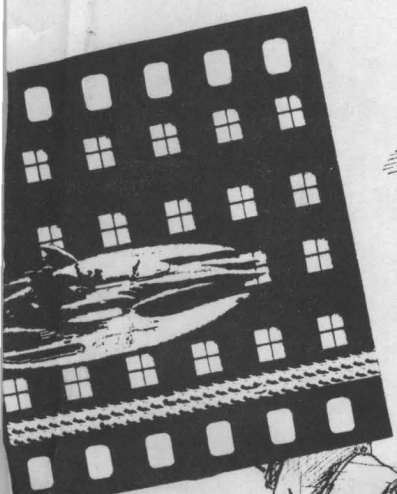
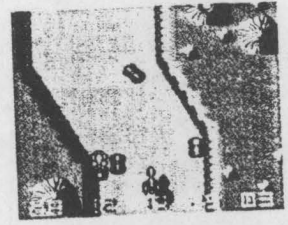


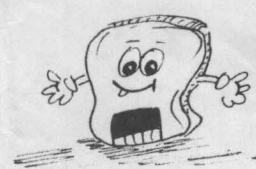
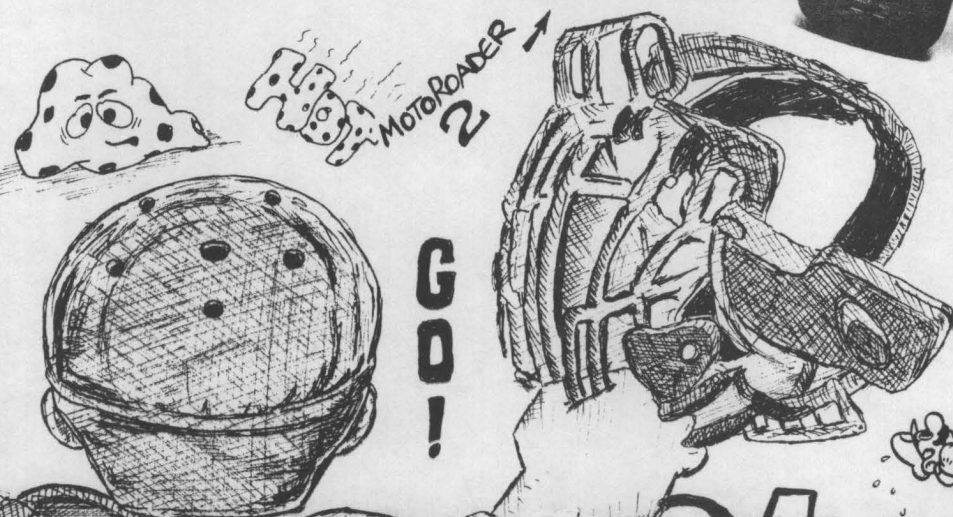
CONSOLE MA'ZINE

THE ULTIMATE FANZINE FOR NEW VIDEO GAMERS
ISSUE 17 - RECOMMENDED PRICE - £1

- * SEGA SHOWS OFF MEGADRIVE PC
- * SUPER FAMICOM LAUNCHED
- * PORTABLE ENGINE LAUNCHED
- * MEGA GAMES REVIEWS
- * TECH TIPS



BATMAN FOR THE ENGINE!



Mega Geo

10t



SEGA + IBM = PC
MEGA-DRIVE

THE SUPER SPY

Well, console fans... here's another issue of C.M., and what a strange month it has been with only a couple of new games for the engine, but quite a few for the Megadrive and the Gameboy. And then there's the new hardware portables, with both the Game Gear and PC Engine GT been launched... unfortunately, the Game Gear over here is well too expensive, and the GT is also well too expensive in Japan, so should it hit the UK, it'll be mega expensive. Why do they always bodge things up? Whatever the case, the Super Famicom should be available when you read this, and I shall get my mitts on one for sure... so expect future game reviews for this machine.. and tips!

It's highly unlikely I will release the next issue in time for Christmas... you know how it is, so if I don't, have a Merry Christmas and a Happy New Year!!!! Well, until next time.... see ya.

Onn

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Hardware News

Sega are really busy, not content with the recent release of the portable Game Gear, and the on going Megadrive, but are to release a 'duo' computer - a PC that will come with an adaptor that will run Megadrive games. Sega has teamed up with IBM Japan to produce a low cost AT with atleast 512k ram, and like the Nintendo Duo, will be able to hook up to a standard TV set. The machine is expected to sell in japan for 200,000 yen, and should officially hit the UK sometime next year... for around £799. Personally, I don't see the machine catching on, do you?

The Megadrive can compete extremely well against the NES, PC Engine, and most systems, but what about the Neo Geo and all the home arcade systems that's available in japan? Sega have decided to go overdrive and are developing a 32-bit console to blitz the competition, and the name - the Gigadrive. Having a machine to beat the Neo Geo is going take some beating, and cost a fair bit - and it's likely that the Giga will cost around £500 with cartridges at around £100, and possibly released in 1992.... so time for NEC to come up with something.

Portable Engine

By the time you read this, NEC would have released the portable PC Engine - the "PC Engine GT" (10th Nov.'90), but the price of the machine is a whopping 44,800 yen, around £183, which is more than most had expected. However, the price will pitch it against the Atari Lynx which around the same price.

The machine will ofcourse run all games available for the standard engine, although all games that are multi-play, will only work as a single player game. However, there are two games programmed for the engine that enables multi-comm-link when on the GT. The games are Bomber Man from Hudson Soft, which was delayed due to the reprogramming, and Spin Pair from Media Rings, a puzzle game similar to Tetris.

One extremely bad point of the machine apart from the price is it's battery life - about 3 hours using 6 normal 'AA' size cells. The TV Tuner will retail for 14,000 yen. Comm-link cable for 1,800 yen, and AC Adaptor for 2,900 yen. Time will tell how the GT will sell, it has the advantages of the colour screen, sound and graphics, and a mass of software, but the price is rather too steep and



NEC'S NEW PC ENGINE GT... the PORTABLE... AT A DESK-TOP PRICE!



Ys III : BRILL GRAPHICS!

battery life short... I suppose you can't have everything.... but why not?!!

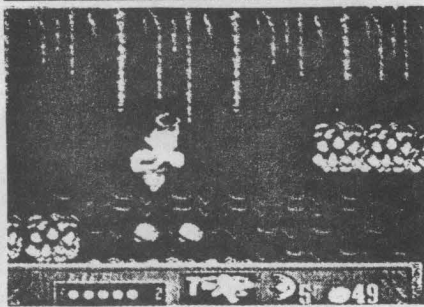
Engine Software

One of biggest 'games' (5 million bytes!) that was very user friendly, let you do just about anything, and said to be the game that paved the way for CD-I Entertainment, was Manhole, developed by Cyan, and released by Activision. Unfortunately, to play the game, you had to have access to a powerful Macintosh with either Hard Drive or CD-Rom, but thanks to Sun Electronics, the game will be converted to the PC Engine, on CD-Rom ofcourse. Manhole, is not really a game, but described as a fantasy exploration for children of all ages. No release date unfortunately. From Hudson, Ys III will be out just before Christmas, so if you liked the Ys I+II, you're in for a treat, so brush up your fighting skills and japanese! Ys III has certainly the best graphics seen on the engine... some of the pics I though were drawn, but on close inspection, was actually a video screen. Aero Buster (or Air Buster as most will know it) should be out as you read this, and looks very close to the coin-op... not surprising really, as it was converted by Hudson's top man, the guy that did R-Type I+II. The game will be on 4meg Card and as mentioned, will feature the 2 player option. Also from the R-Type programmer, comes a 2 player buggy game. Here the screen is split into two halves like Final Lap Twin, but is viewed from the side, looks like Kikstart. As you race, you have steep slopes, and other obstacles, plus menacing weapons



PC KID II : MORE CUTE... NOW MORE ROMANTIC... KISSING FLOWER!

ENGINE NEWS



HUDSON'S MARTIAL ARTS
ARCADE ADVENTURE.

including bombs, rockets, and spiked wheels. Out on 3meg, released date:tba. As mentioned above, Bomber Man has been delayed but will be out on 7th December. As mentioned, the game will have a 5-player option, and a dual-player comm-link option for the GT... on 2meg. From the programmer that brought you Super Star Soldier, comes a brilliant looking Kung Fu arcade adventure. Here the graphics are fabalous with the main character like Chan & Chan style and can do a whole lot of moves from punch, kick, flying kicks, leg sweeps, to launch fireballs like Street Fighter. You get to fight some wacky characters all well defined plus a large leaping tiger, firey dragon and a Budha bloke. Out on 4meg and set for 18th Jan.'91... a must!!

April '91 is the date for the return of the prehistoric bonker - PC Kid II, in another arcade adventure romp, but he's gone love sick and now go around kissing plants, and generally with a smile on his face. More news when we get 'em. talking of sequels, Neutopia 2 will again be similar to the original in gameplay, out in 4meg format but no release date.

What about the S.G. you ask?! Well, Hudson has two games in the pipeline. The first is a wicked looking horizontal scrolling shoot'em up on 8megs!! This game looks absolutely stunning, and could be mistaken for a true coin-op game. As you expect, multi-



ENGINE LEGEND OF HERO TONMA FROM
IREM.

parallax scrolling, deadly advisories, additional weaponry, and giant size Bosses!! Expected to be available in japan on 22nd Feb.'91 for 9,800 yen. The other game is more well known - Capcom's 1941 (the third one, after '42, & 43). Again, to be on 8meg card, and currently only screen shots of the scenery, so not too interesting.

Irem: Irem haven't produced many games for consoles, but certainly one of the best games companies around, and their latest announced game for the Engine will be the brilliant Dragon Breed! Unfortunately, there aren't any engine screen-shots of the game, and no planned size of card or release date, but judging by their previous releases, the conversion should be excellent, but you'll have to have to wait ages!! Whatever the case, the engine is certainly going from strength to strength if more ace companies produce games for the machine... come on Capcom!!



ARCADE DRAGON BREED... SOON ON ENGINE.

Coming a lot sooner from Irem however, will be their other brill arcade adventure - Legend of Hero Tonma! Strangely, the game has only recently been released for the Nintendo system!? The engine version of course looks better, and very close to the coin-op. Tonma is expected to be released in March '91 on 4meg card and should be a real hit as there seem to be a lack of this type of game on the engine. Coming about the same time too will be - Lost Island Special, which is a cute arcade puzzle game, out on 4meg too. NCS: NCS haven't made a great impact on the Engine over here lately due to producing games requiring knowledge of japanese, but have announced the sequel to one of our favourite engine games - Motoroad 2. The game will be based on the original 5-player game but set in the future with hi-tech battle cars, there's even the chance to upgrade to vehicles that hover!! Some of the circuits are off the ground with broken tracks & jumps, plus there a helicopter that's a bit of a bugger. 3meg,

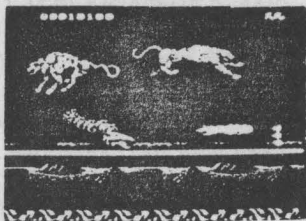
CONSOLE MA'ZINE

date:tba. NCS are hoping to get tops for the cutest shoot'em up as they are to release a horizontal scroller on CD-Rom, as all the graphics are cartoon like and enemies have faces on them... even the gun turrets. The game looks to have similarities to Gradius as you have different weapon options. The most wierd game NCS is Wallaby Times, a role play sort of game in a world of bunny rabbits that race kangaroos!! Out on 3meg, middle December. NCS's Kickball will be out end of Nov... based on baseball with wierd players, nuff said about that. And there's Mr.Shubibin Man 2 which looks to be a better game than it's former with more detailed graphics and playability. The game also puts you in a ship in a horizontal shoot'em up in some stages aswell as the arcade adventure parts, 4meg. Date:tba.

