega-CD, it's not really worth buying until quite sometime later when more arcade titles appears, or other games appear

out for the US or UK... or the japs decide to include english in their CD titles!

Taito

Taito has two games coming out soon. First is a vertical shoot'em up called Master of Weapon, set for 27th September. As

shoot'em up goes, it looks like any that Taito have done - As you take control of a space craft - fly up screen, blow up everything, collect the colour icons for power-ups and destroy the big boss at the end. The other is Runark or more known as Growl in the UK, as you play an Indy like character bashing the heck out of everyone in sight using anything he can get his hands on from hand combat to whip, gun, barrels, and rocket launchers. The coin-op has a two player option and you can guess, it's not implemented here! Coming out 15th November. Personally, I though the coin-op was crap, the conversion looks even worst!

Pinball



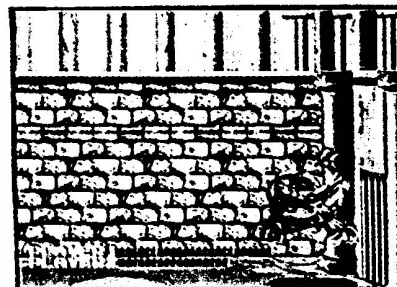
TECHNOFT'S ACE CONVERSION PINBALL GAME.

Best looking MD game is Technosoft's conversion of Devil Crash - the pinball simulation. The team have redesigned the sub-tables, which now features some of the best, not to mention devilish backdrops seen on the machine. There are six sub-tables in all aswell as the 2-3 screen long main table. Looks real awesome, and should be a lot better than Dinoland - out in October.

Fighting

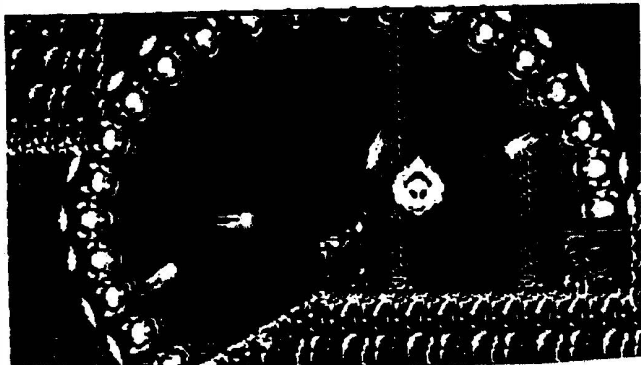
When the MD came out, there weren't many fighting games for it - especially the one-on-one variety like Street Fighter. But since then, there have been Fatman, Kagiki, a couple of wrestling game (if you count them) and Street Smart, but soon there will be three more... well.. two and a bit.

From Treco, there's Fighting Master out for

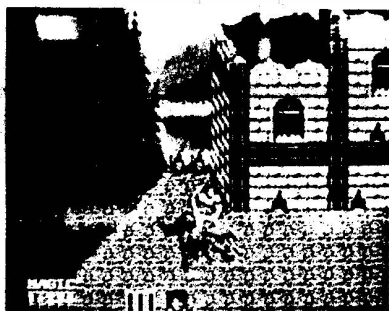
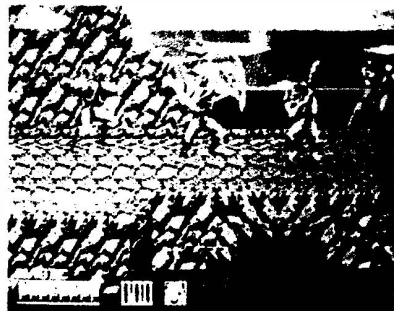


TRECO'S FIGHTING MASTER.

October. This is very much like Fatman crossed with the coin-op Fighting Fantasy, where instead of normal humans battling it out, you have wierd creatures aswell including a dragon, medusa, werewolf, and a carnivorous plant. As you might expect, each have their own special moves... looks good, but Treco aren't known for



LEFT: THE FIRST CD-ROM ARCADE ADVENTURE FROM WOLFTEAM.



BELOW: MD GOLDEN AXE 2 THE SEQUEL LOOKS MORE OF THE SAME!

Shooting

My favorite game, as most of you regular readers will know on the master system is Fantasy Zone, and the new version - Super Fantasy Zone for the Megadrive will hit the streets in November on 8meg cart. Strangely, the game is not been produced by Sega, but Sunsoft. Whatever the case, it looks great - very cute and colourful, and if it's anything like the 8-bit game, should be worth forking out for.

More Sega license comes from CSK who are converting Galaxy Force II for the MD on 8meg cart. I never thought the game could be converted to a home system properly, but the MD version doesn't look too bad. Ofcourse, it's unlikely to be 100% accurate without the hardware of the coin-op, but if the 3D and speed works well, G.F.II should be worth getting.

One wicked looking horizontal shoot'em up is one

producing great games!

From Telenet/Riot is Beast Warrior, and this is similar to the above with monsters fighting other monster, but viewed in isometric - out for September/October. A strange touch to the game is that, you can merge two monsters into one to create your own new monster with attributes of each!

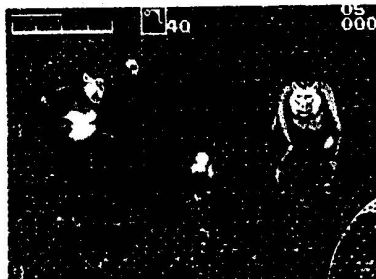
The third is one from Taito, although looks more of a beat'em up arcade adventure. The graphics are real wacko, with fat samurai's, giant size red demons, flying birds etc.

Sega. The game is a conversion of Capcom's coin-op, but as the title suggests, it's slightly dif-

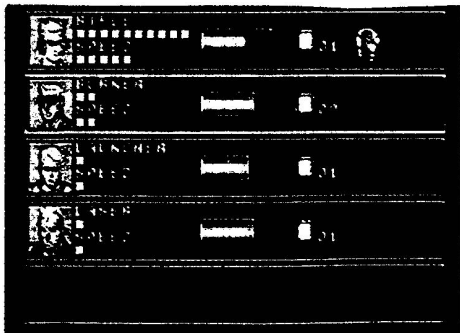
ferent from the arcade machine. For one, it's only single player (booo!) and it features tents, where you can find a girl who offer you extra items like first aid, power-ups, etc. and you get a choice of characters each with dif-



JEWEL MASTER - OUR HERO FACES THE PHOENIX



CAL.50... OUR HERO FACES TO GIANT MONKEYS



MERCS II... YOU HAVE FOUR HEROES THIS TIME WITH DIFFERENT ITEMS.

Look good, but no release date.

WAR!

Mercs II - will be available end of September from

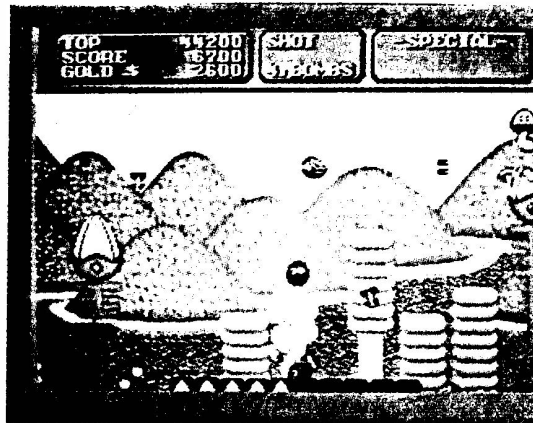
ferent strengths and weapons, plus some other extra bits. On 8meg cart.

Another war game is Cal.50 on 8meg cart. coming out in November. The

conversion looks rather poor with chunky graphics and very little detail - almost like an Atari ST game! The game's also single player again!

RIGHT: MD VERSION OF SUPER FANTASY ZONE!

from Hot.B coming out in December, where you control a bird of prey, in a P47 style game.



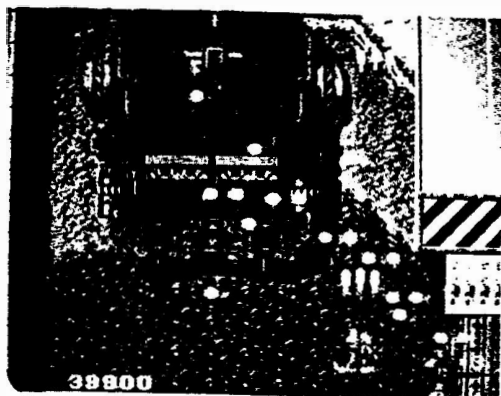
PC ENGINE NEWS

THERE have been no new significant hardware announcements from NEC this month 'ish - quite rare for them,



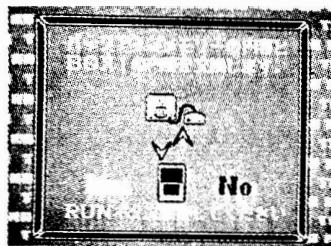
HUDSON'S BACK-UP MEMORY CARD.

backup unit be full, and you don't wish to delete anything from it, you can transfer all that to the new card, thus you can wipe off the CD-memory... and save more to it. Out on 6th September at 3880 Yen.



RAIDEN - SOON TO BE CONVERTED TO CD-ROM.

ON the software side, there's not a lot of new announcements either. With the new Super System Card and Engine Duo (first called the



although I forgot to mention Hudson's "Tennokoe Bank" card. This looks like NEC's new Super System Card with that extra 'hump', but is a backup device. If you have a backup unit like Hudson's Tennokoe 2 or CD-Rom interface, whatever is stored in memory, can be stored/transferred to/from the new card, which has four times the memory. What's it used for? Should your CD memory/

Rom Engine) expected to be launched around autumn (the Super Rom2 is not expected until next spring!) several companies have decided to produce games for the engine on CD-Rom using the extra memory. Several games like adventures and RPGs are been produced based on cartoon characters and stories, including Silent Moebius... a famous Japanese comic (and

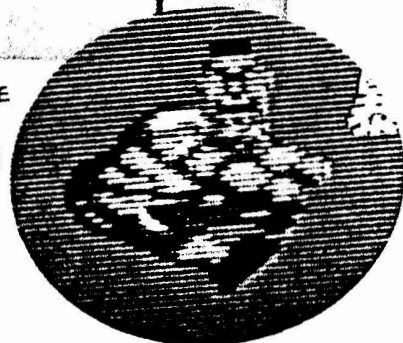
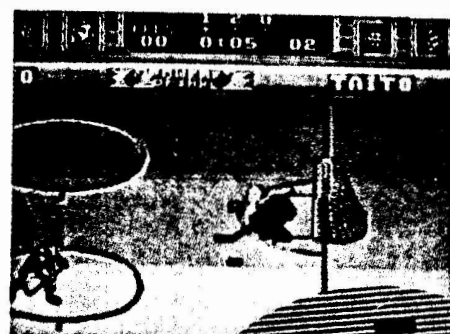


TAITO'S HIT THE ICE, ICE HOCKEY GAME!



video) about futuristic police patrol with young female heronines. From Hudson, there's a great looking RPG called Dragon Slayer which follows the same Japanese RPG format with great graphics similar to Ys. From Riverhill Soft, there's Prince

of Persia - which is a conversion from the Japanese PC version which features better graphics than the Amiga/ST one. Out in September will be a saucy mah jong game featuring some sexy girls to play against... hmmm... I think I'll order this one!! For side-on robot arcade action, there's Browning from Riot/Telenet which looks extremely good. For shoot'em up freaks, there's Raiden Trad... already out on the MD and soon to be converted to the SF too. The game's wicked on the MD, and hopefully, good on the engine - sound should be anyway! Plus Hudson's wicked shoot'em up featuring Bomber Man and an advance version of Populous.



Pinball:

When it comes down to pinball games, the engine sure out do the competition even though there have only been two, and both from the same company - but latest pinball sim. to grace the machine will be from FACE called Time Cruise

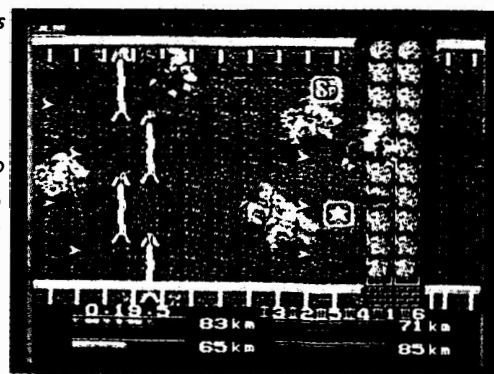


Moebius - THE MAGAZINE!



LEFT: MOEBIUS THE CD-ROM VERSION ON THE ENGINE.

RIGHT: NAMCO GREAT LOOKING HORSE RACING GAME.

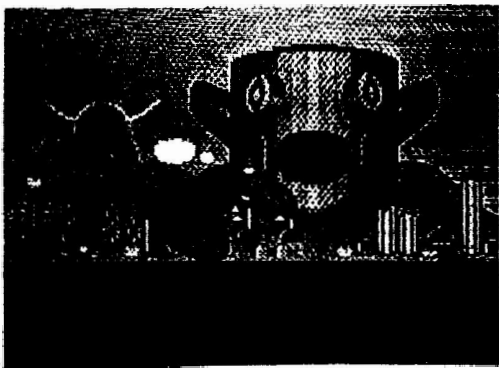




BROWNING - CD-ROM ARCADE ROBOT ACTION.

II. The game looks more like a tradition table instead of a 'theme' ones like Devil Crash or Dino Land, but the main area is made of bricks. The table is several screen large.. about 7 screens in all! And then there are addition bonus tables which are rather out of the ordinary. A strange feature of the game is it's optional control method. This will let you configurate the controls to use 3 joypads! One pad is used to start the game, etc. and the other two to control left and right flippers. This is so you can put the latter two pads on the sides of your table so it 'feels' like you're playing a real pinball table, although

nudging the table won't be much use!! Time Cruise looks real ace and could challenge Devil Crash's throne, out around October on 4meg card.

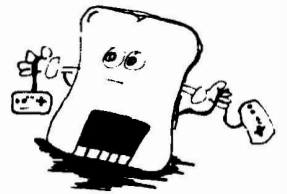
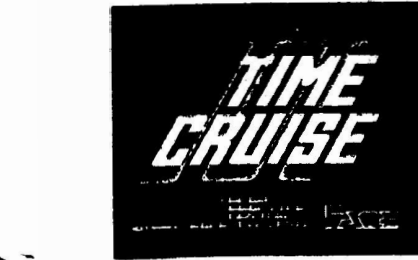
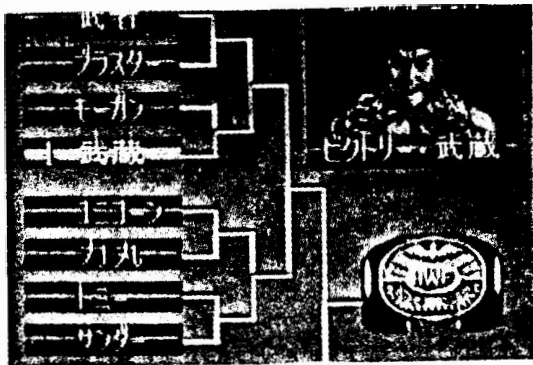


SPACE FANTASY ZONE - ATTACKED BY A BOSS!

Arcade Adventure! RPG:

Valis fans can look forward to Valis IV which should be out late August. The game will be more of the same, and like III will feature three characters to switch be-

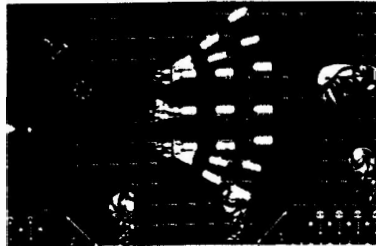
HUMAN RETURNS WITH SECOND BOUT!



tween, although this latest saga features some real detailed and large enemy characters... looks ace!

Fans of Hudson's Neutopia will be delighted to hear that the sequel - Neutopia II will be available late September on a whopping 6meg card with backup ram! The game is very similar in style to the original game but bigger, more weapons, etc..

Brain Grey's first game for the engine - Efera & Juliora, will be a wicked looking RPG on CD-Rom. The game is similar in style to Ys as you wonder around killing things with your sword, so partially playable! A novel touch is, it should include a two player option, so yourself and a friend can go around hacking nasties together! As yet, no release date.



ZERO WING... Soon ON THE ENGINE.

Sport:

Also set for late August is Human's Second Bout, their sequel wrestling game, and this looks to be worth checking out. Hopefully, they have made the single player option easier to manage. A nice touch this time is, you can have all four players at each other's throat in a tag team match without having to return to their posts!

Taito's Hit the Ice, Ice Hockey game should be available in late September and looks to be one hot game not to be missed, as it contains a sheer lot of violence! You can shoulder barge, hit your opponent with the stick or trip them up, fight with your fists, and even kick your opponent in the crown jewels!... not to mention the creepy octopus that sometimes appear on the ice and lunge for your legs!! Forgoet Speedball 2. Hit the Ice looks the biz!

Namco's Horse Racing game will be out late September, and this is another worth checking out, especially as there's a four player option... nothing like a multi-player game!

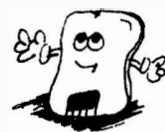
Shooting:

After the rather nifty conversion of Zero Wing by Toaplan for the Megadrive, Naxat will release their Engine version on CD-Rom in September. From the screen shots, the engine version looks very much like the MD one. Although Naxat haven't produced a great deal of good games, they seem to have improved, especially with their last CD-Rom shoot'em up Spriggan which we still cannot get hold of a copy even though it's suppose to be released in japan in July!

