


A MONTHLY FANZINE FOR NEW VIDEO GAMERS

PC Engine

FANATICS

NOVEMBER 1989 - ISSUE 7 - ONLY 60p

HAS THIS POSTMAN STOLEN OUR GOODS?  THE DEFINITE GUIDE FOR CONSOLE USERS!

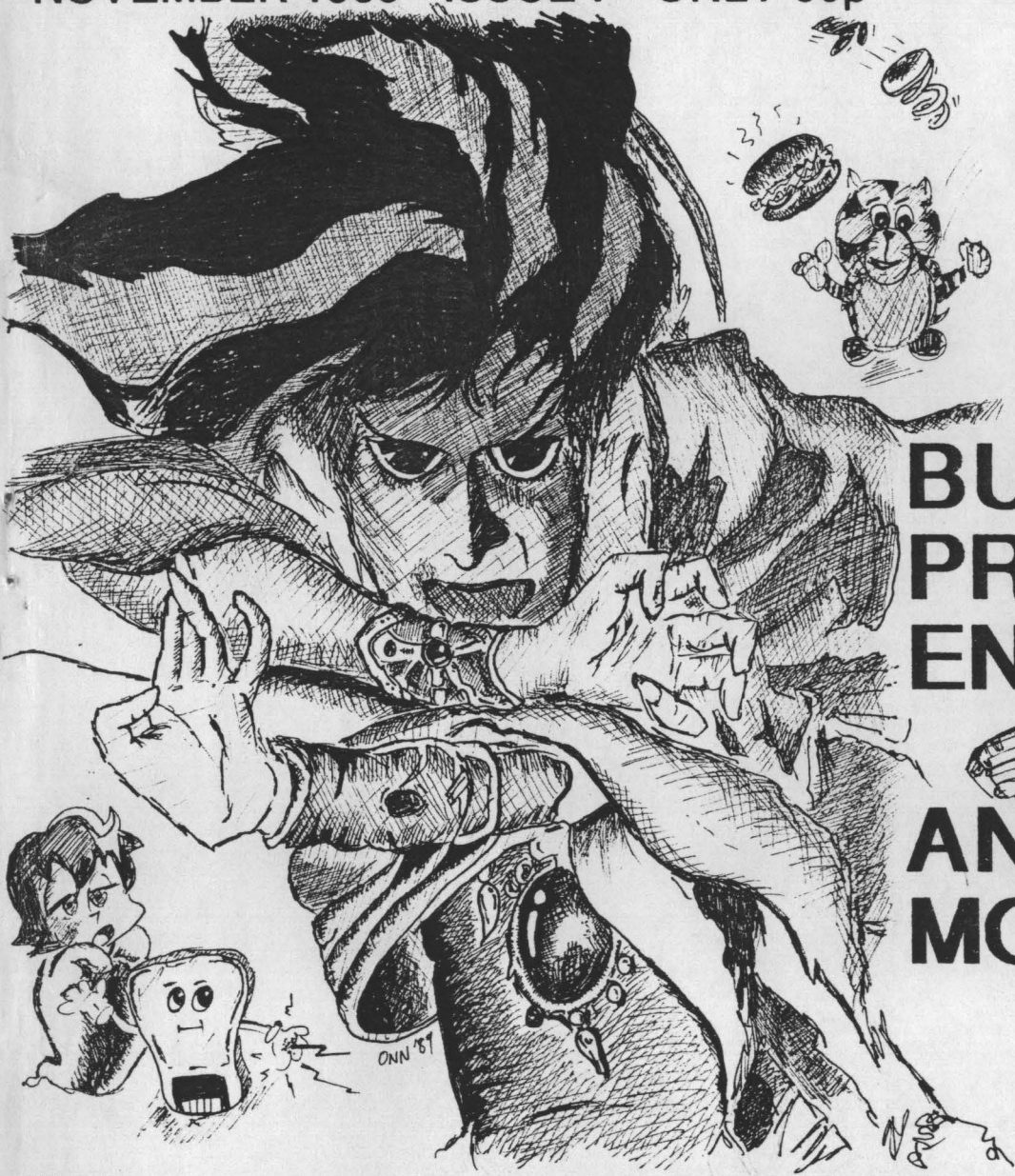


THE ALL NEW PC ENGINE SUPER GRAFX



BUDGET PRICED PC ENGINE.....

AND MINI MONITOR ?



PLUS MANY PC ENGINE AND MEGA-DRIVE REVIEWS INCLUDING ENGINE COLOUR BOOSTER, POWER LEAGUE II, DIGITAL CHAMP, SUPER HANG ON, LAST BATTLE. AND LOTS MORE !!! TURN THE PAGE NOW!!!

EDITORIAL

Hiya all! I must apologise for the late arrival of this issue, but again, trouble hits this month's issue, as our reliable source of information from Japan... namely new Japanese magazines etc. have deserted us. Either our friend in Japan have ripped us off or has had a serious accident, or the post office service has done their usual bit to lose our goods. So, this issue unfortunately, has a few items missing from the usual standards of the past, but rest assured that next month, we will be back to normal - we hope (touch wood, fingers crossed...).

We would also like to welcome a new writer to P.E.F. - Tai Ono, from Surrey, who will be helping us translate all those Japanese instructions in the little booklets or on screen and magazines - so future issues of P.E.F. may be a little thicker as we cram in more information.

We hope you like this issue even if it's not up to the usual standard of P.E.F. See ya next issue, for our bumper Xmas issue - I promise to get it finished before Christmas!

- Onn.

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PC Engine Services

... plus various magazines.... (C) New Computer Express, (C) Computer and Video Games, (C) The Games Machine.....

AND YOU !!!

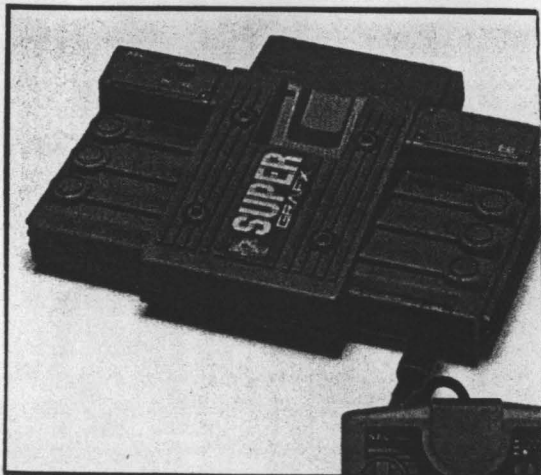
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If you want to get each issue as they become available, you can still send a large S.A.E. plus 60p for the fanzine.

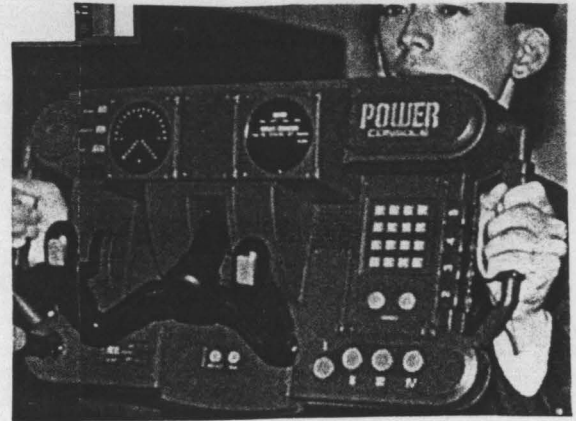
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The new NEC PC Engine Super Grafx in a military Grey colour. Certainly the most strange looking console.



The Almighty Power Console controller... Wow!

PC ENGINE SUPER GRAFX

Last month we gave you news of the PC Engine 2, which seems like just a tarted up engine in a high-tech case. But latest pictures of games that will be available for it, and the amazing Power Console controller add-on makes the new unit well worth getting. The three games that will initially be available when the new PC Engine Super Grafx (as it is now called) will be Capcom's Ghouls 'n' Ghosts... which looks brilliant... as good as the megadrive version, and could well be better; a 3d jet-fighter game similar to Lock-on - which will take advantage of the new controller; and a slash and hack arcade adventure with great graphics similar to Rastan Saga. These three games really show off what the new machine is capable of and could well give the Sega MegaDrive some competition, not to mention the Konix System. Another seven games are also in the pipeline, so the new console won't be starved of games specifically written for it. Ofcourse, normal engine games will run on the machine, and it is said that, the CD-Rom unit will be compatible, with no need for an interface. A special cable will probably be needed to attach the CD-Rom to the SG.

The Power Console add-on is a hi-tech controller system which makes the Konix look poor in comparison. The unit fits over the SG and possibly connected to the standard pad socket and the additional connector next to it. The unit is equipped with an amazing steering yoke complete with top mounted fire buttons, a joystick, a gear stick, LCD clock and dial display, numeric keypad, plus around 8 more buttons including the standard select, run and two fire buttons. Maybe someone has ideas of producing a proper realistic flight simulator for this machine like Sublogic's Flight Sim. II or Spectrum Holobyte's Falcon.

