

THE ULTIMATE VIDEO CONSOLE FANZINE FOR HIGH TECH GAME FREAKS

ELECTRIC BRAIN

ISSUE 26 - Recommended Price £1.00 - Released approx. every 6 weeks.

EASTER ISSUE!



Sega & Victor Equals :

WONDER MEGA!

EXCLUSIVE REVIEW:

SNES SUPER SCOPE 6

Mega Game Reviews:

Exhaust Heat (SF)

Contra (SF)

Parodius (PC)

Twin Bee (PC)

Gate of Thunder (PC)

Two Crude Dudes (MD)

Kid Chameleon (MD)

Buck Rogers (MD)

Star Trek (GB)

Sonic the Hedgehog (GG)

Terminator II (GB)

....and lots, lots more!

NORTHERN COIN-SLOT ACTION

NEO GEO SEMI- ROUND UP

Electric Brain: 9 out of 10 Video Gamers prefer it.

Brain Scan:

Hi console fans,

Okay...okay... before all of you complain... yes, this issue is late... well... what can I say... sorry! Well.. after doing 25 issues... it tends to get boring. Anyway, this is another packed issue - in fact, it's so packed, I had to leave out a few things ie. review of Final Fight Guy (SF), and a few other reviews like Pacmania, Ms. Pacman, etc. plus the E.B. Challenge, and a couple of articles like Brain Dead.

However, firstly I must thank Doe for the excellent cartoon strip in this issue featuring the Adolescent freaky Insects - we hope to have more of his work in future issues!

I've also managed to get the new version of PageStream - V2.2, which is brilliant - faster, and hardly crashes at all. Unfortunately, a couple of the options don't work!! Bugger!!

In the last issue I raved on about Virtual Reality - but as it was so expensive... not to mention had a lot of bugs... out latest venture is in Laser Tag... which is great fun, and I recommend everyone have a go at it. Also make sure you don't have a DAN on your side... as he'll shoot you in the back!!

As you can see from this issue, it's crammed with game reviews (more than any other magazine available!!) ... and if you think this issue has a lot, wait to you see the next issue.... with Rushing Beat, Battle Grand Prix, Xardion, The Addams Family, Cyber Formula, Steel Empire, Final Fight Guy, Top Racer, One-on-One, Super Off Road, Dahna, War Song, Street Basketball, Raiden, Final Fantasy II, Ramna, Strike Gunner, Macross 2036, The Kick Boxing, Ray Xanber III, and lots more... plus possible review of the Space Gun - the jamma-compatible home arcade system, where we'll have Street Fighter II on test!

Well, that's all from me... and remember - the fanzine is a non-profit production - so if you can help be reviewing some games, got some hot tips or mega news, then show your worth - the more you contribute - the better the fanzine will be... as the muskerteer saying goes - All for one, and one for all !!

Onn (the Ed.)

SUBSCRIPTION

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C O N T E N T S

H/Ware News : 3-5	Roadblasters (MD) : 27
Super Famicom News : 6-8	Rocketeer (SF) : 30
PC Engine News : 9-10	Rubble Saver II (GB) : 22
Megadrive News : 10-12	S.D. Valis (MD) : 37
Other Console News : 13	Smash TV (SF) : 18
Rappin' : 14	Sonic the Hedgehog (GG) : 46
Game Reviews:	Soul Blader (SF) : 19
Asteroids (GB) : 27	Star Trek (GB) : 31
Battle Dodgeball (PC) : 40	Super Fantasy Zone (MD) : 44
Beetle Juice (GB) : 47	Super Scope 6 (SF) : 21
Brolly Man (GB) : 15	Task Force Harrier (MD) : 35
Browning (PC) : 22	Terminator II (GB) : 2
Buck Rogers (MD) : 32	Toilet Kids (PC) : 47
Contra (SF) : 26	Trouble Shooter (MD) : 37
Cyber Formula (GB) : 15	Twin Bee (PC) : 24
Desert Strike (MD) : 34	Two Crude Dudes (MD) : 38
Exhaust Heat (SF) : 39	Undecline (MD) : 30
Faceball 2000 (GB) : 24	WWF WrestleMania (SF) : 16
Gate of Thunder (PC) : 20	Tips : 17, 34, 35, 36
Gator World (MD) : 46	The Adolescent Insects! : 23
Kid Chameleon (MD) : 33	Coin-Slot Arcades : 28-29
Megaman II (GB) : 19	Neo Geo Semi-roundup : 42
Parodius (PC) : 25	D.I. Y. Virtual Reality : 45
Pitfighter (SF/MD) : 40	

TERMINATOR II

Gameboy by LJN - Bought from Software Plus



Onn: He's back.. well, not really, as it's the first Terminator game for the gameboy, and this one is one tough cookie.

The game, as you might expect is very loosely based on the movie and features a

collection of varied levels, starting off in the future as you play John Conner. He is in the thick of war and must reach Skynet... but your first task is to destroy each of the 5 defense shield beacons.

Here, the game is viewed side-on in an arcade adventure as you run left/right avoiding the land mines, the T-800 Terminators and Aerial HK's (Hunter Killers) who drop delay bombs. You are armed with a machine gun so can take out the mechanical beasts should they get in the way. You must locate the beacons and determine which are the tallest and smallest and blow 'em up in order. Unfortunately, you only have one life per game.. and not a great deal of energy.

Lose all your energy and it's game over with no con- tinues. Complete the task... and you must take out the nasty boss at the end - a big tank.

Level 2, where you are at Skynet and must locate the Terminator Storage area... basically, it's a platform game to reach the end of the level as you avoid/shoot the Terminators, droids, gun emplace- ments; climb up and down ladders, jump on platforms, etc.

Level 3, you've located a T-800... but you must reprogram it. This is a bit like the transfer game in Para- droid with circuits. At the bottom are the start connectors and at the top are 4 read-outs set to 1. You must alter the circuit lines to connect each of the start connect- ors to the read outs in a few secs. so that when the circuit is activated, the electric pulse will run to the read-outs and change them all to 0. You must successfully adjust 3 sets of different circuits, One mistake and it's game over!

The other levels includes you as the Terminator attempting to save John (as the kid in present time) on the Harley against the T-1000 in a truck; at the Cyberdyne Systems where you have to locate and steal parts of the previously

sent Terminator while up against SWAT teams and the build- ing's security systems, and finally at the Steel Mill up against the T-1000 Terminator!!

The graphics are real neat for a gameboy, with the first level jam packed with detail from the great animated backdrops, and enemy attacks from the T-800s and H.K.s. The other levels are pretty good too, and as for the sound... just as good, but atlas no speech.

The game plays extremely well... but the one life a game is very off putting and no continues, or even a password, it's bloody difficult. 'Cos of this, it's not very addictive... having to do the first few levels over and over again is a pain.

Overall, Terminator II is a great game but let down by the single life, no password, continue option!

Video - 90%
Audio - 85%
Playability - 80%
Lastability - 70%

Overall - 80%

OFFICIAL SUPER NINTENDO - IS IT SUPER?

As you might already know, Nintendo has officially released the Super NES, but the big question is - Is it compatible with either the Japanese or US machine... and the answer is NO!!

The UK SNES looks identical to the Japanese S.F., and has the same size slot, and a Japanese S.F. cartridge will happily plug into it... but you'll get sod all if you switch on.. what a bugger!!

This is a ridiculous move by Nintendo. Okay, they may have a point - stopping owners of official owners buying import games, but it also stop import machine owners buying official games. I, for one would buy the official Zelda for the English text!

Incidentally, if you happen to have a Super Famicom copier, you can actually play official UK games on your system by copying the game onto disk, then reloading it into memory with a Japanese cartridge in! With this in mind, the program itself works with the machine but it's something to do with the cartridge - so some modification to the carts could get things working.

Anyway, overall, if you are thinking of buying a Super Famicom/Super NES... then it's best to forget the official machine and go for the Japanese or American

tainment System, because it's competition to the Megadrive... however, you can still pick up the machine from most high street retailers like Comet or Virgin Mega



Store. And for the £150 price tag with Super Mario World thrown in, it's quite a bargain, considering the official Japanese price is about £100 without a game. Unfortunately, there are currently only a handful of games for the UK machine - F-Zero and Tennis... the same three games on the arcade Super Nintendo

machine... that way, you can have all the latest games from the far east or state side, instead of waiting for games to be converted to UK format to run on your machine.

Another interesting fact - Super Mario World is different in all three formats - there are slight differences between Jap, US, and UK carts.

Strangely, Dixons have announced that they won't be stocking the Super Nintendo Enter-

tainment System. Although Super Soccer (if this is Imagineer's/Anco's effort... then for get it), and Super Slow.. I mean, R-Type, should hit the streets within the month with Zelda III, Castlevania 4, Sim City, and Final Fight to follow. Not very many releases eh? If Nintendo don't increase their software supply fast enough, the 16-bitter will fall like their 8-bit machine, and let Sega run away.

High Tech Sega Racing

Sega's latest coin-op is B.V. F-3000, a pole position style game using mega fast filled in polygons like Winning Run. The machine uses Sega's new C.G. Board which contains a V60 processor running 16Mhz, and boasting DSP at 12Mflopsx5, Display ability - 180,000 polygons/sec. (!!), resolution of 496x384 and able to display 16,777,218 colours!!! In other words, a pretty nifty piece of hardware, which makes Hard Drivin' look like it's running on a spectrum!

Wacky Ascii S.F. Control Pad

Ascii have just released a wierd joy pad for the super famicom called the Super L5. The device is a little smaller than a mouse with the pad itself, select, start and the top two buttons on one side, and the other four coloured buttons on the underside!! This is a really strange arrangement, but Ascii states the joy pad is designed for role playing games. I suppose you can use it with one hand, and use your other to write down information, draw maps, etc.. It seems quite difficult to use one hand on such a device in the first place!!

Mega Memory for Mega-CD

Hot on the heels of the Mega-CD release, Sega have just released a Back-up Ram cartridge for the Mega-CD. The cartridge looks like any other Megadrive cartridge but has the ability to transfer data to/from the Mega-CD's own ram. The cartridge is like the one on the Engine enabling you to keep your data should the Mega-CD's ram gets full. It also enables you to carry your data from one machine to another - like playing on your friend's machine.

The Credits

Editor/Art Editor ; Onn Lee

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Special Thanks to You the Reader!!!

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Hardware: Wonder Mega



As mentioned in previous issues, Victor (JVC) was partly responsible for the production of the Sega Mega-CD, and as part of the co-operation, was allowed to release an all in one unit, similar to the PC Engine DUO. The new system, called the Wonder Mega is due out on the 24th April and will sell for ¥79,800 (approx. £350). This is rather expensive as it possible to buy the units separately at

R.R.P. for £300, and less at discount stores.

Although Victor are to release the unit, Sega are to release the same unit a week later with their own logo instead of Victor's.

Anyway, what's the difference... if there are any? Well, for a start, an added bonus than getting the Megadrive and Mega-CD is that, it has the added advantage of DAP (Digital Accoustic Processor) - which means better sound, and on DAP there is Extra bass position - better bass sound for games.

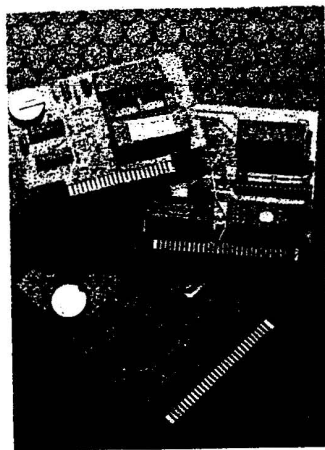
- Also, CD + Midi - Eight channel Stereo PCM.
- S-Socket for improved picture quality
- CD-G and Karaoke compatibility

It has a voice canceller (takes out vocals of a song) and voice change (changes singers voice into own voice)

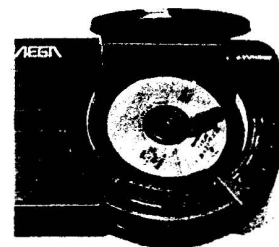
- And the machine will come with a single CD which contains fours games and four karaoke songs! See MD News!!



BIG Memory!!



As mentioned in a couple of issues ago, we mentioned that the Super Famicom could only handle 12megabit cartridges which was Nintendo's original specs. on the machine. Well, it seems the sizes of ROM cartridges can be increased, what with the soon to be released Dragon Quest V on 12meg with extra memory back-up and the even the giant Street Fighter II from Capcom on 16meg. It seems, Nintendo now states that the maximum cartridge size for the Super Famicom is 32megabits... quite amazing! And how much does it cost the company to add the extra memory onto the carts.? Only a measly ¥300 or £1.50 for every 4megabits!! So when someone says cartridges are more expensive because memory chips are expensive.... you know how much they really cost!!



Commodore adds an extra 100

There haven't been a new console for some time now - the last was Nintendo's Super Famicom. However, big boys - Commodore are hoping to cash in on the console market with a new machine - the Commodore A600.

The new machine is basically a cut down version of the highly successful A500. It still has a keyboard, but no keypad, and all the new chips and so on. So why mention it here... it's still a computer? Well, a new addition to the machine is a IC card slot on the left side of the machine, so software can be 'loaded' like on the PC Engine.... like a video game console. Does this mean the end of software

on disk format? Well, possibly not - as games, etc... could still be released on disk, but with an IC card included with the disks for protection purposes.

So would it be competition to Sega, Nintendo or NEC... well, not very likely, considering Commodore are setting a price of £399 for the machine and bundled software. And the worse thing of course, it's only the Japanese that produce decent software... well, only a few non-Japanese have produced anything worth while on the Amiga so far.

The A600 will be available at the Computer Shopper Show.

GT Power on game console

Have you ever tried to connect a battery pack to your PC Engine? Well, it doesn't last very long does it... and a bit fiddly to put together! Well, NEC has just released a GT power pack adaptor. The small device - PK-001 - plugs into the Engine's (or MD, etc.) power socket, and you can then plug in the GT battery power pack into it - so you can have a portable engine! I suppose you really need a mini-monitor too for playable portability. The PK-001 cost only around £1.50, although the GT battery power pack is a little more expensive.

Capcom's Street Fighter II Joy

With Capcom about to release Street Fighter II for the Super Famicom around August... they also showed off plans of their joystick for use with the game.

As you can see from the screen shot, it's one massive unit... and

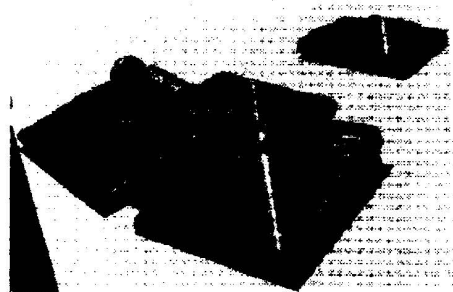
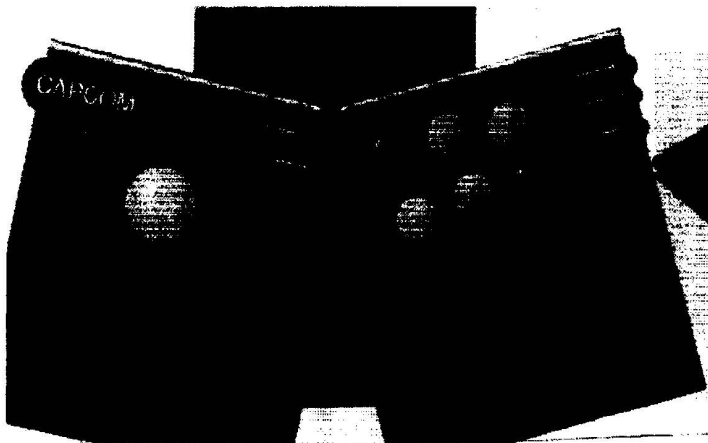
shaped really wierd. The device will use the infra-red system, so no tangling wires, plus the usual multi-rate turbo switches, 4/8 way joystick switch, etc..

The game itself is likely to have an option to define all the buttons for all

you people stuck with joypads, so you can configure to top buttons to the ones you use less on certain characters, etc.

As for the stick, there's no price or release date for it yet. Hopefully it's not that

expensive, or it would be better to get alternative ones like the XE SF1 which can be configured, or a special joystick called the Appollo joystick available in Hong Kong for use with Space Gun jamma compatible system (we'll be reviewing the Space Gun soon - hopefully in the next issue!), which not only work with the Space Gun but the Super Famicom plus the Megadrive, PC Engine and Neo Geo. The advantage of the Appollo stick is that it has 6 fire buttons too.



Consoles to get a rodent

With the increase in games converted from computers using mice for control, ie. Populous, Dungeon Master, Sim City and Lemmings, both Sega and Nintendo are to release a mouse for their 16-bit machines. Sega already have a prototype... well, more like the Tera Drive mouse, which without much trouble should be easy to get working on the Megadrive.

Nintendo on the other hand are pondering between two designs, the standard mouse with a cord, or the cordless one using infra-red technology, as so successfully executed on the Super Scope 6 bazooka gun (as reviewed in this issue). It's very likely that the latter option will be the one opted for.

We will of course keep you posted on any mice that will be released, and any games that will use them.

Super Famicom News

Ascii: From Ascii, more known for producing excellent Magazines and hardware bits and bobs (the Ascii joystick is stick the best on the PC Engine) will be releasing Spindizzy. Yep! That 3D isometric puzzle arcade adventure from programmer Paul Shirley will be making it's way to your Super Famicom in July on 8meg cart. I'm not a great fan of Spindizzy, but I have to say it had me up a few nights playing the game when it was out on computer format. The SF version looks pretty good.

Ascii also have a war game in the works on 8meg cart., but won't appear until around September.. strategy war-gamers should love this as it looks brilliant.... if only you can read japanese!

Taito: Taito have two games in the works for the SF. The first is a conversion of their wierd arcade game - Cameltry... out on 8meg for the end of June. The game should convert well to the SF using it's hardware rotation facilities.

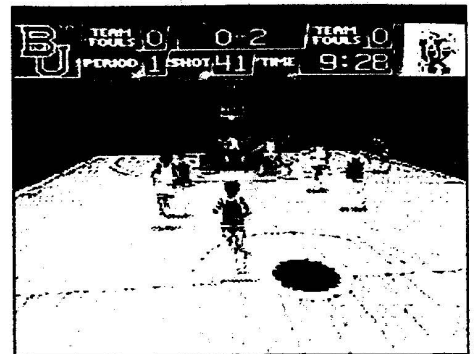
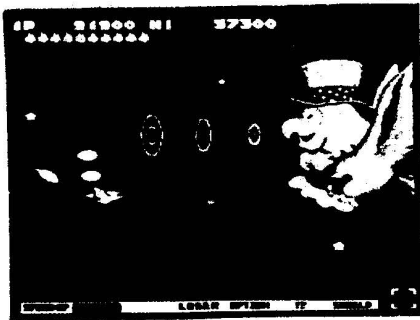
The second game is a quiz/puzzle game featuring some simple arcade action. As these games goes, you really need to know japanese, so should be avoided. Out on 8meg in med. July.

Sunsoft: Sunsoft have two games in the works. The first looks like another version of Dodgeball. On 8meg and out 3rd week of july. Personally, I think dodgeball is a pretty naff game... and considering the first dodgeball game for the SF was naff, I can't see this selling well over here!

The other game is an RPG on 8meg. This looks very nice, but it's the japanese problem once again. Hopefully, Sunsoft will also produce a Batman game for the SF in the near future too!

Atlus: Not a very well known company, but Atlus have a horizontal shoot 'em up on the way on 8meg and out for july. Unfortunately, what screen shots there are, are just the main ship flying over a backdrop... no firing, no enemies, etc. More on this when we see more of it!

HAL Laboratories: From Hal, there's a wicked looking Basketball game called Super Basketball (although the US name will be NCAA Basketball). The 8meg game will be out around June. The difference between this and other basketball games is that, the viewing angle in 3D changes with your player, with the court rotating and scaling with perspective. As you'd expect, the game can be played by one or two players in single games, or you can go for the championship season.



SUPER BASKETBALL FROM HAL LAB.

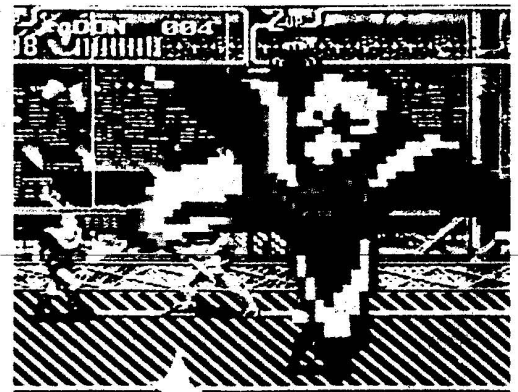
Konami: After the excellent Contra (see review in this issue), Konami have three other games in the works. The first ofcourse is Axelay - the brilliant looking shoot'em up expected real soon, but out for

June and July respectively comes the conversion of the Gradius spoof - 'Parodius' (see engine review in this issue) and Teenage Mutant Ninja Turtles 4.

Super Famicom owners can soon marvel the excellent gameplay of Parodius on 8meg cart., and this conversion will feature all ten levels of the coin-op. The graphics are identical to the original, but can Konami master the SF to display all those sprites without slow down which they failed on Gradius 3.

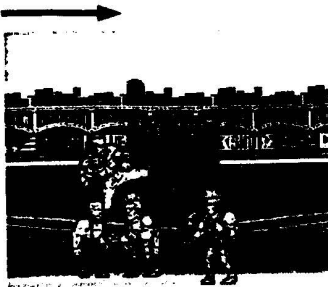
Turtles look awesome too and will be like the coin-op in gameplay as you battle it out against Krang, and the rest of his evil scums, but featuring more cartoon-like graphics making it look better than the coin-op. The game will also use the SF's excellent hardware chips for scaling and rotation. And with two player simultaneous action, should be worth saving up for... out on 8meg again.

It's also believed that Konami are to produce a game based on the forthcoming Batman movie too.



TURTLES FOR SF. NOTE THE HARDWARE EXPANSION

Palsoft: From Palsoft, who seem to be licensing all Technos Japan games (they have already converted Double Dragon 2 and Undeadline for the MD) are to convert Combatribes for the SF. The screenshots look really good almost



COMBATRIKES

identical to the coin-op. Unfortunately, the coin-op game was rather naff! If you haven't played it - it's a Final Fight type game, but awful. Out on 8meg cart. in July.

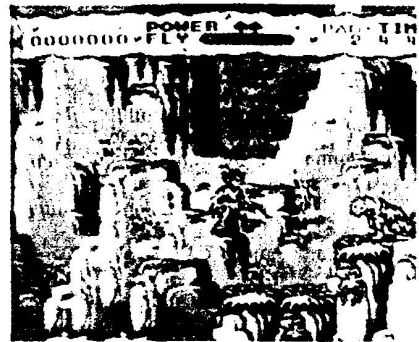
Lozc: After the very average Exhaust Heat formula one sim., Lozc looks to take the racing game title with 'Azuri Suzuki F1 Super Driving'. The game can be played by one or two players simultaneously as in the two player mode, it's split screen, and features excellent graphics. The game also has the tunnel on the monaco track, plus spin outs, crashes, pitstops, and more. This is certainly a must for all race fans, and should be out on 8meg cart. around July.

Banpresto: From Almanic/Banpresto is a rather funny beat 'em up arcade adventure on 8mrg cart. The game looks very much like Jackie Chan on the engine as you control a short fat dude who must trek forward taking out monsters, guards, ninjas, and other baddies. The game looks really cool and should be out in August.

