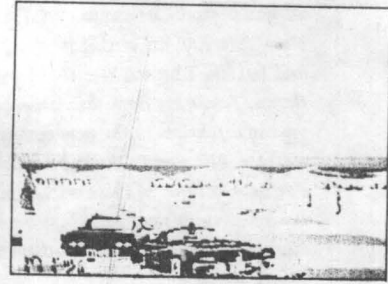


CONSOLE MA'ZINE

ISSUE 18 - RECOMMENDED PRICE £1

IT'S WAR!!



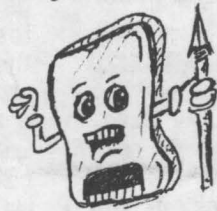
A NEW CHALLENGER HAS APPEARED TO TAKE ON THE CONSOLE WORLD - WHO WILL WIN?

FIRST NEWS

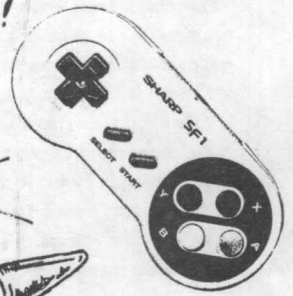
PLUS MORE GAMES REVIEWS TECH TIPS BARGINS



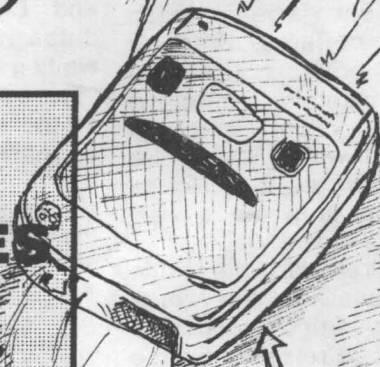
MD MIDNIGHT RESISTANCE COMING SOON!



Outrun at long last!



HOT



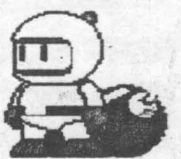
THE NEW MACHINE



ONN9/



BOMBER MAN... BOOMING HIT!



SPECIAL GULF REPORT
ARE CONSOLES A MAJOR PART OF IT?!

EDITORIAL.....

Hiya Console freaks,

Welcome to Gulf News!... ermm... my mistake.. Issue 18 of Console Ma'zine. I hope you all had a great Christmas and a good start to the New Year, and are well. I however, have the flu, and feel like I have a Neo Geo joystick in my throat. Anyway, from this issue, we shall be paying attention to the new comer to the console world - Nintendo's Super Famicom, aswell. Yep! I've now got one of these wicked machines, and in my opinion, certainly the best console on the market to date, even though there are only a few titles available.

Oh yeah... some news: the guys at Super Graphic are planning to produce a console magazine, and I have decided to be a partner - well, they said they will provide equipment, dosh, games, etc.. should it take off, I may stop CM, but don't worry, the 'new' mag. should replace it instead, and as it's to be done mainly by us, it should be too much different apart from better quality. More on this later, as I find it hard to see how Super Graphic can provide enough dosh to make a better mag. than CM, without making a loss!

Well, until the new issue, keep on consol'ing!

Onn Lee

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Onn Lee

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Games & News Suppliers

Tsuyoshi Yamashiki (Japan), PC Engine Supplies, Megaware, PM Games, plus various magazines Monthly PC Engine, Beep! Megadrive, Marukatsu PC Engine, Megadrive Fan, Famicom Journal, New Computer Express, etc...

And YOU!!

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NEWS

Atari's Black Cat Atari's super Console - named the PANTHER, should be unveiled at the Las Vegas Consumer Electronic Show at the end of January. The machine's spec. have yet to leak out, but definitely not ST/E compatible, but expected to be better than anything around, and shouldn't cost too much, possibly

around £150, and the machine should be available in the UK official in September. This will certainly open 1991 as the year for games consoles, but will the americans take to Atari's? Since the 8-bit NES is still the most popular games console in the US, if Nintendo really want to continue their reign, they must launch the Super Famicom fast, especially as the Genesis is selling well, not to mention the Turbo Grafx-16.... I hope they do, as I love to get my hands on SF games with english instructions. (See later for SF review)

Gameboy Emulator for NES?

A company called Biederman Design Labs (German?) have produced a Nintendo Entertainment System Cartridge, that lets you slot in a Gameboy cart. so that you can play it on the NES. The advantage of this, is that, you can play it on a big screen in glorius... ermm... black and white!

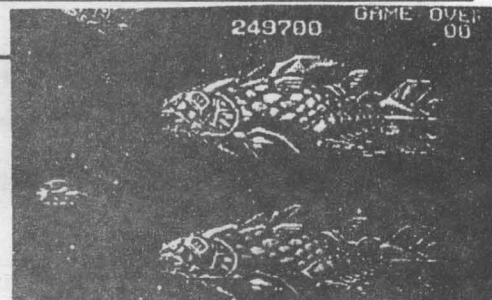
NEC Steps up a button

With more complex games, you require more buttons... you only have to look at the extra buttons on recent consoles - the Neo Geo with 4 plus a Start, and the Super Famicom with 6 buttons plus Start & Select totalling 8. So NEC Avenue have come up with the Avenue Pad 3, which is a normal pad with an extra button. The third button lets you assign it as the Run or Select, so making certain games a lot easier, namely Pro Fire Wrestling, or Side Arms.

Super Famicom News

What's the hottest game in japan apart from Mario or Tetris? Dragon's Quest ofcourse, so it's no surprise that Enix (the makers of Actraiser) have decided to convert it to the Super machine. However, it won't be the original version, as it would be too easy to complete, but a new version - Dragon's Quest V.

More RPG's - Drakkhen, the game that's already available for home computers from french company Infogrammes, will be released for the SF in March. As the game features solid 3D, it should be quite fast, although will it contain english or just japanese is another matter. And the very successful Dungeon Master from FTL will be converted by Victor Musical Ind. No dates confirmed yet. Jaleco's answer to Outrun - Big Run should be out in March and very good it looks too... rather like Victory Run on the engine, but with bigger and better graphics.



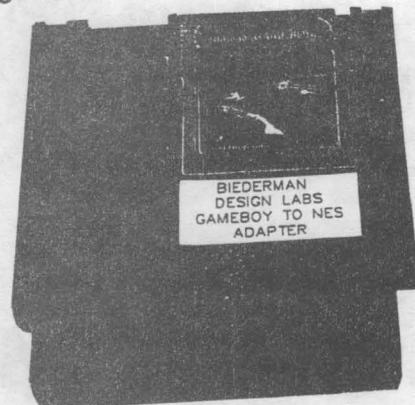
DARUS TWIN : TWO BIG BOSSES !

Even more RPGs will be from Tonkin House, who will be converting the third in the trilogy of Ys III - Wanderers from Ys. The engine version should be available soon, so a wait for a review of it soon, only in CM. No idea when the SF version will appear. Also, Wizardry V will be converted to the SF..yes, another RPG. February sees HAL's Golf game, Hole in One on 8meg cart... hopefully it will play better than all the rest of the console golf games that's ever been out - I still think Leaderboard is still the best!

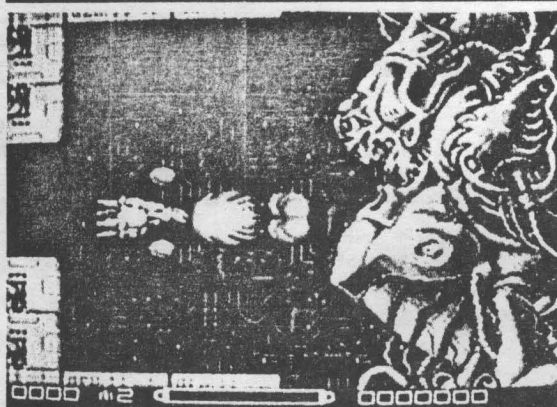
May is the month for a new version of Lucasfilm's movie Star Wars. The game will an arcade/RPG game featuring all the characters etc.. from the hit epic. A version for the NES have already been produced featuring a top down game where you control Luke in his Sand skimmer, and a 3D game where you sit in the controls of Han Solo's Millemium Falcon.

As mentioned before, Taito are to release Darius II for the SF - but have now changed the title to Darius Twin, an updated version of 'II'. As the title suggests, it WILL have dual play option, and include some more extra Bosses, which look well awesome including a giant armoured-plated Sea-horse like the original but all in silver, a giant vertical hanging Squid, and TWO giant fishes. No release dates as yet... but should be worth waiting for.

The other shoot'em up that's waiting in the wings in everyone's mind, is Super R-Type, from Irem, and from latest pictures, the conversion looks almost arcade perfect. Unfortunately, there's still no release date for the game.



THE GAMEBOY EMULATOR

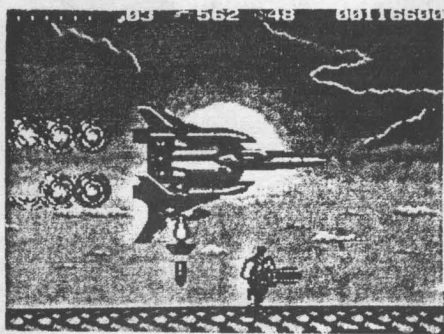


SF: SUPER R-TYPE FACING THE FIRST BOSS

Capcom, who has already released Final Fight for the SF, and still putting together Super Ghouls 'n' Ghosts which looks well ace, are to convert their dual horizontal scrolling shoot 'em up UN Squadron too. As for that super duper 'New 3D Golf Simulation' featuring Polysys (Integrated 3D Processor) from Technology & Entertainment Software, it should be available in March. The game won the European Computer Leisure Awards 1990, so it must be good!! The game looks brilliant to me away!

MegaDrive News

It seems that Megadrive games are getting bigger and bigger with several games to be released on 8meg cartridges. There have already been Strider and Darius II, and both of these cost quite a bit, so time you MD



MD: MIDNIGHT RESISTANCE, FIGHTER PLANE AT 11'O CLOCK... TIME TO KICK ASS.

owners got saving!

One such big game will be Data East's Midnight Resistance, which should be available soon, and looks fairly close to the coin-op - however, the dual play option seem to be shelved yet again. What is it with japanese programmers, they always seem to get everything right, but when it comes to two player games, can't handle it!? The main question of Midnight Resistance will be control... as the Amiga version was brilliant, but the control method was so cronic it wasn't too playable.

Another 8mega is Alisia Dragon, a

side view scrolling arcade adventure as you control a woman fighter... not too unlike Shiten Myooh. More 8meg games will be Telenet's Valis III coming out for March and looks every bit as good as the Engine CD-Rom version.. including the inbetween graphics and animation. If Telenet are converting such CD games for the MD on cartridge format, it goes to show that Sega's own CD-Rom is still a long way off

from being released. Then there's Blue Almanac (8meg too), a RPG coming out in April. Some of the fight action looks quite good as you get to beat up some nasties in side-view action, but how much japanese there are will have to be seen. Sega's Dungeons & Dragons 8meg RPG that features 3D Dungeon Master action should be available in March, and looks real neat.. shame about the japanese! Hopefully the Genesis/official MD carts are available not too long after... or even better, text translation modification works.

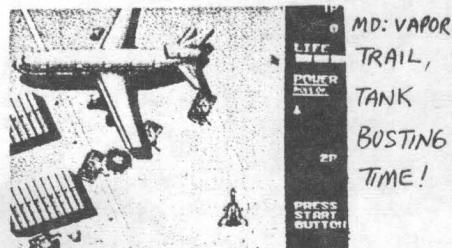
Latest shoot'em up for the MD to be announced is the conversion of Data East's Vapor Trail, and surprisingly, the dual-play option WILL be included. If you haven't played the coin-op, it's another vertical job where you can select from 1 of 3 planes - the

Shilph, Valkyrie or Seylen, all with their pros. and cons., although one of them is crap... conversion wise, it looks fairly similar, although it wasn't one of the best games around. No release dates.

From Namco, there's Wrestleball - and to put it plainly, is a Speedball rip-off, as you get to play a team of



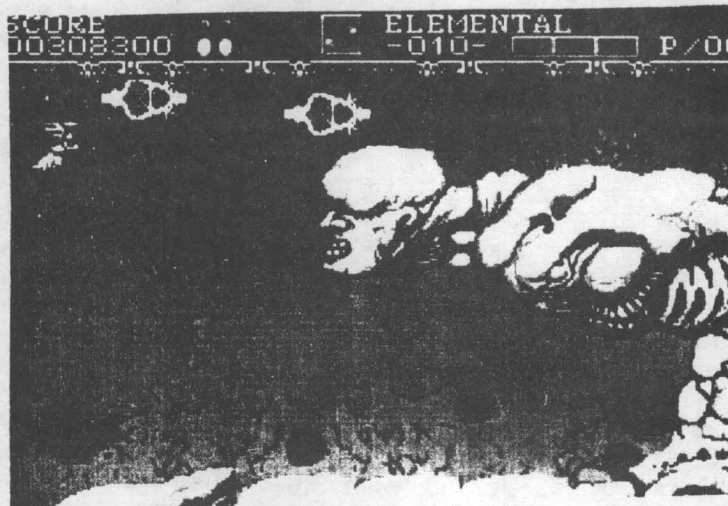
MD: SEGA'S DUNGEON'S AND DRAGONS GAME, AT A TAVERN.



tough guys in a futuristic american football game. The game is played topdown and scrolls around... the pitch size is about 12 screens long and 3 screens wide. As Speedball is such a good game (not to mention Speedball 2), Wrestleball should be great, if done properly.