There are a couple of new horizontal shoot'em ups in the works but, neither look any good... one looks really crap and on 2meg card!!!

More on these next time... if ever!

NEC's Fantasy Zone/Space Harrier game should be out end of september on CD.



NINTENDO GOES WIDE BEFORE IT GOES COLOUR

GAMEBOY II ?!

Nintendo's Gameboy is getting a run for it's money of late, what with all the colour portable machines now available - Atari with it's Lynx (Lynx II), Sega with their Gamegear, and, not much of a competition in price, NEC's GT. Therefore, Nintendo really need to upgrade their machine to a colour version.

Although Nintendo have been considering a colour gameboy, they say that, a new model with a wider screen has priority in development... so watch out!!

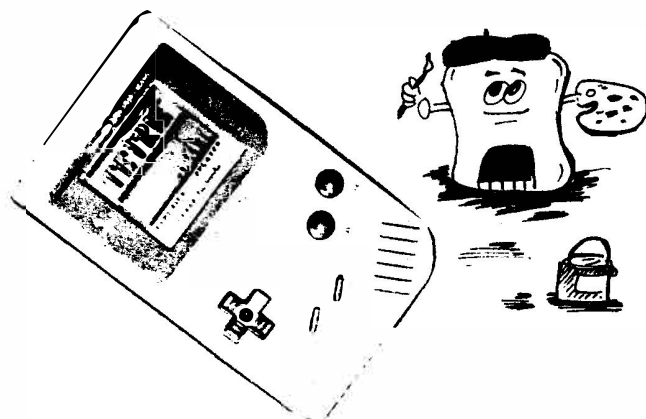
There are no leaked details about a colour gameboy in the works, but it's been said that Nintendo will not develop one until a suitable 'chassis' is designed to allow at least 10 hours play on 4 AA batteries while retaining it's original compactness. As you know, all the current portables take 6

AA batteries and only last around 3 hours!! They have said - a solar power panel to assist the batteries could be used!

The main problem is the colour screen as it's very power consuming, but Sharp confirmed that Nintendo's specifications for a new Gameboy is possible.... will

we see a joint venture between Nintendo and Sharp I wonder with the Colour Gameboy? The two companies have already joined up before to produced the SF1 - the Colour TV/Super Famicom combination.

More on this in next issue!



MEGA-CD TALK

Latest information is that the wicked MD vertical shoot em up Alesta will be coming out on the Mega-CD! This is the first shoot em up to be announced that will be converted to CD format, and should be one hell of a game if it uses all, or even half of the specifications of the Mega-CD. Unfortunately, there's no release date for the game... well filling up 540 megabytes takes some doing!!

8-BIT ADAPTOR

As we mentioned some time ago, Nintendo aren't going to produce a 8-bit Adaptor for the Super Famicom (SNES) because of the costs, but there is no stopping third party companies producing one as all the hardware required is in the SF already!

MD COMES ON DOWN

The official Megadrive could drop in price to £99 before the end of the year is up. This is because, it's believed that the french are to drop their price to the equivalent of around £100. This is certainly a wise move, because imported Megadrives can be bought for less than £100 now, not to mention at half that price in japan! This shows how much money Sega or the retailers are

making on an official machine!

Personally, I can't see why any one would buy an official machine in the first place - it's too expensive, slower, (unless you are using it on a PAL TV instead of scart/RGB), and require an adaptor to run japanese imported games - which usually appear first and sometimes a lot cheaper!

CONSOLES BITES THE DUST

Two of the newest games consoles, Amstrad's GX4000 and Commodore's 64GS are selling for £19.99 and £29.99 respectively at Dixons! Both were launched around a year ago at the European Entertainment Show... and as usual, both companies expected big things from their machines - but no one else did!

Why Commodore and Amstrad ask the public

what they wanted as a console instead of going straight in and produce a naff machine is any ones guess! Surely, neither companies made any money from their machines?

Incidentally, the 64GS is a worthy buy if it drops further in price and you're hoping to get a Neo Geo, as the 5 volt power supply can be used with the 24-bit machine without resorting to the jap. converter unit.

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OPEN FORUM

Got a problem, make an opinion, or anything at all. write in and shout out your view in this section.

3 Questions

1. Is Valis 3 Any good? Is it worth Buying? And which version is the best to get, Megadrive or Engine CD?

2. When will the "New Design" Atari Lynx 2 be officially available in the UK?

3. Is there such a thing as an adaptor to play Turbo Grafx 16 games on a PC Engine? If there is, where could you get one from? And how much? And would the games then have english text?

Wayne Rees, Mid. Glamorgan.

1. Valis 3 is a very good arcade adventure... not as good as say Ghouls 'n' Ghosts, but if you've played Valis 2, is more of the same although more tricky and require some thinking get pass certain areas. When it comes to gameplay, both are the same, but the Engine CD version has of course a better soundtrack, extra speech and animation scenes, 'cos of the extra storage of the CD.

2. The Lynx II is already available - try Argos, who now sells them, and at quite a low price too. It's suppose to have a backlight switch so you can turn it off, so prolong battery life. In fact, I may consider getting one... although I'm getting a Game Gear and a NES-compatible... so skint!

3. As far as I known there is NO adaptor for the Engine to play TG-16 games on it. However, I have heard that some guys in New Zealand have managed to convert the American TG-16 so that it will run japanese Engine cards aswell as US ones, but NOT the other way around.

TAPE OFFER

* 'ld James Dobson have yet again produced a music tape (Does this guy ever get to sleep I wonder!). This one however, is a Megadrive one... it contains Thunderforce III, Musha Aleste, John Madden's Footie, Alex Kid, Strider, DJ

Boy, E-SWAT, Shadow Blaster (Shiten Myooh) and Shadow Dancer! So if you want it, send £2.00 to him at: 65 Highstreet, Burnham-on-sea, Somerset, TA8 1PD.

Incidentally, me and Dan decided to do our own MD music tape, but when we recorded Streets of Rage, we found that it took one whole side of a C90 tape!!

IT'S A PARODIUS

On Parodius for the gameboy, if you obtain a smart bomb etc. you have to use it right away it seems, is this true? In your mag. for Jap. carts, it might be a good idea to mention what does what.

R. Blackshire, Herts.

It's a long time since I played the game, and I didn't keep it - skint! However, I believe you do need to use them right away for the Bell items, however, you should have a smart bomb available by collecting the pods to light the item in the normal weapons bar, and use this whenever you like.

We try to explain all the necessary controls, but most are obvious. Some games would take up a couple of pages to explain!

GAME HIRE

Several people asked if I still hire games... unfortunately, I don't do it any more because it didn't go down very well, and there are already a few places that hire games, namely Megaware.

THE MAN RETURNS...

Dear E.B.

I see that a new company advertised in issue 21 called Megadtronix, has the same address as Darren Pottage. If it is him.... OI! You B*****D you owe me a C90 audio tape + 80p + interest for the MD music tape I never got.

James Dobson, Somerset.

Yep, it's the same person. All letters, complaints, and so forth should be sent to Mr. Pottage and not to Electric Brain.

COIN-OP MANIAC

1. Will any of these coin-ops

be converted to either the engine or megadrive:

- a) Bells and whistles
- b) Midnight Wanderers
- c) Caveman Ninja
- d) Jumbo Ozeki Super Masters
- e) Major Title
- f) Euro Champion Football
- g) Gryzor

2. When is powerdrift coming out on the Megadrive.

3. Can the megadrive display 80 or 64 sprites on screen and does it have 10 or 12 channel stereo sound.

4. Does anyone have a cheat for Atomic Robotkid on the engine. Call me crap, but I can't get past Act 18.

Darren Ash, Somerset

1. None of the titles you suggested are likely to appear for either consoles.

a. Already out on the 8-bit Famicom.

b. You must be joking! Possible chance for the Super Famicom.

c. Out soon on Super Famicom.

d. Not likely.

e. Not likely

f. Not likely

g. Too old. Get a NES!

2. As far as I know, there have never been any plans to convert this to the MD!

3. I could find out... but what the heck... does it matter!? If it flickers, it's got too few sprites, if it sounds good, it's good enough sound channels!!

4. You're bloody CRAP!!! Can anyone help?

IS THERE A PAL AROUND?

1. What machines do you now own?

2. How much will it cost for back issues 1-12?

3. Where do you know the best supplier of PAL Super Famicoms in terms of price, picture quality, and best price games?

ps. Do you support a football team?

Alan Wong, Manchester.

I currently own a PC Engine with CD-Rom, Super Famicom, and a Gameboy. I hopefully should have a Gamegear if it ever turns up from Darren Pottage, and I have recently ordered a 8-bit Famicom/NES compatible

from D.A.C. which runs UK. US. Japanese and asian carts! I decided to buy the latter as there are quite a few good games of the 8-bit not available for any other system - namely Megaman, software by Rare design, etc. I also have 2 Amiga 500s, a Atari ST which LeeLee has, a C128+drive which my friend has buy Dan is going to buy off me, and a Portfolio which I rarely use as I haven't got a RS232 serial interface to connect to Amiga. If anyone can get one cheap, please give me a ring!!! Did have a MD, but sold that... don't miss it as Dan comes round regularly with his machine.

2. Funny you ask this, as I was going to write this down somewhere. Back issue are now available for 50p each excluding P+P. Note that some issue are not available, so would require some time to produce should you want them.... namely the first few issues!

3. Personally, I wouldn't touch a PAL Super Famicom with a barge pole!! According to Colin of Console Concepts, they have some in which are working great. BUT, I suggest you fork out for a SCART TV first... it makes all the difference. As you own a MD too, it would improve it if you ran the machine through the scart and in 60hz. For example in slow PAL games, they are easy to complete, and games like Sonic the Hedgehog are rather average. Run it on scart in 60hz, and games become a lot more difficult, and Sonic really speeds up!! It's like having a new machine!!

I don't support a team, but do like watching it. If there is a team that I would support, it would be Liverpool as they are the best, although since old Kenny has left, it's not really the same. Second must be Nott'm Forest, 'cos I live here ofcourse. And third Aston Villa, 'cos I use to live in Aston in Brummy. All three teams seems to be quite well too?!!

SWAPLINE

Got something you wish to get rid off, swap, or want

something... then stick it in this section... you never know... some one out there might be able to help!

PC Engine Games for Sale. Also, Sonic the Hedgehog for sale - £25 (mint condition) Tel. Wayne on (0443) 431995.

Megadrive games for sale. Alex Kidd in the enchanted castle (UK) £14. Altered Beast £11. Super Real Basketball £14. Technocop (US) £18. PC Engine Games:- Final Blaster, Outrun, Formation Soccer, Don Doko Don £20 each. 5 player adaptor £15. 2 joypads (standard) £12 each. Everything inc. P+P. Call 0278-780796. Also Digital Champ £15. Dungeon Explorer £17.

For Sale: Megadrive (PAL) with 5 games:- Mickey Mouse, Gaires, Thunderforce III, etc. Good condition. Boxed £150 for the lot! Phone: 061-775-5168 after 6pm. and ask for Alan.

PC Engine Super GrafX (Scart), 3 games, Colour booster, PSU - £150.

Atari Lynx pack with California games, PSU, comlynx and Blue Lighting cart. - £85.

Megadrive (Scart) with pad, PSU - £80.

ALSO - Super Famicom games wanted to buy and swap - Michael on 0457 873062 or to:

37 Oldham Road, Grasscroft, Nr. Oldham, Lancs. OL4 4JD.



Super Famicom games for sale, all in mint condition. Games include: Goemon, Super R-Type, Area 88 and many more. Also Jap. mags for sale only £7.00 in good condition, all games £30.00. Ring 051-932-2594 after 5.30pm and ask for Chris...

Wanted: Double Dragon on the Gameboy. Send/phone Onn of E.B. at the usual address and tel. no. Also wanted cheap, Super Famicom version of Final Fight!

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ATTENTION RUN JAP CARTS ON YOUR BRITISH MEGADRIVE - CONVERTOR NOW ONLY £ 9.95

More Juicy Tips...

Dark Moon - Engine

On title screen, Hold DOWN-LEFT, I, II, then press RUN for Level Select, Music etc.
--Richard Gibbs, Merseyside--

L-Dis - Engine

To enter option mode. On title screen, press RUN. Select the difficulty (ie. Easy, Normal, etc) then do the following. Hold UP and press button I. Then press Right, Left, II, Up, Down, II, I, II, I.
--Richard Gibbs, Merseyside--

Robbie Bubble - Gameboy

Enter KGBJ as your password to play any level in the game.
--Tim Larmer, Surrey--

MotoRoader 2 - PC Engine

On the course select, hold down Select and press Right, Left, Right, Left. The word Test will now appear and you can hold down Select and press Right to select rounds. You can also hold down Select and II together, this makes you start with \$50,000. Press Start when you are ready. This cheat works best when you drive the car. Once you reach your maximum speed, you can go even faster by tapping II rapidly.
--Tim Larmer, Surrey--

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Errr... not too many tips this month as Tai Ono was on his Hols (Lucky sod!), so here are a few!

Shibooby Man II - Engine

Pause during play and press Left, II, and Select together to replenish life. This trick is repeatable.

Hold the II button to charge up, then jump and press Up while firing.

At the beginning of stage 7, when asteroids start to fall, go to the bottom right hand corner - it's a safety spot.

The first stage boss is easy, jump off the building. Should be no problem because you are invincible while your booster jetpack thingy is on. After a while, the irritating scrolling stops so decking the monster is a lot easier!

On stage 2 boss, the orange Michelin Man, position your ship so that it is overlapping his body and rapid fire!

Populous - Engine

Switch on, and on the Hudson logo, the bee, press Select to sort out your back up data on the interface unit or back up ram unit. Saves you from buying a system card!

MotoRoader II - Engine

The missiles can only be fired forwards and backwards. But by pressing Select you can change the direction in which they are aimed.

Adventure Island - Engine

Try password V24MW7D7Y5K63G for the HUMAN.

1943 - Engine

Pause during the game, then Up, Up, Down, Down, Right, Right, Left, Left, II, then un-pause for infinite loops in the air.

Super R-Type - Super Famicom

Ok.. quite a difficult game, especially with the awful slow downs, so here's a way to select which level to start on.

On the option screen, first select the desired difficulty (if you wish to play on PRO mode, select Hard!). Next press top Right button 9 times, then press Up 9 times! You should hear a sound! Next, exit and start the game. Pause the game, and then press top right, button A and Select together a few times until 01 appears in the bottom left corner where the difficulty level used to be. You can now choose which level you want to play (1-7) by pressing up/down, and Start to play. 11-17 will advance you up a level - if set at Hard it'll be on Pro mode!!

Sonic the Hedgehog - Megadrive

Ok. just about every one who owns the game

knows this one, so just incase you didn't here's the level select mode: On title, press Up, Down Left, Right - where you'll hear a ring. Then hold down button A and press Start.

You can also get all the gems by selecting the bonus game, and resetting each time when you collect it. Unfortunately, the cart. knows you've cheated, so you don't get whatever happens when you get all the gems properly - you're right cheatin scums to try this method anyway!

If you collect the 6 gems properly, you'll get a different ending!

You can also hold down buttons A, B, and C when you kill off Dr. Eggman and when Sonic is running along the game to see a differing ending!!



Final Soldier - Engine

Do the following on the title screen with Type of game (Normal Game), Set-Up, and/or Score, shown:

Press Left, button I, Right, Right, button II, Up, Down, Up, Down.

For the first, you'll get the level select mode, where you can select from 1-7.

On Set-up, you'll get the Music Test mode, so you can listen to the very average music from the game

And on Score, you'll get the hi-score for all three types of games.

Marvel Land - Megadrive

How about a Round Select screen? Well, you can by sticking in the following passwords:

On DIGEST type in GIL AND KAI
On NORMAL type in TRIDENT
On HARD type in THRIDENT

Fastest 1 - Megadrive

Well, if you bought this, then type in 'HAPPYNEWYEAR' in the name entry on World Champion ship!

Hole in One - Super Famicom

On the name entry, enter 'MUSIC*****' for Music Mode, where you can listen to all the exiting music from the game!!

GG Shinobi - Game Gear

For the music mode - on the title screen, press buttons A and B and Start together. The music is done by none other than Mr. Sega music master himself 'Yuzo Koshiro' - the man who did music for Super Shinobi, Actraiser, and Streets of Rage!
(Full review of this game next issue!!)

Eternal City - PC Engine

For maximum weapons - enter the following as the password:
'NAXAT SOFT MAX POWER'

Populous - PC Engine

For the music mode. Point to the monitor option, then press button II and Down-Right on pad together!

Super Baseball - Super Famicom

On Jaleco's baseball, you can control the ball when it is scaling on the title screen.. hold down the Top Right hand paddle button and move the joy-pad around.....

--Chris Mooney/Liverpool--

Super R-Type - Super Famicom

Access the Music Mode by pressing Select on the title screen. Then choose any tune, play it and fade it out by pressing the top right hand paddle button and continue pressing it until you start to make your own music!!!!

--Chris Mooney/Liverpool--

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GUARANTEED FAST DELIVERY



ALIEN STORM

Megadrive by Sega
Supplied by Megaware/Console Concepts

Marc: ALIEN Storm is a conversion of the pretty sick Sega coin-op and is basically Golden Axe set in the future.

A nice intro screen appears (two halves of a stone block smash together with the title in green letters on it) and after pressing start we are presented with the options.