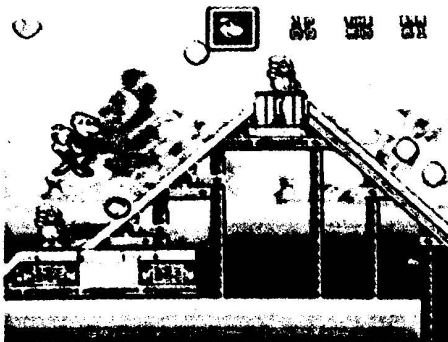
NCS: If you are desperate for a one-on-one beat'em up, then you should take a look at NCS' Ramna.... and a half, which looks well ace. The game is very much like Street Fighter II, as you can pick a character and fight against other opponents. You have the usual number of moves.. punch, kicks, blocks, and so on. Each character also have some special moves. The main character... the boy, has an uppercut, a ring laser-like barrier and multiple punches. There's an old guy who can launch fireballs and can turn into a giant panda! There's a girl with attributes similar to Chun Li in SF2, and even a dude on a skateboard with a gun and can breath fire. The game's on 8meg cart., and as I write this, we have just got it from Console Concepts... so read next issue for a full review!!

Telenet: Valis has already appeared on the engine and the megadrive - and it will soon appear on the SF on 8meg cart., as you read this. Super Valis looks very much like the engine's third game (Valis IV) with some heroes and enemies for the game, and looks real ace. Check out next issue for a full review!

Epic/TriStar Pictures: From the movie company, for a july release on 8meg will be the Super Famicom version of Hook, Spielberg's continuing saga of Peter Pan. The game's a fabulous arcade adventure very much like Capcom's ace 3-in-1 coin-op Midnight Wanderers. Totally awesome graphics, and if it's anything like Capcom's game... definitely worth saving up for.. we'll give you more details as it comes.



HOOK... PETER PAN VS A TIGER



IREM'S CUTE ARCADE ADVENTURE

Irem: Irem already have Gun Force in the works for the SF, but have another two in the works. One is Irem Skins, a conversion of their rather cool coin-op golf game. The other is another cute arcade adventure game set in prehistoric time as you control a cartoon-style dinosaur with a little baby-kid on it's back! The game follows the same theme of getting through levels avoiding the nasty cavemen, monsters, other creatures, and obstacles, jump onto the moving platforms, go easy on the slippery ice, and take out the nasty bosses at the end of the level. The game looks real great... out on 8meg cart. around July.

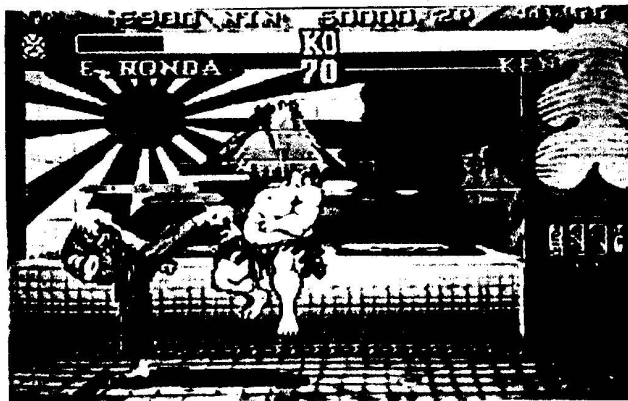
Enix: Enix has made a big impact with Actraiser and the recent Soul Blader, but their next will be the biggest hit in japan - that for Dragon Quest V. Yep! That record selling Role play game that young school kids bunk off school to queue for has hit it's fifth game. The game will hit the japanese streets at the last day of May.

Last issue I mentioned a game called Last Bout - well, it seems they have changed the name, and it's to be called Astral Bout instead, but everything remains the same, on 8meg and out in June, as you play a fighter skilled in an art up against another opponent skilled in another type of art. There are 7 guys - either skilled in Wrestling, Sambo, Kung Fu, Muay Thai, Boxing, Martial Arts, Karate, Judo and Lucha Libre. Looks great!

Capcom: As you all know, Capcom's next game is Magic Sword which I have to say doesn't look as good as the coin-op due to the SF's lower resolution, and as it's one player only (rather ridiculous when Konami can produce a two player game without slow-down), it won't be that hot, but their next will be selling like hot cakes... Street Fighter II. When will it be available, you all ask? Well, I can reveal that Capcom have penciled in around July-August! Well, only three to four months



STREET FIGHTER 2 ON SUPER FAMICOM!



SUPER CONVERSION FROM THE CON-OP... AWESOME

trident goes forth against those nasty cavemen, vultures, knights, etc. As yet no release dates... we'll keep you posted! Also from Namco, Wings 2 should be available real soon from the US side of the company. Hopefully will have a review of the game in next issue!

Pack-in-Video: Just when you bought your Super Famicom for the extra colours, hardware rotation and scaling, mega sound... etc. Pack-in-video, together with Thinking Rabbit are to release the totally awesome, totally fantastic, incredibly mindblowing.... Sokoban!! Yep!! Sokoban... that puzzle game of pushing blocks round a maze onto spots!! The game looks identical to all other versions (mostly the MD version), and should hit the streets on 4meg cart. for July! I can see all you rushing out now to place your order!?!

Tsukuda Original: And just when you thought Sokoban was a hot game, T.O. are to release Othello World in the next few months!!

Bullet Proof Software: The people that brought you Tetris and Hatris, etc. for the Gameboy is to convert Lucasfilm's puzzle game Pipe Dream for the SF on 4meg cart. The game is simple and very addictive and basically involves connecting pipes together to keep the water from flowing with a set time. Out around July.

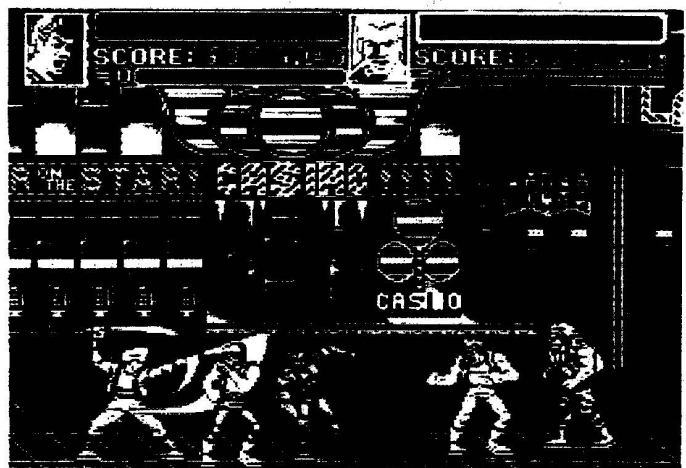
Takara: With SNK devoted to their own system, the Neo Geo, no games have come from the company for the 8-bit nor the SF, but Takara have licensed SNK's Movie Monster, and in the process of converting it to the Super Famicom for an August release. The Neo Geo game was a pretty ace game and the SF screen shots are pretty nifty too. Hopefully Takara will license a few more game... ie. Baseball Stars Prof., or even Fatal Fury?!



NEW DOUBLE DRAGON OF S.F.

away, so if you save up now, you might be able to afford it when it is released. You can be sure I'll be ordering mine direct from Japan... you can imagine how much the UK suppliers will charge for this number, considering in Japan, Contra was around £35... and you had to fork out around £55-£60 over here! As Contra was 8meg only, Street Fighter II is a massive 16megs - so you can expect to pay quite a bit more.... you could be paying as much as a Neo Geo game!!! Also, check out the Capcom designer stick in the Hardware news section!!

Namco: Anyone who has played Legend of Valkyrie on the PC Engine will know the small green character that's a companion of the heroine. Well, the little mite is to star in a new game from Namco for the SF. The game's a cute side-on arcade adventure, as our greenie hero, armed with a



TWO PLAYER ACTION IN NEW DOUBLE DRAGON!

Technos Japan: Currently, the only decent beat'em up on the SF is Capcom's Final Fight (we won't mention Jaleco's Rushing Beat or NCS's Ramna... see next issue!), but watch out for Technos Japan's forth coming Double Dragon game which looks real awesome. The game has been improved, not only in the audio and video department, but the playability with two characters having more than the usual set of moves requiring five buttons! You can now punch, kick, jump, defend, and a special move called 'Kiai' - rather like Street Fighter's Cyclone kick. Some of the moves are great like a combination kick ie. hold opponent's hand and kick in the belly, then a high round house kick in the head! Looks meag... and one to wait for... out on 8meg around October!!

Jaleco: Jaleco is in a sporting moode, what with Super Cup Soccer about to hit the street at the end of April, but are also to release Super Professional Baseball 2 around August on 8meg. Basically, it looks very much like the original game, but with some extra close ups like when you hit the ball or catch it.

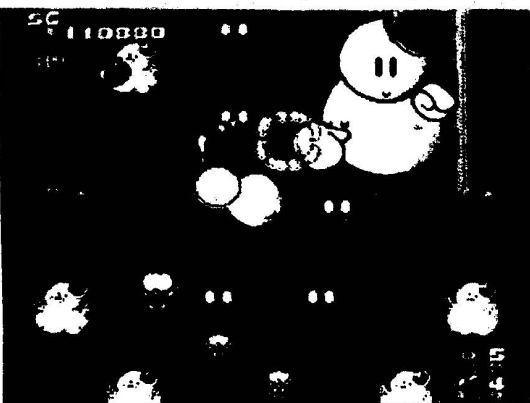
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Engine News

Victor: Well, it had to be converted - FTL's mega RPG - Dungeon Master will be winging it's way to your PC Engine soon by Victor Musical Ind. on Super CD-Rom format. The game - 'Dungeon Master - Theron's Quest', to give it's full name, should be well ace. As the game is on CD-Rom, it's very likely that it will feature both the original game and the sequel (Chaos), or even some new dungeons to explore. As yet, no release dates on the game - but we'll keep you posted!

Hudson: After the brilliant conversion of Raiden on HuCard, Hudson are to release the Super CD-Rom version in early April. 'Super Raiden' will be a tad better than the HuCard version as it will incorporate two extra new stages, making a total of ten levels to the game. Full review when we get it! Incidentally, has anyone got the HuCard version? How about doing a review for us?

Hudson, also have a deck of releases to come on HuCard which we haven't mentioned before. First off will be the their famous Adventure Island game, only available on the Nintendo before but now will be on the PC Engine. The game looks even better than the Super Famicom with excellent cute looking sprites and backdrops. Out at the end of June on 4meg card.



HUDSON'S GREAT CD-ROM SHOOT 'EM UP

Hudson have also two PC Kid games in the works. One is a horizontally scrolling shoot 'em up and the other a RPG. The former has PC Kid transformed into a death-dealing, laser spitting fighter craft (with the kid's head attached!) up against the crazy egg-head people once again.. although there are square heads too! Graphics look real silly, but neat, on 4meg, but no release dates. The RPG called - RPC KID will be on 6meg card, and looks like other RPGs but with PC Kid characters.

If you thought Final Soldier was the last GunHed game, then you'll be pleased, Hudson are to release the forth in the saga in mid July on 4meg card. The game has the same style graphics, similar weapons, and some mega bosses once again. Watch out for it!!!

Hudson, together with BrOderbund will be releasing Lode Runner II... the arcade platforms and ladders game. Lode Runner wasn't one of my fav. games, but this sequel looks to be worth checking out as Hudson have incorporated some elements of bomberman into the game. Firstly, there are two extra Battle modes, where up to five players can battle it

out against each other and the computer baddies. The characters look like Bomberman (but more detailed) and also have the ability to use bombs!! There's also an Edit mode to create your own mazes. No release dates, but on 4meg card.

Talking of Bomberman, fans of the game (including us!) will be delighted to hear that Hudson are to bring out a sequel in the not too distant future called - Bomberman '92. As yet, there are no details of what extra features there are, or if the game plays the same. Whatever - I trust Hudson soft to give us an even better game!

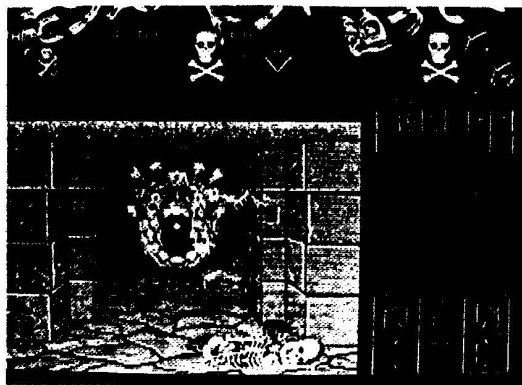
Other Hudson soft games includes Power League V, the fifth baseball game from the company... I suppose it's the same as the last but updates teams etc. (August/4meg). A conversion of Capcom's arcade quiz game called Capcom World... only for people who knows japanese (June/Super CD-Rom). Doraman II on Super CD in May, a Dodgeball type game, and an RPG.

UPL: UPL's next game since Atomic Robo Kid and Gomola Speed will be a vertical scrolling shoot'em up on Super CD format. As you'd expect from the company, it's a conversion of one of their coin-ops (the name I don't know of) but this looks pretty good stuff. No release dates.

Micro World: Distributed by Micro World, as mentioned in last issue, Loricel have two games in the works. One is Slime World - a conversion of the Lynx game, coming out in June, and the other will be Builder Land for release early April. The latter game is very much like Lemmings. The game is viewed side-on, and you have this kid walking forward and you have to help the kid by directing and 'helping' him. For example, if he is heading towards a wall but there is a platform underneath, you can get a bomb.... blow a hole in the ground so that he'll drop through, and so on.

Loricel will also be converting the Amiga arcade adventure game, Baby Joe - in 'Coming Home' for the PC Engine. The game will be a scrolling arcade adventure out on Super CD-Rom for an August release. Another Amiga conversion they are planning is Alpha Waves. The game is rather wierd... it's set in a 3D room where you have to bounce on tiles... quite tricky in three dimensions.

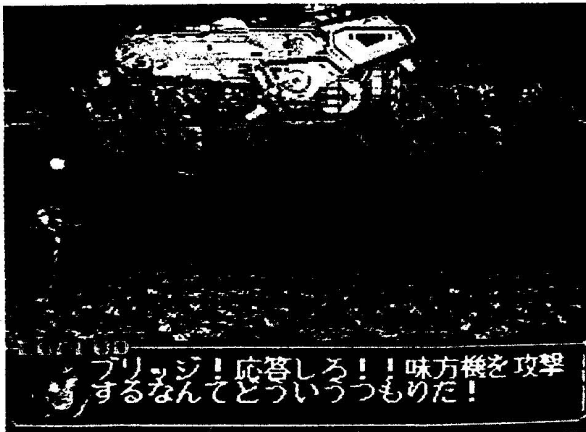
Naxat: Naxat produce some great games at times, but occasional some very crap ones. One great looking one is Spriggan Mark 2 on Super CD (actually



DUNGEON MASTER ON THE PC ENGINE... SOON!



U.P.L.'S NEW VERTICAL BLASTER!



SPRIGGAN MARK 2.

prequel with mega fantastic graphics and same style of weapons. Hopefully it'll be a lot easier. Out on Super CD at the end of April.

Tengen: Next game from Tengen will be Marble Madness on 4meg card. As the game goes, it's as good as the Megadrive version... which was as good as the coin-op containing all the levels and a two player option.

Brain Grey: Well, can Brain Grey do what the rest has failed as they are to release Genocide at the end of June - a you control a large robot up against other robots, snakes, monsters and other armoured crafts. You're armed with a light-sabre and hover pack. The game will be on Super CD, and another X68000 conversion.

Nihon Bussan: The company that brought you F-1 Circus, and F1 Circus '91 are to release another version of the game for the PC Engine called F-1 Circus Special - Pole to win. Screen shots of the game look exactly the same as the other versions, but this will be on Super CD-Rom, and out around July.

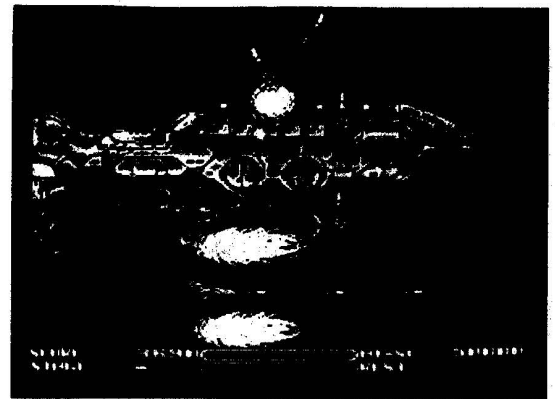
Namco: Namco have been a bit quiet on the engine recently, but if you are a RPG fan, but don't want all the messy japanese text... but a more of the action... ie. like Dungeon Explorer, then you'll be glad to hear that the company will be releasin The Tower of Druaga in June on 4meg Card. As a knight, you have to trek around mazes, castle, etc.. fighting off dragons, wizards, demons, and other nasty buggers. In fact, a bit like Gauntlet. You can also find extra weapons, shields, potions, and so forth.

produced by Compile), but they also have a rather crap look game in the form of a Sumo Wrestling game. It's a conversion of a NES title by Tecmo (Eeek!). This looks pretty awful... why couldn't they license Epyx's World games instead!?

After releasing the rather average soccer game on Super CD, Naxat have decided to release the same game onto 4meg Hucard for April. Very likely it will be the same game but without the Cd music.

Right Stuff: The first game from Right Stuff Corp. in association with Syd Mead and Co. is Terra Forming, a horizontal shoot 'em up we mentioned past issue. The game looks real awesome featuring tremendous graphics and awesome weapons. Out on the 1st of May on Super CD!!

DataWest: The team that brought you Ray Xanber II are back with RRay Xanber III, and this is looking as good as the



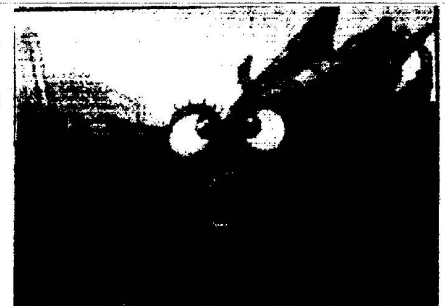
RAY XANBER III ... BLOW THAT MEGA SHIP!

Megadrive News

Mega-CD: It seems rather gloomy for all you Mega-CD owners. The first three titles have not been that exciting, although the planned games from the US like Sonic 2 (which incidentally will appear on cartridge format too), sounds fabalous, but over in the land of the rising sun, it seems RPGs are the big thing. From Wolf Team, after the first two games, their next two are both RPGs. One is already released, and the second in march called Aisle Lord - a game very similar to Sega's Shining and the Darkness - so time to brush up on the japanese. Riot has Death Bringer.. another RPG in the Dungeon Master theme - a conversion of the X68000 game, again in March. Then there's 3x3 Eyes, Lunar the Silver Star, etc. The only action game is compile's Super Aleste game, also known as Nobunga and his Ninja forces - out in June. However, plans are, Powerdrift will be converted to the Mega-CD, plus games like Sim Earth, World Rally (a plan view driving game like Trash Rally on the Neo Geo), a CD baseball game and possibly Rad Mobile.

Although CRI, the people that brought you Galaxy Force II have three CD games in the works. The first is a CD version of Galaxy Force II (what, if any changes, I don't know!), After Burner III - a conversion of the FM-Towns version of Afterburner, and the last is an RPG arcade advnture. Incidentally, CRI are releasing Speedball II in japan too.

However, rumours are that the best design and programming company - Konami, will start producing games for the Megadrive on CD format. This is not that much of a surprise as they intend to start writing games on CD for the PC Engine. It's expected that if they do, their first will be a version of their top notch shoot 'em up, Gradius.



Sega US: Sega are having a tough time with producing sport sims., what with EA taking the lime light. So they have pulled up their socks and are about to release a wave of some new sport games.

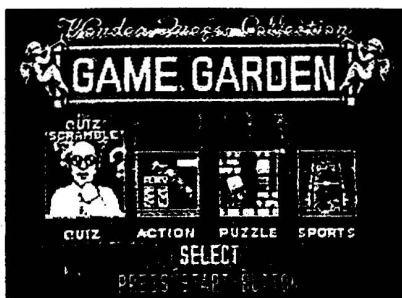
Boxing: There's Evander Holyfield's Real Deal Boxing. This is viewed side-on but feature digitised boxers and looks real ace.

Baseball: After the rather cool Sports Talk Football, Sega are to do the same with Baseball with Major League Sports Talk Baseball. The game looks identical to their first game, but of course with lots of speech like footie.

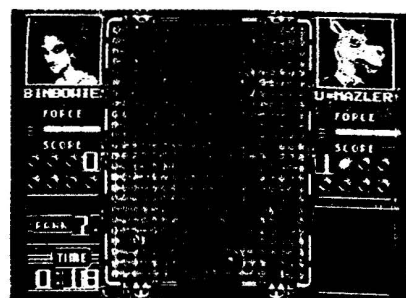
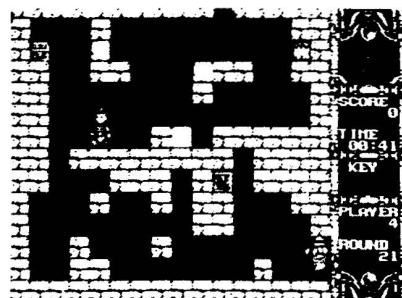
Basketball: This looks mega as it's viewed in 3D isometric with excellent graphics. It's called David Robinson's Supreme Court - hopefully, it'll play as good as it looks. Incidentally, the japanese release date for the game is june, so it should hopefully appear quite soon! As for the Japanese side of things... Sega seems to have put a hold of releasing new titles, concentrating on all thier CD RPGs and things.

Dreamworks: After Sega decided to not to bother releasing Wrestle War on the Genesis in the US because it was so terrible, Dream Works have Jesse 'the body' Ventura Wrestling, and this looks just like Human's fire pro game in everyway apart from energy bars for each opponent. Maybe it is by Human?

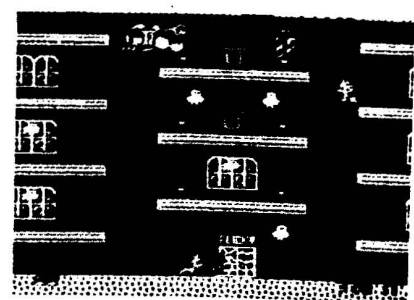
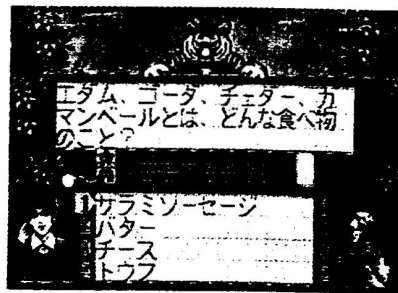
Human : As you read this, Human will have released their first product for the Megadrive on 4meg cart. 'Championship Pro Wrestling'... based on the PC Engine game. It looks like Human have made the game better as they have included an energy bar at the bottom of the screen, but apart from that it looks identical to the engine game. Check out next issue for a full review!



VICTOR'S COMPILATION CD... GAME GARDEN



Victor: Released with Victor's Mega CD machine - the Wonder Mega, will be a compilation CD called the Wonder Mega Collection - Game Garden. The disc contains four games, plus some songs. The games includes a quiz game... only for you japs., a puzzle game - a sort of solomon's key platform game, action game - the game called Flicky which was released in the UK some time ago, and a sport game - table air hockey! Not bad eh? Better than nothing with the Mega-CD!