Again, NEC/Hudson have surprised us with their amazing technology, and we see no reason why the SG will not be a sure hit, especially if they can release the Power Console at a reasonable price and is available when the SG is available.

The SG is expected to be launched in Japan before Christmas for around £180... but unlikely to appear over here for some time. Even if they are imported and modified, they may not have enough for the Japanese public, if sales are like what they were when the original engine was released. So don't expect them to appear over here until a few months within the next year.

(Pictures taken from C+VG issue 97)

More Planned Hardware ?

Reports from New Computer Express (issue 53) also states that, NEC plans to launch a cut down version of the original PC Engine. The console won't have an expansion bus at the back, which would reduce the price of the console by about £20-£30. It is said that, they are producing this because sales of the CD-Roms have not sold very well in Japan (?!), with only around 650,000 being sold worldwide. These Japanese are never satisfied are they?! The new data-bus'less console will be launched in Japan early next year.... and good news is, it is planned to be officially launched in the UK by the autumn 1990, at around £100. Why they can't launch it over here sooner is beyond me, as people wanting a PC Engine now or before then, would surely buy the present engine than waiting for an official one. Not only that, but by Autumn '90, the MegaDrive will be a better buy, and we may see a better console for the price. However, it also means, no CD titles will be translated to English and no additional expansion to the machine, which is rather a bad thing considering what extras you can get for the 8-bit Nintendo, Normal engine, and MegaDrive.

Good news for us with the small white PC Engine WITH a 96-pin expansion Bus is that, NEC also plans to launch a 4" colour monitor for the console that plugs into the data bus. It is expected that, the tiny screen will work on batteries which will also power the engine to make the whole unit portable and give Atari and Nintendo a run for their money in the hand-held console war. It has several advantages over the Gameboy with colour, and better resolution, and over the Lynx with its already large range of excellent games. Imagine playing Dungeon Explorer with 5 people on the portable unit! It also means, PC Engines imported from Japan, does not need to be modified. Release date and price of this amazing add-on is unknown at present.

NEW SOFTWARE?

Unfortunately, as I didn't receive the latest additions of PC Engine magazines from across the oceans, we haven't got any news of any planned games that we haven't already mentioned.

However, I haven't mentioned 'Alice in Wonderland'. This follows the adventures of the famous story book of Alice in a side-view scrolling arcade adventure. Graphics, as you would expect are cute and colourful, as you take control of the young girl through woodlands, caves and land of sweet and honey. The baddies come in the form of spear throwing playing cards (Hearts of course), strange stick insects, fat flapping bats, and a large floating alligator! Expect it sometime next year.

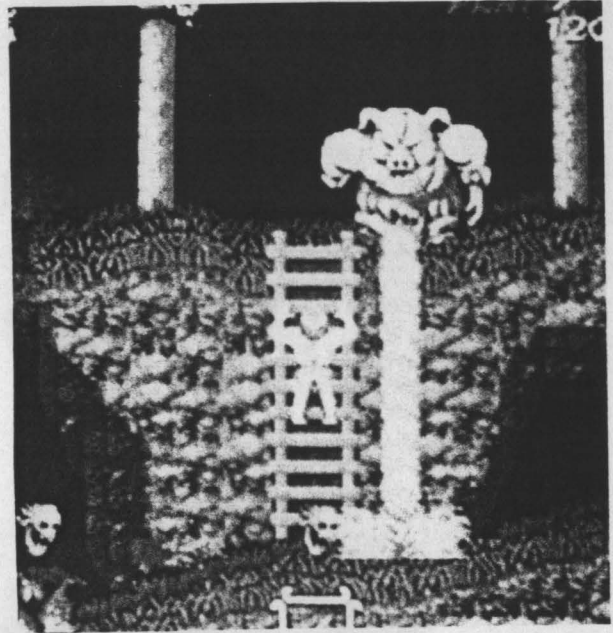
Then there's 'Genpeitomaden', from Namco... a conversion of their coin-op arcade machine. You play the part of a long haired red-head.... unfortunately not female, but a white faced samurai. The game is split into three parts:

i) The most impressive part, where the game play is a side view scrolling hack, with giant size graphics. Your bloke stands about a third of the screen high, with some opponents much bigger!

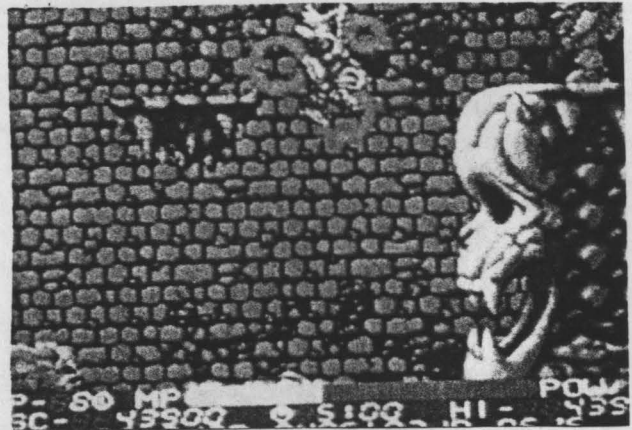
ii) Like i) but characters are smaller, more like a platform game.

iii) A sort of Dungeon Explorer view with lots of obstacles as well as the enemy, but all three views, you must travel through each stage and eliminate the strange characters. Available on 4meg Hu-Card - March '90.

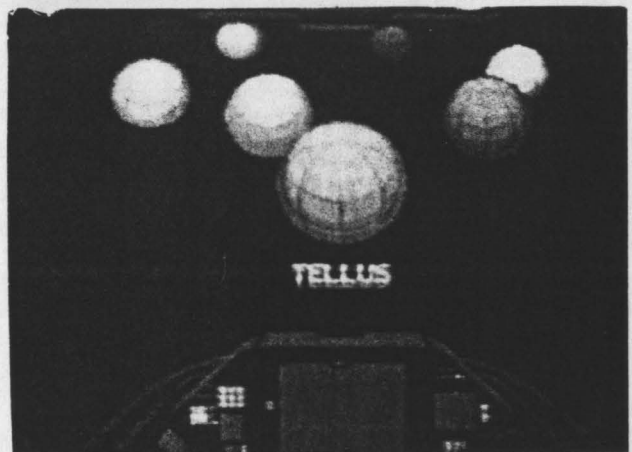
All of you who have read in ACE magazine about that giant game on the FM-Town - 'Last Armageddon', will be amazed to hear that, the game will also appear on the PC Engine on CD-Rom too !!!



Above : 8Meg Ghouls 'n' Ghost on the Engine Super Grafx. More colour, detail than the MegaDrive version and extra parallax backdrop like the coin-op.



Above: Hudson soft's Rasta Saga type arcade adventure. Engine S.G.



Above: Engine S.G. Battle Ace, again from Hudson Soft on 4meg Card.

COLOUR BOOSTER

Reviewed by Onn Lee
Supplied by PC Engine Supplies

One of the bad things of getting a scart engine is the way colour is displayed on the screen. If you haven't seen the difference between PAL and Scart, Pal gives a larger range of colours but without the sharpness of the scart version. However, once you've been using a scart engine for some time you won't notice any loss of colour.

So I was delighted to receive a Colour Booster from PC Engine Supplies (£20 plus £1 p+p). The unit is a small black box (why are they always black boxes?) with a scart socket in one side, and a scart lead with plug on the other. By plugging the original scart plug into the box, and the booster scart lead into your monitor/TV then switching on your PC Engine, you will instantly see the difference. The picture is a lot brighter, and more colours can be seen. For example, on Break-In, you can tell what colours each ball is more clearly, and on Moto Roader, you can see the swirls in the oil slicks, bumpers on the cars and colours like lilac, light orange, light green, etc.. not present on normal scart.

If you own a scart engine, the colour booster is a must, even if it is a little expensive. If you can afford one, I would recommend it. Unfortunately, the booster will not work on New Sony TVs. Luckily, I use an older model Sony Trinitron - model no. KV-1442UB and it works on this.

By the way, if you use a scart sharer to switch from PC Engine to Amiga, or whatever, it doesn't work well. It either mucks up the engine picture or the other picture depending if you put the booster before or after the splitter. Well, it doesn't work too well on the Trilogic one.... then again, Trilogic's splitter is pretty terrible anyway, as you can see a 'ghost' of the TV picture at the same time.

MISC:

Last month, EMAP PLC, the producers of C+VG released the 'Complete Guide to Consoles' - a rather nifty yellow book for £2.95, packed to the teeth with news, reviews, Tips, etc.. for all the current consoles from the aging Atari VCS to the not even released Konix Multi-System... (although not as good as our fanzine ofcourse! Hee hee). The 'Mega-Book' is well worth getting a copy, and we hope C+VG will produce another in the near future - maybe one every season? The good thing about the magazine must be the hugh amount of colour pictures in it, rather like the japanese magazines, but we would have liked a bit more text.