Namco: As mentioned last month, namco are to release a cute arcade adventure based on Alice in Wonderland characters, and it will indeed be 2D, but that doesn't make it less attractive as all the graphics are brilliantly produced. The game's called Marghen Maze, on 2meg card and will be out on 11th December. All of Lewis Carrol's characters are featured including the Cheshire Cats that suddenly disappear only leaving their grins behind, the white rabbit which you're after, the Mad hatters in their enormous hats, Tweedle dums and dees, the catterpillar and of-course the Queen of Hearts. Looks ace!! Apart from Marghan Maze, Namco don't have anything else lined up, but PacMania could well be their next game to be converted.

Taito: Taito has quite a number of titles to release - Champion Wrestler - 3meg - Out in December, Cadash & S.C.I. - 3meg - out in Jan.'91. And also pencilled in for Jan.'91 is Parasol Stars - Bubble Bobble III. I mentioned that Taito were to produce Rainbow Island on Card, but they are apparently not, but doing the sequel instead, on 3meg. The game looks very similar to rainbows, as you control either Bub or Bob in human form (2 player simultaneous available) in a platform game, but as you can guess, instead of creating rainbows, you have a colourful Parasol. If it's as playable as Rainbows, it's one to save up for. What else can we expect from Taito? Very possibly Darius II. NEC Avenue: When will Avenue release Outrun? Well, Avenue have now given a release date of 21st Dec., so fingers crossed they don't get the tippex out!

ENGINE:
SAINT
DRAGON

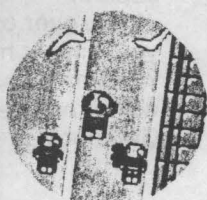
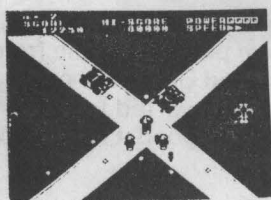


Thunderblade will be launched on 7th December, and a week later - Fighting Hawk (Hurricane). Avenue are also releasing a Chess game on CD-Rom similar to Electronic Arts' Battle Chess. Instead of Knights, Queens, Castles, etc.. you have more nasty creatures like Skeletons with sword and shield, Orcs, Minotaurs with a giant axe, Griffins, and so on. Like EA's game, characters animate to their spot and when you take an opponent's piece, the characters battle it out on the board to the death. 4meg.

Naxat: Naxat's 2 player vertical shoot'em up - Burning Angels will be out in December on 3meg card. As these sort of games goes, you either love 'em or hate 'em, and Angels looks very good indeed. As well as the extra weapons when in two player mode both players have different ships with different weapons! More dual play vertical shoot'em up from Naxat will be 1943, Capcom's follow-up to 1942... one of my favorite shoot'em ups although I have to say wasn't very good at it, on 4meg Card/ Naxat also are to convert a footie game from Techno Japan which has already been on the NES. Media Rings: As mentioned in GT bit, are to release Spin Pair in December on 2meg card and is similar to Tetris as you have to manoeuvre dual-shapes to match with shapes in the column. Graphics look terrible, but these type of games don't rely on looks.

Human: After Wretling, Footie, what else can Human do? Since it's winter, how about Tennis? Well, the Australian Open to be precise. The game is viewed like Namco's brilliant tennis game, but the graphics are more detailed and realistic. A nice touch is, you can practice with the aid of a machine which throws out tennis balls all over the court!!

Victor Musical Ind.: More vertical shoot'em ups comes from Victor is Toy Shop Boys, coming out mid December. The game lets you control 3



TOY SHOP BOYS... MORE SHOOT'EM UP.

flying boys in a game similar to Flying Shark etc.. but chunky cartoon characters, up against toy soldiers, racing cars, planes, train, giant teddy bear and doll, etc... in a land of lego bricks, and so on. 2meg.

Aicom: Every since P*47, Aicom have been in the dark, but they have been busy brewing up their latest conversion - Saint Dragon, and it looks very good, although some of the graphics are a little different, namely the big bull on stage one is ginormous compared to the coin-op and amiga version. Out in December on 3meg. Hopefully it scrolls better than the terrible Amiga version which jerks like death!!

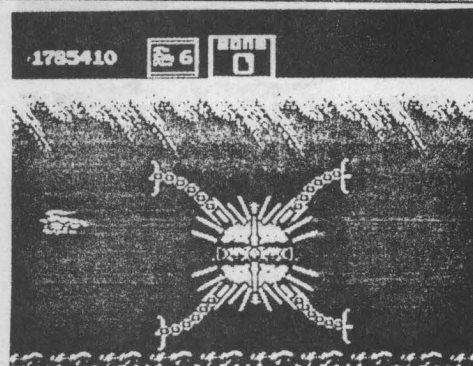
SEGA NEWS

Game Gear

The 'Game Gear' was finally released in Japan, and now available in the UK from grey importers, although the price of the machines are rather steep compared to the official Japanese price of 19,800 yen approx. £81, with the TV Tuner set for £52, and games - Monaco GP - £14, and Columns & Pengo for £12 each. Grey importers are charging about double the price!! For the Japanese price, the Game Gear is a real bargain, and sure puts the Gameboy down even if there's only three games for the machine at the moment. Incidentally, Columns on the GG is a lot better than the MD version with more variety.

Talking of Columns, Sega are to release the sequel, Columns II in coin-op form very soon. The game is basically the normal columns with lots of extra similar to Tetris and Block-Exed, with different shapes, pictures pushing the columns up, reversing the screen, etc... it may possibly be converted to the Megadrive?!

More Game Gear progs includes G-LOC out in November. December sees Psycho World, a game similar to Wonderboy/Mario Bros., but you control a girl. Out in November too will be a Mah Jong game, and in the new year, a Japanese text graphic adventure. More Mah Jong blocks comes in the form of Shanghai II for December, and even more puzzles in the form of Sokoban. My view on the GG - at present, grey importers price, it's a par with the Lynx really, if you have more money than sense, then go for it, but if the machine was at the Japanese price, you should rush out now and get one!

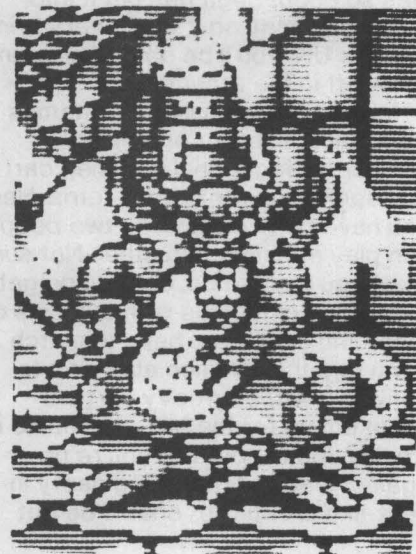


MD: DARIUS 2 : O-ZONE STAGE BOSS

Megadrive

The next game that should pull in the punters from all corners of Japan will be a giant 8meg Role Play Game set for March '91 from Sega, which looks very much like FTL's Dungeon Master, as instead of the traditional 2D top-down RPG view, you get full 3D animated action as you explore mazes of dungeons. Like DM you get attacked by all manner of creatures from Pumpkin men, sword wielding skeletons, dragons, and water spirits.

Another giant game to be released in December will be from Taito, with Darius II, on 8meg Cart. Graphically, Taito seem to have done the impossible by reproducing the coin-op onto the Megadrive without too much differences. All 28 levels of the coin-op are present and the 2-player option should be included. Unlike the original Darius, 2 player mode is more playable in the sequel, as you get 2 power-ups instead of one. The game should be a real hit, it's a lot more playable than it's former with more variety, (you not only fly left-right, but right to left sometimes), more weapons, and should be a better conversion with the coin-op having 2-screens instead of 3. Taito also will be converting their advanced Qix game Volfield to the MD, and Ultimate



MD: DUNGEON MASTER RPG-LIKE ADVENTURE - FACE BY A DRAGON.

MD:
Mickey
Mouse...
TARZAN
EAT YOUR
HEART
OUT!



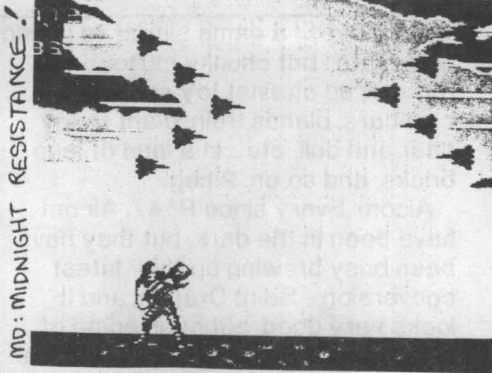
Tiger (Twin Cobra) should also be available in December... again single player.

More Toa-Plan vertical shoot'em up will come from Compile called Aleste on 4meg cart. for December. This one looks well ace, certainly more better than the run of the mill Flying Shark type games, and is a bit like Irem's Image Fight as you control a transformer-like craft. Like Tatsujin, there's the usual 3 colour power-ups to collect - Red/yellow - bombs, green - laser (Wow!), and blue - ermm... blue fire ball thingies. However, your guns can be rotated to fire forward, 3 way, back, reverse, roll or free. The bosses are quite nasty with large ships with devastating weapons, including a heavily armed chinese temple on half-tracks!

One game that most Engine owners have been waiting for since the machine was available in the UK was Wardner... and it's still not out, but MD owners should be happy as it's to be converted to the 16-bit machine on 4meg and hopefully out for Feb.'91.

Techno Soft's vertical shoot'em up - Elemental Master looks real hot property on 4meg and out mid December. As a flying wizard, you can aquire some mean weapons, all of which can be powered up, and as you expect, there are quite a number of huge bosses to kill including multi-armed/head dragons, and a giant hedgehog!! Talking of TechnoSoft, their brill shoot'em up Thunderforce III was so good, Sega has put it into coin-op format, so if they every bring it to the UK, you'll be able to play and show off in the arcades!

Namco: Even more puzzle games from Namco set for end of November is Megapanel on 2meg cart, and again a spin-off from Tetris. Here you have two columns, so two people can play against each other. Not sure what you have to do, but you do get these big colour tiles with symbols on them... no doubt you have to match them together. Namco also plan to convert a rather groovy vertical shoot'em up for the MD - the name of which I don't know, but you're up against loads of rather big nasty insect-like creatures.. should be out



before Christmas. I have to say, this one looks the best vertical shoot'em up games around, with well awesome weapons.

Treco: Atomic Robo-Kid should be available about now, but their next game Vasum will be a RPG, seems quite playable as not only are there the usual plan view walk around a map, and japanese text when you meet someone or at shops, taverns and so forth.... there's also lots of side-view slash and hack arcade action... which looks well impressive. If only it was in english! talking of RPG's there are quite a number coming out for the MD.

Kyugo Trading Co.Ltd: Coming late November or December will be Super AirWolf. As mentioned before, it's a two part game... fly your 'copter up screen blasting everything in sight like in Twin Cobra and collecting the extra weapons including lasers, missiles and some wicked bombs. Reach the end, and you'll land and drop off a bloke, where you have to run up screen Commando style killing off all enemy soldiers etc. Reach the end to rescue the POW, and collect all the extra weapons again on the way. Get the POW on board, and you're back in control of the copter, but then face the big boss crafts similar in style to 1942 mega planes throwing bullets all over the shop.

More shoot'em ups includes Gynoue from NCS, and this one looks ace, as you control a bloke with wings in a horizontal shoot'em up. The graphics are real neat with rock-made creatures, skulls & skeletons, etc.. 4meg. Telenets' Gaiars, should be available in December, and looks great again, another horizontal shoot'em up, but is by RENO who haven't impressed us on the Engine! Heavy Unit should also be out in December and also the date for Hard Drivin' from Tengen Inc.... only on 2meg cart. This looks very good, but if it plays and moves like the 16-bit computer versions, I'll pass!