Warderer Special, the wicked arcade adventure should be out in Feb. and the screen shots are brilliant - exactly the same as the coin-op as far as I can tell, although the text is in japanese. What's 'special' about the game, I can't say.

March, and another shoot'em up should be available called Verytex. As

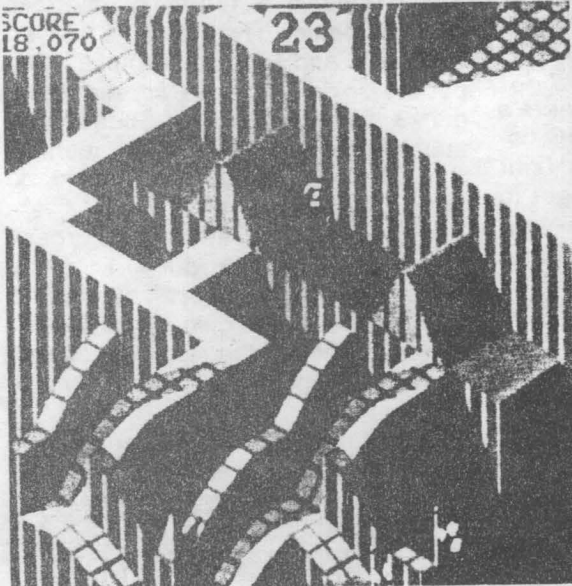


GYNDUE ON MD. MEGA GIANT NASTY ATTACKS, /

vertical shoot'em ups goes, this looks fairly average - watch for a full review soon. Another shoot'em up will be converted by Micronet, of Seibu Kaihatsu's Rai Den. No release dates though, or screen shots. Taito are to release another shoot'em up called Master of Weapon at the end of Feb. but what sort of game it is I can't say as there are no pics of it. Strangely enough, there haven't been a pinball game for the MD since it's launch, and this area ruled by the two PC Engine games, but Wolf Team is about to take the challenge with DinoLand. The table is based on the prehistoric theme with grasslands, rocks, caves, etc.. and dinosaurs roaming around, similar to that of Devil Crash. However, the graphics are a bit crude, so hopefully it will improve by March when it's to be released.

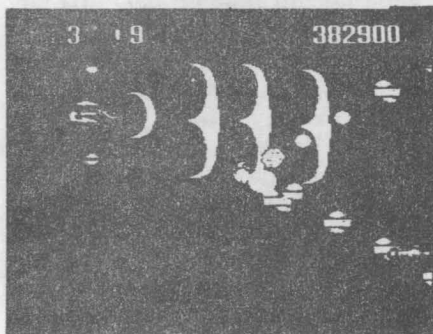
ENGINE NEWS

One of the most hip games in the arcades a few years back, and a big hit on the Amiga, was Marble Madness, and it's to be converted to Engine. The engine should easily handle the conversion, but considering how old the game is.. how well it will sell is another matter! Tengen will be responsible for the engine game.



MARBLE MADNESS - SOON TO BE CONVERTED TO THE GOOD OLD ENGINE!

NEC Avenue atlast showed what their game of Space Harrier cross with Fantasy Zone will be like, and that's exactly what it'll be like - a space harrier game with fantasy zone characters instead. The game will be out on CD-Rom. Infact, Avenue are really pumping the CD-Rom with several announced titles for this format. As with Side Arms, a CD version of Twin Hawk will be released, what differences there will be apart from the sound, we shall wait and see. February will be the month for the release of Download 2, also on CD. 'Cos of this, there will be more graphic/animation inbetween the action and these look ace, better than Lasersoft's. The game itself will be very similar to the original but with more weapons available, and better backdrops, etc.



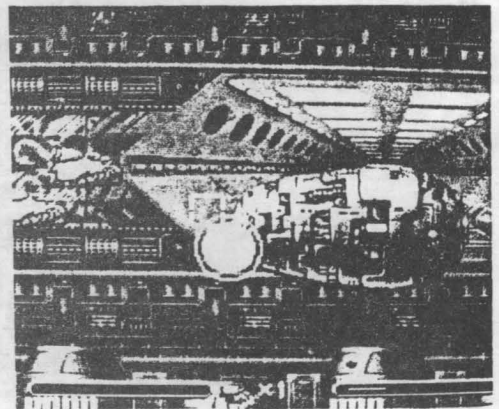
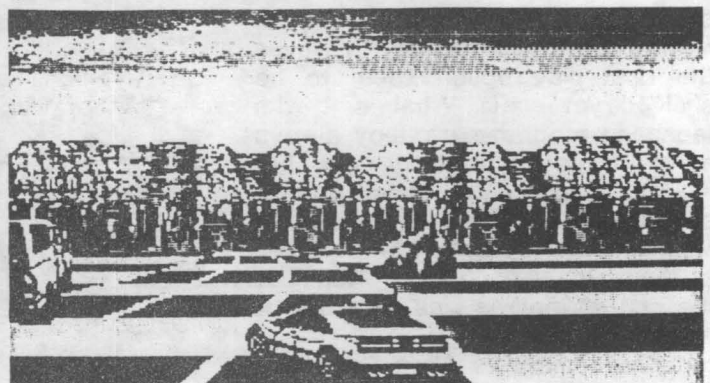
DEADMOON: YOUR SHIP FULLY POWERED UP... BEAM 'EM.

Latest Capcom license from Avenue is Dynasty Wars, the dual player, ancient japanese battle on horseback... I have to admit, I found the coin-op rather boring! Again on CD, but release unknown. For Feb. again will be an arcade puzzle game on CD. Here, you have a maze of tiles over water with a duck and a number of nasties on the tiles. The creatures are out to get you, so you have to get them first. To do this, you can jump on the tiles to crack 'em... and jumping on a cracked tile will make it and all other tiles in-line with it to another cracked tile to fall in the water... deadly should any nasties be in the way. There are also green symbols tiles, jump on these and all 'in-line' cracked tiles go under apart from these. Luckily all tiles reappear after a few seconds. Avenue are also to convert a dual-player wonderboy like game which I believe is called Chikichiki Boys on CD too. The coin-op is very colourful and features some brilliant colourful cute graphics.. more on this if and when. More for CD and Avenue, will be Might & Mi-

gic, and 3D RPG available already on PC format, and for Feb., Avenue are to release Quiz Avenue, and japanese quiz game on CD-Rom for 1-5 players, and also includes a RPG thrown in. As it's all in japanese, this one should be missed. On HuCard, Avenue also plan to convert Sega's Time Soilder game Gain Ground, which is already on the Megadrive. More CD-Rom support are from companies releasing RPGs and wargames on this format. Surprisingly, Falcom whose responsible for Ys has licensed their other popular RPG Sorcerian (already on MD) to Victor Musical Ind. Hopefully, an english option will be included.. One RPG.. which looks very playable as it's more of an arcade come RPG, is one from Telenet Japan which looks similar in style to Ys with HP/MP bars at the bottom and pop up option menus (in english!). The game is played in traditional RPG top-down as you walk around, but switches to side view close up action when attacked, crossing

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ENGINE S.C.I.



U.P.L.'S COIN OF CONVERSION.

a bridge or whatever. Graphics look real ace! Another brill looking CD RPG is from Riverhill Soft and this has some ace looking graphics. And then there are more CD-Rom strategy war games from Telenet & Intec, released in March & May respectively. Hudson Soft are to release the first HuCard game with extra memory for back-up. etc. on their conversion of Populous, which will now appear on 4meg Card. The game should be out in April and should feature all the options available on the Amiga version bar the multi-link game... although it could be included?! With the GT now available, puzzles games seem to flock, and latest will be Pavitnov's better follow up to Tetris - Hatris, and to be converted by Micro Cabin Co., and very nice it looks too.... the engine is one machine that never had tetris converted for it.

U.P.L. are to convert their latest shoot'em up for the engine, a wicked dual player horizontal scroller, and this one looks real neat. If the conversion is as good as the coin-op, we're in for a treat.

The trouble with the japanese is, they speak japanese... and not a lot of them speak english... so the nice people at High Tech Lab., have come up with two CD-Roms called 'Lets be Friends'. The CDs teaches you (the japs, that is) english. Each disc has 10 lessons on them, and both should be available around Feb. Nice to see there's more for the CD-Rom than games.

REVIEWS

Nintendo Super Famicom

Atlast the Super Famicom makes it to the streets, and what an amazing machine it is!! As you'd expect, it's hardware is technically better than anything on the market today. Not only that, but it's also one hot sexy machine in different shades of grey and real compact, and all the connections and sockets nicely laid out... these includes the expansion sockets at the bottom, two controller ports at the front, and at the rear - RF (TV), power and multi-port for RGB, audio/video etc. lead. Under this exterior lies the real stuff - 1meg of memory, customised 65C816 which works as fast as a 32-bit processor. Maximum screen resolution of 512x448 with 256 colours on-screen from a palette of 32768, 8 channel 16-bit digital sound at 44KHz, special chip to handle expansion/compression and rotation of graphics, and much more!! The machine comes with 2 pads - these are about the same size as the engine pads, but with added buttons - making this quite a problem with people with big hands. Another bad thing about them are, the leads are rather short!

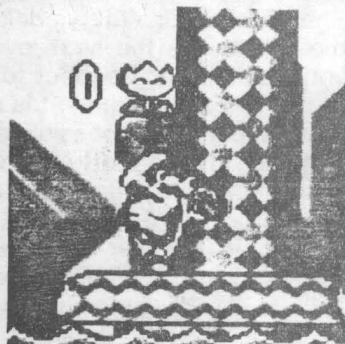
Software:

Super Mario World

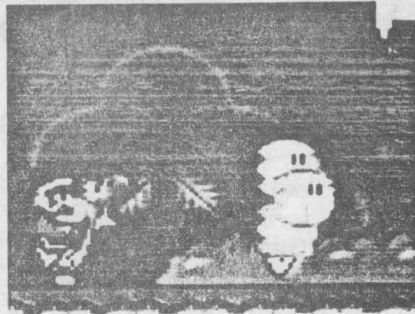
The first game for the machine on the 8-bit console, and the first on the SF. and what a brill game it is. Basically, the gameplay is the same as the original as you control Mario (or Luigi) in a scrolling arcade adventure through 8 stages to rescue the fair princess. The game takes off from Mario 3 as you are presented with a map of Mario World, and must move Mario to the place you want to play from. As with 3, the game features a bit of japanese text, but still highly playable. Each stage comprises of several locations and all vary enormously. These range from the standard Mario World of green grass and trees, banks, and concrete pipes, to echoing caverns, ghostly castles,

S. MARIO
WORLD

MARIO ON
A DINO...
HEADBUTTING
REVEALS
A
USEFUL
POWER!



patterned rooms, etc.. All the graphics are brightly coloured, and cartoon like, like previous Mario games... this certainly doesn't show off the SF, but for this type of game it suits it well. Animation is first class... everything moves silky smooth without a flicker. Sound is ace too, with nice jolly tunes... especially good is a piano ragtime piece which



DINO EATS A RED TORTOISE WHICH LETS IT TO BREATHE OUT FIRE BALLS.

is real catchy, although there are more appropriate tunes like a spooky piece in the ghost castle, victory tunes when you complete a level, and some pieces sounds like taken from silent movies. Sound FX fits well with the game, with the usual boing!, dings, etc.. roaring lava monsters and a brilliant echo effect when in the caverns. Controlling Mario is quite difficult at first, as to really use everything in the game, all four buttons are required. With different combinations, Mario can walk left and right, run, jump high and low, duck, spin-jump for added pounce, throw objects when you get power up, pick up objects and throw them, fly around/glide when you have the cloak, and when you're on the dinosaur - control it's movements and eat items.

You start in the usual Mario land, and head butting blocks with exclamation and question marks to reveal useful items, like Mushrooms to increase mario's size, and objects to throw at, plus gold coins and dinosaur to ride. The enemy come in the form of tortoises in various forms (walking, bouncing, flying..), ghosts, missiles, spiders, wizards, etc. If any of them touch you, you're a gonna unless you have a powerup where you'll be reduced. However, by jumping on them, you can wipe them out... or use other methods. As well as the enemies, there are masses of obstacles to negotiate... moving platforms, pounding pillars, crushing concrete blocks, cross a river of lava infested by monsters, escape a castle of ghosts... and then there are the bosses at the end of each stage to contend with!

All in all, Mario 4 is brilliant - if you

CONSOLE MA'ZINE

liked the previous games, you shouldn't miss this... nearly worth getting a SF for.