A few items I must mention:-

- a) The picture of Super Darius is NOT the PC Engine version, but is of the latest Taito coin-op Darius II. The same picture also appears in the latest Games Machine Mag. Strange that?
- b) The crummy picture of Knight Rider Special is again not the engine version. The engine version is more like Chase HQ.
- c) Power Drift pictures is of the coin-op version, as you might expect, and so is the Outrun one.

Dragon Fighter

by Tokien House / 2meg HuCard
Reviewed by Onn Lee

Firstly, I don't think this is the correct name for this game, but close... so if you see it advertised as Something Fighter... it's probably this game. Anyway, 'Fighter' has a lot of similarities to Avenue's Son Son II, but not quite as good. You play the part of a small farmer looking character wearing a straw hat, in a left to right run, jump & kill arcade adventure game.

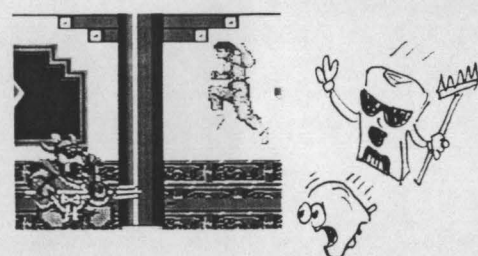
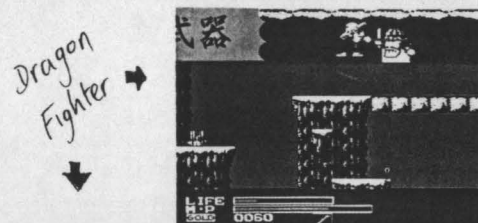
Like Son Son, your character is equipped with a staff which he can lunge at various nasties who are trying to end your quest. These come in the form of greenie spiders, floating guards with swords, etc... not only do you have to contend with these, you must also avoid spikes, jump moving ledges, walk over crumbling bridges and so on. Killing certain nasties and an object will sometimes be left behind. These either increase your health, magic powers, stop time, etc. Collecting 'P' spheres and your staff will become more powerful, while 'M' spheres makes your stagg magical so enabling you to fire blue globes... get four and you can launch a power fireball. Not only that, but you can also transform into a 'hulk' man to deal with the end of stage Bosses.

These come in the form of a fat pig wearing dark shades and carrying a rake (yes... him again!), a bloke on rollerskates dressed in a pretty frock and a giant armour clad demon whose head comes off to get you.... sounds like stage 1 boss on Ghouls 'n' Ghosts eh?!

Graphics, although different, are rather poorly defined and look blocky, compared to more colourful and detailed games like Son Son II. Sound is fairly awful too with an oriental tune playing in the background. Although gameplay concept is good, Dragon Fighter is certainly difficult to get into. Creatures move around awkwardly and difficult to destroy, and getting through the obstacles without losing

energy is a hard task too, and require pixel perfect timing. Because of this, it spoils the game, and I have to say, you're better off with Son Son II than this. Overall, a good little game, but no great new improvements over what has been done before.

- Graphics - 65%
- Sound - 60%
- V.F.M. - 65%
- Playability - 65%
- Overall - 64%



MISC:
While looking through last months issue of the Japanese magazine PC Engine Fan, I realised that 'Our Man in Japan' - Shintaro Kanaoya, who features in 'The Games Machine', get all his PC Engine information and pictures from this magazine! The alien piccy in the corner is featured on the cover of PC Engine Fan, and even the articles are set out in that order. Next issue, should we get a copy of the latest issue of P.E.Fan., maybe we can predict what Mr. Kanaoya will write and pictures he will print! Come on T.G.M., is Shintaro Kanaoya really Fred Bloggs living in a small semi in Birmingham with his wife and 2.3 kids, and get monthly japanese mags sent to him?!

STRANGE REPORTS
One of the strangest reports we've had was that, the MegaDrive version of Ghouls 'n' Ghosts crashes sometimes, and text comes up in english and not in japanese!!

Also, while playing MotoRoader, with four joypads in.... beware of it locking up. We were playing the game, and reached stage 8, and suddenly, the game just stopped!



Digital Champ

by Naxat Soft / 2meg HuCard
Reviewed by Onn Lee

Digital Champ is the latest sport game from Naxat, who have already produced Naxat Open (Golf) and the brilliant Break-In (Pool/Billiards). Champ is a boxing simulation in the same lines as Punch Out and Elite's Frank Bruno's Boxing, as it puts you in a first person's perspective view, face to face with your opponent. Your objective is simple, to become world champion by beating a string of mean opponents.

On pressing Run, your first opponent is introduced - Marciano from Italy, aged 21 at 184lbs. Then, it's into the ring for the first round. The Rocky look-a-like, ducks and dives, bobs and weaves, but when your gloves appear on-screen, using the joystick, you can jab left and rights, preform upper cuts, body punches, put your guard up, etc.. Ofcourse, your opponent will try to beat the pulp out of you too.

At the top of the screen, two level bars are displayed, showing the challenger's Stamina and Energy. Your's are at the bottom of the screen plus a Punch bar. Each time you are hit (or your opponent), the stamina bar decreases... the harder the punch, the more stamina you lose. Energy decreases when you use a power punch and will drop a little when it is converted to stamina after been knocked down and after each round. When the stamina reaches zero, then you'll hit the canvas. Should you have no energy either, then you won't make it to your feet. Holding down one of the buttons will charge up the Punch bar (R-Type style) where upon, when your opponent is in range, let him have it. If on target, your opponent will lose a lot of stamina, however, your energy will decrease too.

There's 3mins to each round with the usual 10 count for a K.O. win. However, knocking down an opponent three times in one round and you'll win the bout too. The count itself is accompanied by some terrible speech, a lot worst than that of wrestling. Graphically, D.C. is very good with extremely detailed fighters that animate nicely, if rather jerky. Sound is reasonable with a beat bopping tune playing throughout the game, and sound effects is fairly realistic with stomach churning blows and thuds as you drop to the floor.

On the more important gameplay, it's a split decision. The first time I played it, I knocked out the first two guys without any trouble, but the third is really tough... although I have managed to beat him. Finish off the third guy and it's back to the first man again, but a lot tougher. This was a

real disappointment, and would really liked to have seen more doods to fight against. Control is a bit sluggish, but once you've figured them out, some tactical boxing can be employed, although random punching and luck sometimes does the trick! Overall, Digital Champ is not a bad game, but certainly not the best boxing game produced. I wouldn't highly recommend D.C., but certainly try it out before buying.

Graphics - 85%
Sound - 80%
Playability - 70%
V.F.M. - 75%

Overall - 75%

Power League II

by Hudson Soft / 3meg HuCard
Special Guest Reviewer Tim Cannell

There has been a flood of sports games coming out of Japan for the PC Engine over the last couple of months, the latest of these is Power League II, a baseball game written by Hudson Soft.

All the usual computer baseball features are there, home runs, two player option, different camera angles, but what separates this game from other computer baseball games are the many different options the player is given; One player games, two player games, league games are all supported. A league option can be selected to allow many games results to be displayed against other computer controlled teams. The league can be saved either to CD-Rom backup Ram or in the form of a password to allow you to continue at your leisure.

Other options in the game include a "Home Run Mode" in which you have to hit as many home runs as you can, given a set number of balls, and an "All Star Mode" in which your team take on famous baseball players (at least I think they're famous, being written in Japanese it does make it slightly different to tell). All the names of the players in your team and the all stars team can be changed, but unfortunately only to other Japanese letters.

At the end of every game a lovely Japanese lady newscaster reports on the match and tells you exactly what she thought of your baseball abilities (in Japanese again!), and shows replays of the best bits of the game (generally all the computers home runs).

As a game it plays very well, with fast big graphics and limited sampled sound effects and a typically nice jangly background tune that typically gets on your nerves

after a while. The one player option does tend to be quite hard and may result in losing interest quite quickly, but if you play in a league, the interest is maintained for much longer. In two player option, the game is much more exciting and can keep you on the edge of your seat for many hours.

VERDICT: If baseball is your thing, then you won't find a better one than this.