More Mega BIG games to come for the MD, will be Midnight Resistance -

on 8meg Cart... and expected to appear in January 1991. The screen shots look great, just like the coin-op, another to same up for!! Another 8meg biggie will come from Telenet, who are to convert the brilliant (and difficult) Valis III for the Megadrive... how the music will sound from CD to MD sound chip format should be worth waiting for. Expected sometime after March '91.

Oh yeah... anyone a fan of Vapour Trail? Well, it is also planned for the machine.

ATARI LYNX

Lynx software is still thin on the ground - there has yet to be anything since Slime World (one rather cool game!), but the next two releases should be available real soon, as they have already been launched in Japan & USA... that of Xenophobe and Roadblasters. Xenophobe is slightly different from the coin-op as you'd expect, fitting 3-split screens onto the Lynx isn't such a good idea, so you get a full screen per person. Incidentally, both games look a bit blocky, especially Roadblasters. After the above two games, the next two should be Ms. Pacman and Paperboy. In japan, games sell for 4,300 yen. With the multitude of gadgets available for the Gameboy, the Lynx has now got one of it's own... a black plastic unit that fits onto the Lynx's screen to blockout light, so you always get a clear picture without glare or reflection. This unit sells in Japan or 900 yen.... also available is a carrying case.

GAMEBOY

One of Konami's most successful coin-op games is Gyzor, so it's no surprise it's to be converted to the gameboy... although it look's to be the sequel one.. the name of which escapes me now. Anyway, the conversion looks quite good with the side-view AND plan-view action included....expected sometime in December, or possibly Jan.'91... one to look out for!!

DataEast are to release a pool game for the gameboy would you believe. Play will be similar to Engine's Break-In, nuff said about that. December, and BPS will release the best follow-up to Tetris - Hatris, although Tetris is still outselling the it on the NES in Japan!?

If you ever owned an ST/Amiga, you'd might have played a game from Infogrammes called Bubble Ghost - well, it has been converted to the Gameboy, and very good it looks too.

GAMEBOY: BUBBLE GHOST: WATCH THAT CANDLE

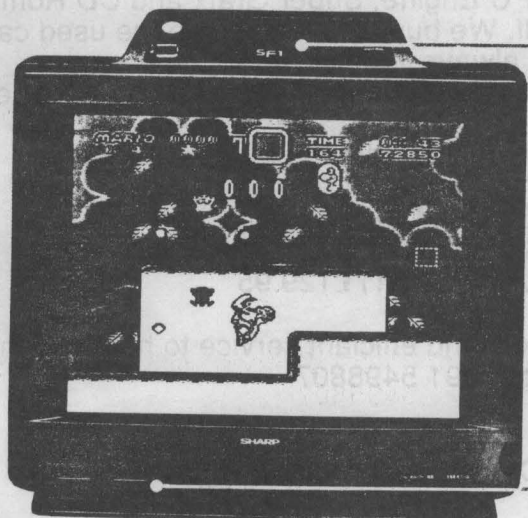


The first 4 player gameboy linkable game was F1 Race, and the second will be out in December from HAL Laboratory, inc.. in a top-view tank game, where you control a tank, enter enemy territory, and blast the living daylights out of everything - moving or not. In 4-player multi-game, you'll all out to destroy one another!!!

SUPER FAMICOM

As the machine was officially launch in Japan on Nov.21st, make sure you get the next issue of CM for a full review of the machine and it's games... Super Mario World & F:Zero. (I've already sent for my SF from Japan.) Both games look real cool.. Mario's is Mega-mega big and the amount of variety it contains is unbelievable, aswell as the usual running, jumping, going down pipes, etc... you get to ride a dragon that spits fire, swim, climb fences, float around with magic cloak, etc. And F:Zero have you racing around dangerous tracks at high speed.. not only have the tracks got tight bends, but there are mines!, jumps, slip zones, Magnets that pull you into them, etc.. and then there are the other competitors to contend with!!!

Coming out from Sharp, in corporation with Nintendo, will be the '21G-SF1', a 21" Colour TV with built in Super Famicom. This will sure solve the problem of space and compatibility with TVs. The unit is fully remote control, with picture-in-picture capabilities, so you can play and watch the TV at the same time! This is not a new thing for either company, as Sharp produced a TV with the 8-bit Famicom system built-in a few years back.



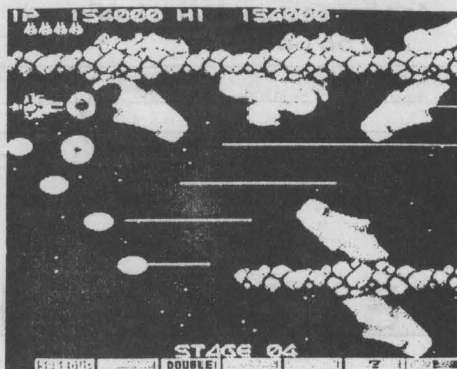
SHARP'S 21G-SF1: CARTRIDGE PORT TOP
CONTROL PORTS BOTTOM LEFT.

SF: MARIO 4 ON A DRAGON



As you'd expect, the price of the 21G-SF1 cost a bit more than a normal TV, but expected around £500, and to be released in Japan on 5th December. It's highly unlikely the machine will appear over here, as the 8-bit Famicom combination never did...as far as I know.

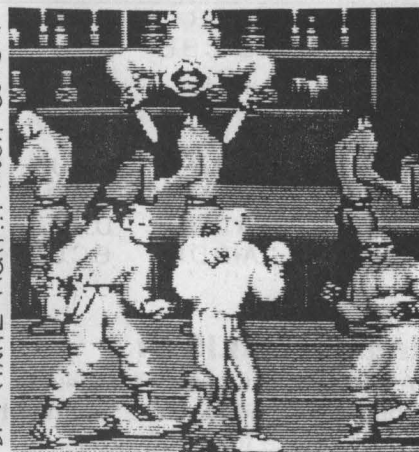
Interestingly, Capcom's 8meg Cart - Final Fight (for release in japan on 21st Dec.) has an extra game included. Basically, the gameplay will be the same, with same characters, but instead of travelling through mean streets, the subway, etc... everything is clean.. like Palm Beach, and in a



SF: GRADIUS III - IT'S THOSE HEADS AGAIN
plush Hotel.

Bombuzal should be available on 1st December. Populous should be available on 16th Dec. and is an improvement over the MD conversion, as the SF version has 1000 levels, plus, instead of the original 4 graphic worlds - there are 10. Also, strangely enough, there have been a few name changes to some games coming out for the SF. R-Type II has changed

SF: FINAL FIGHT... TOUGH GUYS!?



to 'Super R-Type', and formerly Dragonfly, has now changed to 'Pilot Wings'. Other games going out for the SF includes Jelly Bean - a cute horizontal scrolling arcade adventure as you control a bouncing ball (giant jelly bean?) with eyes, a golf game called Jumbo Ozaki's Hole in One, Big Run, Drakkhen, Gradius III, and SD Great Battle - a sort of arcade adventure/RPG.

TIPS



Firstly, 'Tai's tips seems to have gone missing, and I hadn't the time to send the latest issues of mags to him for translation in time for this issue, so the following tips, are "translated" by myself - some mean feat as I can't read a word of Japanese!!! So very likely, some of these won't work... but great fun to try eh?! (Onn)

Megadrive: Phelios

You only get 3 Credits in this game - how about 9? When the screen 'Chapter 1 Devil in Diros...' appears, press 'C', 'A', 'B', 'A', 'C', 'A', 'B', 'A', and you should have nine credits... hopefully. You also get a different screen too, after this.

Megadrive: FATMAN

The following will let you pick which character to fight against... or in two player mode, choose character you wish to play. Perform the following on the title screen when asked to press START.

(R=Press Right on Pad, L=Left on Pad, etc.)

Name	1up	2up
EDWINA	L,B+C,C	B,A,B
GUANO	U,R,A+B	L,A,L
BONAPART	A,U,C	A,A,A
ROROCIC	R,U,D	C,A,C
STUMP	A+C,R,C	U,A,U
RAMSES	R,L,A	R,A,R
WEBRA	A+C,U,R	D,A,D

TIPS.....

MC FIRE	D,C,R	A,C,A
SHEBA	B+C,B,B	B,B,B
WEEZIL	D,R,U	L,B,L
SKINNY	R,D,R	A,B,A
BRANIAC	R,R,C	C,B,C
BUFF	L,C,B	U,B,U
EL TORO	B+C,A U	R,B,R
SPIDRA	A,D,B	D,B,D
MONDU	A+B,D,R	B,C,C

Engine: VALIS III

As you might expect... for visual debugger, sound test, etc.. on the title screen, do the following: press 'I','I','U','D','R','L' and hit Run, where you'll get the visual debugger screen. Here you can see all the inbetween animations. Press Select to get the extra servis - sound test, messages, and roulette? Yes, roulette, which is a load of crap really!

Gameboy: T.M.N.Turtles

On configuration screen, go to stage, and press 'A','B' and Select to get a '?' at the end of 5, which will let you play the bonus game.

Engine: W-RINGS

Not sure about this, but I think by

going to music, and selecting and playing the following tunes in order will give you other options. These are the numbers of the tunes you have to play.

- 1) 3,1,4,1,5,9,2,6,5,3,5,8,9,7,9,3,2,3,8,4,6,2,6 - for a different level
- 2) 0,3,8,3,9,0,0,8,0
- 3) 1,1,9,2,2,9,6 - for stage 6
- 4) 7,5,8,4,10,8,9,9,8,5,10 - for Rank 15
- 5) 7,9,3,10 - to start with spinning rings
- 6) 2,10,3,8
- 7) and for some strange bits enter 5,7,3, and/or 7,6,5

Engine: Download

Here are some passwords for this game:

OEF07LF0FB
OEF05LF07B
OEF0KLF0VB
OEF0HLF05B
OEF09LF0HB
OEF0CLF0PB
OEF0QLF09B

ENGINE: PUZZNIC

And here's a password for Puzznic:
J9G 55 CEE

CONSOLE MA'ZINE

XGA A9 I36
Which lets you play the very last puzzle.

Megadrive: Hurrigan

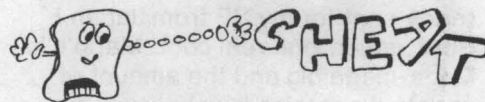
Go to the select screen and select level to HARD, Player - 1, Sound Test to 26, and Rapid - Off, and start to see a nice animation of a tank.

Engine: Super Star Soldier

Hold Select and Run then turn the power switch on. Then on the title screen, Left, 'II', Up, 'II', Right, 'II', Down, 'II', Left 'I', Up, 'I', Right, 'I', Down, 'I', press 'I' and 'II' simultaneously 8 times, Select and 'I' Simultaneously 8 times for the Sound Test, game difficulty, screen - which makes the screen thinner, and stage Select.

Mr.Stretcho Man

On the title screen, press Select, 'II', Select, 'II', and repeat this until you get the Duel Mode. Here you can fight all of the boss characters.



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STRIDER

BY SEGA · Megadrive · 8megs

Strider was a big hit on all the computers when it was released by US GOLD last Christmas. The Amiga version seemed pretty poor to me - the graphics were small, poorly animated and it was painfully slow! So how about the MD version? Read on! Strider is a conversion of a Capcom coin op in which you control Matt Strider, a very athletic and well 'ard mercenary type. I say athletic because he's capable of somersaulting giant ravines, climbing up sheer faces (with the help of some sort of claw) and sliding rugby tackle attacks!