There are essentially 4 game types: 1 player arcade mode, 2 player arcade mode, 'The Duel' (1 player versus increasingly hard aliens) and '1P vs 2P' (a two player fight to the death). In other words, a carbon copy of the Golden Axe set up!. Interestingly, a clever piece of programming this; you can only access 'The Duel' option if you have 1 controller plugged in, otherwise it is ghosted and you can't select it (and likewise, if you have 1 controller plugged in, you can't access the 1P vs 2P mode). Pretty smart stuff!.

There is also a demo option, sound test and the obligatory options set up. Here we can set game difficulty (easy, normal, hard), energy level (easy, normal, hard), rapid fire (on/off) and control pad

(which button does what).

All 3 buttons are used: one for 'special' (a smart bomb), one for attack and the other for roll.

When you start the game you then get to choose which of the 3 characters you play. There is a man, a woman and a robot. Each has a different weapon and smart bomb and each has it's unique strengths and weakness'.

There are 8 missions to beat and at the start of each, the object is displayed accompanied by a spooky piece of music.

The idea of the game is simple enough - kill any aliens which get in your way, make it to the end of the level and then exit to the next. The aliens vary greatly including living dustbins, zombies, flying things, killer plants and gremlins.

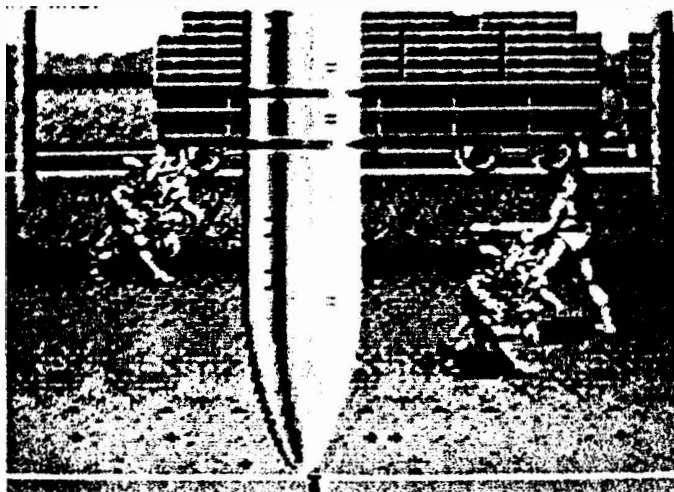
At the end of each stage there is a bonus level. There are two of these. One is a 3D 'Operation Wolf' style blast (where the screen scrolls along and you have to shoot anything which moves/jumps out at you and also collect

energy) and a horizontal, fast scrolling shoot 'em up where you have to dodge/shoot things.

The graphics are nowhere near as good as the arcade screenshots I've seen and I think more effort could have been made to make these closer to the original. The

hear. I can't honestly say that they are good tunes which make use of the MD's sound chip because they don't sound as though they are using very many of the available channels.

One major problem with Alien Storm is the difficulty level - on Easy setting I managed to complete the game on my fourth at-



sprites are all O.K but could have been better defined and the animation is fairly poor. Backdrops are, again, fairly average looking (although the 3D sections and some levels are nice).

Music is very weird indeed with some of the strangest tunes you are ever likely to

tempt which is what can hardly be described as a long term challenge. Of course, it can always be said "set the difficulty level to hard and don't use any of the 3 continues" but how many of us are really going to do that? Admittedly, the later levels do get tough (and very frustrating) but there is nothing here that any half decent gamesplayer couldn't beat (after all, I managed it!!).

Alien Storm is a good game - an enjoyable beat 'em up and a logical step onwards from Golden Axe (however, it has to be said that the quality is not as high here).

On the whole, this seems to me to be a game which has been rushed through for release as if a little more time spent on it would have made a whole lot of difference (eg tidy up the graphics, write some better sounding music and tone up the difficulty level).

Worth checking out if you are after a follow on to Golden Axe and can't wait for the sequel or if you idolised the coin-op. Otherwise, look and play first.

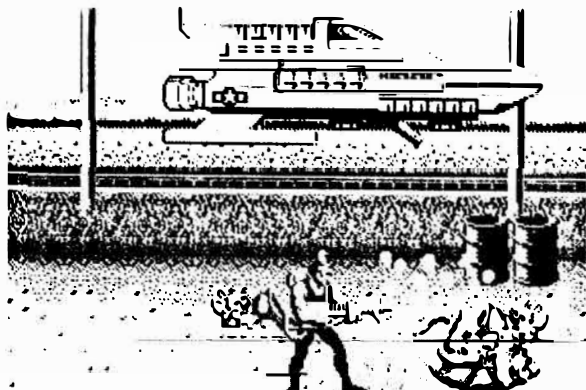
Graphics - 80 %
Sound - 74 %
Playability - 88 %
Lastability - 68 %

Overall - 81 %

cont....

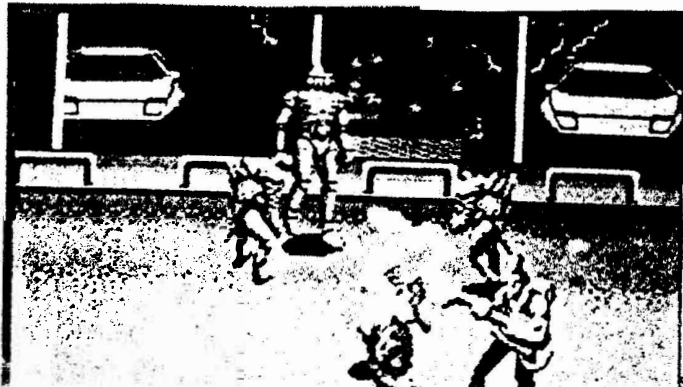


SUPER FOOT POWER!

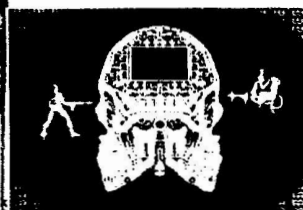


ABOVE: OUR HERO USES HIS SPECIAL WEAPON... SEND IN THE SPACE SHIP!

BELOW: "FRY-YOUR ALIEN SCUM"



BELOW: CHOOSE YOUR PLAYER MALE, FEMALE OR ROBOT



...cont.

Comment: Alien Storm

Dan: Graphically, Alien Storm is really fab. The player sprites are brilliantly animated (particularly Scooter the robot) and the aliens are equally fabalous. Some of their special attacks are hilarious.

Sound-wise, Alien Storm is pretty good, too. The music, whilst not being the best ever heard, suits the game very well, as do the sound effects. Ss what about the gameplay? Is it as good as Golden Axe? Well, I think my answer would have to be 'very nearly'. The gameplay is great, very challenging and addictive, but lacks one or two things that G.A. had. There are no creatures of any description to ride, you cannot hit the other player (good thing when playing with Dan!... *Onn*), and worst of all, your enemies do not scream when they die! These minor gripes aside, Alien Storm is a great game, and certainly a worthwhile, if not quite essential purchase.

- Visuals - 93%
- Sound - 80%
- Playability - 90%
- Lastability - 88%

Overall - 90%

Electric Brain Cool Tips no. 1



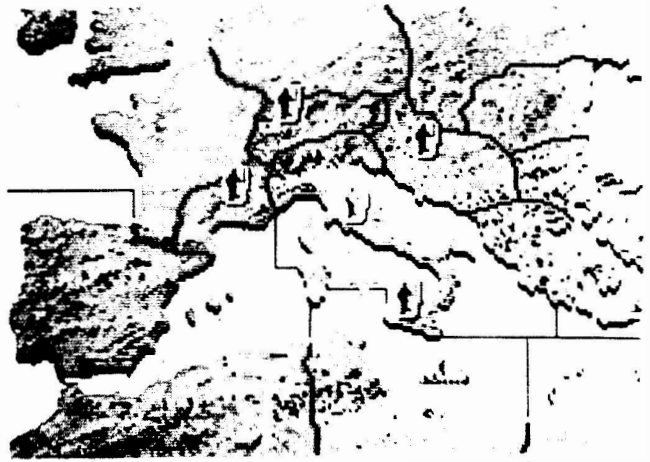
ALWAYS MAKE SURE YOU CAN HEAR YOUR GAMEBOY WHEN ON THE MOVE !!

275 B.C., A bloody long time ago, and the beginning of the Roman conquest. In Centurion, you are a young officer who must lead this conquest. You begin the game with one province, (Italia). Your goal being to take control of the remaining 26 provinces. This may be done either by forming an alliance (only for chickens!!... *Onn*), or by invading and defeating the province's army. Once a province is under your control, you may level taxes upon it, and also raise armies from the province's populace. In order to gain popularity and wealth (vital for raising armies, and also for building ships, which make invading easier) you can also indulge in a spot of chariot racing. As you gain provinces, win chariot races, etc. your rank increases, allowing to control more armies, more ships, etc., the ultimate aim of the game is to become Caesar and rule the world!

Dan: Centurion is a rather interesting sort of game. It's a sort of strategy/action game with a few RPG-type elements thrown in for good measure. At first, the game is rather confusing - the land battles seem to be uncontrollable, the chariot racing illogical, and successful diplomacy seems to be somewhat tricky, to say the least.

Stick with the game however, and everything makes sense after a while. The main emphasis in this game is strategy - battle tactics, tax levels, positioning of legions, etc. all have to be thought about very carefully. However, having said that, there is the chariot racing and naval battl sections to help break the monotony.

Graphics in Centurion are rather sparsely used (which is pretty much what you'd expect in a game of this type). The battle sections look very poor, and the chariot racing is not exactly breathtaking. Sound is put to slightly better



LET'S SEE... IF I TAKE GERMANY.... I'LL DEFEAT HITLER....

CENTURION

Megadrive by Electronic Arts - Supplied by Console Concepts

use. A very nice, atmospheric tune plays on the title screen, whilst a monotonous (but suitable) drum beat plays during the game, with rather average sound effects on the battlefield and chariot racing sections.

Overall, I would have to say that Centurion is a pretty good game - it certainly kept me occupied for a few hours. However the game has one big flaw - lastability. Once you have figured everything out completing the game takes no time, and there is no incentive to play again after completion. My advice - rent the game out for a week or two, but don't buy.

- Visuals - 60%
- Sound - 75%
- Playability - 87%
- Lastability - 55%

Overall - 70%

Onn: I haven't actually played Centurion on the MD, but have watched Dan at it... and getting wiped out by the opposition.. hahaha!! But I have played it on the old Amiga, and I have to say it's quite a good game, although I didn't read the instructions... just ploughed in... the only way to play!

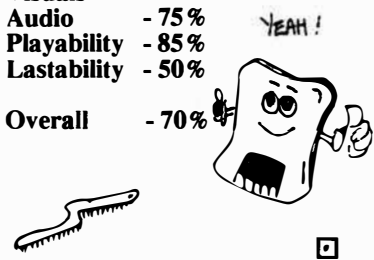
At first, the game seems rather complex, but once you've worked out the best way to defeat the enemy armies, how to control taxes,

race chariots (the Amy version also had gladiator fighting.. shame this was missed out on the MD), and so on, it becomes very playable.

The graphics are very average - but I suppose very good for this type of game. Sound is used effectively throughout, with a nice title tune, and appropriate sound effects in battle with horses charging and screaming, and steel clashing, plus the rumble of the chariots in the arena. Centurion is definitely worth getting if you are after a strategy game with a touch of action thrown in. However, it's not too difficult to complete, and unlike most strategy/war games... there's only one map to conquer... so once complete, you're not likely to play it again for some time. Powermonger it is not (*my favorite action strategy/war game, where there's hundreds of islands to conquer, and winning is difficult at times... you could easily be winning, and suddenly run out of food, or get shot by an arrow and lose the game!!*), but worth checking out if you can get it cheap or loan.

- Visuals - 70%
- Audio - 75%
- Playability - 85%
- Lastability - 50%

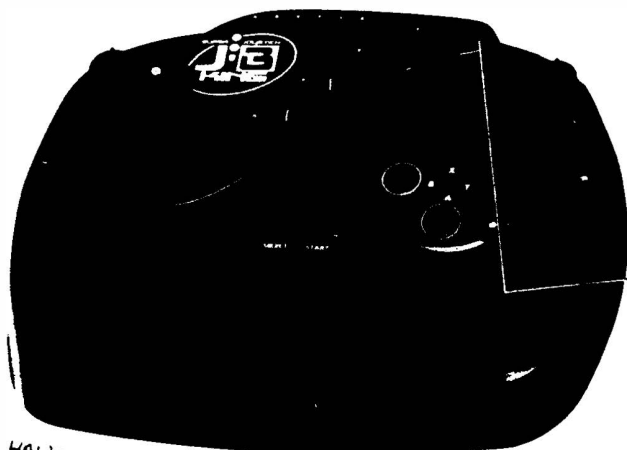
Overall - 70%



S.F. JOYSTICKS

The Super Famicom has a well constructed controller pad considering how many buttons Nintendo decided to stick on it. But it's still a PAD.. and pads are quite difficult to use on some games especially the likes of platform and shoot'em up games where timing and accuracy is

on the right. The four buttons can be rotated too to suit your feel. The extra top buttons are situated on the outer sides, and all the buttons are equipped with turbo fire switches, with LED lights, including slow-motion, and you can configure the buttons too, so that button A acts as button X or whatever!. The JB King is certainly worth checking out!!



HAL'S JB KING

TURBO
FIRE
WITH
LED

More familiar to the rest of us who... is the XE range of sticks from Denpa Simbunsha. I bet half of all MD/Engine owners who own a stick, has one of these. The Super Famicom version is called the XE-1 SFC, and again should be available as you read this, but a little more expensive at 13200 yen. This joyboard looks the sleekest in white and have a host of buttons aswell as the normal ones. There are no extra turbo buttons etc.. but a small high tech LCD display at the top of the board. Using this, you can configure the joystick to your heart's content including turbo fire on the buttons, auto fire, switch the buttons around, and even configure the stick itself, so up can be down and right can be up!!! You can configure the stick and store it in it's own memory! And there is also a timer! If you can afford this beauty, it's certainly worth checking out!

important. What you really need is a joystick or joyboard. And, a number of companies have caught on and the following are what you are likely to see soon!

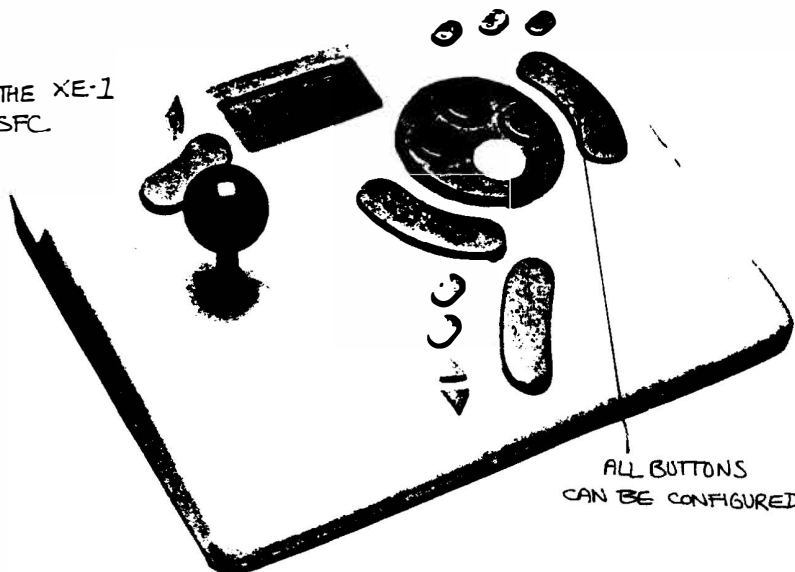
First up is HAL's JB KING, which should be available as you read this, and selling in japan for 8900 yen. The joyboard is a real neat design... in black and compact with appropriate colour here and there. Like all joyboards, the stick is positioned on the left and the four main buttons



HORI'S JOYSTICK

Next, set for release in september is the Super stick from Hori Electronics.. no price on this yet, and only a graphic picture available. The joyboard looks like your average joyboard with stick, and buttons, and turbo fire switches/slow motion at the top of the board. Very average, and if the price is right, worth checking.

THE XE-1
SFC



ALL BUTTONS
CAN BE CONFIGURED

Lastly, which incidentally is available now (was released before all above) is the SF-90 Turbo from Sigma Electronics at 12800 yen. The joyboard have been around for a long time as versions of it have been available for the PC Engine and

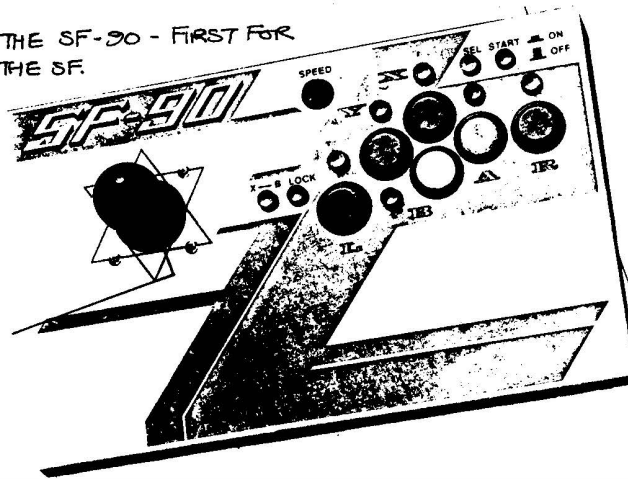


THE JB TURBO
GADGET

other hardware including arcades! With the latter in mind, it should be a very sturdy stick and well designed.... possibly micro-switched. If so, a must to buy... there are very few micro-switched sticks for consoles.