Graphics - 85%
Sound - 75%
V.F.M. - 75%
Playability - 82%

Overall - 82%

Doroeman

Hudson Soft / 2meg HuCard
Reviewed by Onn Lee

I hope this is the correct name for this, although I refer to it as 'Pac-Cat'. From my brilliant title, you might have guessed that, the game has similarities to Pacman and something to do with a Kitty... and you'd be right. The game maze is viewed from above like Dungeon Explorer, with Hamburgers dotted around including some nasty gremlins. Mazes start from 2-3 screen high which scrolls up and down to several screen large. Your cat's objective is to eat up all the burgers in the maze within a set time limit while avoiding the nasties. Should any of them touch you, then it's one of your lives lose. Your cat does have a means of defence up his paw. A tap on one of the buttons and he'll dig a hole in the ground, and should any nasties fall in, you can then fill it in to kill the little blighter... rather like Space Panic. Like Panic, the nasties can climb out too if they are not covered, and should you fall in one, you also lose a life. Serve you right! Once you have collected the burgers, a key will appear, which, if you can get will let you open the door to exit to the next level. Aswell as digging holes, certain items appear randomly to help you like a gun to shoot the nasties, a yoyo, bombs, lamp to see in the dark, etc. Later levels spring boards appear where you must jump on them to get over walls, plus tunnels, traps, bridges over water and so on.

Graphics are nicely drawn, cute and cartoon like. Jolly tunes are played throughout the game and sound FX are adequate. The game is very playable and very addictive but not much to it, and feel dated. Worth checking out. There are 60 levels to get through!!

Graphics - 85% Sound - 80%
Playability - 80% V.F.M. - 75%

Overall - 80%

THE MEGA DRIVE PAGE
BY DARREN POTTAGE

Although the cover says there is a review of Last Battle, it will appear in next month's issue when we get the American version, for a better more in depth review.

Super League Baseball

Sega's Super League is the first baseball game to arrive on the megadrive and it is certainly well 'ard.

You can play in either one or two player mode. Playing in the former, you can either choose to compete in a league where the computer selects different teams for you to play against, the most teams you beat the higher up the league you go until you eventually become super league champions. The other option allows you to choose which computer opponent you play against.

Play is viewed mostly in 3D view, but an overhead view is shown when the ball is hit. The pitchers (bowlers) have a number of different shots, swerve, high ball, low ball etc. and when they throw the ball they move so realistically, it's brilliant. The same goes for the batters and some of them have got some really weird moves. Everything from a real baseball match is there, even down to the American speech and there are certainly tons of it thrown in.

Graphics throughout the game are great, with some nice touches, such as the ball rising into the air, you can actually see the writing on it. Sound hasn't been forgotten either and as mentioned before there is tons of speech and some nice background music as well as the brilliant effects of bat meeting ball.

Gameplay is excellent, especially if two players are competing, and the game has the sort of quality that keeps you coming back for more.

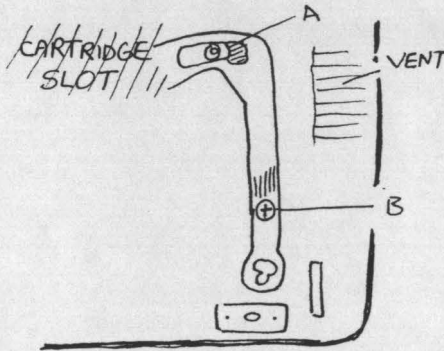
Graphics - 89% Sound - 88%
Playability - 90% V.F.M. - 86%
Overall - 88%

!! NOTICE !!

Any MegaDrive Owner who has purchased a Sega Genesis Cartridge and finds it does not work when switching on the MegaDrive will be relieved to know, it can be cured.

The problem is the on/off switch doesn't travel far enough over.

Unscrew the Megadrive and gently turn the uppermost part upside down. ie. the part where you insert the game any you should make out the following parts as show below.



Unscrew (B) and gently remove the arm, get a file small enough to fit in (A) and smooth out a bigger recess. Shown in diagram as the shaded area. Once Done, you will have cured the problem, although you may still have to push on/off as far over as you can.

Super Hang On

Game Supplied by PC Engine Supplies

Sega's Super Hang On has finally roared it's way up the fast lane onto the megadrive and it certainly puts the Amiga version to shame.

On starting you are given the chance to race on one of four circuits from beginner to expert, each of the four circuits being dotted around the world from America to Europe. Once chosen, you take your place on the grid, watch for the green light and GO! You burn off down the straight and notice how quickly the billboards start to flash past, then you realise you're doing 280km/h but oops, too late, you've just ploughed into a sign on a sharp bend and you're up and over the handlebars to bite the dust. Crashing like this loses valuable seconds and these are often crucial in completing a course, however, if you make it through a checkpoint with time remaining this is added onto your next lap time. To make life a little easier or harder depending on how you look at it, the Sega team mechanics have botted on a go faster accessory, in the form of a Turbo and this boosts you from 280km/h to 324km/h so much so you can almost feel the G force when you engage it.

Graphically, the game is well smart, especially the bike, it's massive, real coin-op size, and the road is in perspective as you fly up and over hills real smooth, the update is convincing too and there's even parallax scrolling in the background. The scenery varies from course to course, these night riding, and desert stages and loads more besides with one stage taking you through Paris with quaint lamposts zooming past on every side.

Sound effects are used well, with engine noise, tyres screeching and a nasty crunch when you hit something. There's also 4 soundtracks to choose

from. Also with the game is an option which lets you race the computer against the clock and if you win, you get money from your sponsor to customize your bike so you can win further races, you can even buy extra mechanics to fix your bike! If you crash 4 times on your first go, your frame will break so you will have to spend money to fix it, you can also upgrade your engine, tyres, oil, brakes and muffler, the latter tends to fall off quite a lot!

Overall, Super Hang On will keep every boy racer amused for hours with fast and flashy graphics coupled with brilliant game play.

PAST BLAST

Super ThunderBlade

Weathered and damaged, Thunderblade returned victorious from it's last mission, but this was not to be it's last flight. Super Thunderblade returns, only this time re-armed with some devastating weaponry such as a gatling gun which can fire off 4,800 shots a minute, and air to surface missiles which drop from your skids.

Your objective is to blow the central enemy base to smithereens, to get that far is going to take some skill and guts. There are four stages to complete through cities, caverns, over sea and a tortuous last stage where you have to fly over and under bridges and considering you have a top speed of 523km/h there is no time to think. The enemies come thick and very fast from Mig-23 planes in stage 1 to 25 feet tall robots transformers in stage 4 which are operated by soliders in thier cockpits.

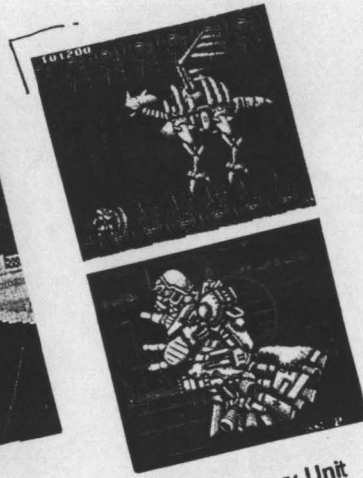
Most of the action is viewed in the 3D behind the chopper view, with end of level fortresses taking a look down perspective. Level four has the giant central base at the end and is a real tough cookie to crack. Four stages may not seem a lot, but each level is huge and getting to the last base is going to take some practice. Graphics are, on the whole, very good especially on the sea stage where you're weaving in and out of the enemy ships, but on the city stages, the skyscrapers tend to wobble past, but this doesn't detract from the game play. Sound is used well with some good soundtracks and beefy effects.

Overall, Super Thunderblade is a worthwhile shoot 'em Up, but was one of the first games on the megadrive and there are better games now available, but I'd definitely check it out.

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

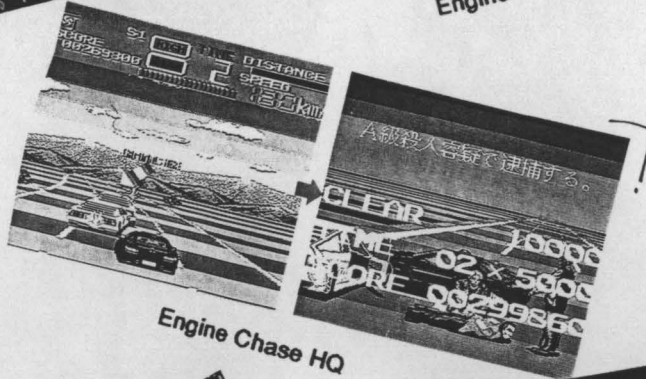
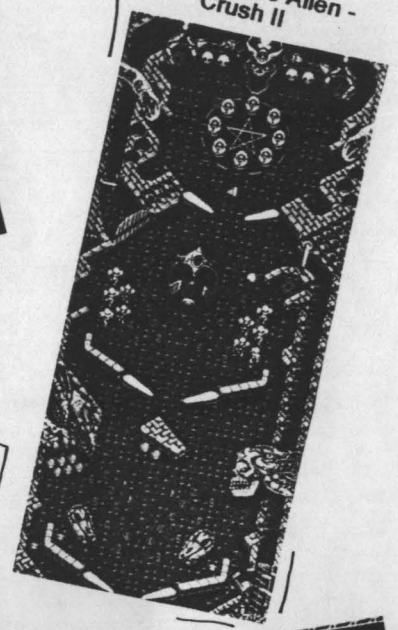