As for weaponry, Strider carries a large sword which looks great when it's used- a large crescent shape trace is seen as he swipes at enemies. To start with we are shown a nice title screen where Strider slashes the backdrop (a picture of his arch enemy presumably!) into two. No music at this stage (to save cartridge space I would think). After pressing Start, you can either start the game or set up the options. These are : Level (easy,normal,hard), Players (lives - 3,4,5) and sound select. I'd advice easy and 5 lives since you'll need all the help you can get!

After starting the game you see a large picture of the arch enemy scrolling upwards accompanied by a nasty evil laugh! Next we see Strider hang-glider (!) into the city. Sirens wail and off we go!

Only two buttons are used- 'B' is for attacking and either 'A' or 'C' is for jumping/somersaulting (depending on where you are). Sliding is achieved by pulling down and using the jump button.

You start off with 3 bars of energy (and however many lives you specified on the options screen). There is

also a time limit (so no hanging around amassing huge scores!) and at times it gets very tense trying to complete a level before the clock runs out!

A variety of collectables pop up from time to time (in the form of pods either lying around or flown in by robots!). Available are: Swords (power up sword-larger range), a little Strider (extra life), a glowing orange Strider (shield), various Japanese icons (extra energy or increases energy bar size), 400 and 200 point bonuses, droids (follow you firing when you do-handy!), a metal tiger (leaps around killing enemies) and a metal bird (flies around in the sky and doesn't seem to do anything!).

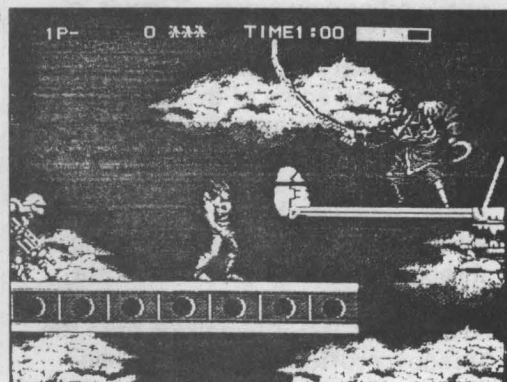
The main sprite is large (about 1.5 inches tall) and is brilliantly animated. The backdrops are absolutely stunning! Loads of colour has been used and they are incredibly detailed and accompanied with perfectly smooth parallax! The enemies are all beautifully drawn and vary from guards with guns to dogs and one legged pirates!

The MD is really shown off to great effect with Strider and in some places leaves you in utter disbelief at what the machine is doing (check out the amazingly fast scrolling when you run down the side of the cliff!!-incredible!).

There are 5 levels shown in the booklet (maybe more?) but each level is really big (with two parts split by a large guardian). The game scrolls all ways (left, right, up, down and diagonals!) and all the levels require you to climb, jump and slide your way through them (there are no simple horizontal scrolling ones!).

The left to right and up/down scrolling is super smooth but the diagonal scrolling is a little jerky (al-

though not as bad as Moonwalker), though not really that noticeable whilst you're playing. Also, the only other gripe is that some of the large explosions are a little glitchy and on VERY rare occasions (once or twice in the whole game) things slow down a little. However, considering the hardware in the arcade (32 bit etc) all these points



seem really petty since we are getting an exact copy of the coin-op!!!!

I must also mention one bug- just before the run down the hill I have found that if you stand in a certain place the robot you are supposed to kill before progressing disappears and you have to wait until the time runs down. Whoops!

The music is absolutely brilliant- all the tunes are really atmospheric and suit the game perfectly. I would advice playing around with the sound test to hear some of later music (check out 'Big Run', 'Gravity Unusual' and 'Valleys and Rivers' for examples of the fabulous sound capabilities of the MD).

The gameplay is really well graded and allows you to progress further on each go- this is "not another easy megadrive game" as Onn would say! There are NO continues and each go can bring either good or bad fortune (sometimes you can lose 2 or 3 lives before the end of level 1 whereas other times you can get through to level 3 without losing one!)

Strider really is a top quality MD game-brilliant graphics, excellent music, addictive gameplay (just one more go!) and it's big!

Every so often a game that is both technically superb and also is actually a great game comes along- Strider is one such example. This is not really a 'conversion' of the coin-op - this is the coin-op!! (can anyone spot any differences?).

Fans of the coin-op should buy this straight away and all MD owners would be mad to miss this.

I have a feeling we've got another Super Shinobi on our hands here!!!

Graphics - 95% Sound - 95%
Playability - 91% V.F.M. - 90%

Overall - 94%

Marc Doord

This brilliant Capcom coin-op hit the arcades about 2 years ago, but was



GAMES REVIEWS

somewhat overshadowed by Capcom's other new game - "Ghouls 'n' Ghosts". The arcade machine used a new hardware graphics system - giving 'Strider' some of the most impressive visuals seen in an arcade. The Megadrive conversion of 'Strider' begins with a neat opening sequence showing the evil lord 'Eurasia' who you must eliminate by battling through 5 increasingly difficult stages.

The strider 'Hiryu' hangglides onto the Moscow rooftops to begin his mission, armed with a laser sword, and an acrobatic ability to somersault great distances, and slide along the ground. As Strider moves from left to right, he must hack 'n' slash anything that gets in his way, including cyborg soldiers, gun emplacements, etc. Later in the stage, Strider is confronted by a homicidal strongman, has to destroy a laser spewing generator, and finally reaches a chamber containing the Russian policiburo who promptly join together forming a gigantic snake requiring many direct hits to destroy.

Before each stage, there is an introduction to the following stage detailing the scenario and guardians. Later stages include a massive variety of scenarios, such as: The Siberian Forest, an underground base, an eerie deserted factory (check-out the effect when the lights go out leaving everything as a silhouette - very impressive), A huge ravine to jump, an airship to capture, A huge Flying mothership, A journey through the Amazon jungle (in Russia?), complete with prehistoric monsters and Eurasia's huge base.

Megadrive 'Strider' is a highly impressive conversion - not arcade perfect (but name me a game that is) - I would say that it is on a par with Sega's Ghouls 'n' Ghosts conversion for arcade accuracy. The graphics are brilliant with excellent animation and colour, two layers of 8-direction parallax scrolling, and hardly any flicker considering that some of the sprites are nearly half the screen in size. In similarly high profile is the music which is excellent - some of the best I've heard on the Megadrive and loads of tunes. The digitised speech is much better than the usual Megadrive croaking. (Listen to S.F.X. 45 - awesome!!)

As you can probably tell I'm very impressed with the Megadrive Strider, the gameplay is compelling (I always set the difficulty level to HARD - much more challenging) and with the fabulous graphics and sound this must rank as the best Megadrive

game since Ghouls 'n' Ghosts - miles better than a lot of the dross recently released. If you can get hold of a copy - BUY IT!!

Graphics - 92%
Sound - 94%
Playability - 94%
V.F.M. - 94%

Overall - 93%

Michael Glover

ARROW FLASH

BY SEGA - SUPPLIED BY PC ENGINE
SUPPLIES

Megadrive - 4meg

Well, well, well, the shoot 'em ups are certainly arriving in abundance at the moment! Arrowflash is Sega's own attempt to better Thunderforce III, and can they do it?

Arrowflash is a horizontally scrolling shoot 'em up, not unlike every other game of this type (ie we have all the usual ingredients: power ups, speed ups, end of level guardians etc. etc). The game starts with the title screen popping up (no music) and if left we are shown the demo mode. On pressing Start we can either commence blasting or fiddle with the options. The options are as follows: Level (Easy, Normal, Hard), Player (Lives - 3,5,7), Sound Test, Control (change which button does what), Rapid fire (on/off) and Arrow Flash (Stock or Charge).

On starting the game we see our little space ship zoom out of a mother ship and change into a robot (!). The 3 buttons are all used. 'A' changes between space ship and robot (the space ship is faster but the robot has better fire power), 'B' fires and 'C' releases your 'Arrow Flash'. The two different ways of doing this (selected in the options) are Stock (pressing 'C' releases a super shot) or Charge (like R-Type, you hold the button down and release it when you want to fire). Also, the robot has a different Arrow Flash. Instead of firing a large shot, he gets a shield which allows you to fly into enemies to kill them (for a limited time).

Power ups come along fairly regularly in the form of pods which must be blown up before you can collect their contents. The power ups include: speed, extra Arrow Flashes, extra shot power (shown at the top of the screen as a bar), multiples and extra lives.

Each level is of a medium length with an end of level guardian waiting to

CONSOLE MA'ZINE

try to stop you from progressing any further!

The graphics actually get better the further you go into the game (and therefore start off looking fairly average). Later on some very nice effects (rippling lines as a backdrop, VERY fast parallax scrolling etc) are used, but it is a pity that more of these were not included earlier as the first few levels are quite boring to look at.

The music throughout is well done but, again, nothing special and certainly nowhere near the pure quality of Strider's. Sound effects are basically functional as with most shoot 'em ups.

Gameplay is actually very good. The ship moves at a good speed to start off with so no problems with slowness (like Cursel). However, yet again, the easy level is far too easy (maybe Onn is right about MD games!!!!) and getting to level 5 (the last?) proves to be no problem (although level 5 is hard!). Either normal or hard mode is recommended.

The end of level guardians must get a mention - some of these are really beautifully drawn (check out the dragon!) and are easily the best in the whole game.

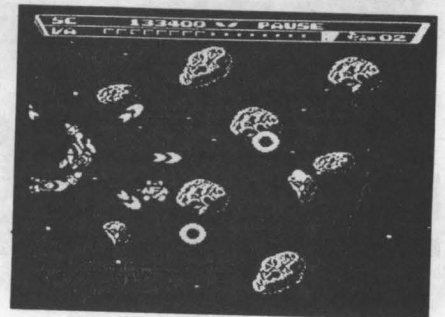
ArrowFlash is basically a good shoot 'em up but has a few flaws which stop it from being brilliant. The difficulty level is set too low (and 5 continues is too many I think) and the attack waves seem pretty badly thought out (for a lot of the time you can sit in the same place). Also, the graphics don't look as if too much effort has been put into them (except the end of level guardians). Those of you who are desperate for a horizontally scrolling shoot 'em up should buy Thunderforce III, and if you already have, then wait for Darius 2 (8 MEG!!!!).

However, to be fair, ArrowFlash is certainly one of the better shoot 'em ups which have been released and deserves attention, although I have my doubts about it lasting appeal.

Graphics - 80% Sound - 80%
Playability - 88% V.F.M. - 76%

Overall - 83%

Marc Foord



REVIEWS

SAME! SAME! SAME!

MEGADRIVE - BY TOAPLAN
SUPPLIED BY MEGAWARE - 4meg

Toaplan's latest shoot 'em up (after Tatsujin and the poor Hurricane) hits the MD. It seems to be available under many guises (Fire Shark, Flying Shark 2, Shark! Shark! Shark! etc) but don't let that put you off-this is basically Flying Shark 2!

So, you guessed it, this is another good old excuse to shoot everything in sight! Pressing Start gives you the choice of starting the game or playing with the options. They are as follows: Level (Easy, Normal, Hard), Players (Lives-1,2,3,4), Sound test and Rapid fire (on/off).

When the game actually starts you see a bi-plane taking off from a runway (in fact, exactly the same as the start of Hurricane!) and it's into the action. Two buttons are used- A or C for firing and B for using smart bombs (which are in limited supply).

There are the following collectables to get during the game: S-speed, P-power up, 1UP-extra life, 2UP-2 extra lives, lightning symbol-bonus points and B-bombs. There are also 3 types of weapons available (the normal shot, fire weapon and laser). Collecting 3 'P' symbols powers up your weapon (like Tatsujin) and the fire weapon is very destructive when powered up (like the blue stream weapon in Tatsujin).