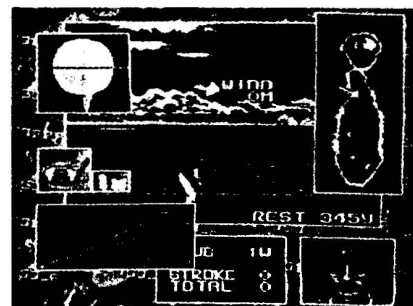


Victor's next game for the Megadrive (after releasing Shadow of the Beast in Japan) will be Broderbund's ace platform game Prince of Persia on CD-Rom format. Considering Victor also produced the Engine version, it's very likely it will be the same. Watch out for the comparison in future issue.... no release dates.

Victor, who are to release the Wonder machine (see news) have also an original game in the works on CD format. Victor aren't the main team behind it... but in fact, the british team, Core Design. The game - Wonder Dog, is a cute arcade adventure where you control a nifty cartoon dog who has to make it through each stage avoiding jogging foxes, hopping bunnies, flying ducks, bulldogs with boxing gloves on, and so on. Very much like Mario and Sonic. Certainly looks Mega!! Out in june!

Arena: US company, Arena, are handling Image Works' games. ie. Speed Ball 2, Xenon 2, and also Alien 3. The latter is based on the forth coming movie of the same name, and the game is a side-view arcade adventure as you play Ripley, armed with some advanced weapons to deal death to the nasty aliens.

Vision: From new comers - Soft Vision, there's Top Pro Golf on 8meg cart. for July. The game is very much like PGA or Arnold Palmers', viewed in 3D and featuring lots of windows to select club, spins or slice, etc. on the ball, planview of the hole, etc. As gold games goes, it looks pretty good but it has a lot to do to beat



TOP PRO GOLF

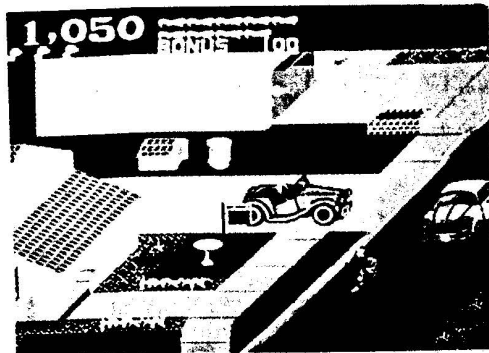
PGA... one of the best golf games around.

Technosoft: Technosoft haven't produced anything since the excellent conversion of Devil Crash, but they will be back with vengeance, as Thunderforce IV is currently being developed and about half complete, and the current screen shots looks real awesome, with brill backdrops, plus the usual mass enemy attacks, multi-parallax scrolling, and some old and new weapons. On 8meg, but as yet, no release dates. We'll give you the biz when we get more info!



THUNDERFORCE IV

NCS: NCS' next game for the MD is a rather nifty looking horizontal shoot'em up called Advanced Busterhawk - Gley Lancer. The game looks real great, your ship have multiples that not only attaches to your sides but trail like gradius, and can fire in different ways. The game will be on the now traditional 8meg cart., but no release dates.

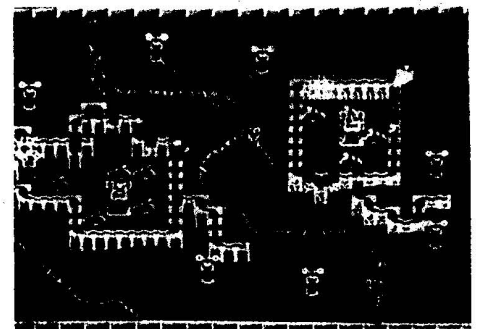


PAPER BOY

Salmon! Any fisher men out there?

Hot-B: The really strange arkanoid game from Hot-B called Bou Omen should hit the streets around April. The game can be played by one or two players. You control two paddles - most of the time one above the other, but sometimes one on the side, and of course bounce a ball around the screen to hit objects.

Hot-B also have Steel Empire, a horizontally scrolling shoot'em up, which should hit town any time - see next issue for a full review! Oh, I must mention that Hot-B also have a fishing game called King



RAMPART

Tengen: Soon to come from the Atari team are Paper Boy and to follow, Rampart. Paper Boy looks identical to the coin-op, and we should have a full review in the next issue, so don't miss it!

Telenet: Last issue, I mentioned that Telenet was to release a Tennis game for the MD, and I can reveal that it looks just like Super Tennis on the Super Famicom in every way. All the usual stuff are there, one or two player options, single/doubles, clay, hard or grass courts, different players, etc. Hopefully it'll play as good as the SF game. Out on 4meg in March.



KANEKO'S SLASH 'EM UP... EXCELLENT GIANT SPRITES

WAS: From WAS, out on 8meg cart at the end of June is an Elemental Master style shoot'em up called Twinke Tale, as you play a small girl in a large hat in the usual vertical scrolling style.. lots of enemy creatures to blast and different types of weapons at your disposal.

PALSoft: After the dreadful Double Dragon II, the average Undeadline, what other Techno Japan game can Palsoft muck up? Well... it's that rather awful soccer game which recently appeared on the PC Engine on CD. The game was crap... so you can't expect much for the MD version.....



Kaneko: Kaneko haven't produced many games for the MD, but their next looks quite promising. It's a side-on slash 'em up featuring some big character sprites on the MD. Your hero is a young guy armed with a long blade and is up against some big brutes which are armed to the team. Out around July.

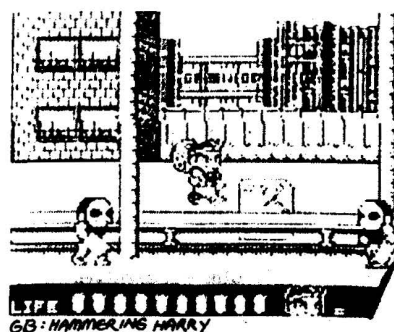


Other Game News

GB-Sunsoft: After the release of Batman - Return of the Joker on the 8-bit Famicom, Sunsoft are to release the Gameboy version as you read this.



GB-Irem: Irem have been in the dark recently... it's been some time since R-Type, but their latest looks well ace.. Hammering Harry is set to hit the GB around July on 2meg cart. The game features some brilliant graphics and most of the original coin-op levels. If it plays as good as it looks, it's one game that should be on top of your shopping list!



GG-Sega: The Game Gear is having the same bad patch as the Lynx recently with very little new titles, with only the main company Sega producing anything at all decent for the handheld. Their next game will be a conversion of the Master System arcade adventure Monster Lair II - Dragon Trap. This looks real ace, and should be one game worth checking out if you haven't played it on the MS.

Sega also have Hyper Baseball '92 for the end of April. Well... what can I say... one for baseball fans only.

For end of May, Sega will release a horizontal scrolling shoot 'em up called Aerial Assault. Graphically, it looks crap! but well have to see how it plays!

Soon to appear in english format, will be Ax Battler, the RPG version of Golden Axe, which should be worth checking out as the jap version was pretty neat... bar the japanese. Another RPG coming out in english, is Crystal Warriors, and this is a traditional RPG game as you gather your heroes and set forth to defeat the evil monsters. Worth checking out if you like RPGs and have a GG.

Fami-Capcom : Just when Rockman 4 is hitting the streets in America (and no sight of 3 hitting the UK), the

japanese are ready for the release of Rockman 5. Yep! The hero is back, and up against the mad professor again, and this time he's out for revenge! Out in japan real soon!

GB: Some issues ago, I mentioned that Gremlin's Deflektor was to be converted to the Gameboy - well, the game should hit the streets at the end of April, but renamed Migrain instead!?!

GB-Imagineer: Just released, not only on import but officially too is the game. Kick Off is one excellent game on the Amiga (and ST I suppose) but the Gameboy version is rather naff... but worst of all is that, the game isn't linkable, so is only a one player game - ruddy crap or what! By the way, another footie has been released, but don't buy it either as it one of those that contain a lot of japanese text, and not an all action game.

Gameboy conversion of Anco's Kick Off

FM-Towns-Psygnosis: All of you must have seen the wicked Fractal Engine Demo from Psygnosis on the CD-TV where a jet fighter zooms around the screen, and blows up another fighter, etc. Well, if you have a FM-Towns, you can get hold of the same, but longer demo for your machine now! E.B. always gives you the most wanted hot news!!!

CD-I: And if you happen to own a CD-I system, you can now lay your hands on a copy of Battleships!! Yep... pay over \$1000 on a machine, and you can play Battleships on it! The game is played on a 10x10 grid, and as you might expect features live action sequences when you fire missiles, torpedos, etc..., misses and hit explosions. Plus realistic sample sound of course! Almost worth buying a CD-I for. Other items you can get fro your CD-I is a Casino game where you can play roulette, poker etc.. just like you were at Las Vegas. WOW!!



THE MAD PROF. IS BACK IN ROCKMAN 5

If you have something to say or ask, then send your mail to the usual address: 125 Arnold Road, Bestwood Estate, Nottingham. NG5 5HR.

Snookered

1. Is Jimmy White Snooker being programmed for the Megadrive?
 2. Is the Atari Lynx a 16-bit machine.
- K. Tranter, Coventry.

1. As far as I know... NO! But it's very possible that it will be converted to the MD as more UK companies produce games for the machine. However, considering the MD is not a machine noted for 3D filled-in vectors... (even Block Out slows down!!) maybe it won't.. well.. not on the standard Megadrive... maybe for the Mega-CD with the extra faster processor and other features.

2. Yep! The Lynx IS a 16-bit machine... you can tell by the speed of the machine. Great machine... if only Atari stuck in a better sound chip, plus a higher resolution display!

In the Blues..

Didn't you used to be a member of the Blues Brothers!!! I've still got some of your demo's on the C64. Steve, West Mids.

Yep! You're correct... I was a member of the C64 group called the Blues Brothers.... I didn't think we were that well known. I still have my Commodore 128.. and some of the games on the old 8-bitter is still better than most of 16-bit computers and consoles.



Neo Geo Round up?

What happened to "Neo Geo" Round-up last issue? Steve Creasey, Surrey.

Eerrmm... yes! I was hoping to have a Neo Geo round up in the last issue but as none of the E.B. team owned a Neo Geo, we were let down by a couple of people who said they would

write a few reviews etc. on the games for us... but as you expect... 'Words speak louder than action' and we didn't get 'em. However, as our arcade has a Neo Geo MVS machine, in this issue we have a cut down round-up.

Asterix?..*****

Every few weeks I visit the arcades in Weston-Super-Mare just to see if anything new is about and while I was there I came across a new coin-op from Konami based on the adventures of Asterix and Obelix the Gauls. I am a massive fan of both the books and video adventures of these two so my eyes nearly popped out when I saw this machine. Have you heard anything about whether Konami intend to convert this game onto a home machine? I'm desperate to find out. I've got an MD, PC Engine and Gameboy. Ps. By the way the game is a great laugh. Darren Ash, Somerset.

NO.

SWAPLINE:

To sell your unwanted goods, looking for some particular, and so on... then write to the above address... this is free!! Bloody hell... I really should charge you!!

* Megadrive (PAL) with 17 games, 2 pads, £300 - Tel: 081 - 847 0294.

* PC Engine Tips & Cheats Hand book. More than 200 cheats for over a 100 games. From Galaga to many of the latest titles. Only £2. Send Cheque/PO to R. Gibbs, 3 Garden Place, Bootle, Merseyside. L20 3LW. Don't miss it!

* Gameboy plus Lightboy magnifier, Gargoyles Quest, castlevania II, Tetris, earphones. All only 6 weeks old and still under warranty. Mint condition £90. Telephone Jason on Lymm 0925 755530 Liverpool/ Manchester Area.

* Nintendo 190 game cart includes titles such as 'Gradius', 'Gyruus', 'Arkanoid', 'Super Mario', 'Solomon's Key', etc. Will work on all all converted Nintendo's or D.A.C. Konami System only £95. Phone (0306) 885 003.

* PC Engine Super Grafx, Scart machine boxed in V. Good condition

games includes 'Ghouls + Ghosts', 'Granzort', + 2 others only £125 phone (0306) 885 003.

* Wanted cheap Jamma P.C.B.s buy or swap phone (0306) 885003. 7pm - 10pm.

* For sale: World Bowling for the Neo Geo. Only £70. Contact Onn of Electric Brain.

* For sale, PC Engine games: Formation Soccer £18, 2nd Bout Wrestling £18, Winning Shot Golf £15, and Physco Chaser £10. Phone Derek - 0502 732645.

High Scores

Well, after some time, we're back with the high score table. As no one sent any in, here are some the E.B. team knocked up just for you to try and beat. So what are you waiting for?!



Parodius Special Md (PC) - 1,559,800
Onn Lee (E.B.) - Hard

Darius Plus (PC) - 6,287,600
Dan (E.B.) - Normal

Fire Shark (MD) - 5,626,690
Dan (E.B.) - Normal

Super Fantasy Zone (MD) - 8,342,300
Dan (E.B.) - Normal

Roadblasters (MD) - 723,645
Dan (E.B.) - Easy (Default)

Only a few here, but next issue, we'll try to print most of the newer games!

RAPPIN'



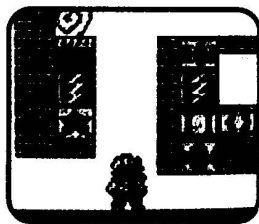
Brolly Man

Gameboy by Namco

Okay, this is NOT the correct name for this game, but as it's 3.30am and I'm in a rush to complete the 'zine, and I don't know the real name - this will do! Anyway, this is a strange game - a scrolling platform game featuring a wierd guy who's a sucker



BRIEFS



for food, and carries an umbrella. The game is like others of it's type, get through the

level by jumping the spikes, avoiding the nasties, collect the food and drink that appear, etc. However our hero can use his broolly to glide to safety, and when up against a baddie, use the broolly to attack!! The graphics and sound are average, but the gameplay is badly executed.. control is sluggish, and pixel perfect jumps are required. All in all, a below average game. Avoid this at all cost. Namco should convert Galaga '88 instead to the GB.

Overall - 60%

Cyber Formula

Gameboy by Varie

As Varie are producing a decent looking race game for both the SF and MD, BUT to my surprise Cyber Formula is more like Monopoly... yep! the board game. What you have a racing team, and up against another three race teams. You go around the track by rolling the dice and depending on what square you land something will happen. 'Cos it's a japanese game. playing it is not very interesting!! You could land on a square where you get a puncture and move back a few squares.. or accelerate forware a few square, etc... So, avoid this like it's a GX4000 or Pitfighter for the SF.

Overall - 2%

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WWF SUPER WRESTLE MANIA

SUPER NES BY LJN - SUPPLIED BY CONSOLE CONCEPTS/ C.E.S.

LJN brings you their first game for the SNES, and although the game it's a wrestling game featuring the WWF superstars, it's not a conversion of the coin-op game. It's viewed in the same manner and it incorporates ten of the most popular WWF wrestlers including the most popular, Hulk Hogan, Randy Savage, Jake 'the snake' Roberts, and the Legion of Doom. Each wrestler has around 20 different moves, including punch and kick, suplex, drop kick, and clothes line, throws, and the devastating knee drop from the top turn-buckle.

The game can be played by one or two players in three types of matches... either single match, Tag Team, or Survival. Strangely, LJN didn't stick in an option so you wrestle each of the wrestlers one after the other for the championship belt. Each game is a one match affair - lose or win, and you can try again or return to the menu screen!

Control of the wrestlers are simple as all four buttons are used... no need for different complex combinations... but there are no special moves!!



Onn:

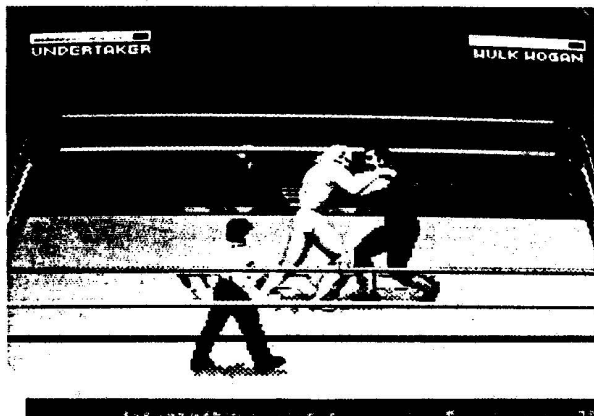
After seeing the screen shots of the game in some US

mags, WWF looked like a real hot game. Unfortunately, LJN haven't made it as good as it could have been. Firstly the graphics are very well drawn... the digitised pics of the characters are excellent, and the moving sprites of the wrestlers are very good, with neat

animation, but not brilliant. Sound FX are just as good with the crowd cheering wildly, and the usual thumping and pounding, plus the great sample sound of the ref.

On the game play side, things looked promising at first, and once I've mastered which button does what, I managed to beat each of the characters using the Hulk in Easy, Normal and even hard mode... not to mention in Tag and survival too! In fact, in survival - I managed to beat all four opponents

in two player mode. In fact, in one play mode, Human's is certainly more challenging too! If you are a WWF wrestle fan, then I would certainly try before you buy, but if you are moderately into wrestling, then forget this and go for Human's Super Fire Pro Wrestling as it's more fun with more wrestlers, more options, more moves, more special moves per person, more violence, and it's more likely a little cheaper! You don't need an adaptor either if you have a jap. machine!



THE HULK LOOKS UP WITH THE UNDERTAKER

using just one wrestler... too easy!! Of course, it's more playable with two human players... but only just!

One ridiculous features WWF has not included are any special moves. You'd expect the Snake to have his famous D.D.T., or the tag teams duos to work together like a double man suplex like you can do of Human's Fire Pro. There are no pile drivers, no strength sapping moves like the bear hug or arm lock, no chairs or objects to hit your opponent with when you are out (or in) the ring! Also, why wasn't the Ultimate Warrior or the Big Boss Man included?!

Overall, WWF is not a patch on Human's excellent Fire-pro wrestling

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

Overall - 78%



Nick:

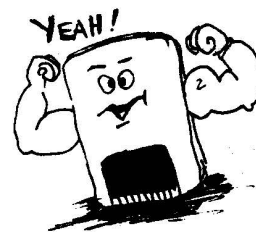
Wrestle mania is the first SNES game released by LJN and it's well

smart! The game starts off by showing a digitised picture of Hulk Hogan (Boo, Hiss!) standing in front of a wrestling ring and there is some not very good music playing. You are then presented with a

choice of one or two players but you can't be on the same side in the two player mode. You then have a choice of a one on one match, a tag match (2 players on each side) or a survivor series (a four on four match!). You then have a choice of 10 wrestlers, these are: The Immortal Hulk Hogan, The Undertaker (Yay!), Sid Justice, Ted Dibiase, Hawk and Animal aka The Legion of Doom, Earthquake and Typhoon aka The Natural Disasters, Randy Savage, and Jake the Snake. After choosing your wrestlers are announced by the commentator and you are then placed in the side-on view ring. The first thing that strikes you is the realism of the wrestlers, they look exactly like their real life counterparts! The moves are preformed by pressing the buttons really fast like Wrestle War and you have quite a selection open to you. These range from a punch to a magnificent flying elbow-drop! The moves themselves are so well animated that it looks like you are watching a real life match! The sound is quite nice as well with the sound of fist meets face, quite well done. The game is brill in two player mode but is slightly easy in one player mode. One thing that is missing is that you can't compete for the belts! Pretty weird huh?! Another thing is that, you can't perform the wrestler's special moves, for example the Snake's DDT. This is really missed as all the wrestlers do the same moves! Faults aside, the game is good in one player mode, but even better with two players.

Video - 90%
Audio - 70%
Playability - 85%
Lastability - 65%

Overall - 85%



TIPS - TIPS - TIPS

Mercs (MD)

In the original mode of the game, you can use the gold first-aid boxes to cure two men. Pick it up the box, and use on one person, as the life level of one man gets to the end, press Start to pause the game and choose another character. Unpause the game and his energy will also be topped up!

Saint Sword (MD)

Here are some codes for the game:

- LEVEL 3-1 : IQWIEL
- LEVEL 4-2 : KWWKQQ
- LEVEL 6-1 : S2YYZY
- LEVEL 6-2 : SDG2AL
- LEVEL 4-1 : (2ND QUEST) K2JOCK
- LEVEL 5-2 : (2ND QUEST) QW10C2
- LEVEL 7-2 : (2ND QUEST) XXKSIS

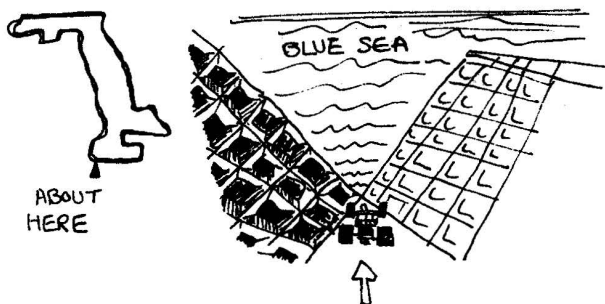
Tiny Toon Adventure (GB)

Enter as the password, the first a Carrot, and the last three blank!

Exhaust Heat (SF)

Want to have full screen view without the info on the top of the screen? Easy... just press the Select button!

Here's a wicked tip.... on the Monaco track, there is an extra track there! To find it, go right down to the bottom right, go round the tricky 'S' bend, and at the end of the 'S' there on the right is the blue Sea!! Head for it and you can go into it... where you can head left and find another difficult track!!



Parodius (PC)

As you might expect, the Konami cheat works on this game. Pause the game, and press Up, Up, Down, Down, Left, Right, Left, Right, Button II, and Button I, and unpause for full weapons. Unfortunately, this doesn't work in hard mode!!

Want 30 lives? On the title screen, hold LEFT, then press button II 3 times.

For up to 9 Credits, on the title screen, rapidly press button I. Best to use the auto fire if you have it!

This is not a cheat, but, on the Special mode, there are three different extra bosses at the end if you can score big points. Get between 80-90000 for a super hero penguin, 90-100000 for a golden octopus, and for a whopping 100000 plus, you get to take on the Super Emperor Penguin!

Ernest Evans (MD)

Okay... Pause the game, and press Up, A, Down, B, Left, A, Right, B, and then press Start, and you'll be transported to the next level!

Gate of Thunder (PC)

To select your level, on the title screen, press: I, II, II, I, Select, I, II, I, II, Select... then enter the Configuration mode and you have a Stage Select option.

Twin Bee (PC)

As you might expect again, the standard Konami cheat works on this game aswell.

On the title screen, use the standard cheat, enter the option screen and you can get 9 credits.

How about 10 lives? Well do the following on pad 2 in the multitap : Up, Up, Down Down, Right, Left, Right, Left, I, II.

On pad 3 in the multitap for another option... a screen mode for a thin screen : I, II, Right, Left, Right, Left, Down, Down, Up, Up.

On pad 4.... Up, Right, Down, Left, Down, Right, Up, I, II, Left... level select.

Errm... not sure about this one, but try it.. on pad 5 : Up, I, Right, II, Down, I, Left, II, Up, Select for End.

Task Force Harrier (MD)

For some extra options... on the title screen, press Up, Down Left, Right, A, B, C, B... then enter the option screen for extras. Incidentally, Muteki means invincible.

((Next issue, we'll tell you a neat trick on Contra for 30 lives, Sound Test, and Level select... don't miss it.. plus lots more for other machines and games!!)))

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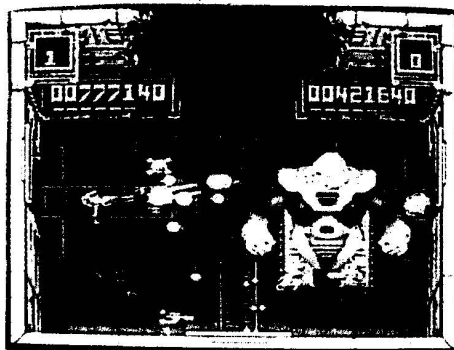
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The year is 2990. Television is cashing in on the blood lust of it's viewers. Violence dominates the screen. One show stands as the toughest most spectacular, most dangerous, and most rewarding contest of all : SMASH TV. Alone, or in a pair, powerfully armed contestants are sent into a closed arena. There, before a live studio audience and devoted TV viewers from around the globe, they battle opponents - humans, humanoids, and inhumans - and search out the cash and prizes that will make them Smash TV Grand Champions.