MegaDrive Super Hang On

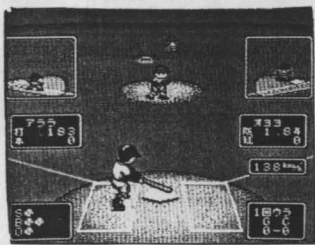


Engine Heavy Unit

Engine Alien - Crush II



Engine Chase HQ

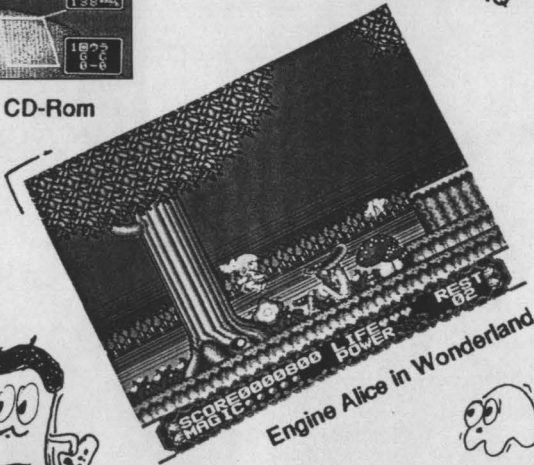


Engine Baseball on CD-Rom



Engine Splatter House

The Picture Page



Engine Alice in Wonderland



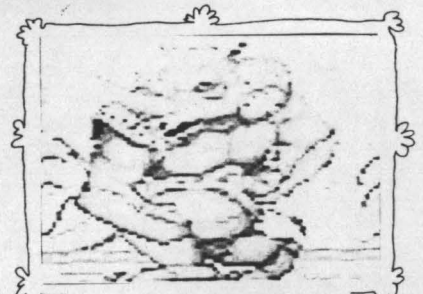
PICTURES FOR THIS MONTH'S COMP. SEE LATER.



Game Title 1 ?



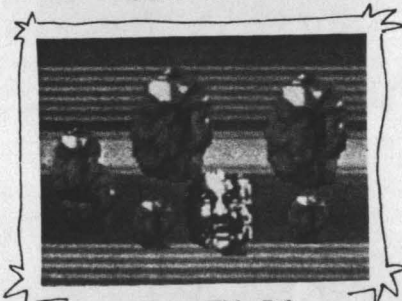
Game Title 2 ?



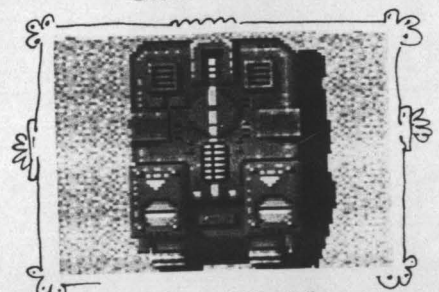
Game Title 3 ?



Game Title 4 ?



Game Title 5 ?



Game Title 6 ?

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MEGA MEGS

Your mag is brill etc. and I have some questions to ask.

1. Could R-Type be releases on a 4-meg Cartridge and if it can, will they?
2. Can you have 5 and above meg Cartridges and if not why not?
3. Can you run the American Turbo Grafx carts on the PC Engine?

Keep up the good work.

Jon Glastonbury, Lincs.

* 1. I suppose R-Type could be put on a 4meg Card, but it's unlikely that Hudson will do it, but you never know. With the new PC Engine II coming, they might release a 4meg Card version, but that won't work on the standard engine. Rumours are, a CD version will be available.

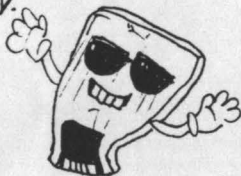
2. It should be possible to have 5 or above meg cards, but it means packing the rom chips into a small space, unless they adopt the 'pirate' cartridges, where the cards are larger, as they use normal size eproms. The MegaDrive already have 6meg cartridges and even a 8meg one... but thier cartridges are a lot bigger! Talking of which, 1meg in console terms in NOT 1024k as it is in Computer terms, but is 128k (or 1mega-bit)... so 4meg is 512k.

3. As far as we know - NO. If they did UK companies would have imported them from the US for the english (american) intructions etc. However, I don't see why US CD games shouldn't work. Lucky MegaDrive Owners CAN use US Genesis cartridges... so all of you Mega Drive owners should try to get hold of US games instead of japanese ones... they have better looking cases aswell!!!!

Double Vision

Is WestLake a reliable firm or just professional con artists like Micro-media? And also, is there a Double Dragon on the MegaDrive? You should print on both sides of the paper for a number of different reasons, like a bit more reviews, and more stuff on the megadrive, conservation of paper etc. Just one more thing, have I told you my brother's got a Famicom? Well, can't you like, sort of have a Famicom page? I'm sure the guys at CES would support you because they are gonna start selling them! Just another thing, how can I get double dragon on the Famicom (sorry, but I'm obsessed with Double Dragon).

Tai Ono, Surrey.



We have heard of WestLake, and seen their impressive prices, but we have yet to know anyone who has actually got any ordered goods from them yet.... until we do, we rate them as rather Arthur Daley.... you know what I mean John? As for D.D. on the MegaDrive... as far as I'm aware no, but there is a possibility in the near future. Yes... printing on both sides would make the 'zine look great and totally solve the enviromental problem, but it also cost twice as much to photo-copy! You would have thought that, photocopying onto one sheet is cheaper, but not so... someone should have a word with these copy places! D.D. is definitely on the Nintendo... and is advertised in the US 'Players' magazine. Try Mention, as they sell Famicom stuff. I'm pretty sure I've played the UK Nintendo version some years a go.... graphics are real small compared to the original coin-op. BUT, it you are a real fan of the coin-op, why not get an arcade system? Daz has one, and it takes coin-op PCBs, and it will run Double Dragon... it you can get the board, again contact Mention or PC Engine Supplies.

The Thumbs Up

If any reader is thinking of buying a PC Engine, or MegaDrive, don't hesitate, go and buy one now. I have had an Amiga for more than 2 years now (same here - ed.), and was still waiting for one good game to come along, until I sold it last week!

After playing PC Wonderboy III (CD), MD Alex Kidd II, MD Super Hang On to mention only a few, I know these machines are the "Ultimate" and are as good (sometimes better) as the coin-ops. ps. am I the oldest club member?

John Chapman (40), Worcester.

We totally agree with you there, although you must have been buying the wrong games on the Amiga.... what about Populous, Hybris, TV Sports Football, Xenon, Speedball, The Sentinel, and the mega brill Kick-off? Now there's Stunt Car Racer, etc..

As far as I know, you ARE the oldest member..... although I'm 105, and eat 3 Wheetabix a day!

Peace Maker

Over the Engine vs MegaDrive vs Game boy vs Lynx vs the new Konix, it makes me sick how magazines keep on saying that the new era in computing entertain- ment has arrived, eg. first it was the PC

Engine, now the MegaDrive or Konix are the machines of the future. I agree, these are amazing machines and I think it's a great idea using a 68000 processor or CD quality sound. Please could they stop putting down equally brilliant machines and treating them as fads.

I have had my PC Engine for about two months and I am extremely pleased with it and what do NEC do? Bring out a sequel. Am I and many other PC Engine owners jinxed?

Please may I express my thanks to TeleGames. On comparison with my friend's PC Engine, mine was slightly sub- standard (colour was off, writing was unclear) I sent it back on a Thursday, they swapped it and got it back to me by Saturday free of charge.

Excellent mag.

William Azzoug, Lincs.

Personally, I think my old Grandstand TV games unit is the best. It has a real sharp black and white picture, and what better games can you play than Tennis, Soccer, or Squash? None of these complicated gameplay, graphics or sound. A ball is a ball, and a bat is bat... real amazing stuff. And not only that, you really get your money's worth - you get TWO paddle controllers.... which none of these newer machine includell!

Good work Telegames for the fast service... but, then again, you should have got a perfect tried and tested PC Engine and not a sub-standard one in the first placel

Engine Soccer?

I would like to ask if there is any hint of an English soccer game coming out on the engine.

Gary Hall, Isle of Man.

Well, hint hint hint hint... eh... No! But with the World Cup and everything , a version might pop up on the engine. Maybe, if the japanese had qualified for the World Cup, several hundred Soccer games would have sprung up, and you would have been totally sick of the game. If they do, I hope it's better than the MegaDrive version - as that version, I've been told, you can only past forward.



Double Dragon Famicom Style

J
A
P
A
N

Slow Mention

Dear PEF.,

Firstly, P.E.F., is great and without it I would be completely lost.