The game is very much a back to basics vertically scrolling shoot 'em up. There are really no innovative features- the weapons are O.K but can hardly be described as revolutionary! The graphics are pretty well done - quite a lot of detail and some nice touches (dolphins swimming in the sea, birds flying past etc) but the overall effect in not one of a megadrive game, although there are a few parts which do give some indication that the programmers do actually realise what power they are playing with! (eg: the large aircraft carrier which moves around with ease). The levels are quite large and in two parts (split by a large enemy to destroy). None of these end of level types are particularly nice to look at and some more effort certainly wouldn't have gone amiss.

The music is distinctly average but luckily doesn't annoy you when you are

playing, but even so a case of 'could do better' on the report! The sound fx are as expected- a collection of bangs, whizzes and crashes and all probably pinched from other games! The gameplay is the redeeming feature- this game is very playable! However, I must say that the easy level should be avoided as it is far too easy (I managed to get to level 10- the last- on my first go!), but the normal mode is just right and should keep most people going for a while. So, to sum up, Same! Same! Same! is a vast improvement on Hurricane (the graphics are better, the gameplay is better and the weapons are more varied) but it is still not a 'proper' megadrive game. The MD is capable of far nicer graphics and much more effective music than this. However, I suppose a game like this is fairly restricting (in a similar way to something like Klax was) and as it stands Same! Same! Same! is a nice little shoot 'em up.

Fans of shoot 'em ups should borrow/rent this but I have reservations in saying "Buy it".

Graphics	- 74%	Sound	- 65%
Playability	- 81%	V.F.M	- 74%
Overall	- 72%		

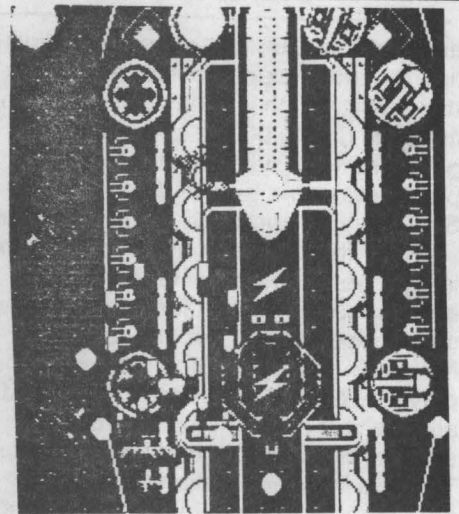
Mara Doord

Same! Same! Same! (I think I shall refer to it as SSS from now on, I can't be bothered with all the exclamation marks!) may have a bloody daft name, but it is a well brilliant shoot-em-up and certainly craps on most other vertical scrollers from a great height, and is even a considerable improvement on the original Flying Shark.

It is best to play this game on normal difficulty level, as this is about right (as long as you don't continue or use rapid fire). Hard level is for maniacs only!

Upon starting the game your biplane rolls out of its hanger, taxis down the runaway and takes off (just like the original Flying Shark) whereupon you can start kicking ass! The first thing that strikes you when you press the fire button is that you start off with a three way weapon. None of this wimpy single shot rubbish in this game! (This is actually a rather good idea, as it means that, if you die in a tricky spot you still have a reasonable chance of survival.) Extra weapons are collected by destroying zeppelins which occasionally drift onto the screen. The extras are: Speed, Bomb, Power up, Extra lives, and the three types of weapons: Blue

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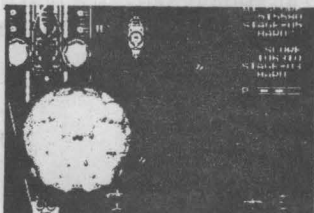


SSS - A RATHER LARGE SHIP TO BLOW UP!

(This is the weapon you start with, and can be powered up to a rather groovy fifteen-way shot, which wipes out most baddies effortlessly) Green, (Powerful bullets which oscillate as they travel up the screen, but do not cover a very wide arc) and Red, a powerful beam weapon which starts as a very narrow single beam, but eventually becomes an awesome six way weapon, with the two beams on the far left and right moving through an angle of around 90 degrees, annihilating just about everything on the screen (a problem can occur here if some large nasties appear at the front of the screen just as the beams are moving to the rear, however, this can be overcome by repeatedly pressing the button rather than holding it down as normal).

Enemy vehicles within the game are many and varied (certainly a lot more so than Twin Hawk). As well as the usual biplanes, tanks and gun emplacements there's new stuff to contend with like submarines (it's a bit of a shock the first time one surfaces and blows you away!) Gun emplacements with opening and closing doors (a la Twin Cobra) Gun emplacements which rise out of the ground, Large planes which fly up from the back of the screen, firing downwards (again taken from Twin Cobra) and numerous others. End of level bosses are also great, and include large tanks which fire bullets everywhere, large planes which fire bullets everywhere (just like 1943), a rather large ship bristling with guns, and on the last level (level ten) a chuffing enormous tank which fires a bloody lot of bullets!

Graphics in the game are extremely nice. The backdrops are well varied, with plenty of detail. The sprites, too, are well detailed and animated. Colour is also used to good effect (I particularly like the cool red



MD: SSS -

Bombs AWAY!

and black colour scheme of your biplane). A special mention must also go to the music, which is really fantastic. Sometimes during play, it's necessary to get up and groove! (It is advisable to pause the game before doing so) The SFX are appropriate, if not outstanding.

Whilst there is no doubt that the game is a winner in technical (and indeed aesthetical) terms, all that wouldn't be much good without decent gameplay. No problem! SSS is one of the most playable games I've encountered, and is almost on a par with the true greats such as Salamander and Super Darius. This is a typically brilliant Toaplan shoot'em up, and although it plagiarises certain other Toaplan/Taito shoot'em ups to a large degree, who gives a toss?

If you're an MD owning shoot'em up freak, lay your mitts on this as soon as possible. You'd have to be a complete arsehead not to!!

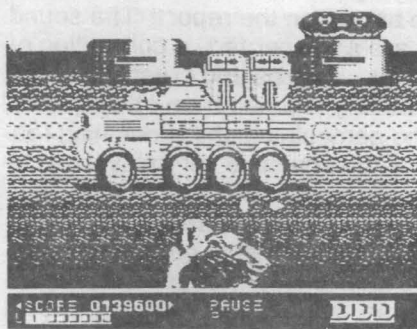
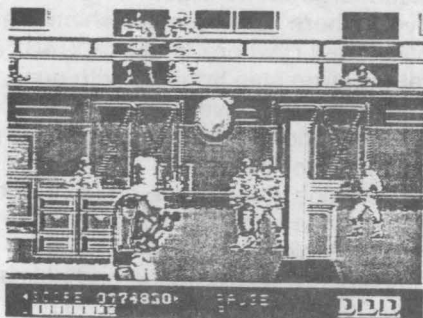
Graphics - 87% Sound - 95%
 Playable - 96% V.F.M. - 90%
 Overall - 94%

Dan...the Man

Dynamite Duke

4meg - Megadrive by Sega

Dynamite Duke is a Cabal inspired game, originally written by Seibu Kaihatsu. In the game you control a blonde haired blockhead with a big weapon (fnarr!!) and a transparent torso (this guy needs to see a doctor quick!). The game has seven missions (Airfield, Occupied Town, Woods, Tunnel, Factory, Laboratory, Atomic Reactor) through which you must run, slaughtering everybody, and at the end of each mission is a nasty boss to defeat. Duke himself has quite a large range of attacks with which to defeat his enemies. Button A fires Duke's SMG, B is used to punch, (Hook or Uppercuts depending on the direction the joystick is being held in) and if depressed for a few seconds (until a bar at the bottom of the screen builds up to maximum) and released, Duke uses some of his dynamite (smart bombs to you and me!). Button C is



used to deliver a punishing kick to your adversary's knackers! (very nasty!).

Upon entering level one, you see a crowded airfield littered with trucks, planes, barrels, hangers, and lots of nasty soldiers shooting at you, oh dear, time to move out of the way. However, pump a bit of return fire in their general direction (utilising the cursor so thoughtfully provided) and they'll soon realise that you're not a person to be trifled with. Soon enough, however, various vehicles and installations such as helicopters, tanks, guns that pop out of the ground and so on join the melee, and obviously these aren't quite so easy to eradicate. Help is at hand, though, in the form of various inanimate objects such as trucks, rocks, oil drums and telephones which when shot bestow goodies such as Extra Ammo, Dynamite, Kevlar Jackets, rapid Fire, extra energy, etc. upon Duke, which helps even things out a little. Reaching the end of the first stage, Duke is confronted with a large tank firing lots of bullets. With lots of shooting and a little dodging, you should destroy the tank and then confront Mr. Fatbastard, the first level boss. This guy hangs around at the back of the screen for a few seconds, firing at you. He then rushes forward, and attacks you with his left arm (which is a sort of steel rod with a hook on the end) and also attempts to punch you with his right. A few punches to the head and well placed kicks to the happy sacks will soon dispose of the fat git, and then its on to level two. The game continues in this fashion until mission seven where the boss has to be disposed of several times before Duke finally saves the day.

Graphically, Dynamite Duke is of varying quality. The graphics used within the levels are quite nice, with well defined and reasonably coloured backdrops and sprites, but nothing really special. The bosses are marvellously done, especially fatso on level one is brilliant - the way

his blubbery gut swings about when he attacks you is very cartoon like. On level four he returns, but this time produces a light saber type weapon which looks brilliant as he swings it about.

Musically, Dynamite Duke is pleasant (if rather subdued) but nothing special, and not up to the very high standard of music we have come to expect in MD games. Sound effects are very average and do nothing to enhance the game. In terms of gameplay, Dynamite Duke is pretty good, but rather repetitive, and has little to make it stand out from the crowd. The game doesn't really have enough to it, with only seven short levels. More variety would have enhanced the game considerably, as would a couple more levels.

Overall, I would say that Dynamite Duke is a good game, and fun for a short while, but it's nothing special, and certainly not essential purchase.

Graphics - 90% Sound - 75%
 Playability - 82% V.F.M. - 80%
 Overall - 83%

Dan...the Man

RAINBOW ISLANDS

MEGADRIVE BY TAITO
 SUPPLIED BY MEGAWARE

COMMENTS:

A good MD conversion of a brilliant coin-op marred by a few pieces of bad programming. The game glitches badly when there are a lot of rainbows on screen and also slows down a little when the screen gets busy (both are completely unforgivable as this should have been a faultless conversion). Also, where is the two player option which made the coin-op double the fun? However, the graphics are well drawn, colourful and fairly well animated and the music is a nice rendition of "Somewhere over the Rainbow" (although it does grate after a while!). The easy mode is far too easy too complete, so playing on a higher skill level is recommended. The addition of an "extra" game (ie different characters and end of level guardians) adds some more long term interest and if you complete all the levels in a certain way, this lets you access more levels. All said, Rainbow Islands is an incredibly playable and enjoyable little game which fans of the cute and platform games should check out.

Graphics - 82% Sound - 75%
 Playability - 90% V.F.M. - 80%
 Overall - 82%

Marc Ford

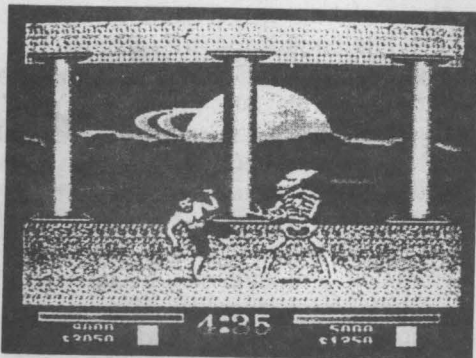
REVIEWS

FATMAN

BY SARRITSU/ACTIVISION -- MEGADRIVE
RENTED FROM MEGAWARE

A fairly rare beast on the MD this- a beat 'em up! Fatman is basically a straight forward one against one fighting game similar to many computer titles (eg Exploding Fist, International Karate etc).