Aswell as joysticks, there are Turbo adaptors. There are two available - one from HAL called the JB TURBO, and the other from Hori called the SUPER TURBO. Both are the same, although HAL's look better in design. Both plugs into

THE SF-90 - FIRST FOR THE SF.



the Super Famicom's controller port, and the

normal pad slots into the adaptor. With it, you can

set variable speeds for rapid fire on all the buttons. These cost around 2800 yen.



METAL STOKER

PC Engine by FACE - Supplied by Megaware

Onn: Metal Stoker - what sort of name is that for a game? Infact, it's the name of your ship, the 'CS-05 customMETAL STOKER, equipped with the highly sophisticated PIS - Psycho Inject System... in other words, the ship is capable of transforming itself to other forms of craft with different weapons.. if it collects the necessary parts.

When you start the game, it looks very boring... and a little like Granada on the Mega-drive, as it's viewed top-down with your craft in the center of the screen. Tanks and gun enplacements are scattered around the area, and you must dodge their fire, blast them to hell, and head for the exit. Site 1 - Compute Polis, comprises of several rooms, and you must make your way through the maze of obstacles, and the enemies' continual fire. Along the way, pods can be found where you can give you useful items - reduce your damage, increase your fire power or give you extra parts for ship transformation.

There are 5 types of weapon crafts to change from... standard - which fire

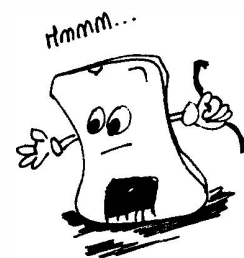
rapid yellow bolts which aren't too powerful but can improve to multi-direction with added shield, a ship that fire powerful lasers which can improve to 8-way, a ship that produces a very powerful beam around the ship and improve to multiple ships, a ship that lay mines and lastly one that can fire homing missiles. Each weapon have their advantages and disadvantages.

As it's sometimes dif-

ficult to fire at something not directly infront of you, you can lock your fire to one direction, while you move in another.

Each stage is different... on site 1, you must go through the rooms, and then destroy all the big orange tank at the end of each room, and then when you reach the last location of the site, a big Boss craft appears, and you'll have to pump tons of plasma into it to destroy it while avoiding it and it's attacks.

Later levels becomes more interesting as each site is bigger and scrolls around, and use of the different weapons at certain



times are sometimes essential, plus certain ways to destroy items.

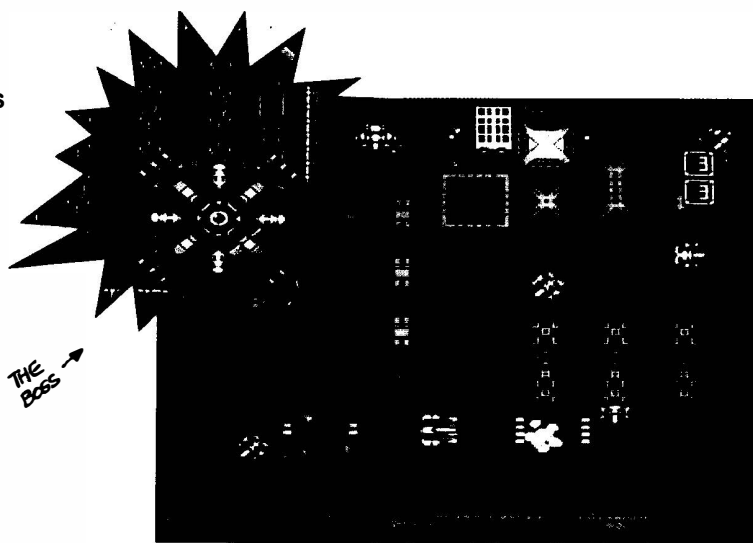
Graphics are very good for a top-down game, and the variety of the enemies are ace, ranging from standard tanks to subs. that surface out of the water, and snakebots that wriggle forwards and backwards.

Sound too suits the game, with thumping tunes and explosive effects. The game is difficult too - even with all the credits, we (myself and Dan) only managed to get to stage 4.

Overall, Metal Stoker is a good search and shoot'em up game, and worth checking out, but not a must buy... good but not terrific.

Visuals - 80%
Audio - 80%
Playability - 75%
Lastability - 75%

Overall - 77%



IN THE THICK OF THE ACTION... ENEMY ALL AROUND!

SUPER R-TYPE

Super Famicom by Irem

Marc: Super R-Type is probably the most eagerly awaited game yet released for the Super Famicom, and it is big name titles like this and the forth coming Super Ghouls and Ghosts that will really make or break the machine in terms of software (obviously, the machine itself cannot exactly fail since it has sold ridiculously well in Japan already!).

I really don't think it's worth the time and space explaining the idea behind R-Type - those who haven't seen it can be counted on the custom chips of a 16k Sinclair Spectrum!!! Just for the awkward ones out there, R-Type is the big daddy of shoot 'em ups, the game that spawned a million sequels, etc, etc. Get the idea?!

The Famicom version starts off in good form - a nice screen comes up with Irem's

logo plastered all over it, then the words 'R-Type' slip onto the screen, with the additional 'Super' prefix added last.

Options can be set by pressing select at this point. The level (kids, easy, normal, hard), Sound (stereo, mono), music and sound effects test can all be played around with. The game otherwise defaults to Easy difficulty.

Pressing select again brings you out of option set up and pressing Start begins the game. A neat little intro then runs through (although hitting Start bypasses it if you wish) - the R-Type spaceship is brought up on a lift then flies along a tunnel out into open space - rather like the intro to Gaiaires on the MD.

The 'X' or 'Y' button is used for auto fire, 'A' or the right button on the top of the pad releases your shield and

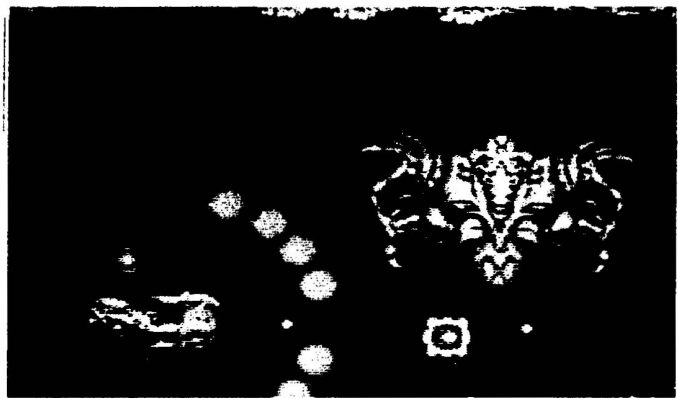
'B' can either be tapped for normal fire or held down for super shot.

Initially the R-Type ship is very sluggish but only a few seconds into the first level you can grab a speed up which gets you moving at a sensible pace.

There are 7 levels to the game, each with a different

graphic setting and music to suit. Power ups can be collected as usual with speed ups, missiles, curly shot, bouncy shot etc. all included plus a few new weapons.

The graphics are extremely well done and are well up to the standards of the coin-op. A couple of the backdrops are a little ropey (particularly the



THE LEVEL TWO BOSS... FLOATING, AS THERE ARE NO WATER!! YOUR R-9 IS EQUIPPED WITH NEW WEAPON!

MARVEL LAND

Megadrive by Namcot - Supplied by Megaware

Marc: Namcot's track record on the MD hasn't been good (have they done a decent game yet?!!) and so it was with caution I played Marvel Land, their latest title.

This is apparently a conversion of one of their obscure coin-ops, and it really is an odd little game!

We start off with an average title screen, followed by an options screen. Here we can start the game, select a round

(enter a password!) or set the options. The usual tweaking can be done (lives, level, music, control).

Starting the game brings up 3 balls (like the ones commonly seen in almost all Amiga demos of recent times). Apparently, our hero (who actually looks remarkably like a heroine!) must complete 4 levels (each consisting of 7 stages) to collect these balls.

What this means is an excuse for a good, old fashioned platform game with a few original and unusual ideas incorporated.

The whole setting is that of a theme park and the scenery you travel through includes various rides from this park (including the carousel, roller coaster etc).

There are some really novel ideas in Marvel Land. At the end of a level there is a dartboard type obstacle which you must smash through and depending on where you break through, you get more or less points as a bonus! Also, there are wooden semi circles which you must jump on and all sorts of weird enemies to avoid or jump on and kill.

There are American-style mail boxes littered around the levels which if touched release a power up. These include wings which allow you to fly, multiples to fling at nasties, bonus points and extra lives.

The ideas are good and the gameplay is quite addictive. However, there are some serious flaws.

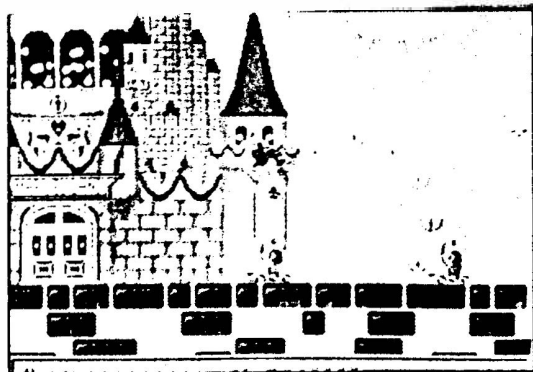
The game slows down quite easily (sometimes with minimal screen activity) and this

affects the action pretty badly. Also, at the end of each level (7 stages) there is a pointless game of scissors and paper against what must be described as the 'end of level guardian'. This relies heavily on luck and can be VERY frustrating and tediously boring. I really don't think this is the place for such a stupid little sub-game. The collision detection also leaves a lot to be desired and on quite a few occasions you find yourself wanting to turn off because this annoys so much.

The graphics are fairly average. The main sprite is small and the colour scheme and definition of all the graphics don't do the game any favours. Some of the sprites look really poor and very much out of place in a MD game.

The music isn't up to much either I'm afraid! Simple little ditties play along and repeat after a short while, making you grab for the volume control.

Each of the stages are very short and you can find yourself to the end of the first level is a couple of minutes. The password scheme is another factor which seems ridiculous on a console game and particularly on an arcade console game. After all,



NAMCOT'S LATEST ARCADE ADVENTURE - MARVEL LAND!

asteroid storm one, which was done far better in Gaiaires on the MD) but the overall effect is excellent and shows what sort of visuals the SF can produce. Sprites are varied and well drawn (with little animation though). The end of level guardians vary from very impressive to fairly standard.

The music is superb and uses the Famicom's chip to handle what sounds like sampled instruments together with some really good tunes. The sound effects are also not at all bad for a shoot 'em up, with some fairly interesting noises being produced (the waterfall is a good example).

There are a few quite special effects used - the screen mosaic effect seen in Mario is used at the end of level 1, the waterfalls look quite nicely handled and the parallax later on is pretty weird (but not as good as the stuff that we have seen the MD do).

The gameplay is addictive, classic shoot 'em up stuff. The



multiple difficulty levels are sensible (although Kids level is not recommended as I managed to complete the game fairly easily on this setting!!). Normal level is the setting you should really go for as hard is quite ridiculous!!

However, there are a few flaws with Super R-Type. The game slows down quite badly when the screen gets a few things moving on it (or when you get a decent

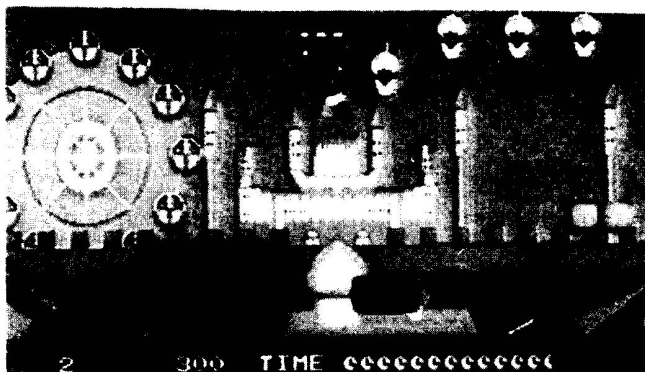
weaponry) and this is very disappointing on a machine as powerful as the Famicom. The slowing down is not as bad as with Gradius III but is still annoying at times and the game would have been greatly improved without it. Surely this must be a programming problem, not a hardware one???

Also, there are only 7 levels (although they are quite long), but when a game costs over £45, I think we expect a lot more game for the money.

Well, Super R-Type is obviously the best shoot 'em up on the SF to date (ie: it's better than Darius Twin and Gradius III!!!), but I definitely think that the machine can do a lot better than this. Still, this is a move in the right direction....

A decent game for all us software starved SF owners but certainly not perfect by a long shot.

Graphics	-	90%
Sound	-	92%
Playability	-	88%
Lastability	-	80%
Overall	-	89%



you're paying over 30 quid for a game and you want it to last a while. It's fair enough giving passwords on RPG's or massive games but not on those with only a relatively small amount of levels and a much shorter overall life span.

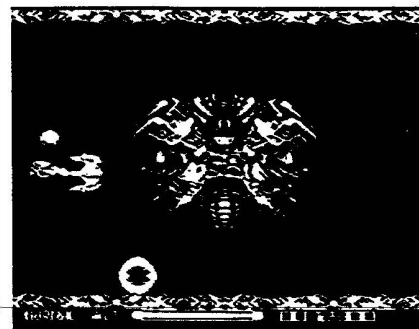
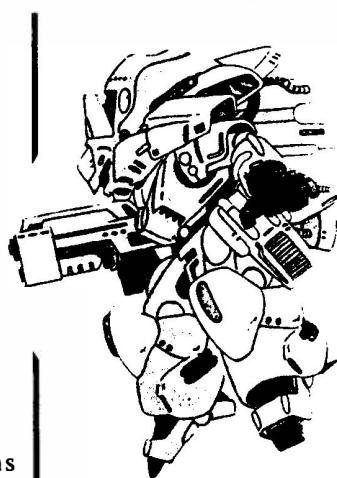
Effectively, you could die on level X, write down the password and then come back at a later date and carry straight on. A bad mistake I think.

Marvel Land seems very much to be a great game that has somehow gone off the tracks somewhere along the line. The graphics could (and should) have been a whole lot better (as could the sound) and

the playability problems make this a game which can be really enjoyable one minute then amazingly frustrating the next.

Not really worth buying as you'll either get annoyed with it totally or finish it quickly using the password scheme.

Graphics	-	70%
Sound	-	68%
Playability	-	74%
Lastability	-	70%
Overall	-	70%



One:

DUE TO THE FACT, THAT I LOST MY REVIEW OF THE GAME, I CAN ONLY SAY... R-TYPE IS GOOD BUT NOT THAT GOOD. THEY MISSED OUT THE BEST LEVEL OF R-TYPE II, MADE IT TOO EASY, AN THE SLOW-DOWN IS A PAIN IN THE NECK... GO FOR AREA 88 INSTEAD !!

AREA 88

Super Famicom by Capcom - Supplied by Con. Concepts

Onn: After the brilliant conversion of Final Fight - Capcom brings us Area 88 (UN Squadron). As you might expect from Capcom, this conversion is extremely accurate to the coin-op game, apart from the missing two player option. I have to say, I've never played the coin-op game, and wasn't too impressed with the Amiga version... although I wasn't too impressed with the coin-op sequel US Navy, but now it's on the SF, it seems more playable.

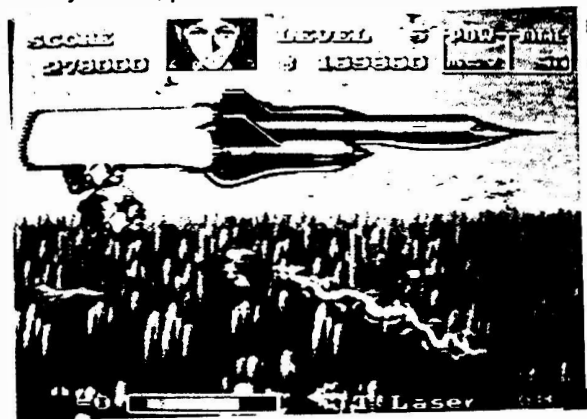
You can configure the controls and difficulty levels - Easy, Normal or Hard - unlike Megadrive games, I recommend you stick it on Easy first, as this is one tough game!!

Before you actually kick ass, you get to pick a pilot from 3, then your commander shows you the war zone where your base and the enemies are. On the map, there are several enemy bases, plus two

zones, but you can select which one enemy to go for.

When you start, you get a choice of 6 aircraft, unfortunately, as each, apart from the first, require masses of dosh to buy/build, you're stuck with the naff F8E Crusader jet fighter... which looks more like a boeing 737. Next, you get the option to fit on some weapons - but again, you only have \$3000, so not enough to buy much, although each plane can only carry selected payloads, and this jumbo can't carry much!

Then it's onto the actual game, as your craft zooms over a super horizontally, multi-parallax scrolling, industrial base. Before you can marvel the amazingly detailed graphics, formations of helicopters dive in throwing bullets all over the place, and then there are fighter planes that swoop from all directions, tanks and missile launchers!! Dodging all



LEFT: YOU FACE A NASTY BIG PLANE !! BUT YOU ARE EQUIPPED WITH A T. LASER!

squadrons of planes, a submarine, and convoys of trucks, all advancing to your base. Your objective - destroy all advancing enemies (apart from the trucks which can be left alone), destroy and capture enemy bases and finally, storm and destroy the enemy HQ complex deep in the east mountain. As your planes can only travel so far, you must attack enemies in a specific

this is quite tricky... and if you get hit, your damage indicator drops... until critical and one of your 3 crafts breaks up. Unfortunately, dying means, you'll return to your base, and have to complete the stage again!!