Secondly, four months ago, I sent a £9 cheque to Menyion for a PC Engine Video Cassette. They cashed the cheque immediately but since then I have received nothing, despite writing to them in complaint. When I telephone all get is 'Sorry, it's not our department,' which is a polite way of getting rid of me. I read in issue 5 of PEF about there not being any such video available because of colour problems, but what about my nine quid? I've heard of companies who take money then disappear, but I thought Mention were a respectable company!

Finally, are 'Drunken Master' and 'The Kung Fu' the same game?

R.Howard, Manchester.

Sorry to hear about your trouble with Mention. Try contacting the new address and number of their Mail order side below or threaten them with court order. If all else fails, a good idea is to write to a wide spread magazine like New Computer Express, which usually does the trick. As yet, we haven't seen a video of Engine games.

Drunken Master and The Kung Fu ARE the same game. The Japanese (Chinese) translation is The Kung Fu, but strangely it was reviewed by some magazines as Drunken Master (namely C+VG) and there the name stuck.

MISC:

One of the main distributors of consoles and it's software, Mention Technical Services' Mail Order side, is now handled by Nightdare Ltd., 11(B), Walnut Road, Torquay, Devon TQ2 6HP. Tel: 0803 606146. It's a very good firm as I've always got my MSX games from them. (Justin)

SWAP-LINE :

* I have 7 games I would like to swap : Chan & Chan, Galaga '88, R-Type I, Ninja Warriors, Mr. Shoboobi Man, Legendary Axe & Bloody Wolf.

I would consider swapping for any other games, and would like to hear from anyone interested.

Jim Lightfoot

96 Nelson St.,

Market Harborough,

Leices.,

LE16 9AY

Tel: 0858 - 66803 (Evenings Only)



* T.Ono will swap both GunHed and Vigilante for Altered Beast, Card or Final Lap Twin or Pro Wrestling.

Write to:

69 Burleigh Park,
Cobham
Surrey,
KT11 2DU

* I have Ninja Warriors and Dungeon Explorer for sale or swap for Space Harrier and Legendary Axe. Contact:

David Charles,
6 Gelert Ave.,
Leicester
LE5 2NS.

* John Chapman would like to swap the following games for other PC Engine ones or Mega-drive games or sell for £19.00 each.

Vigilante, Altered Beast (CD AND Hu- Card), World Court Tennis, Fighting Street (CD), & Drunken Master.

9 Swinton Lane,

ST. Johns

Worcester

WR2 4JT

Tel: 0905 - 425222

* Swap or sell Final Lap Twin, Bloody Wolf, or Dungeon Explorer. Games wanted are Ordyne, F1 Dream, etc. Any considered. Offers to:

Gavin de Bank,

46 Lightfoot Rd.,

Uttoxeter,

Staffs,

ST14 7HB

MISC:

New titles to hit the Mega-Drive real soon will include Capcom's Forgotten Worlds, Sega's souped up version of Shinobi - 'Super Shinobi' (Sega really have a way with naming titles, don't they?), and Golden Axe. Forgotten Worlds' dual player cool dudes game will be first to be released, and is expected to appear on the 25th November. So, all of you should try to get hold of another joypad/stick for some awesome blasting. Then again, you would need the extra joystick when Golden Axe appears.

Other planned releases to hit the 16-bit Sega will include Heavy Unit & Atomic Robo Kid (both will also appear on the Engine too), Soko Ban (Very basic but addictive puzzle game... but I don't see it catching on, on the MegaDrive), Tatsujin (awesome up screen shoot'em up with mega destructive weaponry), and New Zealand Story.

I must also Tetris on the Mega Drive which have been available for

the machine for sometime. Unfortunately it's not a game you would shell out £35 for, even though it's certainly the best puzzle type game ever produced on Computer. Basically there no real improvement over other versions, apart from very detailed picture backdrops.

MISC:

On the tiny Gameboy, a few good games have appeared on this great portable console. The great arcade adventure game Castlevania which was a great success on the 8-bit Nintendo/Famicom have been converted to the Gameboy. You take control of a Indiana Jones type character equipped with his trusty whip against an assortment of baddies in a multi-directional scrolling game. Then there's HyperLoderunner, Br0derbund's brilliant classic platform game. Your object is to wander around the screen collecting gold while avoiding the baddies, and try not to get trapped in some awkward positioned places. The game is 'datalink'able' and contains a construction kit to design your own screens... what else can we say, except Brilliant!

Amazingly, the gameboy's is becoming a great success, and more and more titles are been produced for it. Games like Konami's Nemesis is expected to appear, which should be worth seeing, and then there is plans to convert Double Dragon II !! I won't be surprised if they produced Dragon Quest for the console... it will see like hot cakes.

COMPETITION TIME !!

Last month's competition went a bit disasterous, so I'll make the this month's a bit more down to earth.

To win this month's compo., all you have to do is name the title of the games on the PICTURE page which are numbered. When you have done that, write 'em down to the corresponding numbes, and send them to the usual address found in the Editorial page.

But what do you win? This time, I thought it would be nice to give away an add on instead of a game..... no, it's not a CD-Rom.... but a Joystick (or joyboard as they are more commonly known), if and when we can get hold of one, as they are hot property when they are in stock and goes within seconds. If you still play with a joypad, then once you get your hands on a joyboard, you won't want to touch the pad again.... unless your friends drop round for multi-play games.... especially five player Moto-Roader! That's assuming you have a multi-play game & Multi-tap.... no? Why not?!

WE JUST GOT MAGAZINES FROM JAPAN, SO WE HAVE MORE TIPS FOR ALL YOU FELLOW GAMES PLAYERS WE HOPE THESE HELP!!!

BLOODY WOLF

At title screen, push II, I, I, II, I, II, II, I, then hold down the direction key (UP for stage 1, Diagonal Up-Right for stage 2, to Diagonal UP-LEFT for stage 8) and push RUN.

You can Open Ammo chests without getting the key by thrusting your knife at the box 15 times with the knife to open it.

To destroy the Tank - Start the game 'Bloody Wolf 3' and rush into the center of the tank.

Power Up - The player appears with a parachute at the beginning of stage 2 and 5. During the fall, push I, II and RUN at the same time for some time for 50 flame-throwers and a quick movement.

Evade the trap - There're troublesome traps at the last stage. But if you walk at the bottom area, you won't hit any traps.

GUNNED

AREA 83 - Choose it. Multi-body somehow emerges from nowhere, and when you've got 15 of them, enemies can't appear.... for it's hardware restriction.

Challenge to GOD of Game - Select God of Game and choose area - 0A. You get more than 50 lives when you destroy the boss. That may make life (in God of Game) a little easier...

Uses of area Select :

1. Choose area AD and push RUN. Reset at the title and start again for invulnerability.
2. Hold down I when starting the game from area-select mode. You get 10 ships and 10 bombs.

ORDYNE

Backwards wide-blaster - Fire AFTER-FRE when you enter IN (shop) . Buy Wide-Blaster and get out. Now your WB fires backwards!

Raid - Your friend can join the game even if you started the game in 1 player mode. Push RUN of pad 2. He can even continue.

Bonus - catch the shrunken Fire Tortoise for bonus!

PORTABLE PC ENGINE?!

One of the main attractions of the Gameboy and the Lynx is their portability, and in one of the japanese mags, there was an article on how to convert your engine into a portable. Unfortunately, you need a tiny japanese colour monitor with a Video Input socket, as British ones are no good, only capable of black & white. To run the engine off batteries, you need a 8 HP7 type battery case, and ofcourse 8 HP7 size Ni-Cad Rechargeable batteries - (1.2V 700mAh) giving 9.6V. You could use 6 standard batteries to give 9V, but Rechargeables are better, & saves on money. Wire a DC plug to the case, and you've a machine running off batteries. If you have a PAL engine you can ofcourse use a portable colour TV like the ones Casio, Philips, etc. use, for picture & sound. Next issue we'll tell you how to rig your engine to stereo sound, if you are brave enough to open up the engine and do a bit of soldering. You will need two RCA sockets, 3 wires and some tools!!!

MONSTER LAIR

Combination - Choose 2-player mode. Pause the game during the play, pull off the multi-tap and put a single pad/stick in the socket. Start the game again and put the first character on the second. They combine each other!!

Long/Short Jump - While you jump, hold down UP for a long jump or DOWN for a short one.

Infinite Continue - At name-entering mode after you died, you can reenter numerals by holding down SELECT. Enter '68K' for infinite continue. Another way: While 'GAME OVER' is displayed, push LEFT, RIGHT, DOWN, UP, SELECT, LEFT. You must do it every Game Over.

SIDE ARMS

Slow-Motion (Different from other one) - Connect 2 pads to multi-tap and start the game. It pauses when I and II of pad 2 is pushed. So if your pad has rapid-fire function, it becomes slow-motion model

Scatter the bullets - Start with rapid-fire pad. Set the rate of rapid-fire of I to second level, and that of II to the max. Pushing I and II at the same time causes Hyper Dyne to shoot both way. MBL cannot be used.