The game is an upmarket version of William's own Robotron 2048. The game can be played by one or two people simultaneously. Like Robotron, you control a guy armed with a gun and can walk and fire in 8 directions. Whereas the coin-op used two joysticks so you can walk in one direction and fire in another, Acclaim have used the four fire buttons to fire, which is pretty good.

Each level consist of a set of connecting rooms with the



UP AGAINST THE FIRST BOSS.... BLAST THE SUCKER!

boss at the end of the last room. When you start in a room, opponents appear from four exits, and they are out to get you. The enemy includes gangs wielding baseball bats, laser firing orbs, and exploding tin soldiers... all of which appear in large numbers.

You must also avoid the mines that litter the floors. Extra items also appear in the rooms for you to pick up. There are prizes and presents to add to your

score (toasters, automobiles, cash, colour TV, etc.), but more importantly are the extra weapons including grenade launcher, smart bomb, speed boost, and force field.. plus bonus lives! Unfortunately, all weapons are limited. Make your way to the last room, and you'll have to face the boss. Armed with more weapons and more protection, they take some doing to destroy.

Onn: I'm a big fan of Robotron although I've never played Smash TV before. However, after a few minutes of play on the SF, I was hooked... Smash TV is one ace game. Although the resolution isn't as high as the coin-op, so the graphics aren't as good.. they are still very well defined and animation is very good. The amount of sprites on the screen is

amazing, and the SF doesn't slow down at all... although like most games, when there are tons of sprites on one line, things start to disappear which is pretty deadly! The graphics of the bosses are the best,

especially the second one called Scarface. Sound is ace too with a thumping backing tune per level which suit the fast frenetic pace of the game, and the sound effects are effective too with different effects for different use of weapons and enemies plus great use of sample speech with 'Dood!', 'Yeah!', and so on, plus the cheering crowd. On some rooms, the game host also appears to give some blurb like, 'I'll buy that for a dollar!', or 'Big

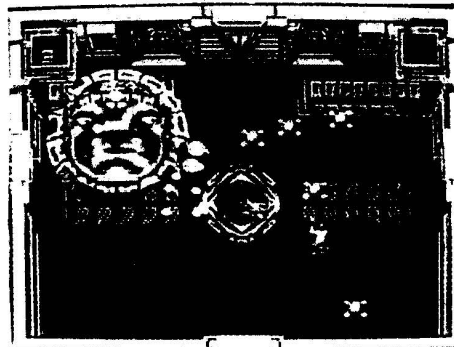
SMASH T.V.

Super Famicom by Acclaim - 8meg
Supplied by Krazy Konsoles / Borrowed from Nick

Money... Big Prizes... I love it!!'

But Smash TV's major high is it's mega destructive playability, The ability to wipe out hundreds of opponents that's piled around you, while you escape by the skin of your teeth is totally mind blowing! It's so incredibly addictive too... it's one game that has kept me away from playing this month's two excellent Konami games!

Overall, Smash TV is brilliant... it doesn't have the special effect as seen in Contra, but it's simple



UP AGAINST THE CHEATING SCARFACE!

but highly playable style makes it one of the best games on the SF, and even more challenging with a friend as both goes for that needed weapon, and those lovely prizes. There is a couple of gripes however - Scarface, the second boss is a right cheat, and there is just no way of killing him without losing lots of lives even with two players, and it doesn't have to gore of the coin-op!! All in all, a MUST buy, although some might find it too repetitive.

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

Overall - 90%

Marc: Not a lot can really be said about Smash

TV - there isn't much of a game to write about!

The SNES version is pretty much the same as all the other conversions with a just few exceptions, so the 'Super' tag is just token!

Obviously the music sounds better (but still gets annoying after a short while) and the sound effects are 'meatier'. The graphics aren't much different from the Amiga version; the sprites are still small and not all that well animated and the levels don't change very much and are pretty uninspiring to look at. The controls are FAR better - the X, Y, A and B buttons fire left, right, up and down and this makes it a lot easier to actually fire in the right direction (which was the major fault of the computer versions). The action is fast and furious and there aren't

too many guest appearances from naughty 'Mr SlowDown' (!!) which is good news. The game, despite its appallingly shallow and (when you stop to think about it) ridiculously tedious gameplay can be remarkably addictive!!! God

knows why!!

Smash TV is a game to play when you're really stressed up or tired of living! - you can just detach your brain and immerse yourself in sheer, unadulterated, mindless violence!! Good fun it is too....!

It's not an easy game and by level two things are very tough - there are an incredible amount of things on screen at once and a normal person's reactions are well tested!!

Worth getting if you want a basic shoot 'em up, but is there really any long term interest in a game this simple??..

Video - 80%
Audio - 82%
Playability - 91%
Lastability - 60%

Overall - 83%

SOUL BLADER

Super Famicom by Enix - Supplied by Console Concepts



Onn: Soul Blader is said to be the sequel to Actraiser, and in a way it is as it has some similarities, not to mention produced by the same company Enix.

However, it's played more like Ys I or II, as it's viewed in angled RPG top down. You play the part of a boy, and when you start, enter a chamber where

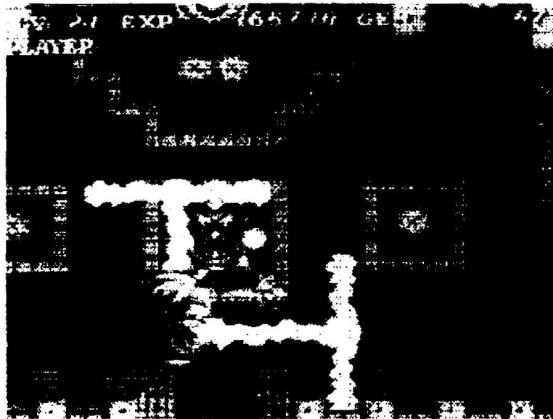
generator blows up to reveal something - in this case a wizard who will give you an orb which rotates around you. By pressing the other button, the orb will fire a fireball... that is, if you collect enough mini-orbs that creatures leave behind when you kill them to power the spinning orb.

Kitted out, you can start the real adventure. The evil demon has captured the souls of the villages and towns in the world, and you must destroy the evil being and return the people, creatures, buildings, etc.. back to their rightful place.

Like Ys and other RPGs, you have a set Experience and Hit points which increase as you kill more nasties, you can pick up useful items along the way to help your quest, or buy them at the shops, get better armour and weapons, talk to people for more information (alas

in japanese!), there are lots of different obstacles and nasties to kill, and so on.

Graphically, Soul Blader is brilliant with very detailed scenery and sprites that animate really well. There are some nice special



there is a chest containing the first Soul Blade. With Blade in hand, you can take out the creatures that attack you... which appear pretty quick... in fact as soon as you get the sword. The creatures appear from a generator like in Gauntlet, take out all the creatures coming out, and the

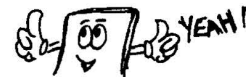
effects too like the spinning orb lighting up like a torch when you enter the dark mines...

Sound is pretty good too with some neat tunes.. but some very similar to Actraiser! Sound FX are just as good - but again same as Actraiser.

Gameplay wise, Soul Blader is real neat, extremely playable and fairly addictive. Fan of Ys will love it. Unfortunately, as you might expect, it's not as playable with japanese text, as I couldn't get pass the second level as I couldn't figure out how to get onto a raft that kept on moving away as I went to step on it!

Overall, Soul Blader is definitely worth checking out. Hopefully, the US version will come out soon!

Video - 90% Audio - 85%
 Playability - 90% Lastability - 85%
 Overall - 88%



ROCKMAN 2

Gameboy by Capcom - Supplied by Console Concepts



Onn: Rockman was a terrific game on the gameboy - it was great fun, ace sound and graphics, and very tough... and addictive. So I was looking forward to the sequel.

Unfortunately, Rockman II doesn't live up to it's predecessor, not that it's not a great game, but it doesn't really have much new to get too excited about. What it boils down to is a conversion of the NES

title, which doesn't work as well because of the smaller screen size making the game extremely rock hard!

The trouble with Rockman 2 is that it relies too much on split second timing. Like Megaman 2 on the NES, you are up against the same characters... Woodman, Airman, etc.. with the levels the same too as you shoot the little blighters, avoid the deadly electric fields, jump onto the platforms, climb those ladders, collect the energy pods, etc.



Graphically, the game is as good as the original, with neat backdrops and sprites, some of which are pretty large, and animate well. Sound is okay, but not

terribly brilliant.

Overall, Rockman 2 is basically more of the same but a lot more difficult. I found the original real Mega, but the sequel is more frustrating to play and never attracted me to play on. If you are a fan of the original game and want more of a challenge, then Rockman 2 is definitely for you - but it's more or less the same game. Only for die hard Rockman fans!

Video - 90% Audio - 80%
 Playability - 87% Lastability - 85%
 Overall - 87%

GATE OF THUNDER

PC Engine by Hudson Soft / Red - Super CD-Rom - Bought from Console Concepts

This is the first 'real' game to take advantage of the Super System Card as it loads in a few seconds, and the intro animation is very long with no breaks, and most of it using full screen animation!!

The game itself lets you control a police space craft against the entire enemy forces that have attacked your planet, although you have help from a girl who flies in occasionally dropping off weapons.

Right from the start of the game, things get pretty hot... especially if you play in Devil mode. You fly over your home planet, while the enemy fly in from front, back and above... firing bullets, lasers, and missiles! Luckily, you are armed with rapid fire vulcan, and help comes from you team mate, who drops of weapons. These includes chaser (homing missiles), side mounted multiples that can fire forward and back, shields, and three types of weapons.

The game consist of 7 levels, all very varied with quite a few surprises. There are ships that fly in firing constant lasers, giant nuclear missiles rising from the bottom of the screen, laser barriers, rocks and boulders falling from the sky, barriers that come 'out' of the screen, super giant-size snakes, floating mines, mazes to fly through at speed!, and then there are the big mean bosses with some mega weaponry!



Onn: This is one game I've been after seeing screen shots in some mags., and I can say, it was worth parting cash for as this is one ace shoot 'em up. Firstly, the fast loading, non-stop

animation intro story is brilliant. Infact, it's so good, at the Winter CES, NEC US displayed the Duo running Gate of Thunder next to Sega's Mega-CD running Sol Faace on their stand to show off the Engine's power.

The game itself is the best horizon-

tally scrolling shoot 'em up I've played, even better than Thunderforce III in my opinion, which has some similarities too. The graphics are excellently defined, and animated with lots of special effects like barriers coming out of the screen, search lights, curly lasers, and massive sprites - giant nuclear missiles, snakes and walking robot boss... not to mention the multi-parallax, multi-direction scrolling.

Sound is great too. The CD soundtracks really fit well with the game with real thumping rock themes... loud drums, electric guitars, etc. and SFX are just as good with excellent sampled ex-



plosions, etc... plus speech! In fact, the SFX are so good, they actually drown out the excellent music.

The thing that makes Gate of Thunder so good compared to others is it's non-stop action... there's hardly a period where there's nothing coming for you, and it's so varied.. each level have so many different types of enemies attacking you and obstacles to dodge! So, the first time you play, you'll be surprised what the next enemy will do! The game is very frantic, and highly addictive.... and quite tough... although it's not that tough you can't complete it. Like Thunderforce, there are too many extra lives, and shields are too generous. Remove the shield and extra lives, and this



should be quite fun!?!)

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

Overall - 98%



Dan: gate of Thunder is one BLOODY AMAZING game! It has some of THE best graphics ever seen! Enormous quantities of massive sprites whizz all over the screen,

and nothing slows down! (there's not even much flicker!) Sound is faberoonie too, with wicked speech, AMAZOID sampled FX, and extremely GROOVESOME music! (particularly the rave-type piece, which is really great!)

Okay, so there's no faulting the game technically, but what about the gameplay? Well, Gate of Thunder doesn't score highly on the originality front - the game is basically a mixture of Air Busters, Thunderforce III, R-Type, and one or two other shoot-em-ups, but it's playability that counts, and gate of Thunder has oodles. The game isn't particularly difficult to finish, but it's just so polished and playable that it's always worth another go.

Gate of Thunder is yet another brilliant game from Hudsonsoft - one that puts to shame virtually every 16-bit shoot-em-up available, and that the Engine is the machine for any self-respecting game freak. But it as soon as possible!

Video - 97%
Audio - 94%
Playability - 96%
Lastability - 92%

Overall - 96%

Richard Gibbs: I was looking forward to playing this game. Especially as it was programmed by Red. The same team that coded the PC Kid series. And WOW was I in for a surprise.

This has to be one of the most polished shoot 'em ups I seen. In every department (graphics, sound, playability) this game excels.

On loading the disc, you are presented with a superbly detailed intro sequence setting out the story line and introducing the player to the characters. But it's the game itself that grabs your attention.

Who could ignore the smooth scrolling multi-parallax graphics, heavy rock sound track, digitised explosions and speech, making it one of the noisiest games going. Every stage has a surprise in store for the unsuspecting player. Like the hugh mother of a mother ship on stage one and the unexpected diagonal scrolling into a tunnel on stage five.

All this adds up to a game which will keep mst mortals playing for some time. The best two meg game so far!

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

Overall - 93%

SUPER SCOPE 6

SUPER FAMICOM BY NINTENDO - HARDWARE ACCESSORY



Nick: The Super Scope 6 is the ultimate in add-ons, it resembles a mass bazooka! Under all the plastic, it is a brand new light gun for the Super NES! I found this beauty in a

Toys 'R' Us store in Orlando, America and I had a lot of trouble, getting it through the airport security! (In his spare time, Nick is actually an arms dealer... this is his second attempt to smuggle high power weapons.... his first attempt to smuggle the Super Gun to Iraq failed!... Ed.) This is mainly because it looks so realistic! Any way, in the large box you get the main bazooka, a sight, an infra-red receiver, six batteries, a cartridge with six games on it and two manuals. After putting the hardware together and finding a way of putting the cartridge in the famicom (I took the cover off mine.), and plugging the infra red receiver into port 2, you are presented with a bold red logo saying 'Super Scope 6', and then a message telling you to press the fire button. You are then presented with a blue screen with a target in front of you. Every time you play the scope, you have to re-aim the sights by shooting the target. After that, you have a choice of two games 'Blastris' or 'LaserBlazer'. After choosing your game, you are presented with another three games for each game for Blastris. Blastris A (a tetris type game), Blastris B (a columns type game), and Moon

Patrol (a game where you shoot non aliens), and for the other games - Intercept (Missile Command), Engage (After burner) and Confront (A 3D Space Invaders). The games are adequate, but are well presented. The scope takes a while to get used to but when you do, you find yourself comfortably blowing away alien scumbags. I don't think the scope has been released in Japan, and no magazine I've read has previewed it. So this is a first for Electric Brain! The Super Scope 6 costs \$60/£35 and is absolutely brill! When more games comes out, I think it will sell pretty well!

Video - 70%
Audio - 89%
Lastability - 84%
Playability - 90%

Overall - 90% *

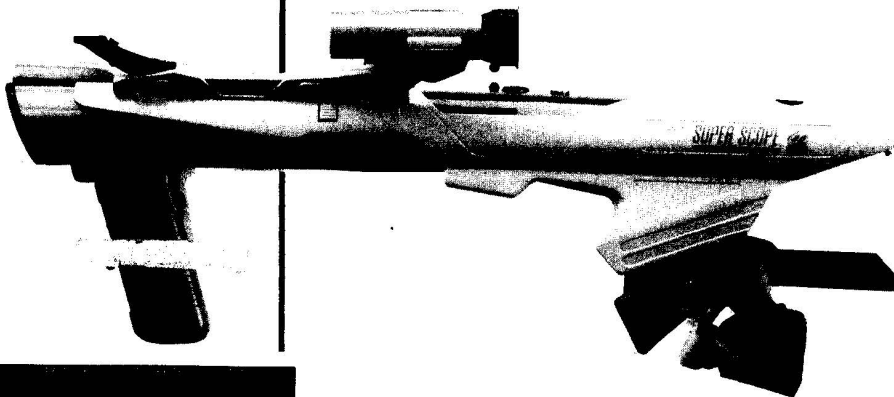
* When more games come out!!



Onn: Eeerrmm... I have to say, when I saw the Super Scope 6.. I thought it would be one stupid light gun... but to my amazement, it's actually quite a brillo piece of kit. The

software for it is not that hot but for a free bundle with the gun, it's not bad. I was quite amazed by how accurate it was... and because it was infra-red, it's a lot more better than your

average light gun like the ones used on the NES or Master System where you can stick the gun tight up to the monitor screen. Overall, I liked it... and I would recommend anyone to get hold of it, although I like to see more games released for the unit... ie. Space Gun, Terminator 2, etc.. would be pretty neat, especially the latter.



BROWNING

PC Engine by Riot - Super CD-Rom - Supplied by Console Concepts



Onn: Riot is an off-shoot of Telenet, and their first game for Engine using the Super System Card - but compared to Gate of Thunder, you'd think this game was running on the normal

system card as the game takes ages to load, not to mention, there are a few pauses between animation.. which really shouldn't happen, and not many full screen displays.

The game itself, puts you in control of a Macross Robot. You know the type - giant robot machines with a

human in them. The game is played side-on and your robot is armed with a machine gun and a jet pack. The object of each level is simple - move



forward taking out all enemy droids, robots, floating mines, barriers, etc... reach the end and blast that big boss to make it to the next level.

Simple... but very tough! Should anything touch you apart from the big bosses, down goes your energy, and controlling your robot is very cumbersome... very much like Viegues or Heavy Nova. Flying around is difficult too, fly too long and you'll overheat and drop to the ground.

Graphically, Browning is brilliant.. the intro. story animation is great, the stills between levels are ace, and the in game graphics are excellent too with super animation and just as good parallax scrolling. When the robot fires his gun, shells flies out like a stream - real neat!

Sund is Mega! The backing tunes are really ace with thumping rock music, great sound FX like machine gun, explosions, etc., and fabulous speech which are all in English!! On one of the bosses you meet, it says (in Darth Vader voice) "Hey Mr. Rambo.... you've got a lot of nerve coming this far all by yourself", and you say, "My name is Arnold...." - very

funny!!

Unfortunately, Browning is let down by the gameplay... because the robot is too difficult to control. On level one, it's better to run forward firing wildly, avoid stopping to shoot items, and once you've reached the boss, get in close and blast him to hell. This can also be done on level two but is more difficult as there are more obstacles and baddies and the boss is tougher to kill with more arsenal and hovers about.

Overall, Browning is a disappointing game, great idea but badly



executed.. in fact, the japs., haven't managed to release a decent robot game that's easy to control yet!

Video - 87% **Audio** - 90%
Playability - 70% **Lastability** - 50%
Overall - 70%

RUBBLE SAVER II

Gameboy - Supplied by Console Concepts



Onn : I Reviewed the original Rubble Saver about a year ago... unfortunately, due to space, it never got into the fanzine... but it wasn't too bade a game... average.

The sequel is very much the same. You control a small kid with a jetpack and gun who must get through each of the levels...

Mario-style (avoiding the nasties and obstacles,

bounce on or shoot the buggers, collect the extra items, locate the exit... and destroy the boss at the very end of each level).

Each level is fairly long comprising of a number of stages... starting off very easy on the first couple of levels to real tough! Although you are equipped with a jet pack, you can't fly around, but must jump to reach those high platforms

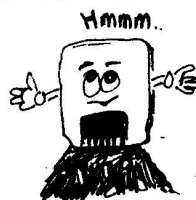
and useful weapons. You can get extra armour (turning yourself like Opa opa in Fantasy Zone), Double fire as in Gradius), a powerful flame thrower, and so on.

Another neat trick you have is a grappling hook, which you can shoot upwards... stick to a platform and you can winch yourself up... extremely useful... and essential on some stages. Later stages, you have to leap off, and use the grappling hook in mid-air... real tricky!

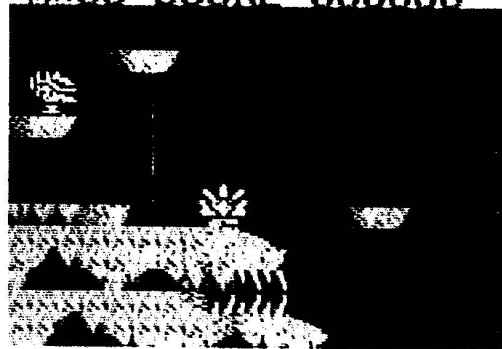
Rubble Saver II has above average graphics, okay sound... and fairly playable and with quite a few worlds to conquer, it should take some time to complete. Overall, Rubble Saver II is certainly worth checking out, but I didn't find it impulsive to play or attempt to complete. Good but not that good. Incidentally, check out Nintendo's Metroid II instead, which looks a lot better.. check out next issue for a full review!

Video - 75%
Audio - 70%
Playability - 77%
Lastability - 70%

Overall - 73%



MAXX02 STAGE 1
X00 SCORE 00000



THE RUBBLE SAVER ROBOT IS ON THE FAR LEFT.

**ADOLESCENT,
FREAKY,
FIGHTING
INSECTS! By Döe.**

No. ONE

FOUR INSECTS, THROWN TOGETHER BY FATE INTO AN AMERICAN CITY SEWER TO DIE, ARE INCREDIBLY TRANSFORMED BY A RADIOACTIVE SUBSTANCE, RESULTING IN AN INCREASE IN INTELLIGENCE AND SIZE. NOW THE FOUR STALK THE EVIL STREETS, VOWING TO STAMP OUT EVIL.

LET THE WOMAN GO!
WE'RE THE
ADOLESCENT FREAKY
FIGHTING INSECTS!



...SO I MADE THIS TIME MACHINE OUT OF A RELIANT ROBIN...

IT'S DEM BIG INSECTS AGAIN!

GETHEBUGG!

HMM! REASONING WITH THIS MAN IS HAVING NO EFFECT; WE'LL JUST HAVE TO RUSH HIM!

NOB OFF, YOU BUNCH OF WIERDOS, OR I'LL BLOW HER BRAINS OUT!

HELP!

EAT THIS!

HAR! YOU FRIGGIN' INSECTS! SNIFF THIS!

But...

I HATE FRIGGIN' WASPS! ANNOYING BUZZING THINGS!

GARRGGH!

NOW FOR THE SUPERHEROS! REST OF THE RIGHT FOLKS?

UHH! I THINK WE BLEW THAT ONE!

2008 1990

HE WON'T BUZZ NO MORE!

NO MORE! NO MORE!

TWIN BEE

PC Engine by Konami - 4meg - Supplied by Console Concepts



Onn: Twin Bee is one of my favorite coin-op games. Not because it has outstanding graphics, sound or even playability, but it's simple to play and I'm pretty good at it!

Basically, the game follows the Xevious line of flying up screen, taking out all the baddies that swirl around the screen and bombing everything on the ground. However, where it differs is it's very colourful and cute graphics, jolly catchy tunes and sound FX, lots of varied enemies and levels, and ability to upgrade your

weapons. The weapons are collected by shooting clouds which sometimes reveal bells. Bells are a gold colour, and if you collect them, reward you with points. Who needs points? What you need is hard arsenal! So shoot the goldies, and they will change colour... blue will give up speed-up, green - multiples, red - shield, and so on... although there are some bums too! Also, bombing certain targets reveal objects... again usually points in the form of fruit or veg., but sometimes weapons... smart bombs, side-mount twin bee, and three way fire.