Shooting enemy planes etc. will rack up money in your purse as well as totting up your score. Occasionally, shooting the enemy reveals icons. A red sphere will



LEFT: "AHH... YES... THOSE ADULT MAGAZINES... I HAVE THEM UNDER THE COUNTER..."



power up your main weapon by one (it starts as a single vulcan fire) and blue will power up it by 3. Other icons can be revealed by shooting certain parts of the scenery. These includes smart bombs, top up damage & special weapons, shield and points.

If you manage to reach the end of the stage, you'll face the enemy boss. On stage 1 it's a big rocket launcher on tracks, that truddles forwards firing slow homing missiles and multiple rockets at you, and you require tons of hits to destroy it. Blowing it up gives you a bonus.. in score and in cash, and all remaining special weapons not used - money is returned. Then it's back to your base where you can take on another base or enemy attack force. When you take on the first air squadron, you fight it out up in the dark clouds, lit up with thunder and lighting and face a giant Stealth Bomber. This is real ace. When you attack the trucks, you have a limited time to strafe a convoy in a canyon. If you managed to destroy all the trucks, you get another bonus based on the time you completed the mission, so the faster you can do it, the more money you'll get! As long as there are enemy bases around, trucks will appear... they are a good way to notch up extra cash, although you don't get that much.

Once you've got enough cash, you can buy other planes like the A10A Thunderbolt 2 which can fire diagonal down as well

as forward and can take bombs and napalms, or the Stealth Ray that won't attract homing missiles and can take advance weapons like the Gunpod enabling you to fire diagonally up, and rockets that fire upwards.

Area 88 is one difficult game... and it took me some time to complete it in easy mode using all the credits!! With so many enemy fire, planes, etc.. at lighting speed, the game amazingly doesn't slow down much - quite a feat for the slow SF. The multi-parallax scrolling is ace too, moving diagonally, up and down as well as left and right. Graphics are the best seen on the SF with some exquisite backdrops of mountains ranges, cities, rolling clouds, canyons and rock formation set in beautifully shaded darker - and the sprites are also very well defined and animated. Then there are the special touches like the leaping submarine boss, and the wavy desert stage as heat rises up. Soundwise, there's some funky tunes that fit well with the game.. especially brilliant is the first air squadron attack, and as usual, great explosive sound FX. So do I like the game? Yes! Area 88 is very playable, very addictive, and extremely challenging... non-stop action all the way. It's not the best shoot'em up with anything special - more like a slicker and more playable version of P*47. A MUST!!

- Visuals - 98%
- Audio - 96%
- Playability - 95%
- Lastability - 95%

Overall - 96%



GOEMON

Super Famicom by Konami - Supplied by Con. Concepts

Omni: Goemon is quite simply brilliant. Basically, the game's an arcade adventure romp, but have so much touches thrown in, it makes it into a super massive multi-format game... in many ways, similar to Tales of the Monster Path.

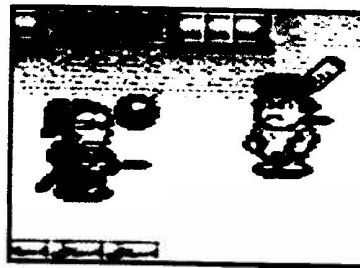
Firstly, the game can be played by one or two people simultaneously - player 1 as a fuzzy fighter armed with a smoking pipe, and can launch fireballs (or coins), with player 2 as a fat ninja armed with a musical pipe, and can throw shurikans (if you have money!). The game is based in japan in the southern region, and there are 9 levels to complete... each level been fairly large!

When you start the game is viewed 'Double Dragon' style, so you can move up and down the screen as well as left and right. All around are enemy people ranging from common villages, fisher men carrying live wriggling fish, to men with poles and other who will throw items at you. Should any of them touch you, your health bar is depleted... you start with 3 lives. So you should avoid the baddies, or crack them over the head with your pipe, where they will disappear and leave either coins, scrolls or a small grey cat. Coins, when collected adds to the number of items you can throw, plus money to purchase food, weapons, etc. Scrolls are used for magic... but as I write this review, I haven't a clue how you activate them when you want them, and the cat increases the power of your main weapon from short pipe to a longer one, and to a spiked yoyo!!

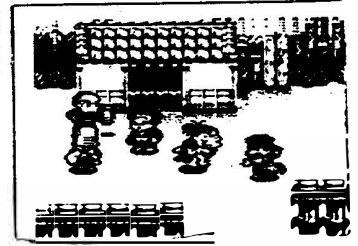
Around the play area, there are rows of houses which you can enter. These include houses where people give you information, shops that sell food to increase health, Inns - where you can bed for the

night... again to increase health, shops where you can buy weapons including sandals to increase speed, bombs, armour, extra lives, etc., Entertainment shops with dancers (!) and where you can play versions of Break Out, Gadius (very accurate to the coin-op Play-choice 10), or Shuttle Puck (if in two player mode), and then there are the gambling/challenge stalls. These range from simple versions of light-cycles where you must try to survive as long as possible without hitting your own trail... longer you last, the more cash you get; hammering moles that pop out of holes; match faces from a grid; to horse racing where you put money on the horses you think will come first and second!, a quiz show where you have to answer several questions in a row to win against two opponents...

Half way through a level 1, the game switches to side on view where you'll meet a big brown bear (Bungo!) who gives you some info. and disappear, where you then enter a sort of Ghouls 'n' Ghosts game as you move left to right attacked by skeletal warriors, flames with faces, bouncing wooden brollies, etc.. until you reach the end, where a female ghost appears, and launches white objects around the



"TAKE A BOMB IN THE FACE!!"



"THE TWO HEROES ARE SURROUNDED BUT NO FEAR!"

screen. Deflecting her projectiles turns them red and if they hit her will reduce her energy until she is destroyed. Then it's back to the first part where you can acquire more money, weapons etc.. and you'll have to find the travel agent to access the next level!

Unfortunately, the password is somewhere in a shop on the next level, and if you find it, you must write down the 30-odd japanese system, or in two player mode 60!!

Graphics are Brillo! Everything from the backdrops to the sprites are really well defined and shaded, and brilliantly animated. There's also some ace special effects like on stage 4 where the screen rotates 90 degrees, rotating log structures which you have to climb up, plus high us of expand/compress techniques. Sound is great too with mostly japanese oriented tunes, but also include some ghostly and jolly reditions... my favorite tune been on the last level (listen to it at the end of the

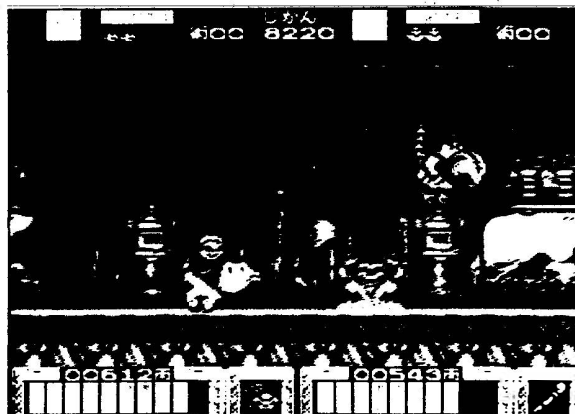
cover tape!). And sound effects are just as good too... especially at the 'ninja dance show'!

Overall, Goemon is a wicked game, and plays like a dream and difficulty levels are set just right, starting off fairly easy, and getting real tough by mid way, and with 9 levels, should take more than a week to complete with solid playing! The game won't bore you either... with all the extra 'in-games', they add to the normal arcade adventure, but even that gets more varied as you progress. Later levels have you negotiating series of traps like from mario, fight a ninja on a giant kite like from Ninja Spirit, cross a water fall like Super Shinobi, and kill a dragon like from Caveman Ninja (although in that game, it's a sea dino).

All in all, Goemon is certainly the best game I've played... it's much better than Sonic the Hedgehog (which is just too easy to complete), OR Super Mario World, in my opinion, and well wicked in two player mode too as you can ride on your friend and challenge in the 'in-games'. However, there are a couple of niggles - as always, when there are piles of sprites on screen, it slows down a lot, although this rarely happens, but worst problem is, there isn't a memory back-up, so you must rely on passwords, which are difficult to write down and even more difficult to recognise for input. A MUST!!

Graphics - 98%
Sound - 98%
Playability - 98%
Lastability - 98%

Overall - 98%



OUR HEROES USED MAGIC TO COME UP WITH RIDING BEASTS!

COMMENTS

AREA 88

Supplied By Megaware - Thanks!

Marc: Wow! Un Squadron hits the SF and in style! All I can see that is lost from the coin-op is the two player option, apart from that we're talking arcade perfect!!!

The game starts with a stunning intro which uses the Famicom's rotate hardware to create a really impressive scene of a plane taking off from the runway (in 3-D) and then the camera angle pans round for a side view. More intros like this please!

Defining which button does what (Fire, special weapon, select weapon) is essential so that a comfortable set-up is found.

Pressing Start brings up the pilot selection screen (either a female, a bearded man or a young bloke) and of what importance this is, I haven't got a clue! Next it's onto the shop. All the graphics for the pilots and the shopkeeper are done in the Japanese cartoon style and look great - exactly the same as the coin-op! The shop is a very important part of the game. Not only can you buy new planes but also weapons of differing power.

You are then thrown into the action of level 1 and the graphics are really well done - loads of colour, parallax, excellent sprites, the works!

After completing level one, you can then select from various levels which one you want to play. This is a really wise gameplay move since you can play various levels in different orders, not be stuck on level X for ages!

The music is good too. We get some really thumping tunes using nice sampled instruments (guitar particularly!). Again, all authentic to the game's coin-op parent.

The graphics throughout are stunning - end of levels guardians look great and are usually massive (sometimes two or three screens long) and beautifully drawn.

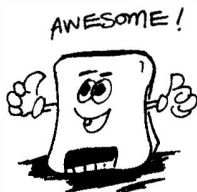
The scrolling is very smooth and fast (particularly on the bombing runs!) and the game only slows down in extreme cases which isn't too often.

There are loads of levels to keep you occupied and there are some real toughies too!

An essential Famicom buy - this is probably the best use of the machine's hardware to date and it is certainly the best shoot 'em up I have played for many moons...

Visuals - 93%
Audio - 90%
Playability - 92%
Lastability - 90%

Overall - 92%



GOEMON

Borrowed From Onn!!-
Thanks!

Marc: Konami's latest for the SF is an arcade adventure with a few neat twists which make it a very enjoyable title.

Goemon is a one or two player (simultaneous) wander through some very pretty graphics and some amazing music. The idea is basically to find your way through the levels hitting people who get in your way with a stick or yo-yo and collecting goodies such as gold, cats (!) and princess'!!!.

The graphics have a very cartoon look to them and later on there are some very smart graphical effects (check out the screen swivel and the moving platforms!) and the overall impression is a good one.

The music is absolutely excellent with superb use of Oriental instruments and some great tunes to greatly enhance the atmosphere of the game. Loads of samples are used and this game really shows what the Famicom can do with its powerful sound chip.

The game slows down from time to time (when the screen gets a lot of people running around on it) and this is far worse in two player mode. Inexcusable, but not too annoying.

There is a hell of a lot of Japanese in this game but fortunately it doesn't spoil things since it only really appears in the houses scattered around the levels (in which you can buy weapons, food, go round a maze and all sorts of other weird experiences!). Admittedly it would be nice to have an English text version of this because some of the text must be hints or important to the gameplay.

An interesting release which is well worth checking out.

Visuals - 88%
Audio - 94%
Playability - 89%
Lastability - 88%

Overall - 88%

FANTASIA

Megadrive by Sega

Borrowed from Peter - Thanks!!

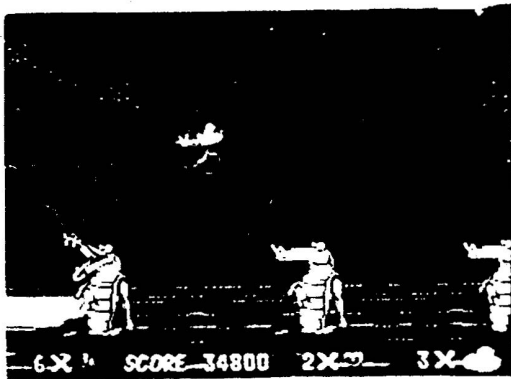
Marc: The long awaited follow-up to the superb Castle of Illusion arrives and it's another mega-game, right? Ah, well....

The game starts with a picture of a sleeping Mickey (the sorcerer's apprentice) and a short story together with the classical piece of music 'Toccata'. The title screen then pops up and we can press Start to change the options.

The first thing that hits you is that the music isn't particularly well done and doesn't sound like it's using many of the MD's channels. Considering the Amiga can do an excellent rendition of Toccata without any trouble, why can't we have a perfect version here?

The first part of the game is set inside a castle and you must basically make your way to the exit avoiding magical brooms and other enemies along the way. The Mickey Mouse sprite looks very indistinctly drawn and rough around the edges, not a patch on the original game. However, he is quite well animated (although not spectacularly) and there is some parallax thrown in with large chains

Mickey's back!



BOUNCE ON THE GADRS... BEST PART ON THE GAME!

in the foreground.

Mickey can use magic to zap anything that comes at him (but this is in short supply) and he can also do the 'bounce attack' (which is strangely, and annoyingly, not animated).

The main problem with Fantasia is the gameplay. To put it plainly, it is frustrating. The collision detection is dodgy (you can often get hit without seemingly being hit!) and this makes every move quite fiddly since you have to take this into account as well as planning what to do next.

The second stage is outside and you have to negotiate lily pads, frogs and crocodiles which is tricky enough, especially when you can't put a foot 1 pixel out of place! Also, the game seems to throw some silly situations at you (eg: when you have to jump from platform to platform a pelican flies right at you!) which is fair enough on later levels, but not on the second stage!!!

BUBBLE BOBBLE

Gameboy by Taito
Reviewed by Dave Rawcliffe

Dave: Bub and Bob are back! Or at least Bub is. At last my favorite cute game of all time has finally been released on the Gameboy, and it's an English cart!!! Yup, full English instructions!! Yippe!

The game has no two player link up, so only a single player game, as you brother is very ill and only some 'Magic Water' can save him. It's up to you to find this water and bring it back home to save Bob.

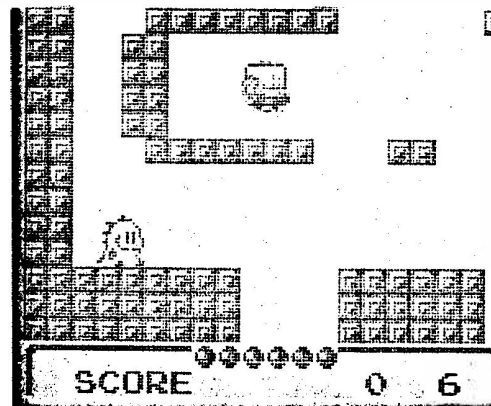
So out you go into the nasty world of 'cute' platform games, armed only with the spikes on your back and your bubble blowing lungs (you're the kind of dinosaur that

game. In Snow Bros. you had just a single screen to move around in, here the level can be as big as the programmer wants it to be because it scrolls in 8 directions! Because there are no backgrounds, you can see perfectly when the scrolling takes place.

If I was comparing Snow Bros. and Bubble Bobble, I would have to say that despite the high marks I gave Snow Bros. (see Console Crazy issue 2), Bubble Bobble pisses all over it! For a start, there is the larger playing area, secondly B.B. has 99 levels and B.B. is a hell of a lot faster than any Game Boy game I've played.

The speed was the first thing that struck me about this game, after playing Snow Bros.

for a few weeks, playing this was like moving from the Amstrad to a 32 Mhz PC!! Also the music is absolutely fantastic, it's a near perfect rendition of the original tune. The graphics are detailed - even your tail waggles and your eyes open and close giving different facial



BUB WAITS FOR THE SQUARE HEAD TO DESCEND BEFORE... WHAM!

blows bubbles instead of fire!). As a massive army of beasts, wizards and mutants come after you, you must blow a bubble at them to trap them, then you must burst it with either the spikes on your back or by pushing it against a wall. You can also ride on your bubbles and fly out of danger!

As well as your usual bubbles there are special bubbles that a good wizard release to help those in need, these some in very handy for some of the more difficult levels.

This game uses a novel scrolling system different to that used in Snow Bros. which is very similar to this

expressions!

What can I say? Simply the best game on the Gameboy to date in my opinion! It's a shame I have to give this back to Micro Byte, I wanna keep it! Thanks to Micro Byte in Liverpool for lending me this great game.

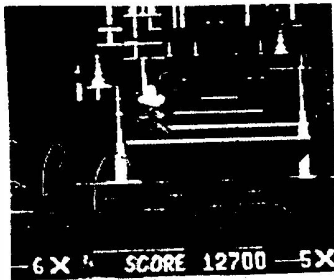
- Visuals - 95%
- Audio - 95%
- Gameplay - 98%
- Overall - 96%

THANKS TO DAVE RAWCLIFFE FOR THE REVIEW. DAVE IS THE EDITOR OF "CONSOLE CRAZY"



A particularly badly designed section is the underwater sub-level. Here it is nigh on impossible to swim directly upwards since moving propels you left or right! Very annoying!

The graphics are quite nicely done, but not really anywhere near as good as the prequel game - the sprites particularly letting the side down, although I don't really see anything particularly amazing here.



The music isn't really up to scratch either. The tunes are repetitive and sound quite tinny and generally lacking in quality compared to the original Mickey game - Castle of Illusion used the music to add a lot to the game and had loads of great tunes accompanying the levels. The same cannot be said of Fantasia.