The game starts with a really nice intro- a disgustingly fat man (hence the title of the game!!) walks on, faces the screen and says "Welcome to the Fight Palace". The sprite looks excellent and the speech is the best yet on the MD by a long way. An average (and quite short) tune plays and eventually the game goes into demo



FATMAN: OUR SKINNY BLOKE BATTLES WITH A SKELE-BOB

mode if left.

After pressing start you are given the choice of 1 or 2 players.

On both games the setting is the same- the play area is about 2.5 screens wide and scrolls smoothly when necessary. The floor looks like it was drawn using Commodore 64 keyboard graphics (remember those?!) and to make things worse, the programmers have used parallax scrolling on the floor (why?) which looks terrible because you can't really see it scrolling since the floor looks so bad! Oh well!

The backdrops look pretty good (level 1 has 3 level parallax with a convincing glass effect) but are not exactly stunning. The sprites are probably the best graphics in the game- they all look really great and are very well animated. They also have wonderful names (Guano- a gargoyle, Bonapart- mutant, Robochic-!, Stump- former bouncer and arm wrestling champ!! etc).

The 1 player game throws you straight into the action and you get three chances to beat each opponent before it's game over time. If you should happen to beat your adversary you move onto the next (harder) one. The main problem is that you always have less energy than your opponent and if you should win,

you continue with the energy left over from the last bout! However, you can buy extra energy which is definitely a good idea!

As you might have guessed, this is a HARD game- just getting past the first person is no easy task, let alone starting against the second one with hardly any energy! Each bout has the tendency to last quite a while and the game does tend to get frustrating (and even a bit tedious) if you spend ages trying to finish off someone.

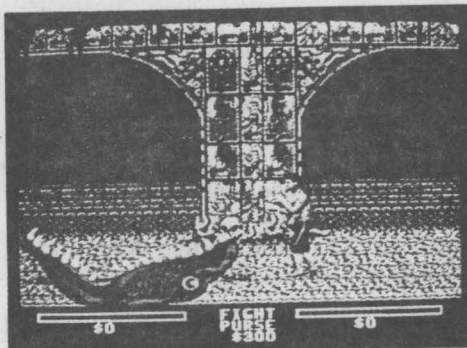
In 1 player mode, you are given one weapon to start (No Jump which stops your opponent from jumping by putting spikes above their head!) but after a bout is completed you are allowed to spend some cash and buy some weapons (up to 5). The more hits you inflict during a bout, the more the purse increases and the more money you earn at the end (plus you get cash for each hit).

In 2 player mode you fight a friend (enemy?!), which makes the game a whole lot better- since things are a lot easier- plus you can choose 5 weapons at the start! This makes life interesting since the weapons are a good laugh to use. They include Freeze (stops your opponent moving), Fade (invisibility), Bees (a swarm of bees flies around) and Oil (makes you slip over!).

However, once one of you wins, its back to the title screen and start again- no new backdrops, just one fight in the first setting and that's it. It would have been nice to have a best of 5 with all 5 fights on different backdrops.

All 3 buttons are used during the game. 'A' plus a variety of directions (there are 10 possible moves) makes your character punch, kick, somersault etc. 'B' selects the weapon to use and also causes you to breathe fire (which can hurt your opponent). 'C' uses the currently selected weapon.

The sound throughout is pretty average stuff- there aren't any funky 12 channel pieces like Strider or



FATMAN: "MY, WHAT SHARP TEETH YOU HAVE GRAND MA!"

CONSOLE MA'ZINE

Thunderforce III to be heard in Fatman. The sound effects are the usual groans and thuds associated with this type of game.

If you aren't usually keen on beat 'em ups, there's nothing in Fatman to change your mind- what we have here is simply a basic beat 'em up. The graphics are pretty good but not great, the sound is average and the gameplay is fun on two player but annoyingly hard on 1 player.

Also, I feel most people will lose interest in Fatman quite soon as the repetitive nature of the gameplay is realised early on.

However, if you are a beat 'em up fan, then Fatman is probably worthy of your attention since there are plenty of levels (a 5 meg cart I think?) and there is nothing really seriously wrong with the game at all. So, beat 'em up fans rejoice but if you are the slightest bit dubious about this style of game, you'd be better off buying the stunning Strider!

Me, I'll pass thanks!

Graphics	- 74%	Sound	- 65%
Playability	- 65%	V.F.M	- 65%
Overall	- 72%		

Marc Foord

AXIS FZ

BY WOLF TEAM - MEGADRIVE

Wolf Team's MD debut arrives finally and bodes well for the software house's efforts in the future.

Axis FZ is essentially a shoot 'em up but instead of being either horizontally or vertically scrolling as we are accustomed to, this one is in isometric 3D !!!! As far as I know this is the first isometric game on the MD and I believe it is unique in game style as I've never seen a shoot 'em up use this display method before. Isometric 3D is the graphics style pioneered on the Spectrum with games such as Knight Lore, Head Over Heels etc. But can the MD handle these complex graphics with the speed of a shoot 'em up? Read on.

The plot is very cyber punk/new age (rather like E-SWAT) in that you control a large robot which is in fact a 'new age power suit'. Presumably, like E-Swat, people actually wear/control these suits.

The objective of the game is very simple- each level is fairly small (and if you walk in one direction for a while you arrive at the other side of the map) and you must blow up X amount of other robots/tanks etc

with your lasers in order to complete the level. There are no power ups to be collected, except for little pod * carriers which wander around- blow these up and they leave behind energy pods which increase your energy level by one block. Lose all your energy and it's game over time (only one life). However, there are a whopping 8 continues (!) so progressing in the game isn't as hard as you might have thought.

The title screen is pretty plain and pressing start brings up the option of starting the game or playing with the options (config). The options are : key (which button does what), music test and level (easy,normal,hard).

All three buttons are used- 'A' shoots the standard weapon (a single, rapid firing shot), 'B' fires a more powerful but slower firing shot and 'C' brings up a picture of the robot's body (similar again to E-Swat). However, I have no idea what the point of this screen is without English documentation!

After you complete a level you have to face the end of level guardian type characters. These vary from 3 tanks with multiple gun emplacements to 2 robots which circle you at speed.

The graphics throughout Axis FZ are very well done indeed. The isometric 3D looks great with some nice detail on buildings etc with some pleasant use of colour. The scrolling is fast (which is impressive since these type of graphics were never designed to actually move!) and at times the speed reaches ridiculous heights (the 3 tanks at the end of level 1 for example). Sound is o.k but nothing really outstanding or worthy of particular mention- all the pieces suit the game and as such you don't really notice them that much; although I don't know whether that is a compliment or an insult!

The playability that is the key to a game's real success is plentiful in Axis FZ. The game is basically a shoot 'em up (and a simple one at that) tarted up with isometric graphics and 16 bit console speed. It is great fun to play and is sufficiently easy enough to keep you playing for quite a while at a time. However, the difficulty setting is really where the problem is. The booklet

shows 7 levels (each of two parts- the level and the end of level guardian). I managed to reach level 5 on my first go which does bring in questions of the long term appeal of Axis FZ. Also, since each level is essentially the same as the last (with different graphics and sound), the game could well become repetitive after a while.

Although having said that, Axis FZ is a lot of fun to play and is an enjoyable (and off beat) blast which fans of shoot 'em ups would be advised to check out. I would recommend looking before you buy though.

Graphics	- 86%	Sound	- 75%
Playability	- 82%	V.F.M	- 77%
Overall	- 80%		

Marc Foord

A BOY AND HIS BLOB

by Jaleco - Gameboy

Supplied by PC Engine Supplies

A boy and his blob first appeared on the NES, and was produced by the most famous video game designer - David Crane - the man responsible for Pitfall, Pitfall 2, Ghostbusters and Little Computer People amongst others, and Jaleco has converted it to the Gameboy.. not the same adventure, but same characters.

ABAHB is a strange game as you control a boy who must wonder around a cave of obstacles, with help from his pet creature - a blob. The blob is a wobbling hourglass like creature who can change form when the boy throws it a certain sweet, which it gulps down. For example, it can change into a ladder, trampoline, rocket, or umbrella... all of which to help the boy negotiate obstacles.

When you start the game, you are trapped in tower with your buddie. In front of you is a locked door, and no other way out apart from up. The boy starts with a handful of sweets, one of which will change blob into a trampoline. So by tapping 'Select' to select the sweet (indicated at the bottom of the screen in japanese!), and tossing it to blob by pressing button 'A'. The blob will then transform, and hey presto, a mini tram-poline. By stepping onto it, you'll bounce up and down - push up on the pad will make you bounce higher, where you'll see a ledge with a sack of sweets above (flip screen). Push right, and you'll get the sack, where you can go back down. The sack contains more different sweets, one of which turns blob into a key. Button 'B' will make

you whistle, and return Blob back to his blob-like form. If he's already 'blob', he'll come to you, although blob will always try to follow you. Once you changed blob into a key, pick it up, and go to the door, and it opens.

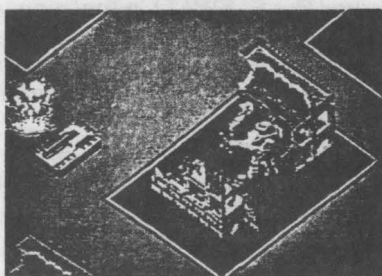
The objective of the game is to rescue 'Blobette' - a female blob whose imprisoned in a cage, and behind bars, and up a tower. You must make your way through the caves packed with traps, obstacles, meanies, etc.. by changing blob to help. Change blob to a bubble - enter to float around and enter water, change him to to a ladder to reach for gems up in the ceiling, or a hole so you can drop down a level!!

Graphically, Blob is great, with big neat sprites, and animation is ace too with the blob bouncing and wobbling about and the way it transforms is brill. The backdrops are real neat too - really deatiled. Soundwise, there are two tunes... the 1st on the title screen starts off a bit like Raiders of the Lost Ark, but doesn't continue that way, and the in-game tune is a jolly ditty which gets on your witt after a while. Sound SF are sparse with whistles, bongs! as you jump on a tramp., etc.

Gameplay is average, as trying to figure out where to go and how to get pass an obstacle is mind racking... BUT, there are a few flaws... and quite major ones they are too!! The most major is that, there's NO save game/ password or continue option... lose all your lives, and it's back to the beginning! This is a real pain as it can take about half an hour just to get through the first few obstacles!! Another bad point is when you move from screen to screen, as blob follows you, and pushes you forward. This can be disastorous as you can be pushed down a cliff (which took you a few minutes to get up in the first place!) or into a pounding machine... ending in death! And then there's positioning of blob..cos blob moves independantly by himself, getting him to sit where you want him to sit is sometimes near impossible. All in all, a great concept, but let down by some bad flaws... only worth getting if you like puzzles, have a lot of time and willing to stick with it. I liked it, but after I've got quite far into it, after a few hours play, and died... 'cos there's no save game or password option, I nearly threw the gameboy out of the window... "I'll never play this *£\$*(!!" game again!!"

Graphics	- 85%	Sound	- 70%
Playability	- 70%	Lastability	- 70%
Overall	- 70%		

Onn L.L.L



AXIS : IN A BUILDING !?

* THERE ARE QUITE A No. OF WEAPONS...oops!