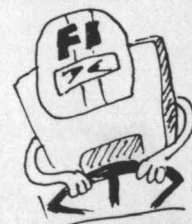
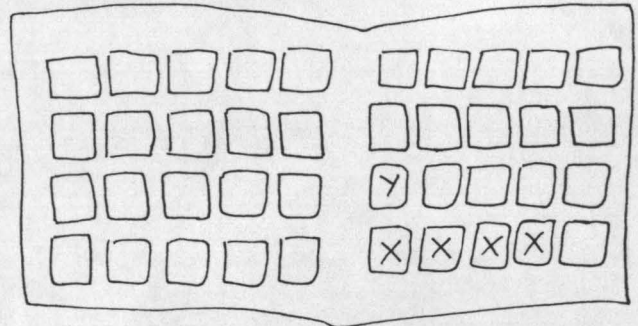
ROCK ON

Stage Select - At the interview scene, Push Left, Down, Right, Up, I, II, Run.

F1 DREAM

Get points - While racing with F-3000 and F-1, pause it with RUN and retire with Select. Write down the password, reset the game and enter the password. It seems you get the point without winning the race!

PASSWORD CHEAT - Below, you will see a grid with a few squares marked out. They are where you have to change. Enter 'V' at the places marked with a 'X' to get the best mechanics. Enter 'advanced' letter (ie. B for A, C for B and so on), to play later races where 'Y' is.



THE JAPANESE CHARTS !!
 (Competition Result)

Because we didn't get any Japanese mags this month, we haven't a chart... great eh? Just when we did a competition last issue on it... Bugger!!

However, as we don't have a chart, which messed up our competition, all competitors letters were thrown in the bin..... ha ha! Ok, I didn't, but randomly picked from the pile.... and the winner is 'William Azzoug' of Lincs... who wins a copy of NEC Avenue's Altered Beast on Card, as requested. Good job really, as Mr. Heli didn't get released in time. Well done William, A.B. will be sent to you in a couple of days.

So there you have it, if you haven't a clue what the answer to the competition is, you can still win the prize! What other mag. gives you a chance to win like P.E.F.? Ok..... the competition was a right cock-up!!

D.E.F. Hire Service

The PEF Hire Service is still available if anyone wants to hire games from us. First initial Hire rate is £5, and further subsequent hires are £3 per game. This is for one week hire, including return postage. Our list includes:

Alien Crush, Altered Beast (CD & Card versions), Bloody Wolf, Break-In, Chan & Chan, Digital Champ, Dragon Spirit, Dungeon Explorer, Fantasy Zone, Fighting Street (CD), F1-Dream, Final Lap Twin, Galaga '88, GunHed, Hitsu Mano (CD), Legendary Axe, MotoRoader, Mr. Shiboobi Man, Nectaris, Ninja Warriors, Ordyne, P*47, Pacland, Power Golf, Pro Wrestling, R-Type I, R-Type II, Side Arms, Son Son II, Space Harrier, Super Albatross, Tales of the Monster Path, The Kung Fu, Ultimate Tiger, Valis II (CD), Victory Run, Vigilante, Watura, Winning Shot, Wonderboy II, Wonderboy III (CD), Wonder Momo & World Court Tennis.

We shall also have the CD version of Side Arms & Darius very soon, plus others.

The Mega Scores Charts

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

- Alien Crush :**
79, 090, 400 - Onn Lee
42, 196, 550 - Darren Pottage
- Bloody Wolf :**
766, 400 - Gavin De Bank
- Chan & Chan :**
939, 400 - Darren Pottage
862, 060 - Tony Bunn (C)
842, 700 - Michael Glover
- Deep Blue :**
67, 950 - David Blundell
- Dragon Spirit :**
614, 730 - Ian Beauchamp
468, 980 - Onn Lee (C)
320, 000 - Anthony Cross
- Fighting Street :**
281, 000 - Darren Pottage (C)
- Galaga '88 :**
1, 207, 990 - David Charles (C)
1, 119, 220 - Geoff Ousbey (C)
842, 700 - Michael Glover
- GunHed :**
Normal Dog :
13, 248, 580 - William Azzoug (C)
12, 966, 390 - Justin Saunders (C)
10, 341, 510 - Onn Lee (C)
- Hard Human :**
1, 695, 330 - Onn Lee
- Super Mania :**
470, 670 - Onn Lee
- God of Game :**
381, 550 - Onn Lee
- Legendary Axe :**
574, 250 - David Blundell
185, 350 - Mark Carter
- Mr. Shubibin Man :**
140, 330 - Darren Pottage (C)
- Ninja Warriors :**
193, 800 - Geoff Ousbey
101, 740 - David Blundell
- Ordyne :**
263, 010 - Onn Lee
- P*47 :**
800, 900 - Darren Pottage
790, 500 - Onn Lee
- Pac-land :**
92, 290 - Onn Lee
83, 950 - Darren Pottage

- R-Type I + II :**
973, 300 - Onn Lee (C)
659, 100 - Anthony Cross
- Side Arms :**
913, 800 - William Azzoug (C)
884, 200 - Onn Lee
- Space Harrier :**
27, 472, 970 - Darren Pottage (C)
- Son Son II :**
865, 110 - Tony Burn (C)
500, 550 - Onn Lee
317, 800 - Rowan Held
- The Kung Fu :**
764, 529 - Anthony Cross (C)
450, 000 - David Cheung (C)
- Ultimate Tiger :**
1, 678, 330 - W. Gneer
782, 500 - Anthony Cross
- Valis II :**
593, 800 - Darren Pottage (C)
- Victory Run :**
18mins 31secs - Darren Pottage (C)
- Vigilante :**
18, 460 - David Charles (C)
15, 220 - Darren Pottage (C)
- Watura :**
Level 7 - Goran Lukic
Level 5 - Darren Pottage
- Wonderboy II :**
306, 000 - Gary Hall (C)
202, 770 - Roger Moseley
197, 500 - Zaqir Shaikh
- Wonderboy III:**
396, 700 - Onn Lee

To hire a game (limited to one game per hire only!), send required amount and a choice of 3 games - just incase we don't have the game you want as first choice, and we'll whisk it to you.

Please return games as date suggested or we'll have to call the boys around, you know what I mean, 'arry!?

MISC: British Giants Steps In?

The Computer Games business have been making a lot of cash in the past few years in the UK, especially when you consider the costs involved with license deals. But with the many consoles available on the market with more people buying them, a few of the UK companies are looking into cashing in on these games machines.

Giants U.S. Gold are to develop games for the 8-bit Sega console. First up will probably be a conversion of Access' brilliant Leaderboard, still one of the best golf games around.

Another company will be Ocean, who will also develop for the 8-bit sega, and probably for the PC Engine. Hopefully we will see the likes of Batman, Robocop and Beach Volleyball.

And then there is Psygnosis... the people who brought out a host of amazing 16-bit titles. They are said to be quitting writing games for the ST, Amiga and PC because they reckon their games are been ripped off a few days after they are released and making a tremendous loss. My opinion is, they should forget all the fancy packaging, manuals and sticking T-Shirts in the boxes and charging more. Unlike the two above companies whose main target is the 8-bit sega, Psygnosis is planning to write games for the PC Engine as the machine is doing exceptionally well in both Japan and the US. Maybe they will convert the likes of Barbarian, Shadow of the Beast, and so on.

We look forward to seeing games from these companies soon!

MISC: Konix

It is now official - the Konix Multisystem will NOT appear until after Christmas. This is a stab in the back for Konix, as it means losing lots of money during the pre christmas sales.

Konix has been having a cash problem, but have been bailed out by hardware distributors Addons, who have bought a large share of the company. How much Addons have pumped money into the company isn't known but it sure must be a fair old bit. However much, Holloway (founder of Konix) now won't have complete say over the running of the company. Maybe, Addons will boost the company to release the console in time. It also means the unit will be distributed throughout the country without any trouble.

Then again, how many people will buy the Konix Multi- system? Let us know! The New PC Engine SG looks a better deal. The Konix will sell for £229.

As we got the Japanese magazines late, a day before release, this page is an update of the issue.

The New Super Grafx will be released on 30th November, so will be available when you get this in Japan at 39,800 Yen (£181). Additional info. includes: sound from 6 choices from 6 wave-form memorized sounds and 2 noises. added Interface includes a 18-pin parallel I/O socket which I assume connects to the Power Console, with future add-ons - a pistol, rifle and others. The Engine II, measures 302(D) x 250(W) x 70 (H) and weight is around 1kg.