An indication of what has gone wrong since Mickey's last outing must lie with the choice of programming team - Fantasia was not programmed by the guys at Sega who did the previous game, but was produced by Inforgrammes, the French team whose Amiga efforts have been less than good (to say the least!). Why change what was obviously a winning team? God (or should I say Sega!) only knows!

I don't think it's unfair of us to expect a better game than Castle of Illusion, after all, that was then and this is now; quality of games should improve quite swiftly at this time in a machine's life. Hey, I wasn't expecting another Sonic the Hedgehog so soon, but I think we deserve better than this!

Obviously a lot of people will buy Fantasia on the back of the previous game and it looks like this game has been rushed out to maximise on this (or maybe I'm being too cynical!). This is one very large waste of a licence - just thinking about how good this game

could have been makes me sick!!

A travesty of a game!! Save your money and buy something more deserving.

- Visuals - 80%
- Audio - 75%
- Playability - 65%
- Lastability - 68%

Overall - 70%

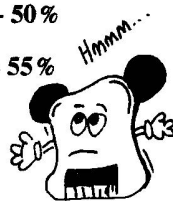
Comment: Fantasia Supplied by Console Concepts

Onn: Sega Japan produced the first Mickey Mouse game for the MD (Castle of Illusions) which, as you know, is a well ace game - but the sequel is from the yanks, although produced by the froggies a Inforgrammes.

The first thing that knocks you out is the music, which contains some of the best reditions of the classical hits from the film, and it's nice to be able to hear them on the option screen... as it's hard to hear them during the game as I didn't even get past stage 1!! The graphics are superb... especially the parallax scrolling, and the enemy creatures including walking broomsticks carry water, strutting cauldrons, jumping frogs and crocs.. and all animate very well and dance to the music. Unfortunately, the game is very boring and difficult. You only have to jump or avoid the nasties, locate and collect the musical notes (which are well hidden!) and negotiate the difficult obstacles. As I didn't get pass stage 1, I found the game too frustrating to play. Not a game I would recommend unless you want a real challenge... later levels however could be a lot better, but unlikely!

- Visuals - 90%
- Audio - 90%
- Playability - 55%
- Lastability - 50%

Overall - 55%



DOUBLE RACING ACTION

FASTEST 1

Megadrive by Human - Supplied by Console Concepts

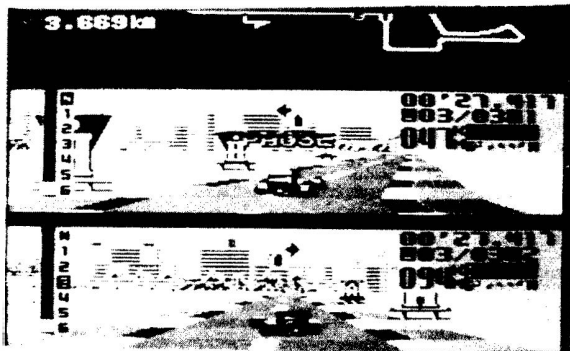
Onn: This game first appeared on the PC Engine some months or possibly a year ago under the title of 'F1 Triple Battle', and was a novel game because it had 3 split screens, so three people can race against each other. Basically, the graphics were very basic, the sound was just as good, and the game was like that too -BASIC... more like pole position, but atleast three people can play!!

Unfortunately, the Megadrive only has two control ports, so Fastest 1 can only be played by two. With only a

are.

Before you start, there are a host of options (this must hold the record for most option screens in a game!!) including type of game - World Championship, Test Run or Battle (one or two player), name entry, back-up facility, team selection, change car parts, sound test, statistics, etc... etc...

Once you start, you get your matchbox size car in a third of the screen, and driving round the track is quite tricky... especially the hairpins which seem almost impossible to race around



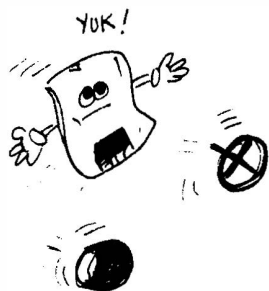
two player option, you'd expect Human to enlarge the screen area and graphics - making the look better and improve the gameplay. However, Human seem to have just ported the entire game from the engine with one of the playing screens replaced by the plan view track, so you know what's coming up and where you and the opponent

without stopping.

After a few goes, I wasn't too impressed, why Human decided to release this game when there's Monaco GP and.... ermm.... yes, I suppose there aren't many racing games for the MD. There is one good thing about the game, and that's the in tunes are fairly good. As it goes, Fastest 1 should be avoided like a Des O'conner record, unless you are extremely desperate for a 2-player racing game for your MD.... and sitting in a padded room!

Graphics - 40%
Sound - 80%
Playability - 40%
Lastability - 40%

Overall - 41%



TEAM IREM

PC Engine by Irem - Supplied by Console Concepts

Onn: Irem have produced some great coin-ops, and conversions for the engine - but their latest is an original game based on their involvement in real motorbike racing.

Team Irem is a one or two player split screen game like Final Lap Twin, but with

cornering, I was rather cheesed off with the game after several attempts to get round the course without crashing at every corner. Even if you could master it, it wouldn't to too thrilling to play as you have to slow down too much. So overall, Irem have produced a boo boo - graphics and sound are very average... in-



THE TITLE SCREEN.... LOOKS GREAT... BUT....

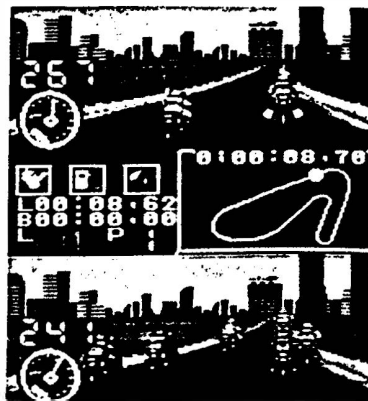
bikes instead of cars. Before you start, you have a host of options, from practice racing certain tracks, race in a full grand prix, select a team, customise your bike with the correct tyres, etc. for the conditions, etc.

Before you start a real race, you must determine your position by racing your opponent (either computer or human) to get a good time. Racing round the track is real tricky. Getting past the computer bike is 'easy' as you can go faster than it, as it never uses the turbo (if it has one!). However, you soon know why it doesn't, as cornering is real difficult. Even when the corner is quite wide, you still need to take the inside and slow down a lot to get around it. With sharper corners and more hazardous hair-pins, it's near enough impossible without close to stopping! As there are always piles of tyres near, it's very likely that you'll crash into them, thus lose extra time. Like Victory Run, you can also wear out tyres, damage suspensions, etc.

Because of the difficulty in

fact, very much like a C64! If you're after a racing game and a two player one at that, stick with Namco's Final Lap Twin, it's much more playable and a lot slicker in all counts, and if you're mad on motorbikes, even Taito's 'not-so-hot' bike one is better than this. Irem should stick to more violent games, where there excell!

Graphics - 70%
Sound - 70%
Playability - 60%
Lastability - 60%
Overall - 60%



WRESTLE-WAR

Megadrive by Sega - Supplied by Console Concepts

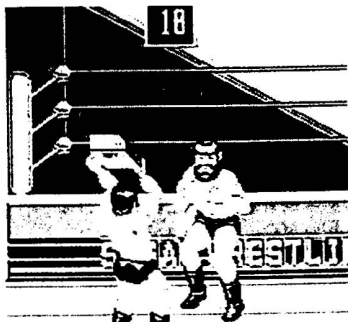
Onn: I suppose most of you have already read "Mean Machine's" review of this game, and seen the ace screen shots - and the review team telling you to rush out and buy the game. So, what to a 'proper' reviewer think of Wrestle War... like myself?!

Firstly, Console Concepts sent me the Japanese version of the game - so it was a bit fiddly with what exactly the combination of moves of button and pad did. Anyway, by the screen shots, the game looked well ace... and the graphics of the wrestlers are fabalous - large and well de-

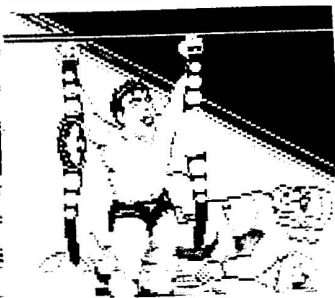
fined and brilliantly animated.

What of the gameplay? As you might expect, you can either play against the computer controlled opponents or go one on one against a friend for added fun, although the latter is really stupid as player one is always Bruce Blade... so will almost certainly lose if the second player picks a stronger opponent, or win with a weaker one, making things rather unfair!

The ring view is rather wierd as only part of it is shown due to the large sprites, and with the normal



"HAVE A CHAIR !!"



THE CHALLENGER WINS !!

MD score strip down the right, making the view area even smaller. The screen scrolls with the player, although occasionally, flips around when you throw the opponent into the ropes. This is so you have the main wrestler in the middle of the screen to make a move on the opponent as he bounces back from the ropes. This is sometimes quite confusing... which I think doesn't work!

Fighting: With a joypad that has an eight way pad, and three fire buttons, you'd expect a host of moves... you only have to look at Fire Pro on the Engine. BUT sega have decided to limited this. When you start, you can either punch, kick or go for the lock hold. In the lock... you then either go for a slam (pile driver, supplex, etc.) or throw your opponent into the ropes. If the latter, then when the opponent rebounds (you cannot stop!!), you can clothes line him, drop kick, or shoulder throw. Once on the floor, you can then help him up (pretty unless move!), stomp or kee the victim (depending on player) or go for the pin... although the latter isn't recommended until your opponent's energy has been zapped!

And that's that!! You can go out of the ring and use a chair or whatever to bash your opponent with, but I would have like a dew more moves in the game.. like for example, throwing opponents into the turmbuckles, diving on opponent from the top ropes, bear hugs or other strength zapping holds, or possible defense moves when you rebound from the ropes like ducking a clothes line or jumping over opponent should they attempt a shoulder throw!

The computer opponents are good competition with the first guy dead easy to beat, and getting real tough as you progress. All in all, Wrestle War is a good beat'em up wrestle game, but could have been a lot better. As which wrestle makes the move is determined by how fast you tap the button - if you have an autofire stcik, things are a little easier! The limited ring view is not as good as a full view ring, but that can't be helped I suspect with the big graphics. If you're desperate for a wrestling game, this is certainly the best for the MD... if you're not, you should try it first!

Graphics - 85%
Sound - 80%
Playability - 80%
Lastability - 75%
Overall - 80%



TRICKY

PC Engine by IGS - Supplied by Console Concepts

Onn: IGS haven't produced many good games for the engine in the past and their latest - Tricky - is a puzzle game, and as the name suggest, is darn right Tricky!!

The game takes a leaf from Pengo in that, you are put in a room of obstacles, with several pairs of itms dotted around the screen. Your object is to remove all the items within the allotted time, To do this, you have to push the items so that they hit the same type, thus they will disappear. Unlike say, Sokoban, where you can push blocks one place forward, Tricky is like Pengo - where pushing a block sends it forward until it hits another item or obstacle. Anyone who has played

pengo (or that puzzle game in Capcom's 3 in 1 coin-op where you control that rabbit) will know how tricky it is to get the 3 magic blocks together... with Tricky, it's more difficult as you have more to match up. One slight

difference is that, it two items are next to each other, hitting the first will know the second one forward like in croquet... although three or more together won't work!

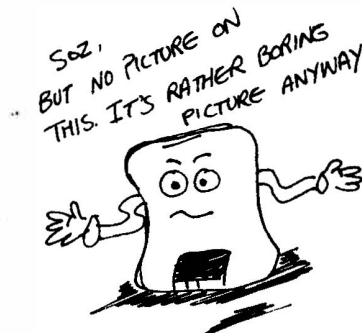
And that's basically it really. I mention 'obstacles' and 'items' because each of the levels are based on a theme. For example, on stage 1, it's in the woods as you control a elf with the obstacles been

logs, bushes and trees and items includes Foxes, rabbits, and squirrels. There's a giant robot level in a skyscaper city, and a haunted house with furniture and you must push ghouls, ghosts, mummies, etc... all of which animated very simply. Sound is

jolly and fit well with the game of each level.

If you enjoy puzzle games, then Tricky will really tax your brain... getting past the fourth puzzle of each level is real tough, but then again... I couldn't do some of the second puzzles on some of the levels!! To advance forward, the game is set up like puzznic... starting on level 1 Puzzle 1 (top left) and completing it means you can move a level up to level 2. puzzle one (one down) or level 1 puzzle 2 (one to the right). Unfortunately like puzzle, it's one of those puzzle games that you'll not likely to play again for sometime once you've completed it, unlike Tetris etc.

Graphics - 75%
Sound - 70%
Playability - 70%
Lastability - 65%
Overall - 70%



PC Kid 2

PC Engine by Hudsonsoft - Supplied by Console Concepts

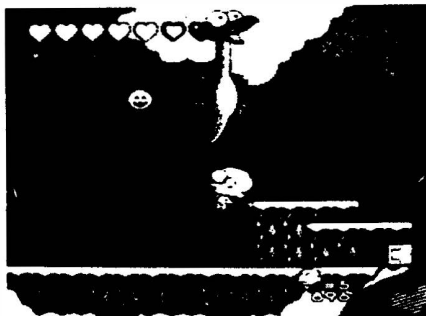
Onn: WHEN I got PC Kid 2, I was expecting something totally awesome - but after the first go, it didn't really seem anything special, rather like the original... but after more goes, the game really grows on you... it's also one tough cookie!

Like the original, Bonk (PC Kid) must travel through several stages of dinosaur infested lands - negotiate the obstacles, bonking the enemies, pickup the extra items, and kill the bosses at the end of each level. The sequel however is more wacko than the original as it takes a

shake them off, big blue fishes wearing goggles and snorkle that blow bubbles at you, pinching crabs, snowmen that rise from the snowhills, etc.

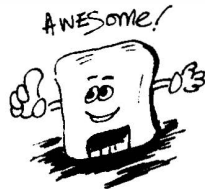
Getting through the stages are quite difficult, as it features a host of obstacles, as you have to climb and swing up trees with your teeth, jump across disappearing stone blocks, slip and slide on ice platforms, smash through walls with your nut, bounce around of floating clouds... and so on.

Flower power from the ori-

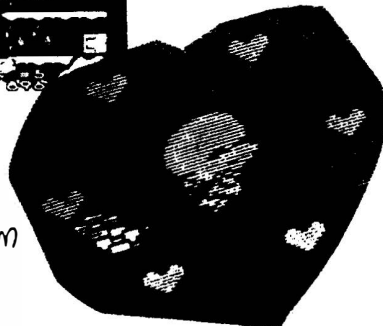


NOTE: YOU HEAD-BUTT A HIDING DINO, BUT IN GOT YOU TOO.

RIGHT: PC KID EAT A SMALL MEAT AN TRANSFORM INTO A CUTEY!!



AWESOME!



leaf from the Flintstones with more advance items for it's time, mixed with prehistoric items. For example, there's a level shaped like a ship with edthead sailors, and a mine with egghead miners digging for coal!

When you start the game, you have to make your way up a waterfall - to do this, you have to swim right up it! The main enemies in the game are once again, the eggshell headed creatures, which now come in all guises including fisher men, miners, surfers, sunbathers, butterfly catchers, and so on... all dressed and equipped with appropriate clothing and objects. Aswell as these, there are the small fish that jump and bite you... clinging on you until you can

ginal game are again present. Jumping on them will reveal useful items depending on their colour... although at times a nasties ghost will appear. Some flowers act as spring boards sending you upwards, other will give you extra food to boost your health, extra lives, and the all important Kebab meat. Kebabs act like the original - when eaten will make your kid more powerful. However, Kid 2 will change to a cute and sweet kid that can blow hearts to kill it's enemies when a small meat is eaten, or a mean Kid that can breath fire. However, grab the big meat and it'll blow his mind making him invincible.

To make the game even more interesting, there are

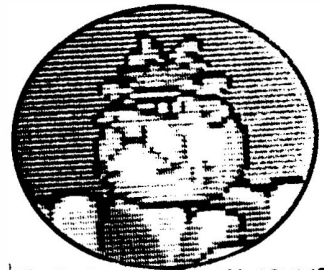
small flowers with faces on them scattered on each level which when collected will whisk you to a bonus stage. There are quite a few different bonus games, but all involve collecting as many yellow smiling faces as possible. The bonus stages includes jumping around ledges avoiding falling fireballs from an erupting volcano and collecting the yellow items that fall too, dropping from a tall pole and spinning to slow yourself down to collect the smileys, and making your way through an ice cavern that's ever so slippery. The more smileys you collect, the bigger the bonus you obtain.

At the end of each stage, there are bosses to defeat. They range from small bosses like an egghead on a small fire breathing dinosaur to the real big bosses like the volcano shell tortoise-saur or the rhinosaurous. These big bosses require a lot of head-butting to dispose of, not to mention a lot of dodging. All in all, PC Kid 2 is a well ace game! Graphics are great with fun and very strange

sprites and backdrops.. some when you see for the first time are really hilarious. Animation is well ace, esp- ecially when Bonk grabs onto branches with his teeth and swings around it to get up, and when he eats a big kabab and really freaks out! Sound - there are some from the original game, some of which are mixed, and some other good new ones too. PC Kid 2 plays as well as the original - in fact better because of the extra features, like the variety of levels and bonus ones. Certainly a worthy buy for your engine collection.

Visuals - 92 %
Audio - 90 %
Playability - 92 %
Lastability - 92 %

Overall - 92 %



'TAKE THAT YOU NASTY GROUND!'