The game contains six stages, all very different with enemies firing from all directions, and swirling around the screen in large numbers at fast pace.

Reach the end of a stage, and you have to destroy the boss - and these buggers take some doing.

Graphically, Twin Bee is brilliant.. very colourful and detailed backdrops and sprites with great animation. Plus smooth parallax scrolling. The sound is just as good with neat jolly

tunes and sound effects, plus funny high pitched japanese speech.

Oops! Nearly forgot to mention... the two player option is great too as both players can join together for 'ninja power' (!?!) and when one gets the side-mount twin bee, the other player can knock it off - sending it bouncing around the screen taking out the baddies! It's also more of a challenge as the second player shoots and nicks your bells!!

Twin Bee is not as good as say the



previous three Konami shoot 'em ups, but it's great fun to play and quite a challenge... not because of the enemies' attack, but getting those weapons!!

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

Overall - 85%



FACEBALL 2000

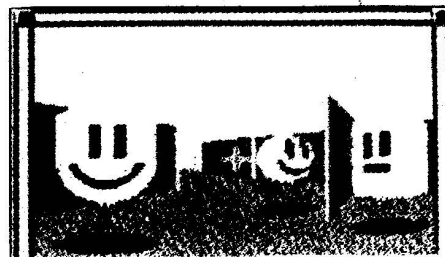
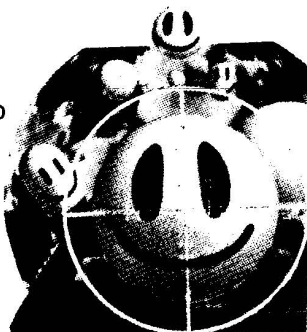
Gameboy by BPS - Bought from Console Concepts



Onn: Faceball 2000 is a conversion of the Atari ST game Mide-Maze, where it was possible to link 16 machines together! The game itself have been described as the closes thing to Virtual Reality - but basically it's a 3D maze game, where you play a pacman character roaming a maze, shooting the opponents, collecting items, etc. and can be played with up to 4 people in link-up.

The game has two modes: Cyber involves wandering around the maze to find exit. But all around you are other characters out to get you, ranging from dumb creatures that wander around aimlessly to ones that locate and fire at you, plus teleports, doors, moving walls.. and extra items to collect like info., shields, repel pills, and more.

The second game however is a lot more fun for multi- play,



as the object here is to kill your opponent! You can have computer controlled opponents in the game too for more mayhem.

The graphics are pretty simple as you might expect

for a 3D game, but suit the game, and it's quite fast aswell. However, the faces of the characters are real neat. Sound on the other hand is limited.

Faceball plays very well in one player mode in Cyber Space, starting off extremely easy, to getting mega tough as you progress through the levels, and is fairly addictive. Hoever, the multiplayer option is where the game excells... there's nothing like chasing your opponents around the maze and blasting the suckers.. great fun. Unfortunately, after a few goes, it tends to get a bit boring. This is because there's not a great deal to the game. It would have been nice to have a few teleports, doors, etc.. in the mazes too like in the Cyberspace game, but all in all, Faceball 2000 is definitely worth checking out, especially if you can get your gameboy mates to buy it too for multi-games.

Video - 80% **Audio** - 60%
Playability - 85% **Lastability** - 75%

Overall - 85%



PARODIUS

PC Engine by Konami - 8meg - Bought from Console Concepts

Parodius is a parody of Nemesis... featuring the same game style ie. a horizontal shoot 'em up where you fly forward, shoot the mass of baddies, collect the power pods which light up the weapon bar at the bottom of the screen where you can select a weapon from speed-ups, missiles, multiples, lasers, etc... reach the end and destroy the boss... and enter the next stage.

The difference between this and other Nemesis games are the cute



colourful cartoon style graphics, jolly classical and remix nemesis tunes, and a lot of fun (and crazy) things going on in the game..... including a special mode - a single level game where you try to get a lot of points. The game also lets you have a choice of four characters to control... the original (but cute) Vic Viper ship, an octopus, twin bee, or a penguin... all with different set of weapons.

As well as the main way of getting weapons, bells some times appear, and like the game Twin Bee, shooting them changes colour for extra weapons.



Onn: Well, at long last - Parodius appears on a decent machine - (the coin-op never surfaced in this country (apart from at the Japan Festival

held last year), and I didn't own a MSX, X68000, or 8-bit Famicom, and the gameboy's great but doesn't

have the sound chip or colour to appreciate the game) and I have to say Konami have done a magnificent job in the conversion, even though they missed out my favorite level, and what Nemesis is famous for, the Easter Island head mega ship!

Graphically, it's brilliant and totally knocks everything for six with exquisite colourful and detailed backdrops and sprites which animate extremely well.

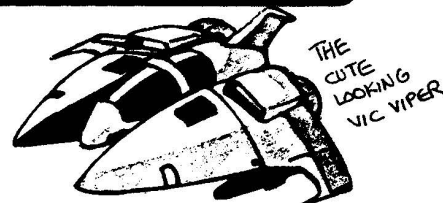
Sound is just as good with excellent classical tunes that will have you humming to them long after you've finished playing including flight of the Bumble Bee and the Car Can... Great Stuff. There are also some great original tunes and remixes of Nemesis tunes. Sound FX are matched too with ace explosions, and other samples.

As for the game - it certainly one of the best shoot 'em ups on any machine... and because of the varied levels, it doesn't get boring, and quite a challenge (if you don't use that cheat!) especially if playing in hard mode! And best of all, the special mode is just as fun and exciting!

Overall, Parodius is Mega! If you have an engine, then this is one game you shouldn't be without! Unfortunately.. there is one flaw... the price! Most places are charging quite a bit for it because it's on 8meg!

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

Overall - 97%



Dan: Nemesis and it's sequels are my all time favorite series of games, and the Engine version of Parodius is one of the best of the lot!

Graphically, this game is stunning! The game has some of the best sprites and backdrops seen on the Engine. Everything is very well defined, and colour is used to great effect. The sprites really have a lot of character, and look really individual. Of particular note are the bosses, which are MASSIVE and beautifully drawn and animated (the Eagle is my favorite) with hardly any flickering in evidence!

Sound is equally good. Each of the four characters has it's own signature tune which plays at the start of each level, (a nice touch) which is then followed by a brilliant mixture of classical, original and Nemesis-remixed tunes. SFX are also good (particularly the screaming of the little kitty kat pirate ships on special mode).

Gamplay? Brilliant as well! The game is extremely playable and incredibly addictive (particularly on special mode, right Onn?) and with the selectable skill levels, four different characters and the special mode, lastability is extremely high.

This is yet another brilliant Konami release and puts virtually all 16-bit shoot-em-ups to shame. This is yet another game that proves that the engine is the hottest console around (and don't let Mean Machines tell you otherwise!).

Video - 96%
Audio - 95%
Playability - 96%
Lastability - 93%

Overall - 96%



THE GIANT SIZE DANCING GIRL WITH QUITE A BIT OF SUPPORT!



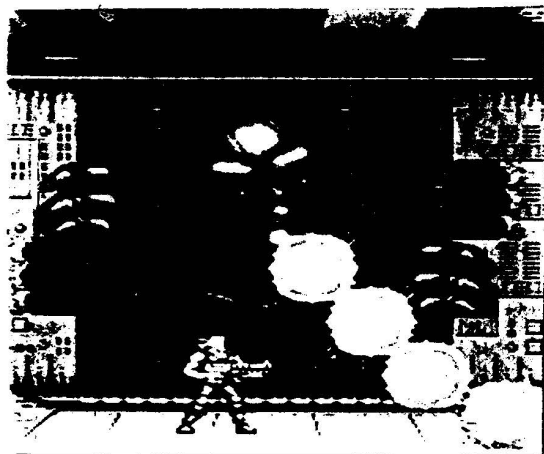
Marc:
Konami are always a safe bet to produce a game worth a look and I think most

SF owners were more than a little bit interested when they announced a version of Contra was to be released for the machine.

Their last game, Goeman, was good but suffered badly from that old chestnut, slow-down. Could they have sussed the problem and improved?? Well....Yep!

Contra is basically a version of 'Midnight Resistance' or similar and Konami have done the SF proud with this conversion.

A very scene setting intro starts the game off and then the only real choice is 1 or 2



THE BOSS ON STAGE THREE... SHOOT IT IN THE HEAD!

players (simultaneous, of course!). The best setting for difficulty is Normal as easy (although not MD easy!!!) is still not enough of a challenge. The first thing that you realise about Contra is its smoothness. The gameplay has the 'feel' of a coin-op. Your character can somersault, climb, duck and also go into a comical gun frenzy (try somersaulting at the same time for the best effect!!).

The graphics are superb from the start and just get better as you get further into the game. Loads of colours have been used and the detail in the backdrops is excellent. All the sprites

have been drawn well and the animation is just perfect.

Konami showed a little promise with hardware effects in Goeman but here they've gone for hardware effect overkill!!!! Some of the SF effects have started to become a bit passable (like the screen mosaic one) but when some spectacular programming and lots of great new ideas are combined, the results are nothing short of unbelievable!!

When the massive plane comes flying in (and with stereo engine noise!) on level 1 you just know you're in for some mad effects but when you play

the maze on level two, the chin has hit the floor!! Even some of the bosses are hard ware effects!!

The control method is excellent and the idea of

using the left and right controls to rotate the maze is original, superbly executed and works a treat.

The music isn't slacking either..some thumping tunes together with loud and interesting sound effects all add to the effect.

There IS some slow down (mainly on two player) but it is very minimal, especially considering what's happening on the screen!! It looks as though Konami have virtually got the problem sorted, which is good news.

There are 6 levels, which doesn't sound a lot, but each has several parts to it

CONTRA

SUPER FAMILICOM BY KONAMI - 8meg
BOUGHT FROM CONSOLE CONCEPTS/C.E.S.

and just when you think you beaten the end of level boss, you just have to carry on further into the level!

The levels are varied and don't just go from left to right but also up and down. Later on you jump on flying bikes and the scrolling goes ape!!

An absolutely blinding game that is without a doubt an essential SF purchase.

Thank god for Konami!! and roll on 'Axelay' (their next, a shoot 'em up!!)

Video - 95%
Audio - 89%
Playability - 94%
Lastability - 88%

Overall - 92%

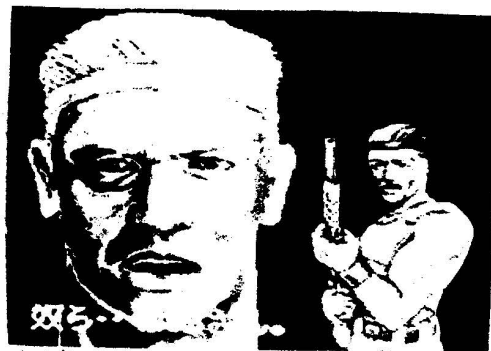


Onn:
Gryzor and Super Contra were real ace coin-ops, especially the

latter, and this version from Konami for the SF is no different.. stick it in an arcade cabinet, and you'll be hard pressed to tell it from any other arcade machine had you not seen it on the SF. The graphics are superb, excellent parallax scrolling background, smooth scrolling - no jerks or slowing down (well, very little), fabulous sprites, and awesome use of the SF's hardware special chips... 3D scaling.. single and split screen rotation... giant size enemies, and more! My favorite bit it when a bomber zooms out of the screen and drops it's

load... totally awesome, just like Nam 1975 on the Neo Geo!!

Sound is just as good too. The tunes accompanying each level really suit the game with real thumping beat on stage one, to the excellent alien-like tune on the last, and the sound FX are just as good with loud explosions, rip-roaring gun fire, clang metal and so on.



"BUY CONTRA OR WE'LL BE ROUND!"

But it's the game play that makes Contra different from all the rest, it's extremely playable.. the action is fast paced, the levels are all varied and there's a different challenge after you've conquered the last, making it very addictive, and with the two player action... it's even more fun as you can kill your partner! The levels are totally crazy... starting off just blasting a few soldiers to riding on hover bikes, hanging on nuclear missiles, and taking out aliens!

Overall, Contra is the best game on the Super famicom and shouldn't be missed, how I wish more companies would produce games of this quality.. I can't wait for Konami's next game - Axelay! There's only one small fault with Contra and that's there's only six stages, but there are three difficulty levels.

Video - 98%
Audio - 97%
Playability - 100%
Lastability - 92%

Overall - 97%

cont....

KONAMI



Dan:
With all the crap games that are being released on the SF

recently, I was beginning to wonder about it's future. Luckily Konami released this masterpiece of a game, which is so good it almost makes up for the lack of decent games for the machine.

Technically the game is first rate. The games has been very much tailored to suit the SF's abilities, and so there is plenty of hardware rotation and sprite scaling in evidence. The graphics themselves are excellent, not so much because they are particularly well defined or coloured, but because they are so very imaginative. Sound is also good with nice FX and atmospheric music (though unfortunately not one of Konami's best soundtracks - certainly not a patch on the stunning Super Contra music).

The thing that really makes this game is the great variety in the game-play. Rather than being just a straight forward run and shoot game, Contra Spirit has all sorts of interesting sections (particularly the 'riding a cruise missile' section - fab!) which makes the game a real joy to play - possibly even slightly more so than the brilliant Super Contra.

Buy this game, it's without doubt the best SF game available.

Video - 95%
Audio - 90%
Playability - 97%
Lastability - 91%

Overall - 97%



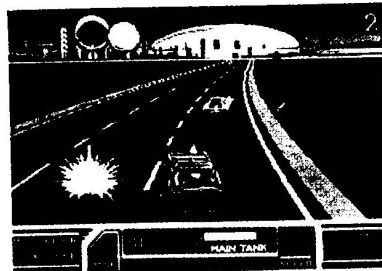
ROAD BLASTERS

MEGADRIVE BY TENGEN - 4MEG
SUPPLIED BY KRAZY KONSOLES



Dan:
Road blasters is one of Atari's better coin-ops, so I was looking

forward to seeing this



conversion, and quite frankly I was amazed! This is probably the most accurate conversion I've seen, with absolutely everything (apart from the horizon graphics being wrong and the speech being omitted) from the coin-op included. The graphics,

handling, music and even the SFX are amazingly faithful to the original game!

Roadblasters is a great game, very playable and challenging. This game will not be

everyone's cup of tea, but as a conversion cannot be faulted. Fans of the coin-op will certainly love this and the 50 levels should take quite some doing. If you liked the



DON'T STOP AT THE ZEBRA CROSSING!

coin-op, buy this!

Video - 88%
Audio - 79%
Playability - 90%
Lastability - 88%

Overall - 89%



ASTEROIDS

Gameboy by Accolade - Supplied by Console Concepts



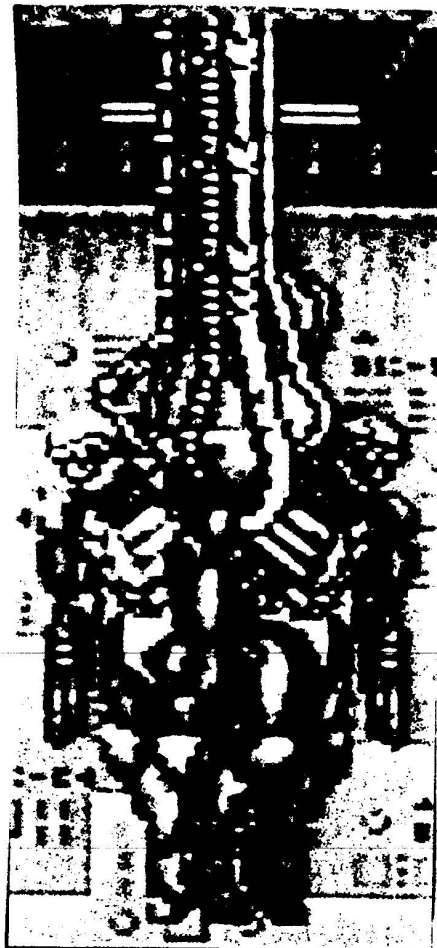
Onn: Well, it had to appear... you've got a version of break out, pacman, space invaders... and now asteroids. I certainly won't explain the game, and this is a very basic version of the arcade original, but the graphics are not vectors. The asteroids are pretty good, looking more like planets... infact, I think

they should have renamed it 'Planets' instead, and they rotate really well. Sound is average with couple of short tunes on the title screen and when you complete a stage. During play, all you get is a two tone beat plus the odd sound effect of firing, explosions, engines, and enemy space craft.

Gameplay - it's pretty boring stuff... dodging and shooting planets that splits up and the odd space ship is not exactly trilling. You could play this on a ZX81.. or get a better public domain version on any computer (ie. Lemminoids on the Amiga is rather cool and funny!!). Accolade should really have left asteroid in it's grave and licensed the sequel instead (Blasteroid) which is a lot more interesting and challenging.

Video - 55%
Audio - 40%
Playability - 40%
Lastability - 5%

Overall - 31%



TWO ALIENS ARE STRUNG UP... BUT NOT FOR LONG !!

Jason Brookes dons his thermals and heads to Blackpool for the annual arcade extravaganza without a 'kiss me quick' hat insight!

Blackpool in February is admittedly not everyone's idea of fun, however once a year the UK coin-op industry gathers here to show the north the latest developments in coin slot entertainment. Even though most of the stuff on display has already been shown earlier at the London ATEI show, it's still an event well worth attending. To the dedicated arcade freak, this annual treat generates excitement comparable to that of a wino being locked in an off-licence. For the most part however, suits fill the Winter Gardens venue and there are enough brill creamed, sun tanned Costa del Crime-types to make up an entire cast of villains for an El Cid series. The industry is worth a lot of money and it shows.

This year saw few surprises in coin-op development and was yet again a relentless parade of sequels and rehashed old formulas. **Sega** failed to retain its domination of 3D sprite expansion technology and its only new venture into this familiar territory was the rather unremarkable **Exhaust Note** offering little competition for Namco's superbly playable link-up game **Final Lap 2**. **Sega** also had **Rad Rally** that wasn't as enjoyable as its predecessor **Rad Mobile**. In fact **Sega's** only decent idea was in the utilization of existing technology (a familiar trait these days), adapting **Super Monaco** machines for multi player link-up. The best attempt at a two player racing game was surprisingly **Grand prix Star** from **Jaleco**, accompany usually found in the 'also ran' category of the major coin-op developers. Impressively colourful graphics coupled with frantic and exciting game play should make this a winner.

Beat-em-ups still seem to be the flavour of the moment with top developer **Konami** leading the pack with a **Ninja warriors'** style multi-screen cabinet displaying the **X-men** in superb multi-player form. Other cartoon characters brought to life by **Konami** included a second **turtles** beat-em-up and the galian antics of that popular little gaul **Asterix**.

NORTHERN COIN SLOT ACTION - EXCLUSIVE!

Different licenses, different graphics, and the same old coin dropping formula! The game I was keenest to see **Xexex**, hadn't even been heard of by the **konami** stand! Luckily another exhibitor had one hiding away in a corner and I managed to get a go (well more like 50 - one tough game!). This was one of the very few straight space shoot-em-ups at the show and features some outstanding graphics but rather weedy gameplay. Some



of the later levels really had my jaw dropping at the detail and colour in the backgrounds, but this is sadly let down by a really puny weapons system and wait for it... sprite slow down!! However the inter-level graphics are gorgeous and with some gameplay enhancements this is one game I would love to see converted to the forthcoming Super Famicom CD Drive.

Top game designer **Capcom** failed to offer anything to rival the incredibly successful **Streetfighter 2**. The sword and scorcery hack-em-to-bits **Knights of the Round** looked nice but proved to be nothing more than **Final Fight** in tin trousers and didn't live up to the ace

varied gameplay of the aging **Golden Axe**. This is a shame in light of the effort made by **Taito** two years ago to incorporate RPG elements in its own sword game **Cadash**. Perhaps when **save-game** smart card technology becomes a viable option for coin-ops, these games may start appearing. However **SNK** obviously don't think so - the latest **NEO GEO MVS** systems don't seem to include the previously flaunted memory card slot!

Despite this, **NEO GEO** systems were one of the shows biggest success stories. The shaky start experienced nearly two years seems to have been totally overcome with some great new titles on display. **King of the Fighters** or **Fatal Fury** as it is also known, is proving to be a pretty good **SF2** rip off and **Football Frenzy** shows again that when it comes to sport games, **SNK** can pull the right shots. Different scales of viewpoint give the players one of the best representations of the sport I've yet seen. The most exciting release however was the brand spanking new 'so hot off the eeprom blower that it smoked' shoot-em-up **Last Resort**. Being an avid **R-Type** fan this looked like being a game to finally persuade me that the **Neo Geo** is worth buying. **SNK** take ridiculous liberties in their 'tributes' and **Last Resort** is no exception. Anyone who has ever played **R-Type 2** will instantly recognize the sprite explosions which are exactly the same and the general design of everything looks very similar - perhaps **SNK** have pinched some of **Irem's** graphic artists? Unfortunately I was informed that the game is far too short and I wasn't too impressed with some of the later levels that the game offers as well as the slowing down!! By the way if you think that £120 is a lot to pay for the latest cartridges, you may be interested to know that arcade owners pay £200 a time for the coin operational versions. Obviously compared to the price of a new **PCB** these games are still a cheap investment and if **SNK** can keep producing good games then the future of this system will continue to

CONT. →

be very bright indeed.

Other coin-ops that proved popular were Atari's multi player driving game **Road Riot 4WD** and unsurprisingly **Williams'** sequel to **Smash TV - Total Carnage**, one title that gentle, peaceful violence-hating individuals should avoid - if you are of that description what are you doing reading a video games mag?! It also seems prevalent that in an attempt to further distance the arcade experience from that of the home console or computer, game designers are further beefing up the visuals and sonics whilst simplifying basic game play even more. Dire examples of this such as **Dragons Lair 2** and **Time Traveller** were put to shame by the stunning 3D visuals and escapism offered by **Namco** with their stunning **Starblade**. Despite being nothing more than an updated version of that old vector graphics gamem **Star Wars**, the excitement and amazement generated by the stupendously smooth and detailed polygon graphics, coupled with superb sound, really has you believing you're Luke Skywalker...naahhh.... more like Harrison Ford!!! The best movie-like experience yet!

THE →
NINTENDO
SUPER
SYSTEM...
LIKE THE
PLAY CHOICE
GAMES
BASED ON
TIME!
1 CREDIT
BUYS YOU
ONE RACE
OF
F-ZERO!



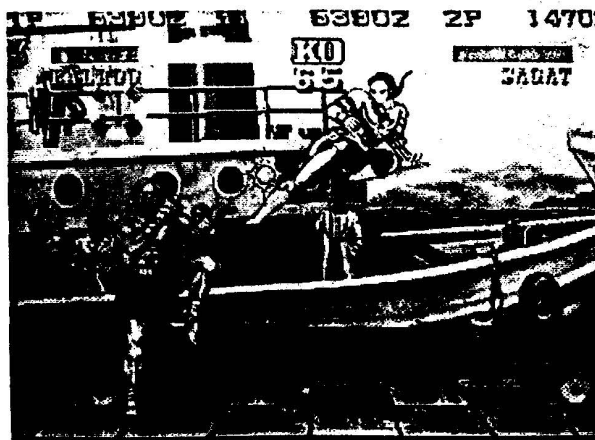
To wrap things up, **Nintendo** had an interesting idea. Make a 16-bit Super NES Play Choice System crappier than it ever could be by including really chunky console-style joypads, and a version of **Super Mario World** that to complete, would probably cost in credit time many times the price of a Super NES itself! Still, I suppose for anyone stupid enough to want to buy an official (import-incompatible) SNES, it is a way of trying out the system without the gormless geek in Dick heads trying to tell you an Amstrad GX4000 is better!