As for the Power Console, strangely enough, it's priced at 59,800 Yen (£272), which is bloody expensive eh? It is expected to be available in the spring. At this price, it certainly won't sell in numbers, or at all. If however, the price is inclusive of a Engine II, then it would put the P.C. at around £90, which would seem about reasonable. Features include Jog Dial, throttle Level, Joystick, Power Switch, Reset switch, Run, Select, Wheel with triggers, 4 triggers with rapid fire, Ten keys, multi-tapx4, Card case, LCD panel, LED Indicators, and Macro Function (it memorizes the play (ie.controls) and can repeat it).

As for the games, NEC Avenue will be releasing Capcom's Ghouls 'n' Ghosts & Strider as expected, both look as close to the coin-op as possible. G 'N' G will be available on a 8meg Rom card!!! If you think the MegaDrive version of G 'n' G was good, the Super Grafx version is 10 times better with more colours on screen, more graphic detail and parallax backdrops like the coin-op. Hudson Soft also have two games on line, with Battle Ace (Lock-on type 3d shoot'em up) available when the SG is launched on 4meg Card. The other is a Rasta Saga type game.

New games to be converted to the standard engine in the future includes Tatsujin... an awesome upscreen shoot'em up, Sega's Galaxy Force II, and UPL will be converting their own upscreen shoot'em up... the name of which I don't know, but looks brilliant and will appear on 4meg Card.

Not surprisingly, Sokoban will be converted to the engine, and will be called Sokoban World, to be released next year around March. The game, if you don't know what's it about, involves moving crates around a maze to push them on spots.

All you Naxat Pinball crazy guys and gals out there will be delighted to hear, that Naxat will be releasing a sequel to their brilliant Alien Crush - Alien Crush II. The game will have a longer table taking up 3 screens

instead of 2 and more in the line of Ghosts and Goolies theme with munching skulls, soldiers, dragons, snakes, etc. With 3 three screens there also three sets of flippers to control. No planned release date but will be on 3meg Card.

Hudson soft will be converting a puzzle game called Blodia for the engine. The game is like the computer game Confuzion, where you have to shuffle tiles around to stop bombs from blowing up within a set time.

Releases:

The Boxing Game - Bull Fight will be available on the 8th December on 3meg card. So get your boxing gloves on.

Shinobi will be appearing sometime in December and look almost as good as the coin-op. As for PowerDrift, no date has been given, after last month's said December release date.

Taito's Motobike racing game is available now (29th Nov).

Namco's Splatter House won't be available until Feb. of next year on 4meg Card, but is looking fantastic.

Taito's Chase HQ has been given a release date of 26/1/90 and will be on 3meg Card. Again, this looks Mega, and sure to hit the top spot. But, Heavy Unit will be available before Christmas - BUT not until the 22nd December, so may not be available here before Santa's day out. The game will be on 3meg Card, and if you though Taito did a great conversion of Ultimate Tiger, then you haven't seen anything yet. Heavy Unit is just totally awesome with amazing graphics, especially the end of stage ones with giant size moving sprites. Volfied, the Advance Qix conversion, will just miss Xmas, with a release date of 27 December. As for the last Taito game - The New Zealand Story, the cute little Kiwi will appear in Feb. '90.

On the CD front: Darius will be available in December, when and what price is unknown at present.

22/12/89 will see the release of a great looking Space Role play Game.

On the same date, the people responsible for the brilliant Valis II and Super Albatross will release a 'Bloody Wold' type game called 'Red Alert'. As you might expect on CD, there's a lot of graphic animation, speech, and high quality music. You play the part of a Rambo like character, and can equip yourself with a host of weapons including a pistol, automatic machine gun, flame thrower, grenades, rocket launcher, etc. The game is set in the future as

on mission 1, Black Stealth type fighter are scattered along the launch bays. Looks like another winner.

Already out on the MegaDrive, December will see the launch of Systemsoft's Military War game. It's looks a lot better than the MegaDrive version... not surprisingly really as it's on CD, but game play should be similar. More tactical thinking and knowledge of Japanese needed for this than is for Nectaris.

Already released is giant Mah Jong game from Hudson Soft. Only worth buying if you are a Mah Jong fanatic and know Japanese.

21st December will be the release of Y's I+II, the famous Arcade Role play game, again from Hudson.

Sometime in December, NCS will be releasing a Baseball game on CD. As expected, the game has tons of options including choosing different stadiums to play in, play against computer opponent or human, choose different teams, etc. Graphics are cute cartoon style and look well smart.

Another NCS game - Bianca will be released on Jan '90, but will be another RPG.

For Japanese miss Marples, Naxat will soon be releasing a who dunnit murder adventure game. Graphics looks brilliant.

And lastly on CD, NEC will be releasing something called Rom Karaoke for around £22. It will be for use with the Amplifier system seen in PEF 3. Two volumes are available. Here, Digitised pictures are shown on screen, while tunes are played, and words of the tune are displayed at the bottom. I assume you can sing along with the tunes with the Amplifier system's microphone.

MISC:

With the success of the MegaDrive and the Gameboy, a magazine will be available for the Gameboy only, and two for the Mega Drive. We will try to get hold of them, and give you the latest on the going ons of these machines. Talking of which, would you believe, the 2nd top selling game in Japan overall last month is the Nintendo Gameboy version of Tetris!!! Amazing eh? One reason could be that, gameboys can be bought with Tetris included. Shows how many Gameboy owners there are. The closest Engine game came in at number 16 with Namco's Final Lap Twin.

MegaDrive owners should look out for a game called CURSE which will be released on the 23rd December. The game is a mega horizontal scrolling shoot'em up with similarities to Taito's Heavy Unit. If you like Last Battle on the Mega Drive, you will also be able to get it on the Gameboy soon.



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RING FOR LATEST TITLES

MISC: MEGA-DRIVE

Apart from the games mentioned in the Update page, PC Engine programmers NCS will be releasing Sokoban for the MegaDrive. This will be available sometime in January. And if you can't wait for the Engine version of Heavy Unit, the MegaDrive version should be available in Japan now... not to mention the music CD version of the game if you want real music. If you are wondering what Tecno-soft have been doing after their release of Thunderforce II, you will then be glad to hear that you can lay your hands on their next project real soon. Sometime in December, 'Herzog Zwei' will be available. The game's a little like the plan-view part of Thunderforce II, but with a lot more advance looking graphics and weaponry. It's also possible that it will be dual play too, as there are two sets of energy type bars at the top of the screen, as well as a split screen scene.

Tatsujin has been given a release date of the 9th Dec. and Ninja Cop on 14th Dec..... what this is I don't know, but the advert picture is the same as that of Ninja Warriors. And if you M.D. owners think you've escaped from the cape crusader, then you're far from wrong, as Sunsoft, the programmers of the Engine Batman, is writing the game for the MegaDrive, as well as the Famicom and the Gameboy!

MISC:

About a month ago on Sunday, Channel 4 showed a program about robots in Japan which was extremely interesting, but has it got anything to do with consoles or even the engine? Well, if you watched it (or didn't), just after they interviewed the puppeteer, they showed a few snips of GunHed - the movie! You had to be quick though, as they only lasted a few seconds. Looks well smart, but unfortunately unlikely to appear in the cinemas here.... then again, Barry Norman wouldn't like it, would he? Talking of Japanese movies, one movie I would love to see is 'Akira'. It's based in future Japan after the 3rd World War - an animated cartoon. Try getting the comic at good comic shops, although it's a bit pricey at around £2.10 per issue!

MISC: NINTENDO

Over on the Gameboy, coming soon will be NavyBlue - Battleships to the rest of us. The game as you would expect will work with the datalink. The game also features mines, fighter planes etc. Early next year there will be Nemesys which looks brilliant, a football game, an amazing looking arcade adventure with ace graphics (for a gameboy!), and a strange platform puzzle game.

On the 8-bit Famicom, Asmik has released an amazing game called Cosmic Epsilon, and uses the 3D Glasses System. Available on 24/11/89. The game is a sort of space harrier, as you control a guy that runs of flies (equipped with jet pack) into the screen. Shoot and dodge the flying objects, collect extra equipment, get to the end and destroy end of stage Boss. In normal game, the screen stays still, but in 3D mode, the screen jutters like the 3D games on the 8-bit sega. Oh yeah, I must also mention this to a certain person - Double Dragon II (The revenge) will be available for the Famicom on 22/12/89. Having never played the coin-op before I can't say how good a conversion it is.

The battle between Nintendo and Atari over the rights to produce the game Tetris onto consoles ended with Nintendo getting the upper hand. This means, Nintendo is the only company who can release the popular shapes puzzle game for all consoles including the Atari, Sega and PC Engine. Strangely enough, Tetris has already been available for the MegaDrive, but we aren't sure if Nintendo has anything to do with the product.... if not, it will surely be stopped from sales by the giant company. This is bad news for consoles, as it means, Tetris is unlikely to appear on the Atari, Engine and other non-nintendo consoles as Nintendo rarely produce products for other formats.