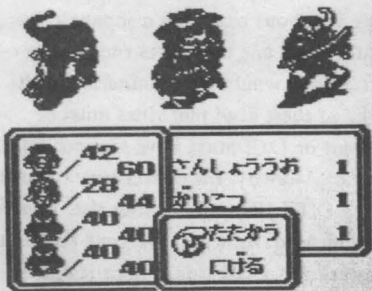
REVIEWS

The Final Fantasy Legend

by Square - Gameboy
Supplied by PC Engine Supplies

This is the first RPG for the Gameboy as far as I know, original Japanese version is called 'Saga' but to play, you need to read the text, so thanx to PC Engine Supplies have imported the American version - The Final Fantasy Legend. P.E.S. says they don't have many left, so I suggest you rush down there and get a copy quick, as this is one heck of a game!

Legend (for short) is a huge game... so huge, the game is set on 4 different worlds - the world of Continents, world of Ocean, of Sky and of Ruins. Each world is about 10x10 screens large... not very big you say, but enter a castle, and you'll zoom in and



THE JAP. VERSION : 3 GADDIES
ATTACK YOUR PARTY.

the castle area could be another 10x10 screens with several levels, plus there are also caves, villages, under water worlds, towers, etc. You start in the world of Continent in the village of Base Town, north of Continent. Before you get going, you have to pick your leader, either male or female Human or Mutant, or one of 4 Monsters, then give him/her a name. Each type of character have their advantages/disadvantages. eg. Humans start off with high Hit Points, can carry more items, but are an expensive breed as you have to buy weapons, extra strength, etc. Mutants are similar to Humans but, start off with lower HP, carry less, but mature powers after the rigors of questing... so they become better, the longer into the game developing super powers. Monsters however are varied, they gain power by eating the meat of the enemy the party kills (if they are any) transforming into another beast, although eating the meat could transform you into a weaker or more powerful creature! Monsters cannot carry or use items. Once you've picked your leader, head for the Guild, where you can recruit 3 more characters, for a 4 members team. As you start off, you have no cash, and very little arms, so time for some monster bashing, as killing

monsters gain Gold!! But before doing so, you can meet up with the villagers where you can gain information of your first mission. This involves regaining the 3 parts of armour of the statue in the town square, where you can unlock the door to paradise! Unfortunately, the 3 kings has one each, and are relentless to give it up... would you? The first piece can be found in the north east tower, so off you trek - out of the village and in to the savage land. Sooner or later you'll come across an enemy, most likely a Goblin. Here, you'll get a pic of it, and an option to fight or run. Not to be chicken, you should fight the sucker... he does possess 40 pieces of gold after all. Sub menus then appear for you to select what each character will use to fight. Killing the enemy will give you gold, the more kills you do, the more gold you get, and in each village there are shops for you to buy useful items. Of course, during a fight, your members can lose HPs, or die, or it may take several fights for you to take the creatures out. Most useful are the Inns, who will restore all Hit Points and Mutant/monster powers for a small price. Shops will buy items from you, or sell items like potions to heal you, weapons including axes, swords, bows, and even SMGs!; armour including shields, gauntlet; Magic spells like fire, ice and lighting, and more, all for a hefty price. Most items bought have a limited use, so a 'Sword 50' means you can only use it 50 times.

Aswell as Goblins, there are a host of nasties out there from bulls, gargoyles, magicians, snakes, slime, madasas, and other more wierdos. Not only that, but they also attack in groups, so running is sometimes better than fighting... unless you are the A-Team.

Once you reach the king's castle, the king will give you the first armour if you help him win back his girl... so off you trek again to the second village, killing monsters for gold on the way, where the girl is. You find out that the girl can't go to the king because of the bandits in the east caves. There's nothing to do but to seek out these bullies and defeat



TFFL:
YOUR LEADER
TAKES A
WANDER
OUT OF THE
TOWER TO
PALM BEACH!

CONSOLE MA'ZINE

them... and it continues.... you get the jest of things?! Although there is no arcade action, Legend is extremely exciting... but is more of a tactical game. Do you fight or run when confronted by 3 monsters? Do you buy more HP for your Humans or go for the weapons or armour? Should you eat the meat of a tough monster?

On the graphics stakes, the game is tremendous. Although nothing stunning, you get detailed plans of the worlds as you walk around and the close ups are real neat too. The sub menus are well presented showing detail pictures of monsters, and option screens laid out so they are easily used without fuss. Sound is used to good effect too with different related tunes for different situations you're in. Sound effects are sparse, used in fighting, with crackles when lighting is used, machine gun fire when the SMG is used, etc...

All in all, Legend is ace, and will keep you playing for a long time as the more you play, the better you get, and the further you go, the harder the enemy and problems amass. To complete the game, you require atleast a week's solid play. You might be wondering if there's a password system or something. Amazingly, it has a save game option! Yes, save and you can turn off the Gameboy, and next time you play, select continue, and you'll start where you saved... well impressive!! Well worth it... certainly one of the better gameboy titles available, although it won't appeal to everyone, especially not to pure arcade freaks.

Incidentally, Saga 2 will soon be available in japan for the Gameboy.

Graphics - 90% Sound - 85%
Playability - 93% Lastability - 90%
Overall - 92%
Marc Foord



SUPER SPY

by SNK - Neo Geo - 55megs

Wow!! A Neo Geo game review!!! Many thanx to Andy of A1 Computers for lending me his Neo Geo and game for review.... you'll not getting it back, mate!!

Super Spy is SNK's latest Geo game, and although graphically stunning, is one of their weaker titles. The game lets you play the part of a hedgehog... ermm.. I mean a Super Spy in the CIA, in a 3D first person perspective arcade beat'em up. The game has two missions for you to complete, the first is set on 4 floors, while the second is much larger, set

on 16 floors. Your objective is simple, a terrorist group has taken over a building to steal bombs and get the president, and you must wipe them out, more importantly, locate and retrieve pass cards held by sub-leaders of the group, to enter the final location where the leader is, and kill him. As the game is viewed in first person perspective, all you see of yourself are your hands. The joystick will move you left, right, and duck, and forward and backwards if the path lets you. Button A will activate your hand attacks, Button B - kick, and Button C - choose weapons. Three main hand attacks are available - hand combat by punching, which is quick and effective, but weak; Knife, the best as it's more lethal; and hand gun - deadly but you only have a limited amount of ammo... nothing worse than wasting the enemy with the gun, only to hear click click when you run out of bullets and get wasted before you can swap weapons. Right from the start, a couple of terrorists attack you... luckily, they are unarmed, so taking them out is not too difficult. They wander around in the background first, and then one will advance, and try to punch the living daylight out of you. As you'd expect from the Neo Geo, the graphics are top notch with excellent backdrops, and the enemy characters are big and really detailed... well up to arcade



SUPER SPY : AHH... A MACHINE GUN... THANKS!

standards, and animate very well too. A nice touch is, when you deck them, they fly back and slam against the background, and damage whatever structure that's there, for example, pipes burst with water rushing out, windows smash into a thousand pieces, etc. Also if you use the gun, you can shoot oil drums that explode and act like a smart bomb. On the the sound front, the SFX are real ace with realistic punching, kicking, gunning, explosions, etc.. effects., and best of all are the sound effects of your foot steps that echo as you walk down the hallways and corridors. Unfortunately, this is overshadowed by the music which plays around 95% of the time... which isn't bad, but without it, the game would be more better. Also, there's only one tune during the main game which really gets on your witt after a while, but with different tunes when

you meet up with the meaner guys, although these are mainly drumbeats... neat again, but better without, as the sound effects are much more superior. Strangely, there are no speech in the game either, only text when you meet someone. As you move along, you'll come across a door or a corridor, but before you can enter/go down, another bunch of terrorists will attack you. As you'd expect, they start off fairly basic with no arms, to ones with knives, iron bars, electric shock stunners, and even machine guns. If you see them with guns, you have to duck to avoid their fire... these terrorists are real thick and don't think of shooting down! You also come across some wierdo guys like professors armed with poisonous gas in spray cans, and screw drivers... and later levels (and first bosses), huge muscle bound dock workers that squeeze the life from you. And the later bosses are armed with a machine gun and a lady with deadly fingernails! Anyway, once you've killed the enemy, you can enter the door or go down the corridor. By entering the door you can get useful items or face more terrorists. More often than not, you'll get someone who will just give you some info about the terrorists, although some give a lot of crap about their personal life, or something. More useful are people who will top up your energy (you only have one life and a set amount of energy), give you a new knife (the more you use the knife the less effective it becomes), but best of all, give you a SMG machine gun! With this, you can press the A button once and spray bullets all over the place blasting everything to hell... but alas, you only have a limited amount of rounds. This is certainly the best part of the game!!

Overall, Super Spy is a bit disappointing, after the great games of Nam 1975 and Magician Lord - still the two best games for the Neo Geo. The main trouble with the game is, it lacks variety... all you have to do is kill 2-3 terrorists, enter a door or move, kill 2-3 terrorists again, move, kill 2-3 different terrorists, and so on. And after several goes it gets fairly



SUPER SPY : THE FIRST 2 BOSSES MEN JACK WORKERS!

boring.... and with the usual infinite continues, quite easy to complete in a few hours. The game is quite tough... and I really can't see anyone completing it with a single credit, so it will do well in the arcades. As you'd expect, I don't recommend Super Spy - great graphics and Sound FX, but again lacking in gameplay... save up for Cyber Lip instead, it looks a better deal!

Graphics - 98% Sound - 90%
Playability - 70% Lastability - 50%
Overall - 70%

Onn Lee

ERRETA

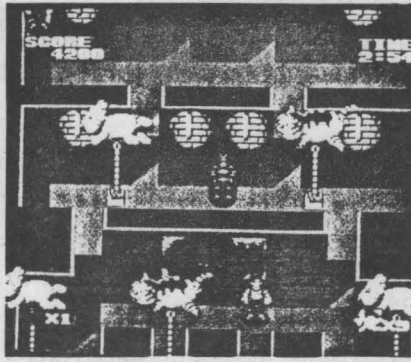
Errmmmm.... anyone who tried last issue's techie bit about changing a japanese megadrive to one that gives english instructions would have found it didn't work..... these kiwi machines must be different or D.C. must have sent me a dead herring. Anyway, the correct way to do it, is just to CUT JP1 and nothing else. Thanks to Colin of Megaware and everyone else that informed me about this. I hope it didn't wreck your machine, although it shouldn't have! Do you want to know how to get english on a engine? Buy an american machine and it's software!!! hahaha!!

BATMAN

Engine by Sunsoft
Supplied by Megaware

Batman has been a great success on video game format on the Gameboy, Megadrive and Computer, and at last it makes it's way on to the Engine - but is nothing like the others... infact, pretty awful!!

Instead of the side-view arcade adventure found in all other formats, Sunsoft have produced a sort of Pacman like game... infact very much like Hudson's Doraemon, the Hamburger eating Cat. The game is viewed just the same, a la crackdown, gauntlet, etc. The game is split into several levels, but they are really all the same, but situated in different places. The first level is set in Gotham City, and you must control Batman around the maze and collect all the deadly cannisters while avoiding the Joker's clowns. Batman is armed with one bat-a-rang, so can knock out the clowns for a few seconds, and kick'em off the screen once stunned. Unfortunately, the bat-



BATMAN: RELEASE THE BALLOONS!

a-rang is short ranged, slow, and once you've throw it - you can't move until it comes back! Batman is also slow... better off calling him snailman!! You have a time limit to complete each stage, so don't hang around.

Because Kenneth Baker... erm... Batman is so useless (I was right in the first place), powerup icons are dotted around the maze to help you. These include icons that increase our hero's speed, longer range and faster bat-a-rangs, 1ups, a bomb to kill all the enemies, multi b'rangs, and limited invincibility.

Graphically, Batman is wonderful with real detailed colourful graphics, even the small sprites of 'Brian' and the enemies are real neat with great expressions and ace animation. Sound is very good too with a different tune for every few stages although they are quite short - sound FX are very limited however.