Jason Brookes

If you are into arcade coin-ops, then you should have been attending **AOU '92** in Japan where the yop arcade producers showed off their new wares...

Namco: Namco didn't have much new in store, but **Final Lap 3** was on show - just like the sequel and capable of linking eight machines together... this is what I call competitive racing! They are had a motorcycle game - again linkable to other machines, plus a cute version of **Galaga '88**!

Taito: Taito returned with two surprises up their sleeves. The first is a new simulator to accompany the **D3BOS** called **IAS** (Interactive Action Simulator), and guarantee to throw you around. The other is the return of Taito's double-screen cabinet with a **Golden Axe** style slash 'em up. Also from Taito is



STREET FIGHTER II... HERE SAGAT FIGHT BALROD (VEGA IN B.K.)

Ring Rage - Taito's answer to Atari's **Pit Fighter** - same style of game, digitised sprites - but touched up so they look decent, but four players, so twice the fun! There's also a **Buck Rogers** style shoot'em up too.

Capcom: Capcom's only decent game at **AOU '92** was their up graded **Street Fighter II - Champion Edition** where you can take control of ALL the fighters including the last four, and also fight against the player you're controlling to... ie. **Ryu Vs Ryu**, or **Vega Vs Vega**. The game also features so extra moves for some of the characters. As you expect, the game was one of the main attractions at **AOU**. Capcom also showed off a Japanese puzzle/Quiz game and **Mad Dog McCoy**, as most of you must have seen over here.

AOU '92

Sega: Sega had a few new hardware on the line. One was the new simulator, the **AS-1** where 8 people can climb in and throw-up on each other. There was also **Air Rescue**, a 3D helicopter rescue game. The difference between this and others is that it can be played by two players as the unit has two independent screens and controls.

Konami: Konami had two games on show. The first is another **Tetris** variant called **Hexion**. As you can guess, instead of normal regular shapes, you have shapes made up of hexagons instead. But the other game will surely be a hit - called **G.I. JOE**. It's a cabal style shoot 'em up but with mega 3D action, mega weapons available to you, and up to four players can play... looks brilliant!

Irem: As you might have read in a few issues back, Irem have converted Hudson's excellent **Bomberman** to coin-op form. Well, it seems that the Japanese public wanted more, and they have released **Bomberman II**. The new version will enable 4 players to fry each other, instead of two!! How I wish they bring the

coin-op over here! Irem also have a brillo-pad of a horizontal shoot 'em up with graphics as good as **Capcom's 3-in-1** coin-op. Looks mega!!

DataEast: About a year ago, **Data East** released a RPG style game called **Dark Seal**... and their latest - **Dark Seal II** is set to do even better with some awesome mind blowing graphics. **D.E.** also showed off **Wolf Fang**, an arcade adventure shoot 'em up featuring robots, very much like **Browning**, and there's also a strange American Football game called **Gunball** too.

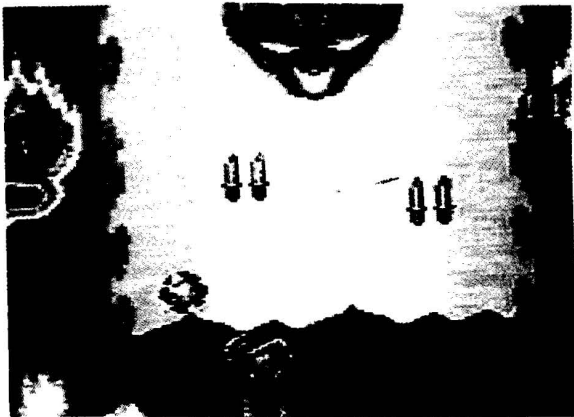
Onn Lee

UNDEADLINE

Megadrive by PALsoft - 8meg - Supplied by Krazy Konsoles

Undeadline isn't a very popular arcade game, but it has similarities to Technosoft's Elemental Master. You play a warrior, viewed like E.M. in an up screen shoot 'em up, through six very dangerous levels.. the Forest, Cemetery, Ruins, Rock, Cave and Drain.

Your bloke is armed with knives to hurl at the ugly sods that are after your soul... ghouls, ghosts, bats, rats, giant insects, wierd mutants and monsters, and so forth. These buggers not only weave around the place or head in your direction, but fire at you too - so some extra weapons are essential. Scattered around the place are chests which



reveal items... shoot them and they turn into other items. You can get speed-ups, double knives, axes, multiple trailing blobs, shields, bombs, extra lives, and so on. As well as your main weapons, you are armed with a shield, press a button and your hero puts up his shield where he can absorb bullets without harm. Unfortunately you can't fire when your shield is up, so some fast reflexes are required if you wish to take out the enemy and stay alive.

Each level is huge... you have to trek through a few minutes of the level before you reach the half way boss! The boss on the forest level is a giant centipede that wriggle all around the screen and require quite a number of hits to destroy... then it continues for some more distance to the real end of level boss!

Each level is different and very dangerous, unfortunately, should you die, it's right back to the start of the level!!



Onn: I've only seen this game in coin-op form once and it looked pretty good. The MD version doesn't have the graphics of the coin-op - it's rather sparse with not a lot of great detail, but adequate, with some neat touch, like destroying the tombstones in the graveyard... and ghouls pop out! Sound wise, there's some rather okay tunes accompanying each stage, and some decent sound FX.

I have to say this is one solid game... even in normal mode (easy is quite tough too!). It's very difficult

to get through the levels.. and with you returning to the start when you die as well, it's very frustrating . The obvious question is, is it better than Elemental Master, and I have to say No! It's certainly more challenging, as E.M. can be completed fairly easily, but E.M is a lot more playable too. Undeadline features lots of

varied stages with different baddies, but it just doesn't have that frenetic, mass slaughter, addictive appeal... and the returning to the start each time you lose a life doesn't help either! Not a game I would shell out for.

Video - 80% Audio - 80%
Playability - 75% Lastability - 65%

Overall - 75%

ROCKETEER

Super Famicom by IGS
Supplied by Krazy Konsoles

Onn: The Rocketeer is based on the rather nifty movie of the same name (thanks to John Unwin for lending me a copy of the video) and it's been a long time coming, as we mentioned the game quite a number of issues ago!

The game starts off pretty impressively with the Rocketeer logo zooming together just like the trailer of the movie, but like other games, things start to go down hit from this point.

The game has quite a number of different stages... unfortunately none of them are very exciting or challenging, or like the film for that matter!



Stage one consist of racing a plane around a track against three other opponents (not in film!!). This is real easy, press button A for throttle, lift off, and when you near a pole, press left pretty sharpish, and repeat the process on all the poles... go round ten laps.. and you should be first! Just when you are suffering from boredom, you have to do this stage two more times!!! ZZZZZzzzzz!

Stage two, and you have found the Rocket-pack... but the mob wants it back. Here the game is set in the hanger in a cabal type game. Armed with a gun, you must take out all the gangsters that pop up behind the obstacles (again not in film!!). You have to be real quick, as if the enemy fire - down goes you health! Luckily, first aid boxes appear occasionally up in the ceiling , so you can thrust up to get 'em. You have to do this a couple of times too! ZZZZZzzzzz!

Other stages includes racing like stage one again but with your Rocket-pack (yet again, not in film!!), and a few horizontal scrolling shooting sections in a plane and with your pack... again not very exciting, and yet again not part of the film!



Graphically, the game looks very nice, but not a lot of movement. No parallax scrolling or special FX... usually a nice digitised backdrop and some sprites that move around. Sound is naff as well with the rather dire Rocketeer theme playing all the way through, and sample sound effects of planes, gunfire etc.

Overall, Rocketeer is an appalling game. Each of the stages are too dreary... and having to do them a few times over is even more monotonous! Having read the PC review in ACE magazine where they gave it very good rating and stated the SF version would be better, I'm quite amazed how crap this really is. Avoid Rocketeer at all cost... even the cover on the box is awful!

Video - 75% Audio - 55%
Playability - 35% Lastability - 15%

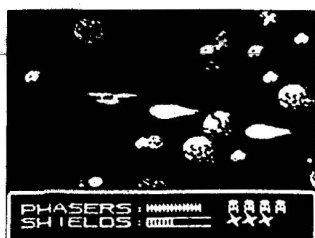
Overall - 40%

STAR TREK

Gameboy by Ultra
Supplied by Console Concepts

Star Trek has been going for 25 years, so it's no surprise that it has now appeared on the Gameboy. The game is based on the original series, of the original Starship Enterprise and it's crew.. Kirk, Spock, and the rest.

The storyline is that, out in space... a deadly... ermm.. 'thing' is destroying all planets in it's path...



JUST DODGE EVERYTHING!

and heading towards Earth. The federation have tried everything to stop it, but failed. However, top scientists have built an advanced weapon that's capable to destroy the beast. Unfortunately, while it was being transported to the location for the beast's destruction, rumours reached the Klingons about the weapon. Stupid as they are, they thought the weapon would be used by the Federation to conquer the universe including themselves, so advanced ships to attack the transporter and take the weapon. With the weapon, they dismantled it, and hid different parts on different planets around the universe.

It is up to you (the crew of the enterprise) to locate parts of the weapon before the beast chomps up the Earth. The game comprises of two parts. First, a map of the star system is shown... with you at one end... a planet on the other, and asteroids, klingons and Amoeba between. Therefore to get from A to B, you have to travel through an asteroid field, face the klingons, etc.



THE TEAM LANDS ON THE SURFACE!

These are played side on with asteroids, klingons, etc.. heading for you, where you have to dodge or shoot with your lasers. You have limited shields... so watch you don't get hit too often, and you have to travel a certain distance... good job warps appear!

Once you make it to the planet, it's

viewed like Gauntlet as you control Kirk in search of a missing part of the weapon. You have to avoid swamps, electric barriers, and other obstacles. Plus dodge or shoot the strange alien life forms!!!



Onn: Star Trek games on computer format never made a big impact, so what can we expect from this one? Well, things look pretty dire as soon

as you start playing the game. There's a basic title screen accompanied by a stiff rendition of the Trekkie theme tune. The asteroid stage is so boring I would rather watch all the party political election broadcasts in succession. The klingon and other enemy attacks are near impossible to get through, it's too frustrating to play! The Amoeba attack, again is as boring as the asteroids, and when you eventually get down onto the planet to search for the missing parts, I was tempted to switch off and play SD Valis on the MD instead!

Ultra have made a terrible game of a very good license. It amazes me how Ultra is the distributors of Konami games in the US/UK. There's nothing on the cart., that is any good... the graphics are awful... the game even jerks and slows down (especially on the planet search), and the sound is terrible... even the Star Trek theme sounds like it's strangled from a cat.

Overall, I wouldn't touch this with an inter-galactic barge pole, the only good thing is the cover on the box.

Video - 40% Audio - 30%
Playability - 25% Lastability - 10%

Overall - 23%

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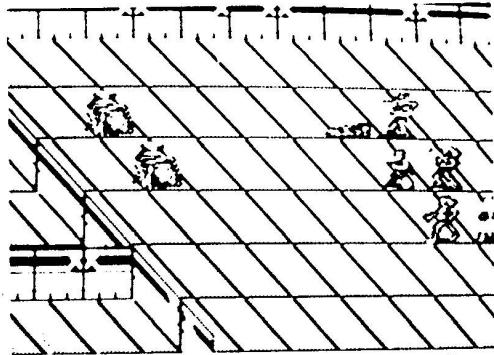
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BUCK ROGERS

Megadrive by Electronic Arts - 8meg - Supplied by Console Concepts

Buck Rogers is a strategy RPG, so don't get it thinking it's the same as the 3D arcade game. The game is massive and features several levels starting off fairly easy to bloody complex and difficult, not to mention large! Before you begin, you have to create a team of players up to six characters. This follows the usual RPG style of selecting a race, profession,

team, it's onto the game. The game is viewed in 3D isometric, and you wander around the city which is now at war. Should you meet someone or near anything, information appear at the bottom of the screen. At times, the enemy springs on you, where the game goes into battle mode. Here, all your characters appear on the 'zoomed up' area with any other friendly soldiers, and the enemy. Each character



ONE OF YOUR MEN DIES AGAINST TWO MONSTERS

name, specialize in certain areas, plus the dice roll to determine hit points, strength, intelligence, charm, etc. ie. you can have a warrior specialized in laser pistol and high team leadership, stealth, computers, etc... or a medic, or pilot.

Once you've got your

then take it in turn to do something... either move around, and/or shot with any weapon you have. Attack is simple - when your character is highlighted, just select the 'fire' icon, select you victim, and press a

button. Hitting and damage is based on the victim's Hit points, strength of weapon, distance and armour class. Therefore some strategy is involved... also if any of you team are dying, it might be worth giving them medical help instead of firing. Winning a fight and



THE STATUS SCREEN...

you can take items left behind, including credits and useful items like protective suits and useful weapons.

Mission one involves stopping a mad professor launching missiles. You must locate the control room, take out all the guards, then stop the mad professor who happens to be holding a grenade!

Mission two starts at the command station where you are briefed and you can purchase extra weapons etc. with all the dosh you've picked up.



Onn: I've played the Amiga version very briefly, and I wasn't too

impressed with it... but EA have done a great job on the MD version by improving the game

display and making it easier to control the action.

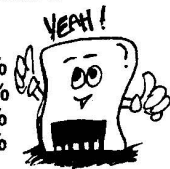
At first the game's rather complex, but after about an hour... you should be exploring the first level, taking out the baddies and possibly completing level one without too much trouble... although level two

is a real problem... very much like alien!

The graphics are identical to the Amiga version but laid out well... not terribly brilliant but fit well in the game. Soundwise is nothing special, a few atmospheric tunes, and only a few sound effects when in battle.

As a strategy RPG, it's a worthy buy, especially as the levels from mission two are very tough. I can't recommend this to everyone but to pure strategy fans who have the time to sit and play the game for a couple of hours... then this is one of the better games, and worth checking out. There is a memory back-up ram on the cart, so you can save out your game which is definitely a must as a mission can take an hour to complete. Overall, a good thinking person's game.

Video - 70%
Audio - 65%
Playability - 85%
Lastability - 89%



Overall - 85%

STREET FIGHTER II

CHAMPION EDITION

I'M M. BISON!



I'M BISON!

KID CHAMELEON

Megadrive by Sega - 8meg
Supplied by Software+/Megaware/Console Concepts

Darren Ash: There's a new walk in Virtual Reality machine in town called Wild Side and all the kids are queuing for a go. Unfortunately no one knows what the game is like as no one has ever come back out.

It seems the game boss has become a little too real and is kidnapping all the kids. So it's up to you as Kid Chameleon, the coolest kid in town to beat the boss and rescue the kids.

The game has four main areas - Warrior Pass, Dragon Fate, Black Peril and Chaos Maze and each area is split into loads of different levels (there are 103 levels in all). At the end of each of the four areas is a boss to beat.

During play, you will come across prize blocks which once hit drop what they contain. Most of the time it's diamonds, but you will also come across helmets, clocks, crosses (extra life) and coins (extra continues).

Diamonds are exchanged for special powers if enough have been collected - 20 for a small power and 50 for the best ones, so grab as many as possible. Clocks add 3 minutes to your time limit up to a maximum of 10 minutes.

The most important items however are the helmets which transform you into another character each with their own unique abilities, special moves and special powers. They also allow you to be hit more times but if you're hit too often, you change back to the kid, and he only needs two more hits before he pegs it.

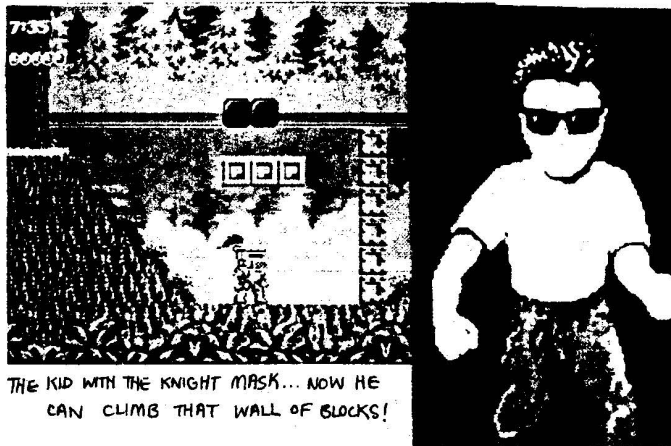
There are 9 different helmets to find and while most levels can be completed in any form, some require you to be a certain character to finish them.

The different characters includes:-
Iron knight - Climbs vertical walls, Red Stealth - Samurai Swordsman, Jug-

geronaut - a tank driving skeleton that fires skulls, Micromax - A fly that can stick to walls, Eyeclops - Can see hidden blocks, etc.

By jumping around the screen, hidden blocks can sometimes be found or secret passage ways that lead to rooms filled with bonuses.

You will also come across teleport pads which move you to another part of the game, usually forward a little bit on the named level but some times to a new level or occasionally backwards, lifts which are ac-



THE KID WITH THE KNIGHT MASK... NOW HE CAN CLIMB THAT WALL OF BLOCKS!

THE KID!

are good with a couple of bits of speech and the music not too bad either.

Although I found this game fun and addictive to start with, and there is certainly plenty of variety in the levels, I found the lack of a password system (there are 103 levels remember) turned the fun to frustration by having to keep doing the early levels over and over. It has to be said though that a lot of the game is very easy so some players may finish it quite quickly while the rest of us will get fed up trying.

It's a shame really, as despite those couple of flaws it's actually a pretty good game which most platform fans will enjoy but I would advise you to try before you buy if you

The aim of the game is simply to get to the flag at the end of each level using the various helmets you find along the way. This is where the chameleon part comes in - scattered around the levels are blocks which can contain money, extra time etc or head-pieces. These change the Kid into various characters including a ninja, a dragon-like creature, a knight and even Jason from Halloween!!!

The various helmets all give the Kid different abilities - the ninja allows you to kill enemies with a sword, the dragon can smash through walls, the knight is heavy in his armour and can knock out floor parts and Jason throws axes!!!

There are apparently over 100 levels and 3 continues, but no password system!! 100 levels is certainly value for money, but is anyone really going to play through all of them in one sitting?

The graphics could definitely have done with a little more effort put into them and they don't really look very console-like.

Sound wise, the tunes are quite good but repeat themselves far too soon, and so do tend to grate and get very annoying. Sound effects are an afterthought, as is so often the case!

Kid Chameleon is a really enjoyable game (if a little easy to begin with) and is certainly worth a look for platform fans.

tivated by hitting them and flags which mark the end of the level.

There are also the usual moving and disappearing platforms and walls, blocks with hidden drills in them, bottomless pits, etc. that you normally find in platform games.

The graphics in Kid Chameleon are very good with colourful animated backgrounds and nice parallax scrolling, there are also some very good effects like the snowstorm and my particular favorite the thunderstorm complete with rain, lighting and thunder. The sprites are varied, nicely drawn and animated although they are a bit small.

Soundwise, the effects

can....

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

Overall - 81%

Graphics - 80%
Sound - 75%
Playability - 88%
Lastability - 78%

Overall - 81%



but still has a lot going for it. The intro spins some yarn about Virtual Reality and a superhero called 'Kid Chameleon' and is quite well put together.



Hmm... EASY TO FIND SECRET PASSAGE!

DESERT STRIKE : Return to the Gulf

Megadrive by Electronic Arts - 8meg - Thanks to Paul Mitchell for the game

Desert Strike is a helicopter gunship game - viewed in 3D isometric... making playing the game look very realistic. The game, as the sub-title suggest is set in the Gulf after the big war. You play the pilot of a gunship, and have a co-pilot who does the biz with the weapon systems and the winch. At the start, you can select from four different co-pilots, all with different abilities.

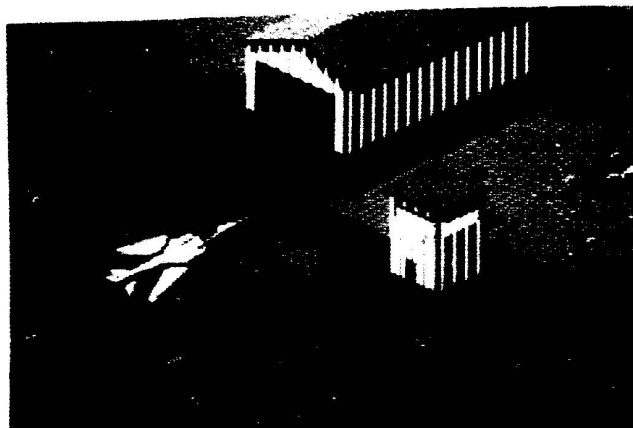
Playing the game is simple, but quite tough. Before you begin, you are briefed on your mission. Campaign one consist of five tasks... take out the two radars, destroy the power station, blow up the two air strips including all the planes, total the enemy HQ and capture the general who will give you the location of a P.O.W., where you will have to rescue! Not exactly an easy task!

As you take off from your patrol boat and head inland to your first target, you'll be fired upon by soldiers with rifles, AA guns, SAMs, and more! So some dodging is required... and it's a good idea to destroy everything too. At your disposal are 1000 rounds of cannons, and two types of missiles - 20 Hydras, and only 8 Hellfires. As well as your arms... you should keep an eye on your armour - get hit too often and you'll blow up, and also your fuel gauge - no fuel and you'll drop out of the sky! Luckily, there are extra weapons, fuel, and repairs lying about or hidden in the area which you can winch up by hovering over them. Repairs can also be done by winching up friendly soldiers (or enemy ones) and returning them to landing sites.

You have three lives per campaign.. if one of your 'copters blows up, you'll reappear from the place you're at.

Note: If you are low on fuel and about to drop, but suddenly get shot and blown up, you'll reappear with the same amount of fuel - so you can die again!!

Once you've completed a campaign, you'll be given a password and then onto the next level.. which is a lot tougher involving destroying the famous SCUD missiles, and breaking out P.O.W.s.



Onn: When it comes to games - this is what I love... Arcade action with lots to blow up, strategy and simple to play... and when there's a good scenario, brilliant

graphics, complimentary sound and lots of missions.... then you have a brilliant game - and Desert Strike has it all. Yep! E.A. has done it again.. Desert Strike is totally awesome, and has had me up all night playing.

The game is very much like Bungling Bay but with a lot more to it. The graphics are just amazing, with highly detailed graphics (the soldiers are only a few pixels small, but animated brilliant real ace) and the full screen 360 degree scrolling is fairly smooth, although at times it slows down a wee bit. Handling the

'copter is tricky at first, but the inertia really helps, and the feeling of actually flying the beast is great!

At first, you fly in with guns and missiles flying, but you soon realize that some strategy is required.

Overall, I can't really fault Desert Strike, apart from the lives business mentioned above, and with it's instant playability, addictive quality of "I've got to complete this mission to get the password", funny and believable inter-mission scenes, good use of sound, and a number of tough missions... Desert Strike is a Must Buy! Even if you complete all the missions, you'll likely to come back again to see if you can complete the mission with one life, rescue all the guys or take out everything! Great stuff!!

Video - 96% Audio - 90%
Playability- 98% Lastability - 94%

Overall - 96%

TIPS:

Super E.D.F. (SF)

For invincibility, Pause the game by pressing START. Then pres A, B, X, Y, L, R, UP, DOWN, LEFT, and RIGHT! You will have to do this on each level.

John Madden 92 (MD)

If you are finding it difficult to reach the finals in the playoffs, enter this code: B3FM8FB5 to play the Chicago Bears VS the Buffalo Bills.