Graphics - 95% Sound - 85%
Playability - 93% Lastability - 90%
Overall - 94%

Onn Lee

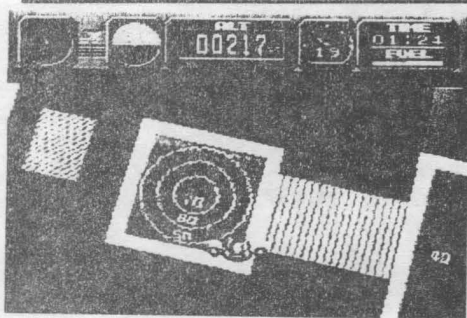
PILOT WINGS

Super Famicom by Nintendo
Supplied by PC Engine Supplies

Pilot Wings was one of the first games for the SF shown a couple of years ago, and since it was announced under different guises, it has changed quite a lot. The final release version is quite a different game from any other I've played, as it involves flying different crafts, perform certain tasks, and land at a specific target. The game features 8 stages (4 stages of 2 difficulty levels) with an arcade Helicopter game after four stages. You start on stage 1 and must complete it with a certain amount of points (120 or more) to gain access to the next stage. Stage 1 involves completing two events - flying a Light bi-plane and Skydiving. Each event is rated out of 100, so to qualify, you only require a minimum of 60 points per event.

On the Light Plane event, your plane is viewed from behind and controlling it is quite simple: A+B buttons control your speed, Up/Down - your altitude, and left/right - rudder. Here, you have to hit a rows of green spheres floating in the air and land on the run way safely... a perfect score on this is very difficult, which we have yet to do yet! The airstrip is on a small island, and it's here that the SF shows what it's got. As you move around, it reduce/enlarge in size, rotates, etc... very realistically and extremely smoothly... it's well awesome!! I can't wait for the machine to get a real flight sim. for it!! Later stages, you get a bigger island which will knock you out.. it's totally amazing! Other stages, you have lots of rings to fly through or semi-circles at ground level, plus sever wind to cope with!

Skydiving is viewed top down - a 'copter takes you up several thousand feet, and then drops you. You have to free fall and try to manoeuver yourself through several rings of spheres by shifting your body. At a thousand feet, press 'A' to open your chute, where you'll have to try to land on a square target with concentric rings on it. The closer to



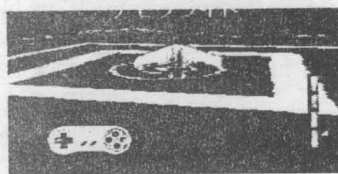
PILOTWINGS: JETPACKING, HEADING FOR THE TARGET AT 217 FT.



PILOTWINGS: SKYDIVING, LANDED ON TARGET!

the centre you land, the more points you get, and landing on your feet is better than on your back. Later levels have rings that are more spaced out, smaller target to land on, and again strong winds. The next level introduces you to jetpacking... same as the one seen at the US Olympic games. Here, you have to take off from a pad, fly through several rings of spheres, and land on another square target surrounded by water. Again, later levels get harder with more spheres low to the ground, spinning rings, smaller targets and stronger wind again.

The third level has hang-gliding as well, and here, you are towed up to a few hundred feet, where you must reach a higher altitude. To do this, you must catch thermals rising from the city... these are shown as rising strings of white spheres, which you



PILOTWINGS: HANG-GLIDING... SUCCESS AGAIN.

must fly into... and when you do, you suddenly drop and then zoom upwards. Once you've reached the required height, you have to land on a target again. This is real tricky, and certainly the hardest of the four event, as you have less control... a sharp turn and you drop like a brick. Later levels, you have to climb higher



PILOTWINGS: LIGHT PLANE.

be catching more thermals, fly (glide) through rings and hampered yet again by violent winds.

After the fourth level, you get to fly a helicopter Gunship viewed from top down in a Thunderblade like game. You must fly from your ship and land at a small base to rescue some people. However, the base is in an island packed to the teeth with ground-to-air guns that constantly fire at you, so taking them out are essential, especially those around the base... some are even hidden! Completing this, and you start the game again, but in Expert mode... eg. ruddy harder!!

All in all, Pilot Wings is certainly one of the best games I've played - even if you complete the game (it's going to take some doing!!), it still great to play again... getting 100 points per event is a tough challenge, and then there are the bonus stages. Trying to land on the moving platform in skydiving for Penguin Diving... and there's one for Jetpacking and Hang-gliding. Pilot Wings is definitely one for the collection if you own a SF... miss it at your peril!!

Graphics - 98% Sound - 90%
 Playability - 97% Lastability - 90%
 Overall - 95%

Onn Lee

MAGIC HAT

Megadrive, BY SEGA, SUPPLIED BY MEGAWARE

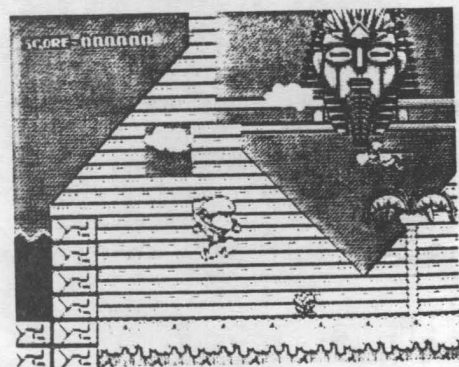
Magic Hat is yet another in the line of cute games with colourful graphics, a main character everyone loves and a fair princess to save against all odds.

What this basically adds up to is an arcade adventure very much in the mould of Alex Kidd. The game starts with an island exploding into 8 parts, all of which make a level of the game. After pressing Start you can either start the game or fiddle with the options (number of lives, sound test and define buttons).

On starting the game, you must navi-

gate each stage in order to find the exit and so on to the next stage. All 3 buttons are used; 'A' brings up a window which allows you to use any extras you have collected, 'B' punches and 'C' jumps. Pressing 'C' continually whilst in the air allows you to 'float' for extended periods which enables you to make long jumps easily. Various collectables pop up from time to time. Amongst these are an egg (!) which you carry on your back and which attacks enemies, blue pills which wobble the whole screen (v.nice effect!) and green pills which make you invincible etc.

The exit to each stage can be to the right, up, down or to the left (indicated by an arrow at the start of each stage) and various obstacles stand in your way (eg: lava lakes, large end of stage guardians, birds etc).



MAGIC HAT: WITH AN EGG ON HIS BACK!

Graphics are colourful, quite well drawn/animated and fairly detailed. Parallax is used well, as is the speed of the MD (everything runs at good pace) but the visuals are not top notch by anyone's standards. However, all levels do suit the game and the graphics don't let the side down at all.

Music is well done; cutesy, high pitched, bouncy little numbers which suit the gameplay perfectly. Sound effects range from squeeks and pops to great bubbly sounds.

Gameplay is interesting (since finding the way out of each level is very challenging and different each time). The action is also fairly addictive and the will to see the next level keeps you playing. Don't expect to complete this too soon either - it is certainly hard (seemingly impossible at times!) and each level is pretty large.

If the choice is between this and Wonderboy 3, I'd strongly advise Magic Hat as it's a far more varied and interesting game by quite a long way.

Graphics - 80% Sound - 80%
 Playability - 82% V.F.M - 80%

REVIEWS

X-GRANADA

BY WOLF TEAM SUPPLIED BY
MEGAWARE

Wolf Team's second MD game arrives hot on the heels of their first (Axis FZ) and goes to show again that they are definitely a company to watch out for.

The game starts with a nice picture of a tank and a short story about a super-tank (the Granada). After this, the title screen pops up and the name of the game ripples on (very Amiga demo-ish!). If left, we are shown a demo of 2 of the levels.

Pressing Start brings up the familiar 'Start or Options' selection. The options are: Granada (up to 6 lives), Rank (Normal, Hard, Mania!), Music, S.E (Sound Effects), Reverse (Quick or Slow) and Key Assign (which button does what).

All 3 buttons are used. 'A' fires your standard weapon, 'B' enables you to reverse and 'C' fires your blaster (a large cannon).

X-Granada reminds me of Wolf Team's other game, Axis FZ, except the view is from above (not isometric 3D) and we control a tank not a robot. The idea is basically to drive around the level blowing up other tanks, gun emplacements, bases etc. until all have been cleared. You then go to a certain spot on the map and battle it out with a large end of level bad guy. A scanner in the bottom right of the screen shows you where enemies are located (so you don't have to wander around endlessly trying to find them!). When I first saw level one I wasn't at all impressed- the graphics are very ordinary and the tank is quite small. However, don't let this put you off- the graphics get a lot better (level 2 is set on a large floating craft and beneath it parallax clouds float by- this looks really good and the impression of depth below is convincing).

The tank moves around at a decent pace (but it does slow down a tad when the screen gets very busy) and the action is fast and furious (although you have to go to areas of activity to find it).

The end of level guardians are quite impressive (level one has a large circular baddie jumping around the place!) and are fairly tricky to deal with.

The difficulty level is set just right- there is no easy level and the normal game is tough enough to provide a challenge but no infuriatingly hard. For those who like a challenge there is also the hard and mania modes (!!). There are 4 levels shown in the

booklet but there must be quite a few more as each level is not particularly big.

The music throughout is actually very well done and fits the game perfectly. Sound effects are gun shots, explosions and generally shoot 'em up standards.

Three continues are given which seems sensible on a game of this type.

One thing I did find with X-Granada is that, although it is very enjoyable to play, it is not the sort of game you would have two consecutive games of. After one go you begin to get a bit bored with it (there is little variety in the gameplay), but it is a game that you can always come back to for a quick blast at a later date.

I think Wolf Team should be commended for coming up with a fairly original theme (for a shoot 'em up that is) as an 8 way scrolling tank game hasn't really been done before. X-Granada is a well programmed, playable, enjoyable, unadulterated blast that shoot 'em up fans will get a fair bit of mileage out of. Not a major league game by anyone's standards but well worth checking out nevertheless.

Graphics - 82% Sound - 80%
Playability - 82% V.F.M - 78%
Overall - 85%

Marc Poord

SWORD OF VERMILION

Megadrive

Supplied by PC Engine Supplied

The Japanese version of this game has been around for a long time, but finally the lazy sods at Sega USA have got around to releasing the Genesis version (also on UK format now). I'm sure glad they did! Sword of Vermilion is basically an RPG, but a lot of effort has been put into the audio-visual presentation and also the combat scenes, two areas which are often a trifle lacking in games of this type. It is these differences which put this ahead of other RPGs and will no doubt ensure it appeals to more people than other games of the genre.

Anyway, I suppose I should describe the plot. Eighteen years ago, some nasty evil chap called King Tsarkon invaded the land of Excalabria. When the king of this land realised he could do nothing to stop this, he ordered his bravest warrior to take his baby son to safety. The warrior did this and raised the prince as his own. On the day of his death, he told

CONSOLE MA'ZINE

the young prince the truth. On hearing this, the young prince is obviously somewhat pissed off, and swears vengeance on Tsarkon. So much for the plot! You control the prince, who must find the 8 rings of power with which to defeat Tsarkon. These rings are scattered about a world made up of 14 towns and villages and around 14 dungeons, with a sizeable wilderness area connecting these locations. In the towns and villages are found people who will give you advice, maps, etc. and shops such as equipment shops, Inns, Taverns, Weapons shop, Magic shop, etc. from which items and essential supplies may be bought. Once a village or town has been thoroughly explored, the next stop is usually the nearby dungeon, where items vital to obtaining the rings may be found, along with various items of weaponry and armour. All the time whilst in dungeons (and whilst in the wilderness.) the prince is confronted by monsters such as Kobolds, Sorcerors, Undead and so on. Killing these results in an increase in both money and experience points, both of which are vital to your prolonged survival.

The thing that makes Sword such a brilliant game is that nothing has been ignored or compromised. Whilst the game contains some rather tasty graphics (particularly the bosses, which are brilliantly drawn) and some absolutely fantastic music (some of the best heard on the MD) the game play itself has not suffered as a result. (Though it may be a little simple for hardened RPG freaks.) Couple this with the unobtrusive control method (A simple menu system which, although a little limited, is better than the icon controlled systems currently in vogue.) and you have a tremendously addictive game. (I once played it for around 8 hours in a single day, something I cannot say about any other Engine or MD game.) If RPGs are your bag, check this one out. It's finger lickin' good!!

Graphics - 80% Sound - 95%
Playability - 97% V.F.M. - 85%
Overall - 94%

Dan...the Man

MICKEY MOUSE: CASTLE OF ILLUSION

Megadrive by Sega

Supplied by PM Games

Mickey Mouse, everyone's favorite rodent and most famous creation of

that nice Walter Disney chap, finally gets to star in his own MD game. He's come a long way since 'Steamboat Mickey', you know.