Later stages become a lot harder with super-fast clowns that chase you, big arrows that teleport you to other arrows although these are very deadly, as you can reappear right on top of an enemy and get killed!! bigger & more complex mazes, clowns with guns, and roads to cross with rolling vans... they don't even stop at the traffic lights.

Once you've completed the first level (12 stages) you are shown a nice piccy and off to the Museum. Here, the game is basically the same, but instead of collecting cannisters, you have to rub off all the paint off pictures around the museum, while avoiding bulley boys. From here on, things doesn't change although the inbetween level graphic screen become better with awesome full-screen animation - the only reason I played the game was to see what's next!! Once you've completed level 5, and the Joker shoots down the Batwing in the excellent animation sequence...(real ace, this!), you enter the Cathedral, where you have to take out the Joker's body guard, a martial arts ace - unfortunately, I couldn't kill this sucker, so what lies beyond, I can't say.

Overall, Engine Batman is a real disappointment, although it's quite playable once you have collected powerups, the game lacks variety and the ridiculous was you can die by teleport or when the enemy reappears, is infuriating. As you can tell, I don't recommend this incarnation - if you're into this type of game, go for Hudson's - it's a lot more playable... although worth renting out just to see the wicked inbetween animations. Oh yeah, the game has infinite continues and Password.

Graphics - 90% Sound - 80%
 Playable - 60% V. F. M. - 45%
 Overall - 55%

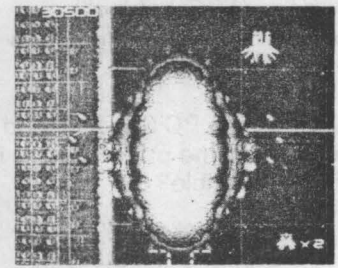
Onn Lee

Final Blaster

Engine - by Namco - 4meg
 Supplied by PC Engine Supplies

Here we go again, another vertical shoot'em up... this time from Namco, who brought you the first on the engine with Galaga '88, and later Dragon Spirit... then there was Xevious. Final Blaster is the follow up to Xevious - anyone who played the old game will notice on the ground a bird-like marking, and this is the ship you fly in this latest game. So how does it compare to others?

The game is set along 7 stages, and plays very much like Irem's Image Fight. Control of the ship is simple: pad moves it around, Select controls speed of ship, button II fires and button I acts as a smart bomb (more on this later). Stage 1 is set in the industrial city... mainly grey with factories, radioactive drums, pipes, etc..., and as the game starts, waves of ships zip down the screen for you to blast. Aswell as small ships, there are some large ones which fire lasers, and Xevious-like rotating plates, although they spin 90 degrees the other way. Your ship starts with measly dual-fire bullets, and after a couple of screens, a rotating pod floats down the screen changing in colour (red-blue). Collect when it's blue to change your weapon, and red for power-up. eg. Collect red, and instead of firing 2 bullets, you fire 4, or collect blue for a front shield. More reds and bullets turn to lasers, and blues for side multiples, trailing multiples to spinning multiples around you. The smart bomb will reduce all energy off enemies on the screen, however, will reduce your blue pods by one! You also have another weapon up your sleeve.. by holding down button II, you can create a firebird



F.B.:
 HERE'S
 A
 BIG
 POTATO!

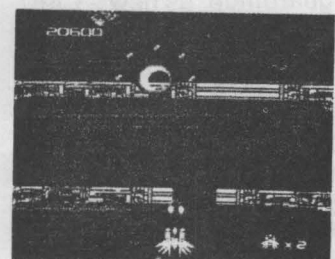
around you, and when you let go, it zooms upscreen taking out most items...very useful... unless you happen to have autofire on!!!

The first stage seems real easy, and you think it's another boring game, but once you get to stage 2 and beyond, things really hot up. You have giant moving potatoes armed to the teeth to contend with, fly through a maze packed with defenses like in Image fight, and a near impossible stage where just about everything homes in on you!! Once you reach the end of stage...yes, you've guessed it - you'll have to blow up a mothership. These are relatively easy if you have powerups in the first couple of stages, requiring little dodging and chucking in the lasers, but later levels are real pigs requiring lots of dodging from the main boss that's constantly moving and throwing out bullets all over the place.

All in all, Final Blaster is Mega!! It's so darn difficult, I have yet to even get to the last stage, even with slow motion on!!!! Graphics are real ace, very colourful, detailed and varied from stage to stage.. with neat parallax scrolling. Unfortunately, when real big things appear, namely the giant potatoes (well, they look like potatoes), things really slow down and flicker as bad as an Amiga in interlace mode!! Sound is use to good effect, with a different tune per stage, and the usual shoot'em up sound FX. On the gameplay, Final Blaster is very good.. and a par with the like of Image Fight... but nothing putting it ahead. Recommend buying? Yes, if you can stand another shoot'em up.

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

Onn Lee



F.B.:
 BLOCKED IN...
 BUT SHOOT
 BARS AND
 THEY WILL
 OPEN!

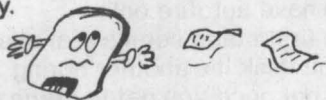
OPEN FORUM/SWAPLINE/TIPS

OPEN FORUM

Got a point to put forward, a question, or any old crap, then write in and let us know.

Q. Any sign of the PC Engine Hand Held and what is the price? And is it 100% PC Compatible?
Chris Norris

A. The 'GT' is now available in Japan... but expensive, see news section. It is 100% compatible, but multi-player games will be single player only.



SWAPLINE

Swapline is FREE to the public... so send in your advert if you wish to sell that Megadrive, Swap those Engine games, or looking for a cheap Neo Geo, maybe someone out there can help!

Megadrive games for sale, all games as new, in excellent condition :- New Zealand Story = £23 and Fatman = £28. If interested Tel:- (0443) 431995 and ask for Wayne. Wanted - Dynamite Duke (M.D.).

For Sale: Megadrive (PAL) include: 2 Joypads, 7 brilliant games, DJ Kid, Super Shinobi, Golden Axe, Ghouls 'n' Ghosts, and loads of Japanese mags. £450 sale for £250.

Engine games to Swap - MotoRoader, Chan + Chan, Son Son II, USA Basketball, Dragon Spirit, Ordyne, PC Kid, Chase HQ, Splatterhouse, Ninja Spirit, Don Doko Don, and Devil Crash. Also Megadrive Games - Alex Kidd, Tatsujin, Super Monaco GP, and Dynamite Duke. Will swap engine for MD games. Write to Gavin De Bank, 46 Lightfoot Road, Uttoxeter, Staffs. ST14 7HB.

For Sale: PC Engine Core Grafx (PAL) 4 weeks old, still boxed, Japanese Magazine, and 5 games inc. SplatterHouse, Ninja Spirit, Atomic Robokid, Cybercross, Heavy Unit, worth over £325, sell for £220 ono. Ring 061-799 4277

PC Engine SuperGrafx (Scart), games, under guarentee, as new - £190 ono.
UK Atari Lynx. games, under guarentee, as new - £125 ono.
UK Nintendo Gameboy Tetris pack, carrying case, under guarentee, as new £60 ono.
Also PC Engine/Megadrive games for sale/swap. Megadrive games wanted..... Ring - Michael on 0457

873062.

Megadrive games to swap, DJ Boy, Super Thunderblade, Super Shinobi, Tatsujin, Super League Baseball, Ghouls 'n' Ghosts, Space Harrier II, Rastan II. Games Wanted:- Strider, Afterburner II, Goldex Axe, Last Battle, Thunderforce II+III, World Cup Soccer, Phelios. Will consider other swaps. Phone (0248) 421156 after 6.30 pm ask for Grant.

PC Engine games to swap, I have Legion (CD), Ys (CD), Red Alert (CD), Download, Break-In, Ordyne. Titles wanted include Valis III (CD), Gomola Speed, Axe II, Klax, Spallerhouse, Image Fight, Batman, etc.. Phone 0306 885 003 between 8pm + 10pm please.

Swap Ninja Spirit, New Zealand Story, want Dodge Ball, Devil Crash, Beach Volleyball, Super Foolish Man, Legend of Valkyrie. Derek 0493 652974.*

Wanted: Fighting Street (CD) and Altered Beast (CD). Will exchange any of the following : Don Doko Don, Super Star Soldier, Gunhed, Atomic RoboKid, P47, Ninja Warriors, World Court Tennis, Rastan II, Veigues, Cyber Cross or Watura. Phone Colin at Megaware.. see advert.

Megadrive, scart (with english conversion) for sale. Pristine condition, 5 months old. 15 Megadrive classics for sale, will split, all perfect as new. Also Engine games sale/ swap. (all 081-504 8861).

Megadrive games for sale and Amiga originals for sale. Megadrive games: Strider, Batman, S.M.G.P., S.M.Golf and on the Amiga, Shadow Warriors, Stunt Car Racer, Sword of Sodan, etc.. Tel: 0443-430042. Ask for Craig.

To swap (MD) Space Harrier II, Super League, Thunderforce II, Air Diver & Mr Komatsu Tel: LEE (0778) 347616 After 6.00.

To swap (Engine) Victory Run, Wonder Boy, R-Type I, Dragon Spirit, Tales of Monster Path, Power Drift, Formation Soccer & Shinobi - Wanted: Splatter House, Don Doko Don. Phone Lee after 6.00. (Will swap for MD games)

To swap: Ninja Spirits, Devil Crash, Don Doko Don, Barrumba, Splatterhouse, Chase HQ, PC Kid, Ordyne, USA Basketball, MotoRoader, Son Son II, Dragon Spirit, Chan +

CONSOLE MA'ZINE

Chan. Good Engine and Megadrive games wanted. Send address + phone to Gavin de Bank, 46 Lightfoot Rd., Uttoxeter, Staffs. ST14 7HB.

Megadrive Games for sale only: Alex Kidd £12, Space Harrier II £16, Kajuku II £17, Thunderforce II £20, Darwin 2081 £22, Batman £25, ESWAT £25. Phone Tim Humphreys (0285) 654921.

MEGADRIVE games for sale: DARWIN 4081- £20, THUNDERFORCE II- £20. Both as new. Will consider swaps (MD or Engine) . Phone Marc on 081-892-8441.

WANTED- PC Engine games (eg PC Kid, Legendary Axe II etc). Will pay £15-£20 each. Phone Marc on 081-892-8441.

TIPS (Trans.Tai Ono)

Megadrive: KLAX

On the title screen, hold down LeftUp, A,B,C, and then press Start to play the back stages. Be careful, these back stages are very hard.

Engine: KLAX

On the GAME OVER screen where it says 'Press flip to continue 10, 9, etc..' hold Select and press Up to get 9 credits. This can be repeats over and over and so in effect you have infinite continue mode.

Megadrive: Insector X

The (?) item enables you to stay in the same condition (only once) when hit.

Megadrive: Golden Axe

Get into the arcade mode, and then wait to get the SELECT PLAYER. Here, press DownLeft, A,C for 9 Credits instead of 3.

Engine: Die Hard

On the title screen, hold 'I' then press Run for infinite continues.

Engine: Fighting Street (CD)

On the High-score chart, enter 'SD' as your name. Back to the title screen, you should have 7 credits. Here hold down 'I', 'II' then press Select then Run for round select.

Engine: F1Circus

Go for the world championships and on the screen where it says 'Team' on top and 'Machi' in the middle and Select under that and some speech (words) boxed, hold 'II' then press 'I'. You can now select your own course.

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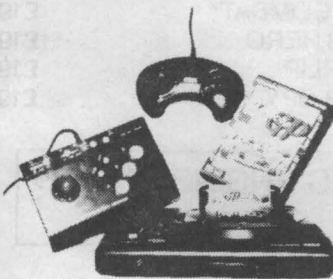
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