Viking Child (Lynx)

Here's some codes for this game: Omegaman (Level 3), Patricia (Level 5), Reddwarf (Level 7)

Lemmings (SF)

Okay, here are the codes for this wacky game:

FUN	TRICKY	TAXING	MAYHEM
HCNUDDR	KORIHCI	URIHOAN	IHSOWUY
AOBYEKU	IHCAHOG	AKIKNEG	PNATTEP
TERUKAY	UKORADE	NAHCNAG	ANIIARA
HADONUR	MUKASSI	ONAKASO	TTATAAG
USIAZNO	AYSUUYN	OISNEDN	IJUKARA
SINEMAT	URIAGNU	ASURUSN	KATUOSI
URERUZU	KOABENA	NISUKAY	NIHSETI
KAJUKAK	HINEUON	INIAKES	USAGAKA
IEKOZIO	EUKUTAD	NUFOGET	NOHOYIA
SOUKANO	UUYSSIE	IURAARA	TUMENES

TASK FORCE HARRIER

Megadrive by Treco - 8meg - Supplied by Console Concepts

Task Force Harrier EX is an upscreen shoot 'em up, and follows the same formula as most games of this type. You control a Harrier, up against the russian forces... squadrons of enemy planes, tanks, ground to air missiles, battery fire, large planes, helicopter gunships, and so on. You collect extra weapons along the way including powerup main weapons, side multiples, different types of bombs and missiles, and super bombs.

The game is played in two modes... high in the sky where there are more air targets to blow up, and low-level where there are more ground targets. Reach the end and you have to destroy the big boss which includes several types of large planes, single or multiple tanks, and even a space shuttle!



Onn: When I got the game, I thought this would be a terrible game especially from Treco... but to my surprise, EX is actually quite a good vertical scrolling shoot 'em up...

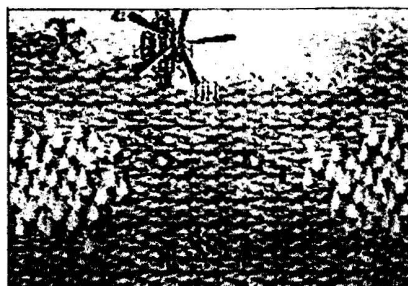
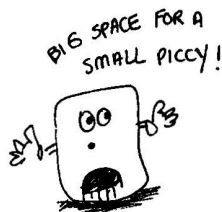
getting close to the likes of Twin Cobra, Twin Hawk, Vapor Trail, etc..

The graphics are pretty poor with very rough backdrops and not too well defined sprites although there are some neat touches, like gun-fire hitting the ground, and sound is modest.. suit the game but nothing special. There's also some speech thrown in for good measure.

However, EX's playability is what makes the game as it's quite tough with enemies attacking you from all

angles. EX doesn't feature anything unique compared to other games of it's type, but it is done very well.

Overall, Task Force Harrier EX is a worthy purchase if you are after an up screen shoot 'em up and rank along side Raiden Trad and Fire



Shark... shame about the graphics however.

Video - 70% Audio - 80%
Playability - 88% Lastability - 87%

Overall - 87%



Dan: Task Force Harrier EX is hardly what you would call incredibly original. Vertical shoot-em-ups of this kind are exceedingly common place, but per-

sonally I still enjoy them a great deal, and Task Force Harrier is an extremely good example of the genre. Graphically speaking, the game is very drab. The backdrops and sprites are poorly defined and blandly coloured. I think, however, that this can be overlooked in light of the great sound (the music is excellent, and there are some very nice samples) and the excellent gameplay. This game has a great deal of 'one more go' appeal and with it's

multitude of levels and reasonable amount of challenge on 'hard' level, lasting interest should be high. (though it might not be so hard on one of these terrible slow PAL machines)

Although many narrow minded people will dismiss this game as being crap, simple because of the

graphics, I would recommend shoot-em-up freaks to give this game a try. You might be pleasantly surprised.

Video - 65% Audio - 91%
Playability - 92% Lastability - 90%

Overall - 90%



TIPS:

GOLDEN AXE II (MD)

For Round Select, on the intro screen, press A, B, C, then press Start. Holding A down from defore, put cursor down to option, and press B & C (with A still down the whole time). Then put the cursor on Exit, and press B & C (with A still down). Then, prut cursor on 1P (or 2P), and press B & C (with A Down). Then choose a character with B & C (with A down). Then you should be able to choose a level.

BEAST WARRIORS (MD)

On the title screen, press Start while pressing A, B, C for Sound Test. Also try Start + A + C.

VALIS (MD)

On the title screen, press Start while pressing A, B, C for Sound Test

FIGHTING MASTERS (MD)

When P1 is trying to select a player, press UP + A at the same time. In this way, 1P and 2P can fight each other with the same character (but different colour). This takes some doing!

AXE BATTLER (GG)

Here's a password for you all guys and gals with this Golden Axe RPG:
KADB BMCM
NPLM DLBE

GG ALESTE (GG)

On the title screen, press Start while pressing I + 2 for sound Test.

Doraman, and the Dorabean nights (PC)

On the title screen, so the following: UP, I, II, Down, II, I, Left, Right, II, I, then numbers should appear in the top left hand side. You can choose levels with this!

TIPS - TIPS

Magical Chase

When selecting difficulty level (any one got this game?), on that screen, press Left, Down, Right, Up, Select, Select, Select, Left, Right, Button I. You'll have lots of Dosh!

On the same screen, press Left, Down, Right, Up, Select x 3, Left, Right, Button II, for music test.

Terminator 2 (GB)

Hold down Select to slow the game on the reprogramming levels!

Thunder Spirits (SF)

Press Start and Select on the title screen to access the options menu, with both pads plugged in. After clocking the game, a new set of options will appear with new selection to choose from. (Thanx to Yat Lau)

Fatal Fury (Neo Geo)

Select either Andy or Joe, and perform a forward or backward jump and a special move while in mid-air. When you land, you will automatically perform the move a second time. (Thanx to Yat again)

Space Fantasy Zone (MD)

For the original music, pause the game and press all three buttons!

The following require two pads plugged in!!

In play, Pause and on second pad, hold diagonal Left-Down and press B. The words PASS appears. This will let you skip a level if you press C on pad one.

You can also press B on pad 1 for FREE PLAY option. This will give you infinite lives! Or press B again to toggle to NO HIT for invulnerability,

For even more... still in pause mode, on pad 2, hold Left-Down and press C to destroy all bases so you can fight the boss!

And even more... for tons of Dosh,, (in pause) on pad 2, hold Left-Down and press A for \$99999999 !!! There's no excuse for being broke now!!!

SOL-Feace (MD-CD)

On the title screen, do the following - press button A, B, C, A, B, C, B, C, B, A, and you will get a Config mode with a number of options. On MODE, by press button A, you can change from normal to Muteki, My99 and Easy, etc.

Ninja Gaiden (GG)

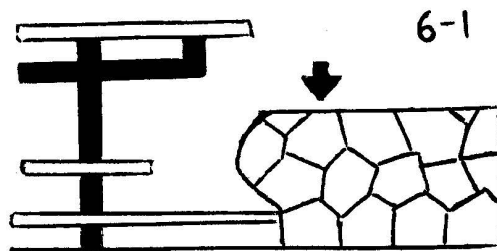
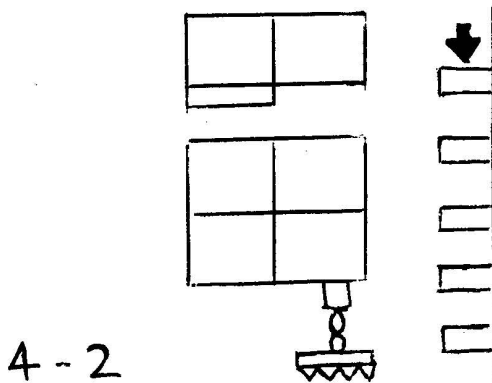
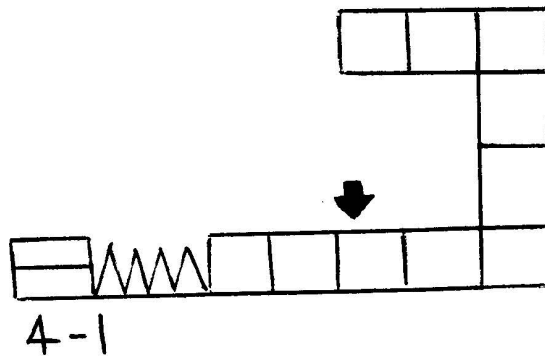
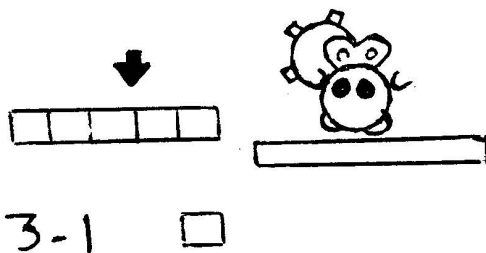
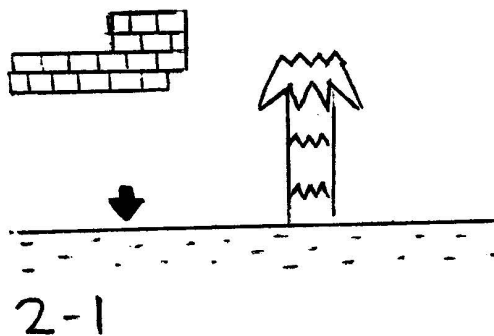
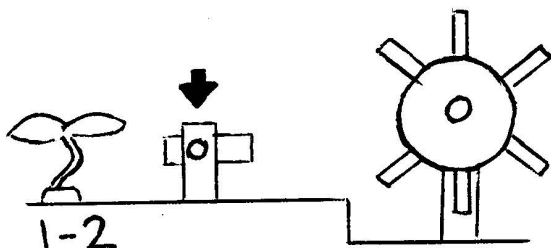
Enter the Password option, and stick in MONTY for the end of the game, and NODIE for ... well... I let you find out yourself.

Space Harrier (GG)

To make the game easier or harder, on the SEGA logo when you switch on the game, press button 2 for Easy, or button 1 for Hard.



And here are some WARPS in Taito's cute game Liquid Kids supplied by Gavin Atkins



TROUBLE SHOOTER

Megadrive - 4meg - Bought in Hong Kong

Madison and Crystal are two rock hard girlies - not the sort of people you would make fun of - they'd kick the crap out of you! They are also the heroines of this game, in which you must guide them both through seven levels of horizontally and vertically scrolling shoot 'em up action, in order to rescue a prince who is being held captive by the evil

apparent in the between level sequences.

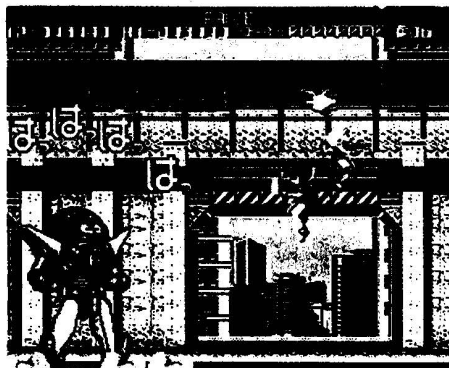
Graphically speaking, the game is not terribly brilliant - the use of colour is less than fabulous and some of the backdrops are not very imaginatively done. The bosses, however, are rather good (particularly the giant robot on his exercise bike!). Sound is somewhat better. The SFX are nothing special, and the speech is a throw back to the days of Granada etc., but the music is great, and suits the game perfectly (particularly on the large R-Type like ship - very dramatic.)

The only real problem with the game is the lack of challenge, even on the hardest difficulty setting.

However, the game is still worth playing even after being completed. This game will not be everyone's cup of tea, but I would advise shoot 'em up freaks to take a look.

Video - 75%
Audio - 89%
Playability - 91%
Lastability - 80%

Overall - 89%



THE GIRLS ATTACK MR. ROBOT!

Blackball. To help them in their mission they also possess (in addition to the rather hard weapons they carry) a drone, which can utilize one of four selectable super weapons; Avalanche (horizontally firing missiles), Tidal Wave (Vertical beam which can be moved left and right), Blizzard (Circular Smart Bomb), and Lighting Storm (vertical beams).



Dan: Although no one seems to agree with me on this one, I just love this game!

Although this game offers nothing new in the originality stakes, the whole thing has been very well put together and the result is a very playable game. I also like the tongue-in-cheek sense of humour which is very



MADISON! ONE COOL GIRL!



S.D. VALIS

Megadrive by Telenet - Supplied by Console Concepts

Valis returns on the Mega-drive, but this time in pint size cartoon 'super deformer' form. The game follows the same format as other Valis games. You play Yuko, the blue hair girl, but when you first start, kitted out with no protection - in her Japanese navy-like school uniform, and armed with her magic sword. You must run forward, kill the nasties that wander around the place, avoid their fire, jump up and down platforms, then kill a rather large boss. Complete a level and you will gain better protection and a more powerful sword and it's onto the next level.



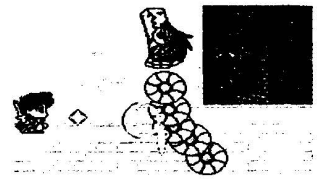
he was working on a game recently, I wonder...) and then coloured by someone with acutely bad taste. Nor is it the instantly forgettable sound. It's the gameplay. There isn't any! Only one or two games of this result in complete apathy. There just doesn't seem to be any point in playing.

Avoid this game. I don't know how it compares to sitting on a magimix with a missing lid (and I would be interested to find out how Mr.



Dan: It's not often I can actually be bothered to write a comment

on a game which I really don't like, but in this case, I think I can make an exception. The Valis games on the Engine are fairly decent. Not brilliantly playable, but entertaining nonetheless. This version, however, is utterly banal. It's not just the crappy graphics which look as if they are designed by a backward child (in fact, Lee Scum did mention that

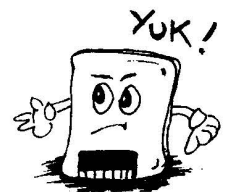
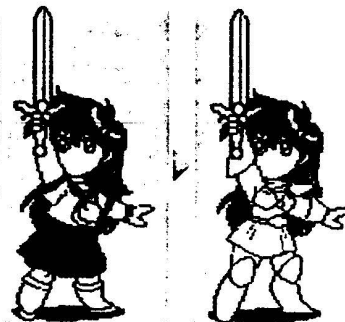


MINI-VALIS FACES THE SNAKE!

Brookes became so knowledgeable about the subject) but the only difference between this and a bucket of shit is the bucket.

Video - 35%
Audio - 40%
Playability - 20%
Lastability - 5%

Overall - 15%



"BY THE POWER OF GREYSTONE... I HAVE THE POWER!"

TWO CRUDE DUDES / CRUDE BUSTER

Megadrive by DataEast - 8meg - Supplied by C.E.S. / Crazy Konsoles

The year is 2010. New York has been hit by an unknown A-bomb wiping out everything. Several years later, before the government can take

with his deadly boa constrictor, a rhino man that charges at you and tosses you in the air, and a short, fast, evil santa 'claws'!!

the power colas! This is a real shame as the graphics (which are rather rough with gaudy colour schemes - the same as the coin-op), and the tunes are just like the arcade machine. The game play is indistinguishable to the coin-op apart from a few minor differences, mainly the attacks of the bosses, and is a pretty smart game. The range of moves your guys can preform makes it very interesting, but I prefer Street of Rage because of the viewing angle... single plane is quite limited.

Overall Crude Buster is certainly worth checking out particularly if you like the coin-op.. but lacking in the speech. Not a brilliant game, but a fun packed beat 'em up.

Two Crude Dudes is basically a straight forward beat 'em up, although it has a few interesting ideas that make it well worth a look. Firstly, the two player mode which really does add a lot to the game and secondly the ability to pick up almost anything (including the other player!) and throw it at each other or at the bad guys! It's great fun grabbing a car or a massive pole and lobbing it around the screen, but the other player does tend to get quick revenge if they're on the receiving end!!

Occasionally during levels (and at the end of each one), you find drinks machines and attacking these makes cans pop out which are used to top up your energy.

Most levels have more than one guardian character, an easier one first, then a bigger and harder one later on. These vary from people flying around on long motorbikes to spider-like creatures.

The graphics are typical MD arcade coin-op style - ie fairly close but lacking in colour and not particularly well defined. Still, pretty good and no major complaints.

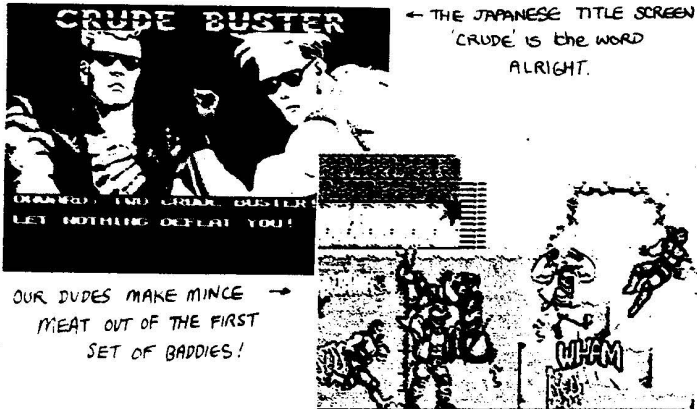
The music isn't excellent but suits the game and is normally droned out by the crashes and screams!!

Unfortunately, it seems far too easy, even though there are only 3 continues and 3 lives each. Most people should have no trouble completing this within a couple of days (if not sooner).

There is some slow down from time-to-time (it's not just a SF problem!!!!) but generally the action is fast and furious and a good stress reliever!! Definitely up there with 'Streets of Rage' for beat 'em up fans, and well worth a look, although lasting appeal is doubtful.

Graphics - 84%
Sound - 83%
Playability - 90%
Lastability - 78%

Overall - 85%



← THE JAPANESE TITLE SCREEN 'CRUDE' IS THE WORD ALRIGHT.

OUR DUDES MAKE MINCE MEAT OUT OF THE FIRST SET OF BADDIES!

control of the city again, a large evil organized mutant gang have moved in, called 'Big Valley'. The president want them out and have asked for your help... rid them all, and cash in on big bucks!!

The game's one or two player (simultaneous) beat 'em up, viewed in single plane side view. You must get through each of the levels by taking out all the mutant gangs in whatever way you like. Your 'crude dudes' can punch and kick in standing, ducked or jumping positions; roll forward; jump and climb up higher levels and, pick up and use objects. You can pick up a host of items in this game from a stick where you can 'Whack' opponents with, or the enemies, cars, billboards, rocks, stone blocks, and even your partner, and throw them!

The opponents range from hounds that run up and bite you, hunchbacks that leap and cling on you, punks that punch and kick, disc-cutters that throw boomerangs, guys with flame throwers, plus some bosses! Big baddies appear at the end of each level and sometimes during the level too. There's a snake man



Onn:
I've only played the coin-op a couple of times, and I thought it was pretty good

especially with two players as you can throw your partner around!! This was one feature that made the coin-op great - the ability to pick up and throw just about everything. The other feature is the brilliant samples in the game. Unfortunately, DataEast have done a boo boo and left them all out... gone is 'Catch!', 'Eat this!', 'Hey! Toilet Face', and even the 'Glug Glug' when you drink

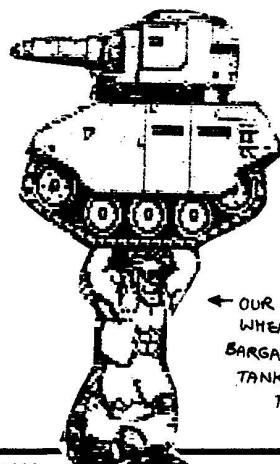
Video - 85%
Audio - 85%
Playability - 85%
Lastability - 80%

Overall - 85%

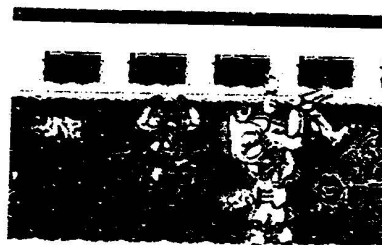


Marc:
What a miracle! A decent coin-op conversion, a good beat 'em up and a

game that's a laugh to play all in one!..and it's two player!!



← OUR DUDES KNOWS WHEN HE SEES A BARGAIN... AND THIS TANK IS JUST THE TICKET!



↑ MORE ACTION FROM THE DUDES!

EXHAUST HEAT

Super Famicom By Seta - 8Meg+BB
Supplied By C.E.S. / Krazy Konsoles

Exhaust Heat is played very much like Nintendo's F-Zero using the same view and 3D routines it seems. Before you start to race, you have two options - race a full grand prix or practice. The grand prix game is a lot more interesting as you start off with a rather naff car and not much money. To gain money, you have to get high in the ratings... so pole position is fairly essential if you want to kit yourself with a very high performance machine!

Before you go on the track to qualify, you can kit out your car... if you have the dosh! You can buy tires, engines, suspensions,

best times after each race.



Onn:
Exhaust Heat at first is just like F-Zero but with different graphics and sound,

but after a few goes, it has more to it when you enter the grand prix and quite a challenge it is too, especially avoiding other

usual engine noises. As the game goes, Exhaust Heat plays very well, but it has flaws. It only has two options... and completing the Grand Prix in first place is not too difficult, (there are no 'Congratulations, fan fairs, etc.') especially as the top place computer drivers vary from race to race, so coming second in every race could win you the championship although the equivalent to Senna and Mansell are usually in the lead! And with no multi-play option, very limited.

Nevertheless, I must say the pitstop is very impressive... how it pans around as you enter and leave the pits is brilliant. Unfortunately, with only three laps... there's no point in going in!

Overall, Exhaust Heat is a very good 'F-Zero' F1 race game, but nothing special... worth checking out, but I'll wait for a two player one instead.

Video - 80%
Audio - 80%
Playability - 90%
Lastability - 65%

Overall - 78%



Marc: It has to happen sooner or later - a formula 1 game using the mode 7 style of F-Zero - and Seta haven't exactly delivered the goods... Everything starts well, the title screen has one of those Amiga demo style 3D

scrolling road effects and some fairly good music and then you choose whether you want to practice or race etc.

There a quite a few nicely drawn stills throughout the game and the usual Famicom zoom in/out and screen effects are used when selecting tracks etc.

When you have finished a few races, you can then afford to buy some add-ons for your car. These include a better engine, turbos, tyres, oil and rear wings (?!).

When the game starts, the first thing I noticed was some slow down as you pull off from the grid!! This is inexcusable considering that there is nothing really going on that isn't chip generated!! Very poor.

The in-game sound is pathetic and sounds as if a very large fly is hovering behind you the whole time!! Very annoying and the hand goes across to the volume control straight away, otherwise a bad headache comes one!! The game actually plays o.k, which isn't really saying all that much since racing games are very straightforward and there is little 'gameplay' as such to worry about.

The "action" soon becomes boring as there aren't many cars on the track and if you get to the front you may as well just switch your brain off, for what use it is!! However, there is a save facility for lap records which is sensible as at least then you have something to aim for when you race.

The 3D effect isn't nearly as fast or convincing as F-Zero and the tracks are far less interesting to race around, and so the excitement factor is low.

Remembering F-Zero was one of the very first games to come out on the SF, it really does raise the question "Why bother?" when an effort like this falls so far short of such an old game.

A shame.

Graphics - 80%
Sound - 65%
Playability - 82%
Lastability - 71%

Overall - 73%



brakes, nitro, etc. To qualify in the race, you have to complete two laps with a good time. Driving is easy... left and right steers, button to accelerate, brake, and Nitro. Your position on the grid is based on your qualifying time.