The story, it seems, is that Mickey and Minnie were dancing in the woods one day, happy as can be. Just as they were looking like getting down to a spot of 'how's yer father', along came a nasty old witch on a broomstick and kidnapped Minnie. Mickey is understandably peeved at being deprived of the opportunity to get his cats, and so journeys to the Castle of Illusion to attempt to rescue his bit of skirt. What this boils down to in practical terms is a five level platform game, each level being split into three or four stages, plus a boss at the end of each level. Each level has a loose theme to it. Level 1 is set in a forest, where Mickey has to face such adversaries as mushrooms, trees, spiders and so on, and the boss at the end is a log with an evil grinning face. (I kid you not!) Level 2 has a toy theme, with lots of toy soldiers, jack-in-the-boxes, etc. Level 3 has a watery theme. Level 4 contains lots of household items, and Level 5 actually looks like a castle, with lots of nasty knights and so on. Mickey may only be a mouse (and quite an old one at that!), but he's no wimp. As well as being able to leap about in the usual manner, he can also rid himself of his opponents by either throwing apples or spheres at them, or jumping upon their heads. Help is also given in the form of apples, energy stars and other items for Mickey to collect.

I must admit at this point that I'm no fan of platform games (apart from some of Taito's better efforts) but Castle of Illusion is a bloody marvellous game - perfect in almost every way. Graphically the game is really something. The animation is some of the best ever seen - the way Mickey leaps about is brilliant. The sprites and backdrops are also of extremely high standard - really cute and colourful. In addition to this, there is also a multitude of lovely effects such as waterfalls, underwater sections and so on. Also worthy of a mention is the parallax scrolling, which is some of the best I've seen (Check out the inside of the milk bottle on level 4 - amazing!).

Sound is also used to great effect, with music and sound effects that suit the game perfectly. (Particularly the wonderful music on Level 1 section 3).

Gameplay wise, Castle of Illusion is superb - truly addictive, and lots of variety too, and although hardened

platform freaks will probably find the game fairly easy even on maximum difficulty level, it's still a good game to play even after you have finished it. Take my advice, check out Castle of Illusion today, you won't regret it.

Graphics - 94% Sound - 91%
Playability - 92% V.F.M. - 90%
Overall - 92%

Dan...the man

MICKEY MOUSE

A console game about Mickey Mouse? Must be a kiddies game, you know the sort of thing- adding, subtracting, C for Cat and all that. Must be.....

Think again!

Mickey Mouse starts off with a lovely intro showing Mickey and Minnie skipping along on a summers days (aaah!) accompanied by some wonderfully atmospheric music. Suddenly Minnie is swept away by an evil witch (boo! hiss!) and Mickey runs after her, only to see that she has escaped with his beloved to The Castle of Illusion.

It's a shame more games don't start in this way as it really does impress and also can be used to tell the story (as it does here).

On pressing Start, you see Mickey sitting in a swing which you can move up and down to access the options. Pressing C whilst next to an option makes Mickey turn a handle and change the options setting! Nice idea. The options are: Difficulty (Practice, Normal, Hard), Sound Test and Control (which button does what).

After you press Start, off we go to the first level. Two of the three buttons are used: one for jump/attack and the other for shot. The remaining button is also used for shot.

The first level is set in the woods and there is some wonderful parallax and lovely graphics to depict the scene perfectly. Mickey himself is fairly large on screen (about 3/4 of an inch high) and is animated perfectly- Disney would be proud! When you jump, Mickey's back leg stays out straight and the other one curls right up- great stuff!

To start with, Mickey has no firepower so to kill any enemies which come at him you must press jump twice which causes Mickey to land on baddies with his bum!!! Soon enough, apples are found lying about and these can be thrown at attackers.

Various collectables are encountered during the game. Stars give Mickey

energy (you start with 3 dots of energy and can boost this up to 5), Diamonds and money sacks are worth points, apples and blue balls are firepower and there are also extra lives (tries) to be found.

The basic idea of the game is to get to the exit of each stage by negotiating various obstacles along the way. However, some levels require a key to be found etc.

The graphics in Mickey Mouse really are 'cartoon like' and all are beautifully drawn- someone has obviously taken a lot of time over the visuals. The second stage of level one is particularly nice (leaves to be used as lifts, spiderwebs glistening in the dew etc, all is glorious parallax!). A mention must also go to the scrolling- absolutely flawless- and when you are running down walls it is amazingly fast (faster than Strider!!!). The music doesn't let the side down either. All the tunes are really straight out of one of Mickey's cartoons and fit the individual stages like a glove. Listen out for some nice instrument sounds!

Each level is split into 3 stages (all of which are of a good size) followed by an end of level guardian. There are 5 levels shown in the booklet (maybe more?) and this makes Mickey Mouse a very large game which should keep most people happy for a long time.

The practice level only allows the player to play up to level 3 (a bit like the practice level in Golden Axe) which is a nice way of doing things. The normal level is very well graded and gets steadily harder (the end of level guardian on level 3 is VERY hard!!!).

The gameplay is simple enough and easy to get into (but hard to get out of- very addictive!) and the difficulty setting will make you want to come back for more.

The programmers have also added some nice touches eg when you stand close to the edge of a platform Mickey teeters, loses his balance and uses his arms to stabilize himself- nice!

Mickey Mouse is a top class MD game which oozes quality in all departments.

Highly recommended!

Graphics - 93% Sound - 93%
Playability - 90% V.F.M. - 90%
Overall - 91%

Marc Foord



More Super Tips, Hints, Cheats, etc... mostly translated by Supermo translator Tai Ona.

* VALIS II: Engine

On the title screen, press I, I, Up, Down, Right, Left, then Run for the ..oops! You've already had that one!!

* DARIUS PLUS: Engine

On the title screen, hold I then press select for the Game Level Select. Here you can alter the difficulty level, and it's not a con like Super Shinobi on the megadrive where the computer alters the number of lives you have, but it actually gets difficult! Infinite Continue Mode - If you want to continue on any zone apart from A Zone, when it's game over, wait for it to go back to the title screen. Press select then voila!

* NAXAT STADIUM: Engine

Go to the 'continue', on the pennant mode, and input the following passwords:

'SOUND' for the sound test.

'BOUND' for an extremely bouncy ball (!?)

'4GAMEN' for the 4 screens in one trick.

* F1 CIRCUS: Engine

On the title screen hold I, II, Up then press Run, for a Le Mans type machine. Input N as your name for a Ferrari. Enter your name in the Name Entry. The adjust your cursor to the symbol in the Down Right corner. The hold Select then press Run.

On the title screen, hold Down and press Run for the Sound Test.

Start in the constructors mode. Just before the race starts, when the signal lights appear on your screen hold I then rapidly press Up for an unbelievable acceleration.

* THE LEGEND OF VALKYRIE: Engine

Here's two useful password:

Note: Make sure that you have left a space between the letters:

You should have a fair amount of items, gold & Life.

BELABO
MANDA

You can start from stage 1 at the maximum level.

* STRIDER: Megadrive

For the continue mode - at the start of the game, on the bit where the GRAND MASTER begins to scroll upwards, press A, C, B, C, A.

On Game Over you are given a chance to continue up to 3 times.

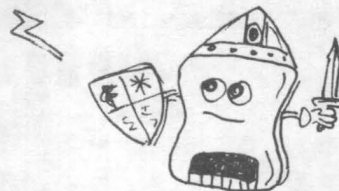
After getting two options, the Lepeord type option appears. But don't get it, and get hit on purpose so that your two options disappears. Then get the Lepeord-panther type option (making sure that you don't get hit) and wait for it to turn into a normal option. You should now

have a permanent option but be careful, you lose it if Strider drops in the water, etc.

* WONDERBOY II: Engine (Thanx to James Dobson)

Push control in any direction and Run to continue where you left off (an old tip!). Here are the directions to the last level Maze.

1. Go Across
2. Kill Monster
3. Go Across
4. Kill Snake
5. Go Down and Right + Kill 3 Demons
6. Go Down the Well and Right
7. Go Left
8. Go Down Well and take the first hole on the right
9. Repeat 8
10. Go Across
11. Jump at hole in ceiling + go back left
12. Kill Monster with fire around him that has appeared. Go back right to hole in ceiling
13. Go Up on platform that have appeared
14. Kill snake to the right
15. Up again
16. Right
17. Go Across
18. Kill Monster
19. Go Up and Across
20. Go Down well
21. Go Left
22. Across Left + keep Going
23. Face the Dragon.



* Gradius III: Super Famicom

I have to say I found this by accident (Onn). Nearing the end of stage 2, when the bubbles with aliens in appear, enter the hole where the bubble aliens come from the bottom, to enter secret bonus level. Here you can gain extra pods, points and several extra lives. However, should you die here, you'll return to stage 2 with sod all, and likely death! If anyone, has considered Konami's standard cheat mode eg. pausing game, press Up, Up, Down Down, Left, Right, Left, Right, B, A.... it doesn't work on this game. You do get FULL power, but you blow up too!! Also, you can select which level you wish to play.. ermm... I won't tell you how, but if you complete the game in HARD mode, you'll be told at the end, but it's shown very brief!!

(**) There are tons off tips for Super Mario World, so I'll leave this game for next issue, eg. Where are all the secret levels, and how to access them, how to get 99 lives, etc..

* PILOT WINGS: Super Famicom (Thanx to LeeLee & Mark, not to mention keeping me up all night..or should I say morning)

Here are some codes for this ace game:

394391	108048
773224	400718
165411	780357

The last code is Expert Mode stage 3, if anyone has got further, please let us know.

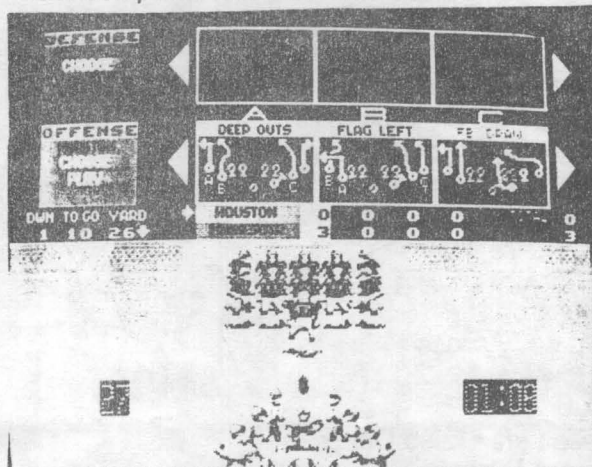
Oh yeah, try landing on the moving targets for the Bonus games (apart from the light plane ofcourse).

JOHN MADDEN'S FOOTBALL

MEGADRIVE - BY ELECTRONIC ARTS

America's favourite sport arrives on the MD courtesy of EA, and does it in style!!! Since this is a Genesis cartridge, all the on screen text and the instructions are in English and don't expect to pay less than 40 quid for this game.

The game starts with some awesome Rob Hubbard music (the old Commodore 64 genius strikes back!) together with sampled shouts of 'HUT!' and all the eccentricities of the greatest computer musician ever are the-



MD: "ERM.... ALL GO FOR THE QUARTERBACK, OK!?"

re!
Pressing Start brings up the options. These are as follows: Season Mode (Regular, Sudden Death or Playoff), Visiting Team (can be controlled by player 1, player 2 or John Madden and can be any of the NFL teams), Home Team (as Visiting team), Period length (5 or 15 mins).

After setting up the game as you wish, pressing Start brings up John Madden's evaluation of both teams. This is useful since it details each team's strengths and weaknesses. Press Start again and it's kick off time!

The referee runs on pitch and the whole field (divided into 10 yard zones) scrolls in parallax! Very nice!
Next, either you or the other player kicks off and it's into the game for real.

Obviously I could go on for pages and pages trying to explain the rules and plays involved in American Football, but basically the idea is to throw or run with the ball for at least 10 yards at a time in order to gain a 'first down' which then enables you to have another 4 goes at throwing or running the ball 10 yards or more. If you do not manage to run/throw the ball 10 yards, it's the second down and you only have another 2 chances.

The overall aim is to get the ball into the opposing team's 'end zone' and score a 'touchdown' for 6 points. Then, you have to kick the extra point (like a kick after a try in rugby). If you lose the ball (either because you don't manage to get the ball 10 yards in 4 attempts or because the opposition gains possession), the other team then tries to get a touchdown.

This is a VERY simple explanation but all is clarified in the very good manual that comes with the game (although it is very Americanised!).

When you have the ball, you can then choose between a stack of plays (running or throwing) and then control the quarterback. After a throw, you then control a receiver who you must move into the right space in order to catch the ball. On running plays, you control the runner and can spin round or crunch through the opposition!

The graphics are of a very high quality (all in 3-D perspective) and the sprites of the players are all well detailed and beautifully animated.

The sound effects during the game are also very good and the speech is the best yet (including shouts of 'HUT', 'IT'S

GOOD' etc). There is no music during the game but the title piece and various other arrangements are excellent and have a completely different sound to the Japanese game music.

At first the sheer mass of plays/options in from of you looks very daunting and you don't imagine that you'll ever pick up how to play the game. However, it doesn't take long (especially after reading the manual) to get some good moves together and start hitting the MD with some great touchdowns!

Two player mode is great and obviously adds a lot more fun and long term interest to an already brilliant game.

Graphics and sound are both excellent and this is one addictive (and ridiculously long lasting) game.

John Madden's Football is an essential purchase for sports game fans (and if you are a fan of US football then don't even hesitate!) and even if you don't fall into either category, you'd be a fool to overlook this stunning game.

Very highly recommended.