FINAL SOLDIER

PC Engine by Hudsonsoft - supplied by Console Concepts

Onn: GunHed way Brilliant, Super Star Soldier was spondious, and now comes the third, and possibly last of the Gunhed saga - Final Soldier... does it follow the two great?

Firstly, before you begin pressing select cycles a range of options for Normal game, 2min or 5min game Options, and High Scores. The 3min or 5min games are similar to that of Gunhed and SSS - thus try to amass a high score within that time limit.

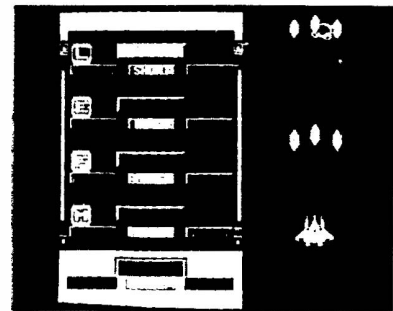
Option brings up the option screen where you can select

your desire weapons and game difficulty - either Normal, Hard or Expert. There are 4 types of weapons... Vulcan, Laser, Flame and Energy, and the latter 3 you can also choose from 3 types, although the default weapons are

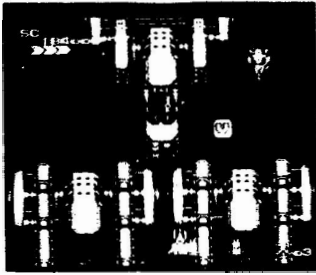
the best. You can also choose the types of missiles from 3 types too, from homing, front and back.

The game: Like the pre- quels, it's a vertical,

multi-speed, scrolling shoot'em up with the Select butoon controlling your speed. Right from the start, formations of small enemy crafts swirl down

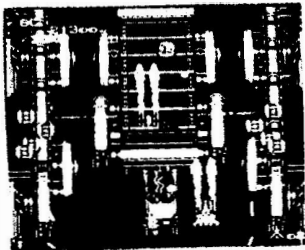


THE WEAPON SELECT SCREEN - MOST OF WHICH ARE NAFF!



COLLECT THE 'V' FOR VULCAN POWER UP!

the screen, but blasting them are easy as pie, and there are gun emplacements dotted around, plus bigger floating crafts that require several hits to destroy... although no trouble for your ship. Weapons come in the form of ship like yours that move down the screen... shooting it will reveal an icon... either the four weapons... named 'V', 'L', 'F', 'E',... 'M' for the missiles, or an orange canister. Collecting the canister gives you a multiple (option) that fire single vulcan... a maximum of two can be collected. The multiples also act as bombs. Pressing the other fire button produces a swirling cloud from your ship wiping out any nasties in the way, although this gets rid of one of the multiples. Because of this, and you can't have more than two multiples, you might aswell use a 'swirl-bomb' when you have two multiples and another canister



ONCE EQUIPPED.... GETTING THROUGH THE STAGES AND THE BOSSES ARE FAIRLY EASY.

appears.

Like the other previous games, some levels have halfway point bosses to destroy which are rather easy to kill off, and reaching the end of the stage, a message of "Enemy Approaching" flashes on the screen - although the speech that accompanying it

sounds more like "Alien Approaching"... where the giant boss shows itself.

Compared to GunHed and SSS, I was very disappointed with F.S. Graphically, it's rather bland... mostly of the game been rather dark and although they are nicely defined, there aren't anything new or very interesting... this includes the bosses which all tend to move about firing and must be shot a zillion times in the middle. Sound is ok, but again nothing outstanding or awe inspiring.

Scrolling is good, although some stages are very jerky... you know the japanese - they can never produce silk smooth SLOW scrolling! Play is good, and quite a challenge on very late level or harder difficulty setting, although I did manage to complete the game on Normal setting with my first ship on my second attempt.... something not common on the PC Engine!!

Overall, Final Soldier is a great shoot'em up for your average gamer, but with the high standards of vertical shoot'em ups on the engine like the original Gunhed, S.S.S., Image Fight, Final Blaster, Ultimate Tiger, and Spriggan... Final Soldier is

good, but nothing special. Not one for the hard men!!

- Visuals - 80%
- Audio - 75%
- Playability - 80%
- Lastability - 75%

Overall - 77%



F1-RACE

Gameboy. Reviewed by Dave Rawcliffe

Dave: I've been after this game for some time now. I finally tracked it down at the 16-bit Show - thanks to North Eastern Consoles.

There are three of four different racing games on the GB with similar names, F1 Spirit (overhead view), F1 Race (Super Monaco view) and F1 Boy. F1 Race comes with the four player adaptor so that four Gameboys can be linked together and compete in a race.

This is basically your Super Monaco GP style game. You view your Formula One car from behind at a raised angle. The screen is split into two. The top half is the playing area, this is where the action takes place. The lower half of the screen contains an overhead map of the course which displays where the cars are. Also your speedo, ranking and timer clock are contained here.

The game is very fast, or appears to be - that's what makes this game so special. Once you have reached top speed, you can push forward to use some turbo fuel, this will make your car accelerate to a higher speed. As you speed up, the track and roadside, also speeds up into a blur - giving the impression of extremely fast speed.

Unfortunately, there are very few road side objects, only a chequered flag and a few advertisement hoardings. You don't notice this much due to the frantic action but it does make the screen look bare.

The cartridge contains a battery to save your times.

You can practice with or without cars on any one of the 15 tracks! You can also enter a Grand Prix of all the courses (or race against 3 others (human or computer) in the "Multi Game" option.

The graphix are amazingly detailed, the cities, mountains and clouds in the distance are clear and move without blurring. And that's true of the sprites. NO BLURRING AT ALL!!! When you win (or lose) a race you see the presentation of the trophy to the winner. You can either be on the rostrum (1st, 2nd or 3rd) or be standing by, waving and trying to get attention.

The music is fine, nice drum beat accompany the time sheets and option screen. The sound FX are realistic, great engine noises and breaking sounds. Some music kicks in just

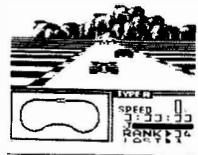
after you've started racing, but you don't seem to notice it fade out again.

Gameplay wise, well, the number of tracks and competitions (Grand Prix, Time Trails or Multi Game) makes this cartridge last a long time! Also the 4 player option makes this a fantastic game to play with your mates!

All in all a great racing game. It's the only one I've seen on the GB, but I think it would take a dam good game to beat this!

- Visuals - 89%
- Audio - 80%
- Gameplay - 97%

Overall - 89%



RAIDEN TRAD

Megadrive by Micronet - supplied by Megaware/Console Concepts

Marc: RAIDEN TRAD is the latest shoot 'em up to appear on the MD, and for a change it's a vertical scroller.

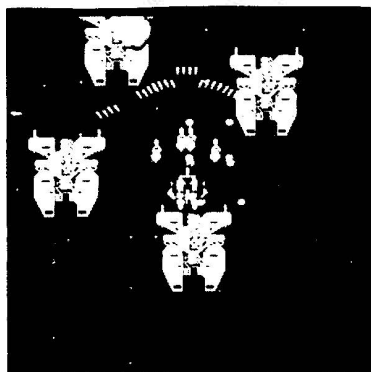
The game starts off with a plain title screen popping up. Pressing start allows you to either set the options or begin the game. There are 3 difficulty levels (easy, normal, hard), variable number of lives (up to 4), sound test (!) and rapid fire on or off.

I'm afraid to say Raiden Trad sets out to be nothing more than a straightforward

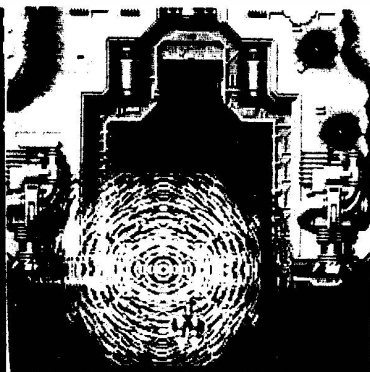
the Amiga will have seen far better visuals than those here.

A few other problems arise; there are only two types of weapon - either a blue laser or a red one and, although these can be powered up, there really isn't any variety or interest involved in collecting the power ups that appear.

Also, at times the ship seems too slow (particularly at end of level guardians - it can be infuriating getting killed just because you can't get out of the way quickly enough!).



SURROUNDER... BUT NOT TO FEAR!



YOUR FIGHTER LET RIP A BIG ONE!

shoot 'em up, with no new ideas or twists to make it stick out from the (very large!) crowd, which is a shame.

'A' fires single shots, 'B' releases the smart bomb (just a big explosion) and 'C' rapid fires.

The graphics are fairly unremarkable all round really. The general idea seems to be a perspective based scenery (ie you are flying high above the ground) and so there is the odd piece of small detail (eg cows and people below). There are also a few fairly well done effects of this ilk - for instance, you fly over a platform which is in turn floating over the small scenery below.

However, everything looks lacking in colour and pretty badly drawn (almost lo-res in look) and the overall effect is not very impressive. Anyone who has seen Silkworm 2 on

The music is average and the same tune is used for every end of level which is a bit boring - what has happened to all the really superb tunes that we used to get?? Come back soon....

To be fair, Raiden Trad plays well, but then again, don't most shoot 'em ups??? There are 8 levels and I managed to get to level 7 on easy difficulty (although not without a few problems!), so the challenge (especially on normal or hard level) is quite good.

I really do think that with the current state of the Megadrive, companies should really spend more time, effort and thought developing shoot 'em ups because we, the gamers, want to see something

Electric Brain Cool Tip - no. 2

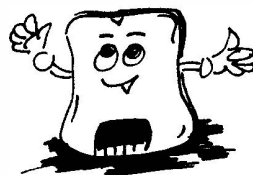
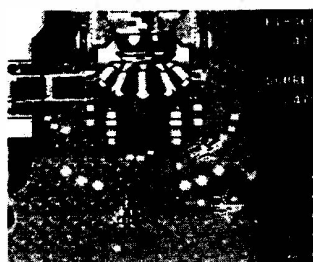
ALWAYS CARRY EXTRA POWER CELLS WITH YOU WHEN PLAYING WITH YOUR LYNX !



special, something that blows other games systems out of the water, something that doesn't look like it could be done on another system (especially a computer - after all we are talking about a GAMES console here!) - basically something that uses the awesome potential of our great machine. (Phew!).

So, why do we get games that are o.k in their own right, but have been done better, with nicer graphics and sound on systems like the Amiga?

This is a good enough shoot 'em up in gameplay terms, but in visual and audio terms it just isn't anything special at all, so don't expect something other than an average shoot 'em up. Nothing more, nothing less.



Visuals - 72%
Audio - 70%
Playability - 80%
Lastability - 84%

Overall - 79%

Dan: I've only played the coin-op very briefly, but it's a bloody good game, and I have therefore been looking forward to playing this MD version. I was not disappointed.

While some people may say "Hey, bloody Twin Cobra rip-off. I'm not paying forty-five quid for this!", it's their loss, as Twin Cobra is still a brilliant game, and so obviously any decent clone must be worth looking at. Whilst it's true to say that both the graphics and sound are nothing special, it really doesn't matter. This game shines solely due to its extreme playability.

Fans of Twin Cobra, Twin Hawk, Fire Shark, etc. would do well to check this out. These who are bored of this type of game should obviously steer clear.

Visuals - 80%
Audio - 79%
Playability - 89%
Lastability - 92%

Overall - 89%

ONSLAUGHT

Megadrive by Ballistic - Supplied by Ballistic/Accolade

Onn: Firstly, Mega groovy thanks to Ballistic (Accolade) for the loan of the game! Onslaught, as some of you know is a conversion of an Amiga game... one I never played before. So what's it about?

Well, the story.... basically, your father has been executed by the evil imperial armies, and you vow revenge... you must eliminate the evil warring imperial armies in each of the kingdoms which make up the land of Gargore, and protect your own kingdom's flag!

Before you start, you can access the option screen where there are amateur and professional difficulty levels, select play mode: Tutor - where items are automatically

representing what's at that location... impassable areas - mountains, Forest, water or swamps, then there are temples, enemy locations (your aim aim!), you own taken land, plus locations with plague, rebellion, crusade, etc... Aswell as the map, you can gain info. on the enemy and yourself.

As you can see, the game sounds fairly complex, and in a way, it is, but once you've played a few times, it's not at all difficult. So what do you do? Firstly, you must select an enemy kingdom to attack on the map, Fight and win a Field Battle. Next, fight and win a Siege, and lastly Fight and win a Mind Duel with that kingdom's Wizard Lord! Failing to complete any of the stages, and you'll have to fight the previous stage again!

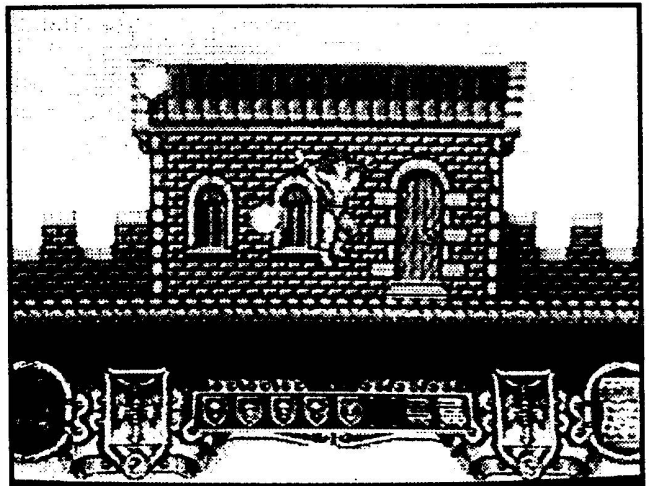
Field Battle: The game is viewed side-on, with your warrior in the left of the screen in front of a castle - your side of the field of battle with your flag above, which you must protect. Your objective is to move to the enemy's side, capture their flag, and return!! Not an easy task, as the enemy outnumber you something like 1000:1 and they are after your flag too! As soon as you move right, the enemy attack you. To stop them getting your flag, you must take out as many

of them as possible. The more enemy soldiers that pass you and move off the left of the screen, the more chance they will get your flag! You can go back and take 'em out, but means you'll take longer, and you don't have unlimited energy. Enemy troops do not only fight with their fists, but some are equipped with spears, cannons that fire cannon balls, swords, wizards that fire magic bolts, boiling oil raining down on you, mines, etc... However, killing an enemy will leave an icon behind which you can pick up

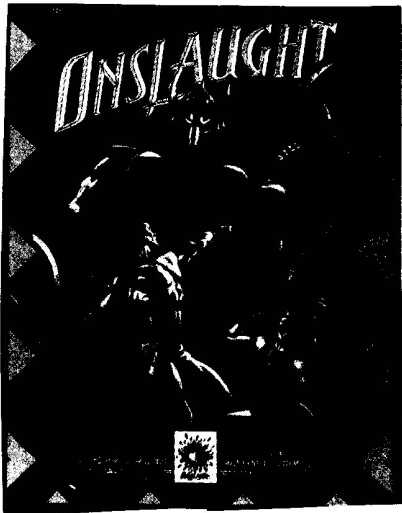
to use or keep. These include mace, magic mace, hand bows (this animated brilliant like Robotcop/Terminator), crossbows, Naptha Bombs, Demon Shields, Magic Demon, plus scroll to increase life, increase energy, Death spell, etc. and Talismans which are used to help cross forest, mountains etc. on the map, clear plagues, rebellions, etc. again on the map, and so forth.

Should you reach that far right, on the top level, there is a flag which you must

but it would fill another page!. Graphically, Onslaught is great, really well defined backdrops and sprites, and everything crammed on screen. And animation is well ace especially the bow weapons and the enemy carts that trundle along. Sound, well,... 'cos you can't have both music and FX, it really spoils it. The FX are generally good, but Music quite average and only three pieces in the whole game. Gameplay wise, it different. With arcade action, quicky thinking and reactions needed to recognise items to pick up and



OUR HERO GOES FORTH... SOON TO BE ATTACKED!



THE GREAT BOX COVER.

picked up and selected for use. Assist: where items are automatically picked up but you must select which one to use, or Human: when you must pick up objects and select which one to use, plus configurate controls, and choose either music or sound effects... NO! You can't have both... a bit of a bodge there, guys!! The game also features a password system, as you'll need it!

When you start, a 16x16 Campaign Map appears. In each square there are icons

touch, then make your way back to your own flag, fighting off all enemies that have passed you before... the less soldiers passed you, the less soldiers you'll confront. Once you make it back to your flag - which in most case has been taken, it's onto the Siege, which is exactly the same but is fought in the kingdom's main castle. Completing this and it's Mind Duel.

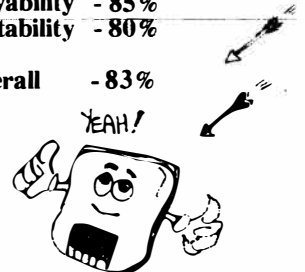
This is played on a single screen with a face in the center protruding 4 wavy arms that fire out fireballs. You are represented by an arm that can move around the perimeter of the screen and fire at the ghoulie. Your objective is to destroy the nasty by pumping bullets into it, without getting hit, and with more direct hits, his arms will shrink until it blows up! Occasionally, icons appear around the screen, which you can pick up. Completing this and it's back to the map... except that the enemy kingdom is now yours!

There is more to this game,

you or save aswell as fighting off attackers, and a touch of strategy thrown in. Onslaught is not the best games around, but one with all the different features, makes to a very playable game, and worth a bash, and quite difficult too. I won't say 'Try before you buy' because, it will almost certainly put you off buying straight off, as it requires some playing to get into.