Graphics - 93% Sound - 92%
Playability - 93% V.F.M - 95%
Overall - 94%

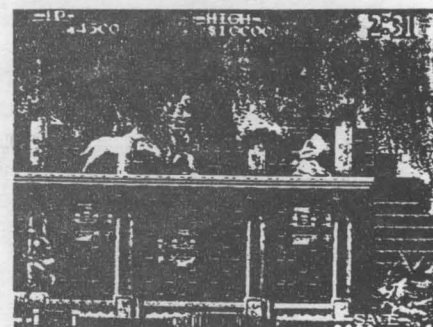
SHADOW DANCER

MEGADRIVE - BY SEGA

Finally, the sequel to the classic Super Shinobi arrives, but was it worth the wait?

Sega have obviously realised that nice intros to games are a good idea (with Mickey Mouse as well) and so Shadow Dancer starts off with a really well done intro. The story is told (in English!) and various graphic pieces which relate to different parts of the tale pop up here and there. Finally, Mr Shinobi himself jumps out at the screen (with a nicely drawn sunset behind him).

Pressing Start brings up the familiar start or options choice. Choose options and you can change the following: Mode (Normal or Non-Shuriken), Level (difficulty), Control (which button does what) and Sound Test.



SHADOW DANCER: "COME ON DOGGY...HEEL..."

Button 'A' activates magic, button 'B' unleashes attacks (ie either throws shuriken or slashes sword) and button 'C' is for jumping.

The idea of each level is very similar to Super Shinobi in that you must make your way to the exit, killing anything that stands in your way. However, instead of simply making a rush to the way out as in the previous game, in Shadow Dancer you must first rescue a set amount of hostages. This is done by searching for and walking into people who are crouched down at various places on each level. You are not allowed off the level until all of the hostages have been rescued.

You are accompanied by your trusty dog, who isn't just there to look impressive or bark at people (although he does the latter quite a lot!). Holding down the 'B' button causes the dog to zoom across the screen in a flash and attack the nearest person! This can be very useful in situations where you might get killed trying to attack the enemy. The dog grapples with the bad guy which

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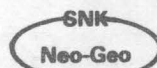
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stops him from attacking you and allows you to walk in and waste him! Beware of some enemies though - the dog can't hack it with a few of them and gets shrunk down to puppy size!!

Magic comes in 3 forms: flames, whirlwind and fireballs. Each has the same effect- to inflict severe damage on end of level baddies or smart bomb the screen during normal play! It's a shame that the magic wasn't made to do different things like Super Shinobi, but even so, it does look very nice!

Various bonuses are found at different points- sometimes when you rescue a hostage or kill a bad guy or just lying around. These include power ups (which make your shots/sword more powerful), extra lives, dog power ups and point bonuses.

Each level is made up of three stages. The third stage of each level is always the end of level guardian and each level is fairly small. The end of level bosses are all tricky to defeat and take quite a number of goes to suss out how to do them.

The graphics in Shadow Dancer are very nice indeed. Level one's ripply fire backdrop (like Thunderforce 3) looks great and the scenery and characters are all well drawn. The main sprite is roughly the same size as in the original game (maybe a tad smaller) and the all sprites are nicely animated.

Music is also good and suits the game well; none of the tunes are really spectacular, but since we are now used to great music on the MD, most of it goes by fairly un-noticed unless it is really stunning. Sound effects are good (the dog bark is realistic but annoys after a while!) and add a fair bit to the atmosphere.

Gameplay is enjoyable and addictive and the difficulty is set just right to allow you to get into the game well but not complete it for a while.

To be fair, Shadow Dancer has a hell of a lot to live up to being the sequel to Super Shinobi which is pretty unfair since SS was such a fabulous game. However, Shadow Dancer is very much in the same vein and fans of the original game will love this.

Not an essential purchase, but put it high on your list of games to check out as this is no run of the mill MD game!

Graphics : 89% Sound : 88%
 Playability : 90% V.F.M : 88%
 Overall : 89%

Marc Doord

LAKERS VS CELTICS

MEGADRIVE - BY ELECTRONIC ARTS
 SUPPLIED BY MEGAWARE

Another EA release this month and another sports game from the software house that brought you John Madden's Football.

Again, this is a Genesis cartridge, so full English instructions and a fiver more!

The game starts with an average title screen (no intro) together with a scrolly message (a thing the Japanese programmers never seem to do). The title music (by Rob Hubbard) is brilliant (complete with bongos and the sliding instrument effects that made the man a star on the '64).

On pressing Start, we are presented with an array of options: Game type (Single/Tournament), Players (1, 2, Demo), Play Mode (Arcade/Simulation), Play Level (Pre-Season, Regular Season, Showtime), Period Length (12, 2, 5 or 8 mins) and Music on/off (although why you should want to turn it off I don't know!!). Also, if you choose the tournament option the option to resume a 'tourney' is given. This allows you to enter a password to start from where you left off.

Next, you choose a team. There are quite a few to decide between including Boston Celtics, Portland Trailblazers etc. If you play against the MD, you can also choose the machine's team. We then see two commentators who give details about the forthcoming game.

Finally, we are shown the players and their stats before being thrown into the action.

It has to be said that the graphics are pretty poor- the people are badly drawn and when they run around there is quite a blurry effect. Animation is o.k (with a few nice touches such as swinging from the basket) but on the whole uninspired. The court looks terrible and instantly gives a bad impression.

The music is stunning and suits the game well. Sound effects are also good and the speech is exceptional for the MD (ie you can understand what they say and it is well sampled!).

Control uses all 3 buttons. All buttons have duel purposes for offense and defense. 'A' shoots or blocks, 'B' passes or changes the defensive man and 'C' steals the ball or calls a time out. Unfortunately the gameplay seems badly flawed; the way you identify your player is with their

socks- they change colour from white to grey. This is very silly as if you stand behind someone else you have no idea who you are controlling. In two player mode, complete havoc ensues!

The gameplay is fairly boring and uneventful and there is no real feeling of playing as such (ie everything seems planned and out of your control). The 2 player mode is better since you are playing a human who is not perfect but even still I found the whole thing pretty yawn-worthy!

MD owners who are not fans of basketball or are indifferent should definitely pass on this game. Those of you who are fans would do better to check out Super Real Basketball which is far more enjoyable.

Very disappointing.

Graphics - 68% Sound - 89%
 Playability - 65% V.F.M - 62%
 Overall - 65%

Marc Doord

NEO GEO

Several million of you Neo Geo owners may be wondering what's in store for your machine in the coming future - specially as SNK and co., have being rather quiet of late. SNK have 5 games planned... they've been very busy. Two of them are vertical shoot'em up - one is called ASO II and is a dual player Tatsujin-like game with giant space crafts, and some awesome weapons. The



other is similar in style to Flying Shark, again dual play... infact, all the games are. The third game is similar to Epyx's Movie Monster, as you choose a giant (King Kong, Lizard, etc.) and romp around cities, plus beating the hell out of the other giant size creatures. The last two are beat'em ups, and in the same line as Final Fight, nuff said. Again, SNK doesn't seem to have come up with anything new, but then again, the above games are the sort of thing you'd expect in the arcades.

THE GULF REPORT

CO. ONN LEE, CM

ATARI SENDS IN LYNX

A few months ago, Atari announced they were to ship over 60 Lynx consoles to the Gulf to cheer up the American troops. As well as this, Atari have offered the troops the chance to buy Lynx machines at cost price!

However, information close to me have revealed, the soldiers weren't playing the machines, as when they switched the consoles on, they blacked out the whole of Saudi Arabia!!



MAJOR'S MAJOR

John Major reminds all NOT to buy an Iraqi Console as sanctions are still going on

SCUD SOURCE

With the amount of coverage of Saddam's offensive device - the SCUD Missile, we have sent our spies to find out a bit more about this weapon. As the Scud missiles were shot down by the effective U.S. Patriot's, our man zoomed in to see what makes these Scuds work. And as you can see from the picture on the right.. the source of the missile... a Sinclair ZX81!!

We rapped on Sir Clive's door and asked him about the Scuds, and he defended that he had sold all the ZX81s to the USSR. However, Sir Clive is also

NINTENDO GETS IN ON THE ACT

Sam Tramiel, boss at Atari commented about the Lynx to the Gulf - "We're sending American technology to the desert". So what about the Japanese... they have played little to the war. Well, again, the C.M. spies can reveal they are very much in it. One question that was on everybody's mind was, why wasn't Saddam's Airforce not retaliating? We can reveal, Nintendo have shipped in several hundred Famicoms to Iraq to persuade Saddam to pull out of Kuwait, and the Iraqi airforce have got their hands on them, and have been sitting in the concrete shelters playing the machines. The Iraqi pilots are truly amazed by the technology of the machines, and don't even head for the air-raid shelters

when the allies bomb them, even though the Famicoms are the 8-bit one. However, they are not too impressed with the game that comes with the machine - Super Mario Bros., as Mario is Italian, an enemy, so it's been renamed as Super Saddam Soldiers.

More news is, the Nintendo have also sent in a Super Famicom to Saddam Hussein. Sources have revealed that, his Air Chiefs had swiped the machine on arrival to Iraq, but it's now back with the mean killer Saddam, by some 'gentle' means!! Saddam however, is still unhappy, as the machine he has is SCART only, and there doesn't seem to be a Scart TV in the whole of Iraq, so he can not play Super Saddam World - a game he is VERY looking



not a happy man, as he had sold each of his machines for 100 Roubles each which are now worthless, and kept the money in the state Moscow Bank. He said he now has to fly to Russia, draw out his money, change them on the Black Market at a real low price... just enough money for the flight home!!



JAPANESE GULF GAME

As you might expect, with the Gulf War, games based on it would surely appear. Apparently, the Japanese already have a Gulf War game on the market... but it's not on any computer or console, but is a board game.

*) DUE TO THE FOG OF WAR, SOME OF THE ABOVE MAY NOT BE 100% TRUE!!

REVIEWS

F:Zero

Super Famicom - by Nintendo
Supplied by A1 Computers

F:Zero is a futuristic racing game as you control a hovercraft-like ship round some very dangerous tracks. When you start, you have 2 options available: Grand Prix and Practice. As you might have guessed, GP is the real bizz, and Practice lets you race without all the competition (although you can have one) from a selection of tracks.

When you actually start the game, you get to pick one of 4 ships, all with their pros and cons - one has the best acceleration, another - best top speed, etc.. Then you can select from 3 leagues - rising is difficulty from Knight, Queen and King, and 3 difficulty levels - Beginner, Standard and Expert. Once you've picked all the options, it's down onto the track, viewed in third-person's perspective (behind your ship).

Controlling your craft is 'fairly' simple: Left/Right controls steering, button 'B' controls your acceleration, 'Y' - your brakes, top L/R buttons for additional fine steering, and 'A' for Turbo speed when collected.

As you hold down 'B', your craft zooms forward, and I mean 'zoom' as the speed is amazing. The track is over a city and everything scrolls/rotates extremely fast and smooth as you race round. Even if you'll not actually 'in' the craft, the feeling of being there is very realistic and as you take a corner, I guarantee you'll sway around with your craft. The objective of the game is to complete each track in the top three, but of course, you should aim for pole position. There are five laps per race.

Racing round each track however, is not so simple. Each craft has a power gauge, and getting hit by another car reduces this... and some of the computer crafts are right maniacs! But more power loss are from hitting yellow circles that line the outside of

each track. Not only do they reduce your power, but slow you down, and if going flat out, can send you bouncing all over the place. If all power is loss - then KABOOM!! - You're out of the race. Luckily, on each track is a section of track that's stripped, and running over it brings down a space craft that beams down more energy. The Turbo Speed is given to you each time you complete a lap and shown at the bottom of the screen. Hit 'A' when you have one, and you'll zip forward at an alarming speed, but make sure you're no where near tight corners or mines!

Mines? Yep!, these tracks are no ordinary GP circuits. Some of them contain mines that, when hit reduces your power and send you off course, jumps,

magnets at the side of the tracks that pull you into the yellow bits, checked bits that slow you down, arrows that speed you up, right-angled corners and hairpins, etc..

F:Zero is a real ace game, the first few tracks are fairly easy, but later tracks are real tough to get through, and the other drivers are real nut cases - swaying left and right, and bumping you. Apart from the main sprites of the vehicles, the graphics are rather crude and blocky, but that doesn't detract from the game because everything moves at such a speed in all directions, you don't notice what it looks like. On sound, each track is accompanied by a beat'y tunes and really sets the atmosphere, and sound FX are used effectively with jet engine noises, fading of crafts when you pass them, a horrible buzz when you hit the yellow bits, a whizzing sound when you hit the turbo, and best of all - a loud 'BOOM!' when your craft blows up which really makes you jump if you don't expect it. I've had F:Zero for just over a week now, and have only completed Knight league in Begin-



THE HEROES OF F:ZERO

CONSOLE MA'ZINE

ners mode, so it's not an easy game. Verdict: F:Zero is definitely one for the collection if you have a SF, it's highly playable, addictive and should take some time to complete. It's also a good game to slap in when you don't have hours to spare. The only thing missing is a multi-play option - what a game that would be!! Forget Monaco or Outrun, this is the stuff!

Graphics - 90% Sound - 90%
Playability - 93% Lastability - 90%
Overall - 91%



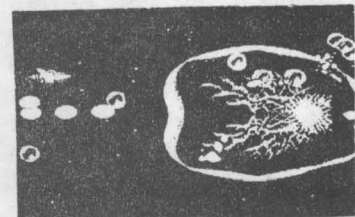
CM ACE GAME

Onn Lee

GRADIUS III

Super Famicom by Konami
Bought from MegaCon

It was no surprise that Konami would release a version of Gradius for the SF and this version is quite a strange one of the coin-op, instead of the original 7 stages, the SF version has 10. If you haven't played Nemesis or it's sequels, then you should take up train spotting, as I'm not going to explain the gameplay. On inserting the cart., you're presented with the title screen options - of 1 or 2 players, and Options. Options will let you play in Easy, Normal or Hard, define your keys (something I wish all SF games had/will have), autofire on/off and sound in Stereo/Mono. Starting the game puts up the weapon select screen where you can choose from 4 pre-defined sets or choose the Edit screen to pick the ones you want.. al-

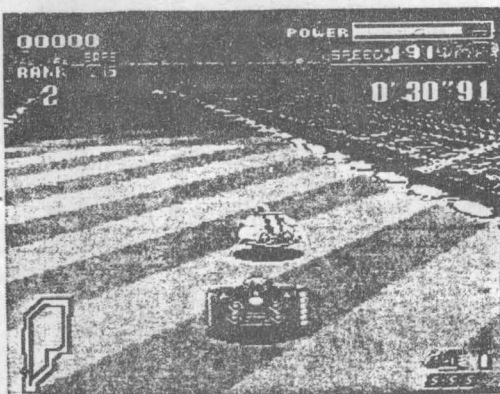


G3: 2ND STAGE BOSS

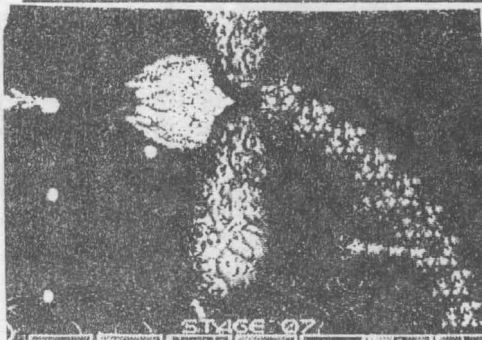


though quite a few of them are rather useless. The weapons screens have been slightly modified from the coin-op Gradius III... you now have additional Formation & Rotation Options, Rotating & Reduce Shields, plus Megacrush on the Edit screen.

Once you've picked your weapons, it's on to the game, and stage 1, out in space and then over the sand dunes, where you're attacked by formations of alien ships, ground turrets, walkers, and snaking dragons. As ever, shooting formations or green ships or orange ones will leave pods behind, collect these to light up your weapons bar at the bottom of the screen, and press the other button if



F:ZERO: IN SECOND PLACE, WITH TAIL-LAGGER IN THE WAY



G3: FACING THE GIANT PLANT - stage 7 in the Arcade... Stage 6 on the SF.

you want the highlighted item. Graphically, the SF version is extremely close to the coin-op, although, on stage 1, there are no jumping lions, which is a pity, as they were a pain in the neck on the coin-op, so making it rather easy. With such a powerful machine, you'd expect no flicker or slow down... but I'm afraid to say, this isn't true. When there are lots of things on the screen, things does slow down a bit - but then again, so did the coin-op! But most annoying is the disappearing graphics when there are too many sprites on one line... especially when it kills you! However, this doesn't happen too often, only when there's a large (or long) ship/creature like the dragons and Bosses. On the sound front, the tunes are the same as the coin-op and fit well with the game, although they sound slightly different as you might expect. Spot effects are limited mainly to weapon noises and explosions, and the usual added speech when you activate a weapon - ie. 'Speed-Up', 'Missile', etc., although rather low in volume.

All the 7 levels of the coin-op are present although shorter and the last 3 have been rearranged in order to tie in with the extra 3. The other three new ones includes the fast scrolling maze section from Vulcan Venture, You versus the many giant enemy bosses section (again, bosses from Vulcan), and the Nemesis last stage section which is quite tough. Gameplay wise, Gradius III plays as good as the coin-op, if you like the arcade game - you shouldn't miss this! Difficulty wise, all three difficulty levels are fairly similar with additional fire higher up, and is fairly easy... well...until you get to stage 7 with the Air Buster like speed run through the maze, which really gave me some problems. To really get a challenging game, you'll have to play in Hard mode... (the usual for MD owners!) and second time around is well difficult!!! Conversion wise, it's great, but rather disappointing as the levels are just too short, and most of the best/more difficult bits have been removed. For example, stage one

(Sand Dune) is missing the jumping lions, stage two (Sea of Bubbles) has no green droplets and less bubble creatures, stage 3 (Rocks & Volcanoes) has whole sections removed including less enemies and bullets, stage 4 (Easter Island Heads) has no moving rolling heads at the beginning, less heads altogether, and easier boss, stage 5 (Fire stage) all the fireballs are destructable unlike the coin-ops which weren't, etc...etc... infact the first few bosses are a doddle to destroy. Most disappointing is the end boss, which makes Bydo from R-Type look like a baby - this bugger is awesome, but is a real weed - you can kill it with no weapons in a few seconds!! I must also mention that, the weapons system is like the original Nemesis, ie. if you die, ALL weapons are loss and if you have highlighted a item on the weapon bar when you die, you only get a speed up when you return and NOT what it was highlighted, so is a lot more difficult to continue. Overall, Gradius III is a great game, but certainly not an exceptional one - graphics, sound and playability are all there - real awesome, but could have been a lot better. If you're after a true Gradius Game, this is the closes you'll get outside an arcade and should not be missed!! A Must!!

Graphics - 90% Sound - 90%
Playability - 90% Lastability - 90%
Overall - 90%

Onn Lee

JUNCTION

Megadrive by Micronet
Supplied by PM Games

Gosh! A Konami game on the Megadrive! How ever did Micronet manage it? More importantly, why did they bother with this crap when there's classic Konami games like Salamander and Super Contra just begging to be converted?

Junction is a puzzle game, similar in style to the likes of Confuzion and Pipemania. In this variation of the theme, you control a ball which you must move around on 8x5 square slide puzzle (with a piece missing, of course.) upon the surface of which is carved a series of grooves for the ball to travel along. Around the outside of the slide puzzle are semi-circular sections of track which disappear once travelled over, when all of these are disposed of the screen is completed, and a bonus is awarded. The game continues in this manner until all 50 stages are

complete.

I must admit at this point, that I'm getting rather pissed off with puzzle games, as (apart from the extremely fab Bloxeed) they just don't seem to be improving, and Junction is no exception to the rule. There's nothing terribly wrong with the game, indeed there are some quite nice bits: The music is rather good, (although at times sound suspiciously similar to Micronet's other MD game, Curse) and graphically it's quite nice for a puzzle game (particularly the interesting animated backdrops). Unfortunately, none of this manages to save the game from the realms of mediocrity, as the gameplay is totally uninspiring. Avid puzzle freaks might find the game to their liking, but as far as I can see, Junction is a waste of money, as it took me all of 10 minutes to become bored of the game.

Graphics - 70% Sound - 85%
Playability - 50% V.F.M. - 40%
Overall - 55%



Dan...the Man

Granada

Megadrive by Wolf Team
Supplied by PC Engine Supplies

It's rather a sad fact that, to date, almost every single eight way scrolling plan view shoot'em up written has been a right load of J.Arthur. (The only exception which springs to mind is Last Mission.) However, Wolf Team don't seem to be too worried by this fact, and have even been so bold as to release one on the good old MD.

And the result? Not bloody bad, matey!! This game actually plays pretty well, and hunting down the bases is rather fun, and with nine large levels there's a fair bit of game for your money. Graphically, the game is rather nice too, with good, if slightly unimaginative backdrops and sprites, and great explosions. Sound, too, is great, with typically cool MD music, and nice booming sound effects. (Unfortunately, as usual on the Megadrive, the speech is shit.)

Overall, I would say Granada is 'a bit good', and although not the best game around, is certainly worth checking out.

Graphics - 86% Sound - 88%
Playability - 90% V.F.M. - 85%
Overall - 87%

Dan...the Man.

REVIEWS

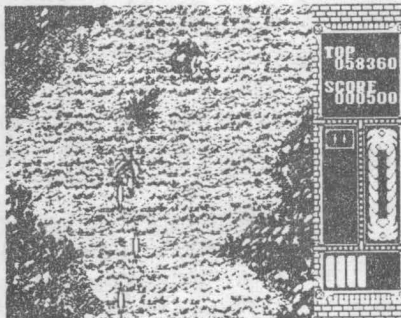
ELEMENTAL MASTER

MEGADRIVE - BY TECHNOSOFT

Technosoft return with their 4th game (their first since Thunderforce 3), but does it live up to its illustrious predecessor?

Elemental Master starts up with a nice title screen and some great music (instantly recognisable as Technosoft as it is really funky, fairly high pitched and loud like Thunderforce 3 was!).

On pressing Start, we are shown a very well done intro sequence which presumably details the story. Okay then, skip that and let's get on with it! Oh, by the way, if you want to play around with the options, press A,B,C and Start on the title screen. This enables you to change: Game Level (Training, Normal, Hard, Mania), Music Test, Sound Test and Control pad (which button does what). Note that training mode gives you the full co-



ELEMENTAL MASTER.... CRAP SCREENSHOT BUT ONE ACE SHOOT 'EM UPS

plement of weapons to start with and only allows you to play one (selected) level.

Elemental Master is purely and simply a vertically scrolling shoot 'em up, let's make no odds about about it!

Not unlike Tforce 3, you are allowed to select your start level (any one of the first 4) which is good because otherwise you might get stuck on level 1 and never see any further into the game!

You control a wizard who walks up the screen armed with magic to enable him (her?) to waste anything that moves!

'A' fires magic backwards (essential as you are forever being attacked from behind), 'B' fires forwards and 'C' selects between magic (if you have anything other than the basic type!).

Various power ups are available: chests give bonus points, mirrors give you multiple wizards and grapes give you energy etc.

The weapons (a few of which are stolen from Tforce 3) all look great (especially when you hold down fire and let a mega shot go!). Magic inclu-

des fireballs, horizontal bars, flames, wave etc.

As such, Elemental Master is fairly original (as shoot 'em ups go) as we haven't really has a 'walking along the ground' shoot 'em up before. Some nice ideas have been incorporated such as parallax trees which you can disappear under and walls which scroll left/right.

The enemies are well designed too (including monsters who push boulders over cliffs at you and crabs which blow water bubbles at you etc).

Graphics are very good throughout and the end of level guardians are stunning as expected from Technosoft. Scrolling is ultra smooth (both up and left/right) and everything moves at sensible speed (ie not too fast but not walking through mud).

Music is excellent and, again, up to the standard we expect from the best independent software house on the MD.

Gameplay is fast and furious (no time to catch breath) and is also VERY hard! This game is rock (to say the least!) and I can see it taking a while to complete the first level let alone the first four to get onto the 'hidden' levels! However, this is no bad thing as the difficulty level just makes you come back for more to try 'one more time' to beat a level.

Technosoft have done it again! This is the best vertical scrolling shoot 'em up yet on the MD and so they currently have the shoot 'em up market well sewn up!

Well worth getting if you like shoot 'em ups and want a challenge.

Graphics - 90% Sound - 91%
Playability - 89% V.F.M - 89%
Overall - 90%

Marc Foord

DARIUS II

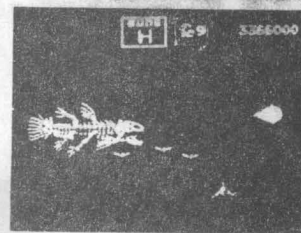
MEGADRIVE - BY TAITO

COMMENTS

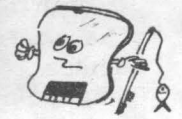
The second 8 meg MD game to be released is a conversion of Taito's own horizontally scrolling shoot 'em up. But is it up to the same quality as Strider?

It has to be said that the 8 meg's worth of ROM here isn't used up by graphics and sound but by sheer size and amount of levels. Darius II contains 27 stages in all (divided into a pyramid shape) which makes 7 levels to complete the game. However, each level is very large (about twice the length of Tforce III levels) and it's none to easy either!

CONSOLE MA'ZINE



DARIUS 2:
AGAINST ONE
BIG SKELEFISH.



Nevertheless, the graphics and sound departments haven't been left in ruin - although the visuals don't match those of it's rival (Tforce III) they are certainly very well done with good use of parallax and colour. You find that the further you get into the game, the better the graphics get so it's worth persevering. The sprites are fairly small (particularly some of the little enemy ships) but the end of level guardians are large and all sprites are well drawn and nicely detailed.

Music is also excellent and the sound effects are great (some really nice meaty explosions etc).

The options allow you to choose between two characters (one of which gives you extra weaponry) and 3 difficulty levels (no easy level!). Some of the later levels are rock!