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

Overall - 83%



STREET SMART

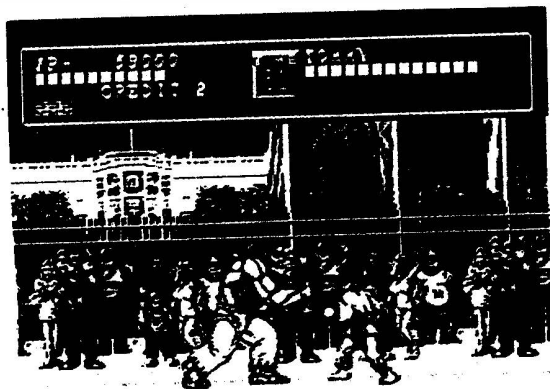
Megadrive by Treco - Supplied by Console Concepts

Onn: I first saw Street Smart going, in our arcades by SNK, and my first impression of it was, 'what a load of crap!', especially when you compare the game to Capcom's excellent Street Fighter II which surfaced before this beat'em up.

So, how could Treco hope to convert the game to the Megadrive and make it a hit game? Well, Treco have done an excellent job in the

cate to your status condition to increase life bar, power or defense. Money can be used to gamble on your fight... either you to win or your opponent! Would you really want to bet on your enemy? Well, you would as the game really increase in difficulty after your first opponent... beating the second bloke takes some doing, although not that much doing.

Graphically the game's



YOU'RE UP AGAINST ONE BIG GUY.

conversion... NOT making it a more playable and better game, but making it very close to the coin-op in graphical, audio, and playability terms... ie. just like the coin-op... fairly crap!

Street Smart follows the standard Street Fighter theme by taking on opponents one at a time, should you beat them... opponents gets more tougher to beat as you go along, although there are only 9.

Your man has 6 attack moves with punches, high kicks, etc. and when your first opponent appears... things couldn't be easier - just continually walking up to him and kicking him in the teeth a few times, and it's all over in a few seconds! Each bout has a set time limit, and you start with 3 men with each a set health bar.

Winning a bout rewards you with prize money and Bonus points. The latter are extra units which you can allo-

very average, and strangely looks very low res., probably because of it's use of colour crammed onto the screen. The main sprites are generally good especially the enemy opponents which range from the first weed to giant muscle bound beefcakes.

Sound is pretty dire with some boring tunes, and okay sound FX. Overall, Street Smart is a very average beat'em up, the extra two player option makes the game more interesting but still, not a patch on Street Fighter II or even the original Street Fighter! If you're after a beat'em up, then go for Sega's brilliant Final Fight rip-off - Bare Knuckle instead, which is not only great action beat'em up, but you can always ignore the opponents, and try to deck your partner instead!!

Visuals - 60%

Audio - 50%
Playability - 50%
Lastability - 40%

Overall - 50%

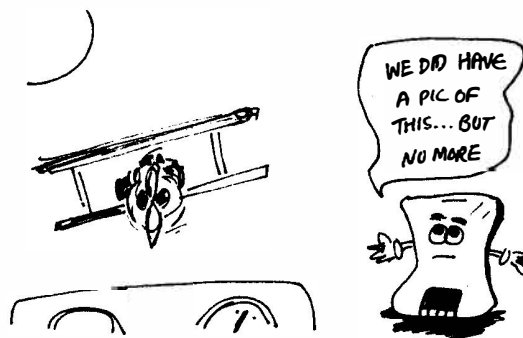
WARBIRDS

Lynx by Eypx - Bought by Dan from Beyond 2000

Lee: Warbirds puts you in control of a first world war bi-plane. Your mission is to destroy all enemy planes before they shoot you. Anyone who has played Wings on the Amiga will know what this game is like. For those of you who do not own an Amiga here is a description. You control the plane from the pilot seat, and see everything how the pilot would.

Mainly because there is only one mission to do, kill them before they kill you. This get tedious after a few goes and I didn't want to play it again after I had shot down 'Fred Baron' a few times.

Warbirds MIGHT be playable



The graphics are good, and all objects in the game use hardware expansion. The sound effects are nothing special just the hum of your engine and the sound of machine gun fire. Before you start there is an option screen, which lets you select different modes of play.

The game play is terrible!

in multi player mode but unless you're a World War 1 flying fanatic keep well away...

Visuals - 75%
Audio - 46%
Playability - 20%
Lastability - 10%

Overall - 20%

MAKE YOUR
DAY... SUBSCRIBE
TO ELECTRIC
BRAIN... OR
WE'LL SEND
DIRTY HARRY OVER!



Dan: I'm not usually overly keen on flight sims, but I happened to have rather a lot of spare cash so I bought this. Big mistake! (You should have gave me the money instead... Onn!)

Warbirds is very attractively presented, with great graphics - lovely convincing 3D and nice movements on planes, clouds, etc. The game also has a wealth of options, so first impressions of this game are very favourable (unfortunately, the sound fx bring about a severe case of deja vu, like many Lynx games). It is only when you are thirty seconds or so into your first game when you realise that Warbirds is, in fact, utter crap. There is nothing at all to do except shoot down planes, and what you see of the game within the first ten seconds is basically all there is to the game.

The game can also be played multi-player (up to 4 players). As we were not able to try this, I can't comment on it, but the thought of being able to blow the crud out of Lee's malformed figure certainly sounded like an interesting one.

By the way, if anyone wishes to buy a used copy of this game (£15) please ring (0602) 202295 and ask for Dan.

Visuals - 90%
Audio - 70%
Playability - 40%
Lastability - 15%

Overall - 30%



STREETS OF RAGE

Megadrive by Sega - Supplied by Console Concepts

FIRSTLY, Streets of Rage is also known as Bare Knuckle, so don't get confused!

The storyline is as usual, Mr. Big... and he IS big com-

and this is where the game begins... oh yeah, they have also recruited help from an E-SWAT member.

Basically, the game is like

Capcom's Final Fight!

As usual, there are various options, and you then can pick from three characters - Adam, Blaze, or Axel. All the characters have the same moves, but some moves are more ef-

fective for certain characters. For example: Adam has a better and more powerful flying kick than Axel, whereas Blaze is more athletic. The moves are similar to FF too, as you can punch and kick with combination, perform flying kick, grab and pound in, throw opponent or back drop them. The game can be played by one or two players too, simultaneously, and in two player mode, you

can even grab your partner and launch him/her at the opponent for a powerful attack.

The first level is out in the city streets where thugs will attack you from all sides... these are no trouble, but later on they come in numbers and carry weapons including knives, bottles, baseball bats and iron bars, and then there are meaner guys that will attempt to throw you, ninja guys which are real tough, jugglers that juggle fire... and then at the end of each level, the bosses which are extremely tough... one touch from them and half or even more energy is reduced!

Like FF too, you can acquire weapons from the opponents, so making things a little easier. Plus punching and kicking objects like telephone boxes, tables, oils drums...etc.. which can reveal food to replenish health, weapons, lups, and E-Swat power.

E-SWAT power? Yep! An added feature similar to Golden Axe. You get one for each player on every level. Pressing the third button will bring on an E-Swat car, where the E-Swat police bloke fires a missile onto the screen and dispose of all the baddies... unless they are the bosses as they require more hits!

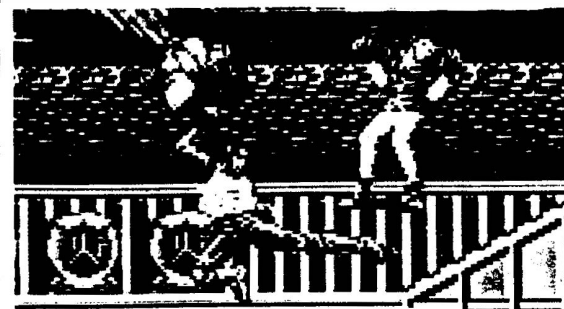
Dan: Yeah! Streets of Rage is a truly brilliant game, without a doubt.

Set very much in the Final Fight mould, this game has got everything: Great graphics, Brill music (Done by none other than Yuzo Koshiro), Tremendously addictive game play and a two player option where you are able



THE FAT BOSSES.... MEAN... BUT DON'T BACK DROP THEM !!

pared to everyone else, has taken over the streets with his gang of violent minded minors. The police cannot do anything, so have gotten out and sealed all entrances and exits. However, three total nut cases (they must be!!) have decided that Mr. Big is a right bummer and they will have to teach the guy a lesson. They must travel through eight stages of blood and terror to reach the man himself,



ADAM SHOWS HE CAN KICK HIGH !

to beat the crap out of each other!

This is easily the best beat 'em up on the MD (in fact the only beat 'em up that betters this is Street Fighter 2) and is an absolutely essential purchase for fans of the genre.



OUR HERO IS IN A SPOT OF BOTHER...

Buy it!

- Visuals - 91%
- Audio - 95%
- Playability - 97%
- Lastability - 91%

Overall - 94%

Lee: Bare Knuckle must be one of the best beat 'em ups on the megadrive. I really enjoyed pile-driving Onn into a pneumatic press and throwing Dan off the elevator. Saying that I don't think I have actually hit the enemy yet but I will get round to it (he he!). Great mindless violence, buy it if you a fan!

Onn: I'm an avid fan of



© SEGA 1991
MUSIC © 1991 SUZO KOSHIRO

arcade adventures, and when you throw in some mindless beat 'em up action too, then you're in for something.... and in this case, a right rip off of Capcom's Final Fight. This is not a bad, and in all respect better than the coin-op!

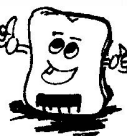
The graphics are smaller, but well defined and animation is terrific with a host of moves for each character - especially the "grab your opponent and chuck 'em at the enemy" move! The gameplay is a lot of fun too, lots of varied opponents to deck, and very difficult... especially the bosses! With

two player option too (very rare on the MD), it's twice as good, as you sometimes "accidentally" punch, kick or throw your partner! Lastly, music is fantastic, and certainly the best I've heard on the machine - and sound FX to match. If you like Final Fight, Bare Knuckle is a Must buy! It's also the sort of game worth playing when you're bored, angry or frustated - slap in the cart., put it in the hardest mode and kick some ass!

- Visuals - 94%
- Audio - 98%
- Playability - 94%
- Lastability - 94%

Overall - 95%

AWESOME!



DINOLAND

Megadrive by Wolf Team - Supplied by Console Concepts

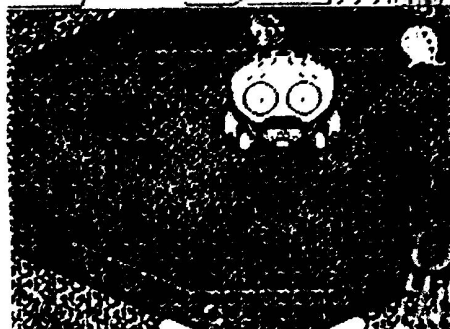
I'm quite a fan of pinball, and Dinoland is quite a good simulation. As pinball games go, it has the usual bumpers, spinners, ball catchers, and so on, but all based on prehistoric times. The graphics are rather weird with the main part of the table made from dirt and rock, and dinosaurs situated around the table or trudging around to be hit. Although the main table is only about two and a half screens tall, it's laid out very well, and the slot machine in the top corner is a nice touch,

will be out for the MD soon.

- Visual - 85%
- Audio - 75%
- Playability - 85%
- Lastability - 85%

Overall - 85%

Dan: There's really not a great deal I can say about this game. The graphics are reasonable, the sound is OK, and the game is... well, a pinball game. I personally quite like this one, though there's not much to it, I found the tables to be fairly interesting. This game won't set the world alight, but some people will derive enjoyment from it. If you like pinball, take a look.

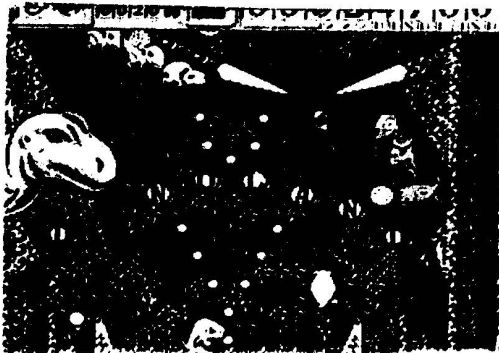
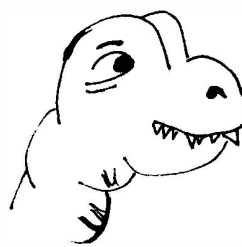
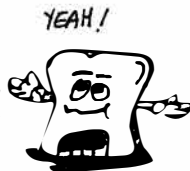


THE BONUS LEVEL... HIT THE NASTY DINO!

although not very generous. Should you get 3 of the same - you'll get a big bonus or enter other tables... but rarely happens. The other bonus tables are single screen ones and are nicely presented with some strange effects like multi-parallax scrolling backdrops and a water level which is difficult to see the ball. Overall, Dinoland is a worthy pinball game, and if you're a fan, certainly worth checking out - but I can't say it's better than the Engine version of Devil Crash, which

- Visuals - 70%
- Audio - 74%
- Playability - 85%
- Lastability - 83%

Overall - 85%



THE MAIN TABLE... HIT THOSE DINOS!

OUTRUN

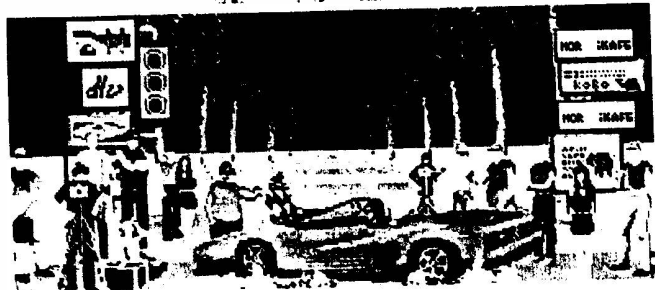
Megadrive by Sega - Supplied by Console Concepts

Okay, Outrun... I'm certainly NOT going to explain the game. If you don't know what it's about, then you should be locked up with twelve issues of Mean Machines, and forced to read every page including the letters!

version, I'm glad to say, is easily the best version of the game. Everything about the game - Graphics, Music, Playability, etc. are as close to the coin-op as one could reasonably expect (The sound FX are rather poor though!).



START



THE START.... TIME TO HIT THE ROAD

Dan: The deluxe Outrun coin-op is certainly a great game, but relies too much on the brilliant graphics, the hydraulics and of course the fab music being blasted out from two speakers sitting right behind your noggin.

These features are obviously not available on home versions, and because of this, they've all been pretty poor (even the engine version was a disappointment). The MD

The difficulty level is pretty low (Lee Scum completed it first go, and even on Pro level he still managed it. Though rather luckily!).

If you're a fan of the coin-op, take a look!

Visuals - 83%
Audio - 90%
Playability - 89%
Lastability - 80%

Overall - 83%



"BLOODY RADIO... CAN'T GET RADIO ONE!"

ROCKMAN WORLD

Gameboy by Capcom - Supplied by Telegames

Onn: FORGET Sonic the Hedgehog on the Megadrive, PC Kid on the Engine, or Mario on the Super Famicom, as Megaman has arrived on the Gameboy... or as he is known in Japan, Rockman!

The game follows the same style as it's on the NES machine. Rockman must penetrate the strongholds of his enemies, which includes the nasty Cutman, Elecman, Iceman and Fireman. These four are your first four opponents, and must be dealt with (in any order) before you can tackle the other 5 enemies which includes the utter most baddie of them all!

Rockman can leap around and his right arm is replaced by a gun which can fire rocks... hence his name. You can pick which enemy world to attack first, and each is different. On Iceman, most of the surface is covered with ice, so you slip and slide all over the place! There are also ice blocks which when you stand on, melts away! Elecman, has a lot of disappearing blocks plus electric fields and fans that blow you back! As well as the obstructions, there are also the minor inhabitants which includes moving fireballs, jumping pounding robots, flying 'bots that throw lightning, rockmen that are also armed with shields, and rolling cutter blades! All of which will reduce your energy if they hit you!

However, killing the moving nasties will sometimes leave items behind which include 1 ups, increase your energy by a little or all, and increase fire power.

If you happen to reach the end of the level, you'll drop down into the enemy boss' lair where you'll face the sucker. The boss will have a full tank of energy, and you must zap it all to kill it... a very difficult task as each of the bosses are equipped with powerful weapons and jumps all over the place!

Rockman World is one hell of a game... and when it comes to toughness, is a par to Castlevania! I've had the game for only a day, and as yet cannot complete a level.... almost, but not quite... bloody Elecman killed me with one unit of energy left... lucky sod!! As for the other 3, I have yet to reach the end of any of the levels! As I haven't completed a level...yet, I assume, killing a boss will gain you that boss' weapon. The game also features a password like the NES version of a 4x4 grid with five dots in it.

Graphics are real neat, not quite as detailed as their last arcade adventure Gargoyles' Quest, but very good and 10 times better than most Gameboy games, with very detail graphics and good animation. Sound is ace too with some catchy thumping music, although rather short which loops, and occasionally a voice is cut off because of the sound effects.

Overall, Rockman World is a well produced game, and extremely playable. The game is rock solid, and will keep you playing for a long time. Because you can pick levels to play, you also won't get pissed off if you can't complete a level, as you can tackle another instead.... something I found very annoying on Castlevania! If you're after a well hard game, Rockman is the one to get, certainly the best Gameboy game to date!

Visuals - 90%
Audio - 87%
Playability - 92%
Lastability - 93%

Overall - 92%



• Rockman World is one of the best games ever to come out on the Gameboy

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