Overall, Darius II is a very high quality shoot 'em up, one which I definitely recommend to fans of this type of game.

Graphics - 89% Sound - 90%
Playability - 93% V.F.M - 90%
Overall - 92%

Marc Foord

ATOMIC ROBO KID

MEGADRIVE - BY TRECO

COMMENTS

The PC Engine version was good, the Amiga version absolute drivel, so how about the MD version?

Robo Kid has certainly taken its time getting here (it was due out December 89!), so what has taken so long?

The answer seems to be 'not a lot' as there are very few differences between this and the Engine version. The graphics are a bit tidier, the parallax smoother and the end of level guardians without glitches and, of course, the music's better.

Playability is still high and the easy level seems quite fair (level 1 is simple, level 2 can be a pig and by the time you get to the later levels it's pretty hard).

A big bonus with Robo Kid is its size - this is a big game! Therefore, the sheer amount of levels should keep you going for quite a while.

REVIEWS

Power ups appear in abundance and the gameplay is pretty addictive especially when you get further on in the game and want 'just to get past this level'!

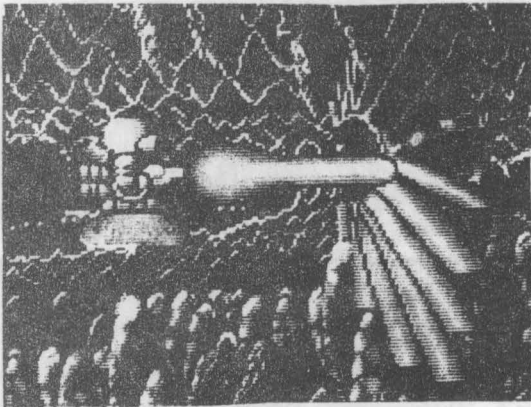
Graphics are good - nice and large sprites, colourful and smooth scrolling/parallax. The guardians all look great and move around without slowing the game down or glitching at all.

Music is o.k but nothing special and mostly slips into the background whilst you are shooting away.

Worth checking out if you are on the look out for a horizontal shoot 'em up.

Graphics - 88% Sound - 82%
 Playability - 90% V.F.M - 88%
 Overall - 89%

Marc Foord



A.R.KID: AWESOME POWER!

Atomic Robo Kid

Megadrive, Supplied by PC Engine Supplies

I can't say I was overly enthused with either the Engine or the Amiga version of this game, and while this is easily the best version available, it's not exactly what you would call a shit-hot game! Graphically and sonically speaking, the game is quite nice, with interesting backdrops and sprites and appropriate music and sound effects, but not at all outstanding. Exactly the same is true of the gameplay: it's good fun for a while, but it's certainly not the sort of game that's going to keep you glued to your joystick for hours on end.

If you're a fan of the coin-op, (This version is actually a true conversion of the coin-op, unlike the engine version, which was not) or if this game looks like your cup of tea, then it's worth checking out, but at thirty-five quid, I personally wouldn't bother.

Graphics - 83% Sound - 80%
 Playability - 75% V.F.M. - 70%
 Overall - 75%

'Dan...the Man.

WONDERBOY 3

BY SEGA

COMMENTS

The 'third' Wonderboy game (not the arcade Wonderboy 3) hits the MD and how does it fare against the Pc Engine CD ROM version?

The answer is very well indeed. The graphics (although they should have been better in theory) are just as good but nowhere near the quality we come to expect from the MD. The colour scheme is fairly garish and there is very little parallax in evidence (except for some 1 layer here and there). Certainly not making all that much use of the graphical capabilities of the MD.

The music is almost as good as the Engine version which is remarkable considering the CD ROM uses 'proper' music and not machine generated stuff. The tunes are all cutesy, high pitched jingles and suit the game perfectly.

The game is in two parts- the first stage is a running along, shooting and jumping type affair and the second stage sees you (and a partner if you wish as this is a simultaneous two player game) riding on dragonback. Here you must shoot everything in sight and collect power ups galore. The power ups are different

weapons and collecting 2 or more of the same weapon makes for a more powerful shot.

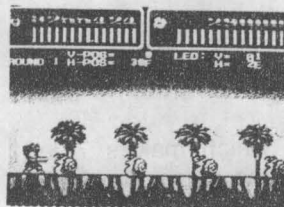
The levels are all similar in design (with the occasion diagonal scrolling parts) and there aren't any of the little touches which were such a part of the original game. Also, the action slows down ridiculously quite often and this is just plain bad programming.

The easy level seems far too easy to complete, so expert level is advisable for longer interest.

Recommended for younger games players but others may tire of this far too quickly.

Graphics - 80% Sound - 88%
 Playability - 71% V.F.M - 72%
 Overall - 70%

Marc Foord



WONDERBOY 3... GOOD BUT NOT AS CUTE AS ENGINE.

CONSOLE MA'ZINE

Outrun

PC Engine by NEC Avenue
 Supplied by PC Engine Supplies

Well, after two years, Sega's top racing game comes to the PC Engine at long last, and was it worth the wait? If you're a Mega Fan of the coin-op then the answer would be a definite YES! But, for the rest of us mere mortals, the answer would be, well... it could have been a hell lot better!!

The first disappointment is, there's no demo mode... something I like to see, but I suppose we can't have everything... strangely Avenue games rarely have a running demo. Anyway, on with the game. On pressing RUN, you get to choose you tune for the race, just like the coin-op, and the tunes are very close. On selection, it's onto the tarmac in your red ferrari with your blonde beside you. When the green light flashes, you're off. However, you don't zoom off straight away - most of the time, your engine seem to fail you, and lose a few secs before you move an inch - this also happens when you crash, spin-out, etc., which is a right bummer.

Once you get going though, the feeling of movement at speed is done quite well, and at top speed is real neat. However, 'cos of the speed, the frame rate is rather on the low side. So palm trees, buildings, boarding, etc., although brilliantly drawn are rather jerky as they fly by. The other cars, and the road itself is also not as smooth as say Hudson's brilliant Victory Run.. but then again, Outrun's sprites are a lot bigger. The fork in the road uses the same technique as Chase HQ, which isn't very impressive but effective. Although the tunes are great, sound effects are rather sparse with terrible engine noises, crashes and skidding effects only.

But the main down fall with the conversion is the control of the car. Apart from the terrible engine failures, steering is very sluggish, and taking corners takes your car outwards which is real awkward. You can be driving at top speed, go round a bend in the inside lane, only to slide right out to the sixth lane or further! Because of this, getting through to the checkpoints are real tough, and as I write this review, I have yet to complete a race even on Easy mode - there are Normal and Hard mode too.

All in all, Outrun is a fairly good conversion, and certainly the best from what's available on the home conversion front, but as I mentioned at the start, this could have been a lot better - NEC should have asked Hudson to do the translation. Worth checking out if you're a fan, but an average game of what is an old classic racing game.

Graphics - 80% Sound - 85%
 Playability - 80% Lastability - 80%
 Overall - 80% Onn Lee

OPEN FORUM

A FOOTIE FAN

When will TV Sports Football for the Engine come out. Do you know if there is some sort of problem with it.

Darren Ash, Somerset.

The game should be out sometime in February. As mentioned before, up to five players simultaneous play, so should be good.

Turtles?

I thought you would like to know I have a friend who has got a two level turtle game. This is only a demo but is brilliant. It has the song at the start and the graphics and sound are brilliant in the game. When will you be getting the game as I haven't played or seen the game (My mate told me what happens and showed me the cart.) Also, I have a question. In your ESWAT review, the title screen was different to my Jap. one. So you use Jap., American, or British carts. Also, do British carts fit in Jap. Megadrives /Do Jap. carts fit in British Mega drives, not only will they fit, but will they work without blowing up your megadrive. What will be the next official 16-bit console. Why do some megadrive games lose part of their sprites. eg. level five of Ghouls 'n' Ghosts on the fire breathers. And does the 16-bit Nintendo also do this?

I have Burning Force and I would like you to know it is rubbish.

Last question, is when will the Super Drive be released (Megadrive with extra graphics, etc.) as I read about this in a magazine. Will it be compatible with ordinary Megadrive carts, how much better is it (graphics/sound), will it lose part of the sprites on screen and when will you review it (also how much and Jap or British).

Ps. What carts can be used in British Gameboys apart from British (American/Jap).

David Thomas, Essex.

As far as I know, there are NO 'Turtles' games planned for the Megadrive (assuming you mean the Megadrive)... your friend must be playing a joke on you!!!! As Konami holds the rights for the Turtles - and they only seem to write games for the Nintendo, it's highly unlikely, a turtle game will appear for the MD... unless of course, Mirrorsoft/Imageworks convert the game?! Incidentally, Konami has recently converted the coin-op game to the 8-bit Famicom. The pic of ESWAT is an early picture of the Japanese version... we review mainly Japanese carts, but whatever sort that's

available first. All carts will work on all MD/Genesis machines... it's just that slot/locking device is not made for one another. The next official 16-bit should be the Nintendo Super Famicom or Atari's Panther, unless some other machine comes along.

Sprite wise, all machines have a limit of how many sprites can be displayed on a single line at any one time... and as G'n'G's flames appear, they exceed this amount, so some disappear. The Super Famicom does this too, especially in Gradius III. As for Burning Force, I haven't played this, so can't comment. As for the Super Drive, or as I believe, it's to be called the Gigadrive, it's very likely that the machine will be a totally different machine and won't be compatible with the MD. It would be more like the Neo Geo in comparison. As for when, cost, etc... more on this when time gets near.

All carts on the gameboy work with each other machine.

SWAPLINE

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Megadrive games for sale including John Madden's Football, Wonderboy III + Shadow Dancer and many more. Phone Peter 0602-299435.

Gauntlet 3, Blue Lighting, Gates of Zendocon - £10 each. Lynx (Boxed), powerpack, Comlynx £100 with any of above games.

Also Slimeworld + Klax £20 each. Whole lot £150. Phone William : 0775-761360 (Mon-Tue), 0775-723746 (Wed-Sun).

Megadrive games for sale: Afterburner II, Batman. £24 each, both boxed + immaculate. Will consider swaps. Wanted: Columns, Super Monaco, (Pref. english language). Good prices. Ask for Demian on 021-326-7262.

Engine games to swap or sell: R-Type I, Wonderboy II, Waturu, Drunken Master, Dragon Spirit £13.00. Chan + Chan, Naxat Open £15.00. Megadrive - Kujaku II £18.00. Call 0278-780796 before 9pm. Thanks.

Wanted: World Court Tennis, Ninja

CONSOLE MA'ZINE

LATEST INFO

As prices change, here's the latest from PC Engine Supplies, who are selling Nintendo's Super Famicom (Scart) for £300 or (PAL) for £320.

Both includes 2 games, Bombuzal plus either F:Zero or Super Mario 4. Latest price for the PC Engine GT - £290 incl. Batman.

Warriors, Taito Bike Racing, R-Type II, Plus many more engine games, good price paid. Phone Stuart, 0742-464545 or send lists to Stuart Ford, 93 Holfate Road, Sheffield, S5 9LH.

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Amiga originals for sale: Chase HQ 2, Shadow Warriors, Stunt car racer, plus 10 top titles. all originals £50 o.n.o. Craig Hutchings Tel: 0443-430042.

For sale, PC Engine CD-Rom system, S.G. Interface, and 6 games (Ys I + II(USA), Valis III, Super Darius, Side Arms, Wonderboy III & Fighting Street) Ring Kevin on 0633-614236.

PC Engine Core Grafx + CD-Rom, 5 player Adaptor, Colour Booster, Wonderboy 3, Tennis, Ninja Spirit. 5 months old. £350. Tel: Jason 092-575 (Lymm) 5530.

Megadrive games to swap. Phone Joe on (0602) 752682.

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Megadrive games for sale: AirDiver £18, Rambo III £17, Rastan Saga II £20, Thunderforce II £17, Moonwalker £20, DJ Kid £18, Forgotten Worlds £17. Phone 0292-263953 and ask for Ken. Tuesday-Saturday anytime after 5pm.

BOMBER MAN

PC Engine by Hudson Soft
 Supplied by PC Engine Supplies

Bomber Man is Hudson's latest multi-player block buster and anyone who owns an engine should not miss this, as this is one HOT game!! Like most brill games, the objective is plain and simple... in a one player game, you have to kill all the nasty creatures on each level, locate the exit to enter the next level... until you reach the 64th level where you must defeat the evil Dark Bomber man and his minors to rescue the princess, AND whilst in 2-5 player mode, wipe out the opposition to become the sole survivor. On the title screen, you have several options: One player mode, Battle (Multi-play), Battle for GT, and Password & Load for continue game. First, in single player mode. You are placed in the top left corner of a maze similar in style to Beball's with in/destructable bits but made out of blocks viewed from top down. Also in the maze are a number of nasties roaming around, and you must try to kill them. To do this, you must bomb them. Your Bomber man can drop a bomb where he is standing by pressing button I. The bombs have a couple of seconds

delay on them once you drop one, so you should quickly run to a safe spot before they explode... as the explosion can kill you. When a bomb goes off, it sends flames in all 4 compass directions destroying any creature. (power up... more on this later), destructable walls and bomber men! Blowing up certain destructable walls will reveal either a power-up or the exit. You should avoid blowing the exit as it will bring up more nasties! Power ups come in the form of bombs that will let you drop an extra bomb, flame makes your explosion longer (quite deadly), shoes for speed-up, lups, ability to pass through walls, and a heart icon that will let you blow up bombs when you want by tapping the other button. You must try to destroy all the nasties, and find the exit (and enter) within the time limit. Should the time run out, then you blow up! As you progress, the mazes become bigger and scroll horizontally or vertically, and the creatures become more numerous and deadly with fast moving buggers that home in on you and can pass through all walls! On every 8th stage, you'll have to defeat the boss.. a long snake requiring several hits to blow up, plus other meanies. Unfortunately, as you can continue, it's quite easy to get

through all the levels in a couple of days, so not too playable in terms of lasting appeal... but this is where the Multi-play option shines. In this mode it's you against other human opponents - up to five players in a frantic fight to the end, the last survivor wins. Here the game is played on a single screen and each player starts in a corner (the fifth in the middle), and must blast their way out to get the opponents, Hidden in the walls are longer flame and extra bomb icons to collect to make it more deadly. As human opponents are more tricky, you have to use all your cunning and mean streak, gang up on an opponent, and steal the extras.

Overall, Bomber Man is Brilliant if you can get others to play in a multi-play game, and a game you can play over and over again, and amazingly addictive, but as a one player game it's fairly average, so unless you have a multi-tap, extra pads/joys and some freaky mates, Bomber Man is worth a look but not a must buy, however, if you have all the above, then rush out and buy a copy NOW!!

Graphics - 85% Sound - 80%
 Playability - 90% Lastability - 90%
 Overall 90%

Don Lee

MEGADRIVE **MEGAWARE** PC ENGINE

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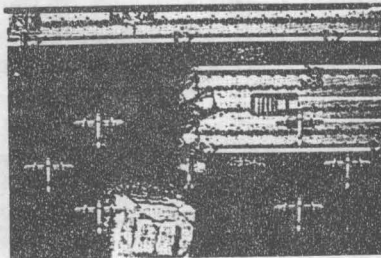
DEJA VU

Thunderblade

Engine - Nec Avenue

The engine version of Sega's 'copter game at last becomes available - but unless you are a fan of the coin-op and can't live without it - then avoid this as it's not up to engine standards. The game is very jerky and moves like two frames a second! In plan-view mode, you can't move up or down or alter your speed in 3D mode either! The game is all there, but 'cos of the terrible speed and jerk of death, it's not very playable. The game is rather old hat now, and in my opinion - if you want to play the game, go to the arcades, although the MD version is quite good.

Overall : 45%



TWIN HAWK: "COME ON BOYS - YOU TAKE THE INCOMING BULLETS".

Twin Hawk

Engine - Nec Avenue

This shoot'em up have been out for the MD for sometime, and since then, quite a number of better ones have emerged, so it's no surprise that, as the game stands, compared to other engine shoot'em ups, it's not up there with the likes of GunHed, S.S.S., or Image Fight. Hawk lack variety as there are mostly ground targets (mainly tanks) all requiring several hits to destroy, and very few power up extras. The game is slightly more different from the coin-op and harder. A worthy pure shoot'em up, but avoid this if you want something special.

Overall : 70%

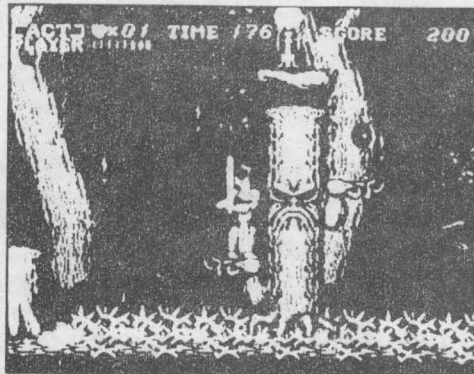
REVIEWS

Actraisers

Super Famicom by Quintet/Enix
6meg

Firstly, this game has quite a bit of japanese in - so this review is based on what I have figured out. Anyway, the game is a mixed one - cross with Rastan Saga and Populous/SimCity. When you stick in the cart, and watch the logo swirl around in 3D, you are given an option to start a new game

or continue an old.. it has a memory back-up mode. After entering your name (in japanese), you get some japanese text and then the main screen. Here there are 3 windows. The first window has a set of icons, the second is a text window that names the icons in japanese, and the third is a large text box giving info.



ACTRAISER: A HELPFUL TREE LENDS A HAND... ERM... A BRANCH.

etc... again in japanese. The first window has 4 icons, with 2 icons each allocated to them. The first lets you go to a map of the world you're in, with mountains, forests, rivers, etc... plus circles of stone blocks, a la Stone Henge. Above the map is a circular cloud with a temple on which you can move around with the pad. The cloud starts above one of the stone circles (stage 1) and pressing a button puts you back to the main menu, although you can zoom in/out with other buttons. The icon next to this lets you go to the creation mode (more on this later).

The second two icons lets you play the action game where the cloud is over, and give info. on that area.

The third two icons give info. on your status - health, population, etc.. and fourth two icons for continue and save.

So to start, select the second icon... where you zoom down onto the map rotating as you go... truly amazing this!! Here a shimmering orb will drift down the screen and hit a stone warrior in a forest who comes to life, where you start your Rastan Saga like quest. Your warrior is armed with a broad sword and has a limited energy bar. As you control him, enemies (flies, baboons, etc..) attack you... get hit and you lose energy, so avoid them or slash them with your weapon. As well as the nasties, you have to negotiate the forest that's lined with prickly thorns. To do this, you have to jump up trees and ride on log swings, plus bouncing trees.

CONSOLE MA'ZINE

Halfway, you'll meet a big tree with an ugly face who shoots at you and drop live acorns. Hit it in the face a few times and it'll die and leave a log so you can continue. Hidden in places are also statues, if you can get them, they will award you with bonus points, extra energy, extra men (you start with 4), power ups, etc. At the end, you'll meet the real boss with an energy bar three times longer than yours. This bugger is half horse and half knight and carries a long lance.. and is capable of producing lighting from the tip of this weapon. However, a few timed hits and retreats, and you can make mince horse meat out of him.

Next, you'll enter Creation mode - here you get a close up of the map, and in the centre, a temple where a bloke and his woman resides in... they are very religious, as they prey a lot! Also in the middle is an angel who is armed with a

bow and arrows.. Cupid?, which you control. Aswell as the temple, there are a few black icons around the outside of the area.. these are where the nasties come from, in the form of giant bats, ghosts, devils, etc. These nasty buggers are out to kill off your people, so you must take them out with your bow. Shooting them sends a blob into the temple and increase your SP score (no idea what SP stands for). Pressing the other button, and a window appears with more icons which help to create a town and increase population. One icon sends out a working team to clear a patch of useable land and lay a path from the temple to it for

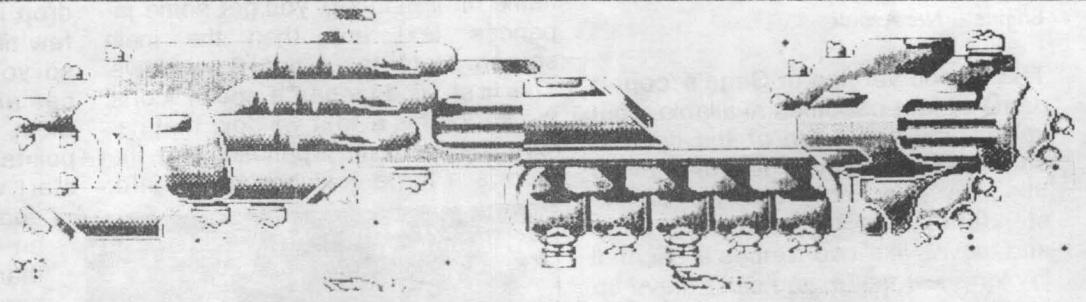


AHHH... STAGE 1 BOSS. ONE HORRIBLE LIGHTING FROM THE LANCE.

building and farming. At a certain time, people from the temple will rush out and start planting crops and building houses, and so the population increases.

If any nasties get close enough, they will either swipe your people, blow up buildings, set off fires, etc.. so its important to fend them off. The SP

points you get lets you use the weather commands. You can activate the sun to shine, send in a rain cloud, lighting, or wind... all requiring certain amount of SP. If houses are burning - send in the rain, want to build where trees are - send in lighting to blitz them, or rivers overflowing - send in the sun. As time goes on,



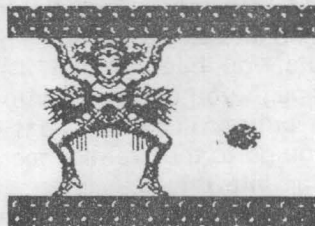
GAME: R-TYPE MEGA SHIP ON STAGE 3.

the people will start to invent things that help you. eg. turn wheat into bread, produce a better bow and arrow for you angel, bridges to cross rivers, and so on. The other icons lets you get items, and use them. Another icon gives info, and return you to the main menu. To makes things easier, you can build on the enemies pads... workers will go over and dismantle the grate.

At a certain time, a little tune plays and a message appears which tells you, you have done enough and can continue to the next stage. You can then exit back to the map screen and move your cloud to the next stone henge and play the next arcade game. However, if you stick with it and fill most of the area, you will gain more points and can pick from more stages instead of just the next one. Not only that, but you can also pick up a magic icon for the arcade section. Later stages in the creation mode, your people become fed up and you have to solve their problems. On second stage, one of your people moves into a cave and your population stops building etc.. To cure this (which took me a couple of days to figure out!!!) you have to have some bread, and give it to the bloke in the cave, and he'll return. To destroy the red devil, use the Skull icon on the place it appears, and when the 3 blokes goes into the castle via a ship, you can go to the castle. The next creation mode with the volcano, the people start building windmills, so you require to send in the wind, and lighting the rocks to reveal the nasties' entrances. Overall, Actraiser is quite a strange game, at first it's rather boring - infact I prefer playing the map creation mode than the arcade section as they are rather short, although later levels are longer and more tougher.. some seems near impossible. You can enter the volcano where you have lava pits, flames, etc.. there's a sand dune with skeletal walkways wriggly worms, winged creatures, a super shinobi water fall where you're attacked by a long dragon, plus a snow scape, a fight up in the clouds and an amazon island with

spear throwing cannibals, birds, rocks with faces, etc. The graphics are brilliant and well defined, especially the scenery with multi-parallax scrolling. And then there's the sound - considering it's by the same guy that produced the music for Super Shinobi on the MD, you can expect great things, and you'll be right, they are totally awesome, fitting well with the game, certainly some of the best I've heard with echo, fading, and other effects added - shame there are only a few tunes. Well, is it worth getting you ask? Well, if you like Rastan Saga and Simcity/Populous then Yes, but be prepared to slog through the japanese. As far as I know, there are only 6 areas to con-

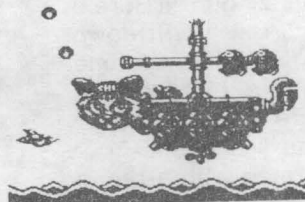
quering in Creation mode, but about twice as many arcade sections. cartoon graphics and instead of just controlling the Vic Viper ship, you can fly an Octopus, Twin Bee or Pentarou (Parrot).. each having different sets of weapons. Graphically, as you'd expect from Konami, it's brilliant with well defined shaded sprites. Another Must! Talking of Paradius, Konami are to release the sequel for the 8-bit Famicom with two player simultaneous play option. Puzzle freaks will be pleased to hear that Loopz will be converted to the GB. The game is simple - different tubes appear and you have to link them up to make a loop - inside the allotted time limit... simple but difficult! R-Type should hit the streets in February, and apart from the size of your R-9 ship which seems enormous, the game looks brill... for a gameboy that is.



GAMEBOY PARODIUS. A TOUCH FROM GRADIUS 3.

Graphics 93% Sound - 93%
Playability 85% Lastability 85%
Overall 85%

Onn Lx



GAMEBOY PARODIUS: THE VIC FACES A KITTY KAT PIRATE SHIP!

GAMEBOY NEWS

One of the best games for the Gameboy has to be Konami's Nemesis, so you'd be delighted to read that Konami are to convert their latest nemesis-style coin-op to the Gameboy - Paradius. The game has the same formula as Nemesis but with cute

Hottest property on the gameboy at the moment in japan is Saga 2, the follow-up to the very successful RPG saga. Hopefully, the american version won't take too long to be translated to. April, will be the release of Zipang - which is already available for the PC Engine (review new issue). Basically, the game IS Solomon's Key, eg. a playform game. As the game goes, it looks great.

NEXT ISSUE

We Check Out Even More Console Games: Engine: Over Ride, Violent Soilder, S.C.I., Megadrive: Dangerous Seed, Aleste, Gynoue, Aero Blaster, and Lots More!! Super Compo!! Mega News & Tips!! Forget the Glossy Publications with Free stickers and colour pics, C.M. is the only honest concise mag for consoles!