The race itself is only three laps - not very many, but you can still get to pole position without too much trouble. The tracks themselves are based on famous tracks and some are murder, with twists and turns, very tight hair pins, etc. And there are some deadly obstacles to run into if you happen to spin out onto the grass. Hitting them or other cars will light up the damage indicator - more damaged and your car won't preform as well. You can of course enter the pits for repairs.

The game also contains memory back-up so you can save your positions and

cars and obstacles at top speed.

The graphics of the cars are rather small and not that great but any bigger and getting round the corners would be impossible! The actual track graphics are as good as F-Zero, pretty bland, but really nice scenery at the back.

Sound is quite good with some decent tunes and the



PITFIGHTER

Super Famicom by Toys Head H.Q. - Supplied by C.E.S.
Megadrive by Tengen - Thanks to Paul Mitchell for game

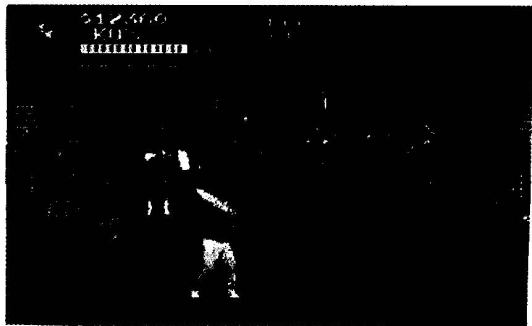
Okay, everyone must have seen the coin-op version of the game, so I won't explain it to you... it'll bore me to death. So here's what the conversions are like on both the S.F. and M.D.

S.F. Version



Nick: When Pit-Fighter first appeared in the arcades it boasted digitized graphics and quality hardware scaling, however none of this seems to have appeared in the

SNES version. Anyway when you turn on the game you are presented with a logo veering the name Pit-Fighter. After I waited a while I found out there was no intro, no music, no nothing - only a short demo of this crap game. After pressing select, the screen where you choose your fighters



appears, you can choose from: Buzz, a former Pro wrestler with a killer body slam!, Ty, a champion kickboxer who looks like Van Damme, and Kato, a karate legend with a lethal dragon punch (not like SFII's). After choosing your fighter(s) you appear in the pit. The controls take a while to get used to and the animation is really bad. The game seems hard at first but all you have to do to win is punch! I really don't think this game is up to SNES standards and unless you are a fan of the game I would stay well away.

Video - 65% Audio - 50%
Playability - 50% Lastability - 60%

Overall - 54% (Stay Away!)



Onn: Well, Nick has put it exactly what I think of the game... totally Crap with a big capital 'C'. I thought Pit Fighter was an absolutely crap coin-op game, but

this conversion is the pits - the graphics and sound are horrendous... but the gameplay - totally unplayable... trying to make a move on the opponents are just impossible. This has got to be the worst conversion ever... I rather play Dimension Force!! Considering Toys H.Q. also produced the utterly dire - Home Alone aswell... I shouldn't really be surprised how bad this is. YUK!!

Video - 30%
Audio - 30%
Playability - 10%
Lastability - 5%
Overall - 7%

M.D. Version

Onn: After seeing and 'barely' playing the Super Famicom version, I was expected the same from the Megadrive version... But was surprised that it's actually quite playable. For one, the game has an option

screen to set the difficulty level from very dumb opponents to guys and gals you definitely won't want to meet in a dark alley... or anywhere else for that matter!

On sound and graphics, it's very similar to the SF game, but a tad better with bigger sprites, better animation, and extra features. But it's the playability which scores over the SF game as you can actually preform the moves... and there are a lot of them on this version... round house kick, grab and throw, pound the opponent when they are down, pile

driver, roll away, and so forth, plus picking up objects like oil drums, knives, and sticks. Another great touch to the MD version is that the crowd interacts like the coin-op... get too close and they will sometimes punch, kick or knife you... or opponent!

Overall, Pitfighter is not a bad game... infact, this MD version plays better than the coin-op game, although it's a shame the scaling isn't used. All in all, if you like the coin-op, this version is definitely worth checking out, but it's not quite a fun as Fighting Masters.

Video - 40% Audio - 50%
Playability - 80% Lastability - 65%

Overall - 75%

BATTLE DODGE BALL

PC Engine - Supplied by Console Concepts

Onn: Battle Dodge Ball is basically an updated version of the old game with different graphics, sound and special moves.

If you haven't played it before, you have a team of players on a volleyball-like pitch (without the net) and must take out your opponents by hitting them with the ball! Each team comprises of seven players... four main guys inside their half, and three others outside the opponent's half. The four guys cannot move out of their area, so rely on the outer guys to fetch/return the ball should it go out.

Each main character has a set number of energy points, so taking out the weakest is the best tactic to reduce the odds. With the winning side been the one that survives, excluding the outer guys.

This new version is the same but with different teams, including ninjas, druids, american footballers, ghoulies, etc.. all off which have different special attacks. The graphics are average with small sprites, and not that good animation. Sound is pretty average too. On playability, it's below average - chucking the ball back and forth is not too exciting. Overall, I wouldn't bother with Battle Dodgeball - stick with Volleyball or Tennis instead - it's certainly more enjoyable.

Video - 70% Audio - 70%
Playability - 60% Lastability - 45%

Overall - 60%

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MEGA DRIVE

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Onn Lee test drives some of the available games for the 24-bit black beast from SNK... and ask, is it worth getting a loan from the bank?

Okay, here's the missing column from last issue. This column was initially intended to be written by a couple of Neo Geo owners, but was let down by them... so as our local arcade has a Neo Geo MVS machine, with a number of games on it... it has been possible for me to compile this column. I hope to have the rest of the games for the Geo in the next issue. Anyone out there with a Geo who could help?

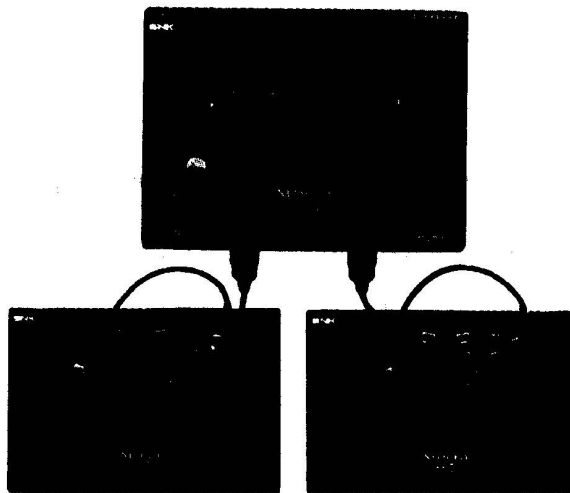
The Neo Geo is certainly, with doubt, the most powerful video game console around - boasting a 24-bit processor running at a nifty 12.5MHz, 15 channel stereo sound (including 7 dedicated to real voice speech), 65,535 colours - 4,096 of which can be displayed at any one time, 380 sprites and multi-layer screens than can fill the entire screen, plus omnidirectional scrolling and rotation, enlarging shrinking, fade and scaling... and the machine can be linked for multi-play games!!

So, you could say this is the dream machine... and now that it's available officially... at a fairly reasonable price (for what you are getting that is! Compare it to the Amiga, and you'll have to say it's worth it), why isn't it a mass selling games console? Well... it seems it's not the machine that's the problem... it's the software. Two things are not going right for the



MUTATION NATION... UP AGAINST THE FIRST MID. BOSS

NEO GEO SEMI ROUND UP



SNK
Home Entertainment, Inc.

software. Firstly the price.... at over £100 for a new game... not a lot of people can afford it. And secondly, most of the games are not of great quality in terms of playability and lastability to justify the price.

Firstly, what is expected soon for the Neo Geo?

Well, after the excellent Baseball Stars Professional, the sequel will appear soon. Yes... 'Baseball Stars Professional II' will have all the playability of the original with more better teams, features, leagues and tournaments.

Another sequel will be 'King of the Monsters II'. This one will have new sci-fi monsters, new fighting arenas and killer voice sounds. A must for fans of the original.

More fighting action will come from 'Art of Fighting'. As yet no details of this game, but will be two players.

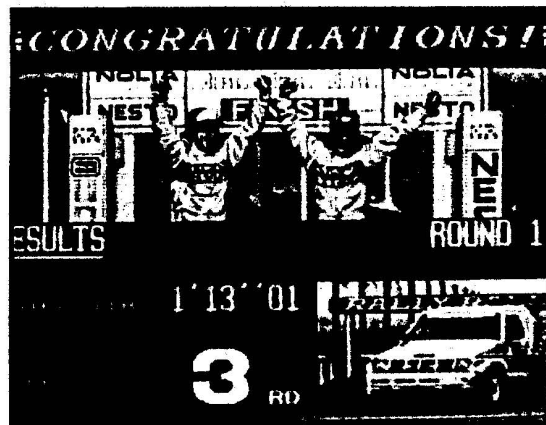
The Round Up

The latest release is Last Resort... see Jason Brookes view in Coin-Slot.

Mutation Nation: Another beat 'em up in the style of Final Fight - but SNK have bodge things up once again. Basically, what you have is Robo Army with different graphics. The gameplay is the same as other games.. trek forward, take out the minors, and when you reach the end take out the big boss.

The main bad thing about the game is the limited amount of

moves your character have.. combination punch, flying kick, grab and knee, and the Upper cut, plus a special magic power should you



TRASH RALLY... ERM... TRASH RALLY

collect them (like Robo Army!) and that's it.

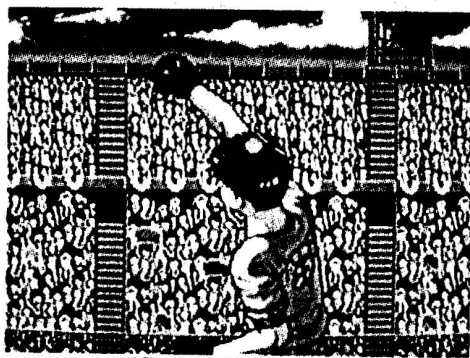
The game starts off pretty easy with the mutated beings wandering around aimlessly, but soon hots up with some very difficult beast... and the real bosses are mega tough!!!

Again, graphically, it's a masterpiece but animation is rather poor, and the sound is very good. But all in all, Mutation Nation is an Okay beat 'em up but it just doesn't have that

gripping stuff like Final Fight, Vendetta or my current favorite beat 'em up - Captain Commando. On console, I'll stick with Final Fight on the Super Fami.

Thrash Rally: When I saw this, the first thing I thought was 'Roto Roader' - but was I disappointed... Thrash Rally should have been called Trash Rally!

The game is an overhead racing game like MotoRoader which features excellent fast, and extremely smooth scrolling including scaling when you jump, but the game is very boring as the object is just to complete a race within the allotted time like Outrun by getting to checkpoints. You can race from two courses, in different vehicles including a rally car, truck, motorbike, etc. However, there are no weapons or anything at all interesting... so it's just stay on the track going at full speed and dodging the other vehicles. Overall, avoid this game at



BASEBALL STARS PROFESSIONAL

all cost... it's probably cheaper doing the real thing!

Baseball Stars Prof.: Excellent Baseball game - and one of the best games on the Neo Geo. Brilliant graphics and animation, super music, sound FX and speech, and great gameplay especially against a human opponent. A must!

Riding Hero: One of the worst motorbike games around. Control of your bike is awful, and the tight road circuit is quite tough to get round at top speed, not to mention trying to overtake competitors. Verdict: YUK!! Forget this!

Top Player's Golf: Excellent speech.. but not much else. Not a patch on EA's excellent PGA Tour Golf... and as such only recommended to ardent golf fans!

Ninja Combat: SNK's first of many beat 'em ups. This isn't bad, but not

quite up to the standards of say, super shinobi. As you don't actually punch, kick... but throw flames (?).. it's too much of getting in the correct position and pound that fire button as fast as possible! Not bad.. worth checking out.

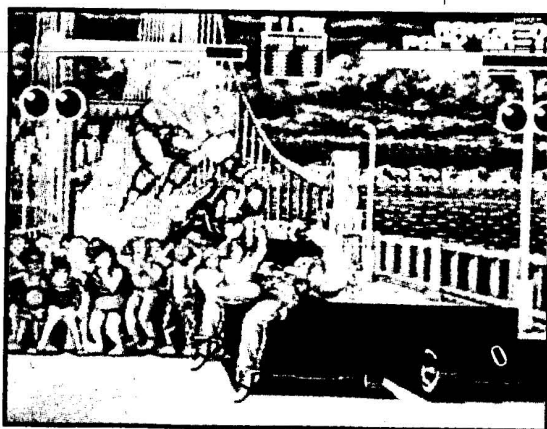
The Super Spy: The first 3D game, and this is not a bad game and quite fun especially when you have the Uzi 9mm, and waste those bad guys. Super graphics and excellent sound, and neat game play, but after a day or so, you'll be fairly bored as it varies very little. Good game, shame about the lasting interest.

Nam-1975: One of the first games and still one of the best. Like Cabal but a lot different with awesome graphics, excellent sound and superb arcade action. Super game, and quite a challenge on later levels, and a must for all Neo Geo owners!

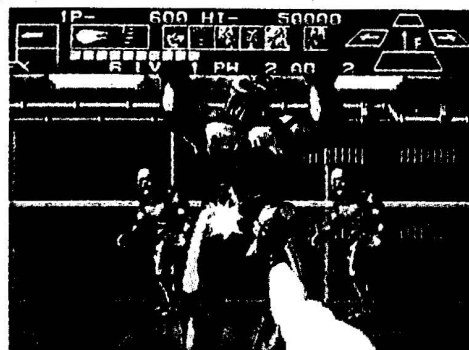
Alpha Mission II. The first vertical shoot'em up, and a real disappointment. Alpha Mission II looks and plays pretty well when you start, and when you get those weapons. Unfortunately, the extra weapons only last a few seconds so it's a real bummer making the game very tough... but mainly frustrating! If you kept your weapons, then this would be a rather great game, but as it is, I rather play GunHed.

Magician Lord: Another first game, and another ace one. Excellent graphics and sound, and extremely playable. With varied levels of obstacles and traps, all manner of nasties, and different characters to change to... Magician Lord is one game that should be on your list.

Burning Fight: Neo Geo's answer to



FATAL FURY



THE SUPER SPY

Final Fight and quite well done, but again not up to the class and high quality of Capcom's game. Limited moves and not a great deal of varied action. Only for desperate fans of the game!

Super 8-Man: This is one of the better beat'em ups with fast furious action, superb use of the Neo Geo's hardware, in both the audio and video, and the gameplay is very good, although quite hard. Definitely one worth checking out!

Robo-Army: A spin-off of Ninja Combat, then went on to Mutation Nation it seems... same code - different graphics. Basically the same as Mutation Nation - beat up the robo-baddies, use the extra special magic/power, reach end - destroy hard boss. Again limited moves, fairly basic attacks from enemy (although climbing down the ropes is tricky)... etc. Another Okay average game.

Fatal Fury: Certainly one of the best Neo Geo games for ages. No mistake - a ripp-off of Capcom's Street Fighter II with similar attack moves and special moves... not to mention helped by one of the Capcom team. As one-on-one beat'em up goes... it's pretty ace. Unfortunately doesn't touch Street Fighter II due to a choice of only three characters, the computer opponents are not that interesting and can be beaten too easily with the special moves. The bonus arm wrestling is real boring too. A very good game - not as good as it could have been ... but certainly the best one-on-one game for consoles! A MUST!!



SUPER FANTASY ZONE

Megadrive by Sunsoft - 8meg - Supplied by Console Concepts

Fantasy Zone is one of the most hip shoot'em ups in the arcades and on the Sega Master System... there was very little to touch the cute game at the time. It was dead simple to play as you control a little ship called Opa Opa who could fly left/right, and must destroy a number of bases on each level. The ship was equipped with twin vulcan fire and small bombs... and the game scrolled alone left and right. As well as the bases on each stage, there were lots of baddies out to get you... all cutely drawn in cartoon style, looping the loop, firing bullets and missiles, and generally being right buggers.

Kill them, and the bases, and money are dropped, where you could pick up. Money was used at the shop which appeared once on each level (sometimes twice), where you could buy better engines to speed up, big bombs, lasers, wide beam, heavy bombs, etc. Your main weapons were limited by time unfortunately. Blow up all the bases and you'll face the big boss, and then the next stage.

Super Fantasy Zone is basically the same game, but as the Megadrive has slightly better graphics and sound, it's been souped up in both departments, with extra new touches, plus more weapons thrown in. It has animated parallax scrolling, new and old baddies, new and old tunes, more weapons, more deadly bosses, and a lot more tougher!!!

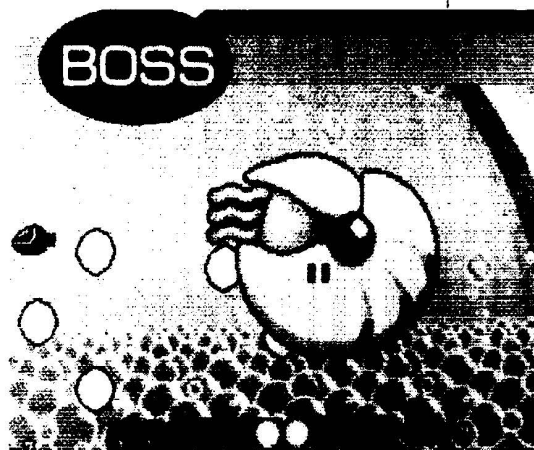


Onn: I'm a real fan of Fantasy Zone, and this is one exceptional version from Sunsoft. The graphics are brilliantly done with really great parallax that not only move independently left and right, but up

and down... and animate too! Most of the original creatures are present, plus some new and deadly others. Soundwise, it's excellent with remixes of the original, plus some real funky new ones thrown in and if you prefer the original tunes, they are present too - see Brain Surgery.

But what made the original great is what make's this new version great - it's playability. Now with extra weapons like homing missiles and different bombs, and different levels including one in the dark (headlights

are essential here!), plus some very deadly bosses. The only flaw in the game is the missing SELECT balloon which appeared in the original during the middle of each level. This was very handy because you could buy lots of weapons, and when they ran out, enter Select to



choose another... with this, you could use the main weapons on the boss too, which you can't on this, as it runs out before you reach it.

But apart from that, Super Fantasy Zone is certainly worth parting your money for... it's also in Sunsoft's neat mini casing!!

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

Overall - 90%



Dan: The original Fantasy Zone was a fairly good game, with nice colourful graphics, jolly music and fun gameplay (though unfortunately ridiculously easy).

Sunsoft's version of the original with different levels and bosses. Graphically this version is great. It manages to retain the look of original whilst still looking very much a Megadrive game. The original single level scroll has been replaced

with some very swish parallax, the colours have been toned down a little (the original was a little garish to say the least) and the sprites have been redrawn. Soundwise the original FZ is a hard act to follow. Whilst the tunes were not good technically, they were very catchy and were the sort of tunes you might find yourself humming half an hour after playing the game.

Thankfully Sunsoft have done a stupendous job on the music to this game, and it's possible to play the game either with an up to date version of the original music (brilliant!) or some new tunes (amazing!). Gameplay in SFZ is just as good as the original, extremely addictive and even though I can finish it with ease, I'm still pretty addicted! (Lucky this version has a difficulty select and even hardened FZ players should find hard mode to be reasonably challenging.)

If you're a Fantasy Zone fan, or just like cute shoot 'em ups in general, buy this game!

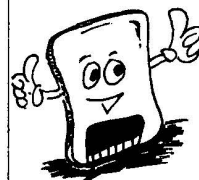
Video - 89%
Audio - 94%
Playability - 91%



Lastability - 92%

Overall - 92%

COOL!



D.I.Y. Virtual Reality

After the last issue, many people couldn't get to a V.R. place to experience a different world, or couldn't afford the high prices for a few minutes. So, at the E.B. offices, we rounded up the most technical and scientific team together to bring you, "How to build your own Virtual Reality kit in 10 minutes".

Firstly, what you will need:

- One Cereal Box
- Some string or straps
- A (broken) Quickshot II joystick
- A belt

Do the Do....

Cut the ends (top and bottom) of the cereal box, and if you like, you can paint it a nice pretty colour. Now, place the box over your eyes so you can see out the other end, and strap it to your head with string/straps. To make it feel like wearing the real V.R. helmet, you should make it uncomfortable as possible (see fig. 1).

You are now half way there!

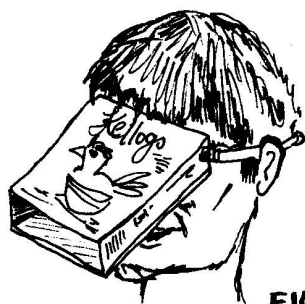


FIG. 1

Now, with the Quickshot II joystick, snap off the base so you have just the handle. Also cut the cable from the base (cutting the cable is quite difficult, so you should ask a grown up if you can't use a pair of scissors!) and attach it to the bottom of the handle. The other end should be attached to your belt, which you should put on very tight!



FIG. 2

Make sure you can easily tangle up in the cable, just like the real thing! (see fig. 2)

You are now ready to play V.R.!

Once you have all the gear on, you should find a suitable place to play the game. Remember, V.R. is great on your own, but even more fun when there are more people. So, the best place to play is in a shopping center!

Watch out for those nasty, angry shoppers who persistently stare, point, mutter, and push you around. As a Warrior of Good and protector of peace, you should hack the buggers to death with your Virtual Reality Battle Axe! Watch out also for the realistic looking security guards as they rush up to capture you! Make sure you hit them between the eyes.. and don't be afraid to use your feet too... kicking them in the nuts does the trick too. It's Virtual Reality after all!

BUT beware, as you progress further into the dungeon, the wild pigs are bound to turn up! They roll in riding pandas, and armed with short clubs will attempt to make mince meat out of you, and put you in chains! Make sure you know your evasive maneuvers!

If they catch you, you could be teleported to a locked cell. If you are a thief, you should be able to break out by picking the lock, unfortunately, no one has done so!

* Note: We take no responsibility on the outcome of using the D.I.Y. V.R. kit because of it's realism!!!

E.B. Team Profile



Name: Nick Burne

Age: 14 (I'm the youngest!)

Gender: male

Fave Console Games: Contra (SF)

- Great all round game!

Super Formation Soccer (SF) -

Wicked Footie game!

Final Fantasy II (SF) - Brill R.P.G!

Fave Coin-ops: Street Fighter II -

Round 1, FIGHT!

Sunset Riders - Yeehaw!

Turtles - Cowabunga!

Fave Pinball machine:

Terminator 2 - Lots of bonuses

Fave Films: They Live, Alien,

Predator I+II, Any Van Damme Film!

Fave Music: Anything decent!

Fave Clothing: Baggy Jeans, T-Shirt, Trainers

Likes: My Famicom!, Burger King,

Any Chinese Food, Role Playing

Games, and Street Fighter II

Dislikes: My brother, shite famicom

games, Dhalsim (sorry Lee), not

having enough money for Street

Fighter and my maths teacher

(prick!)

When nobody's looking I like to:

Whirl my nunchucks (very painful!)

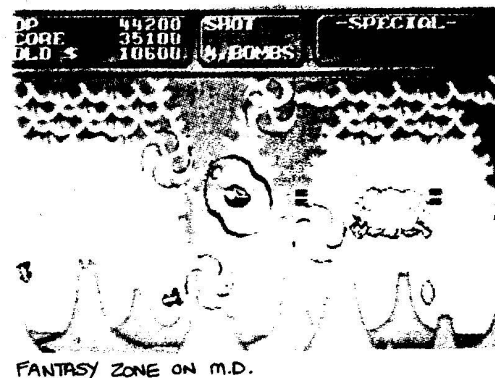
My greatest ambition is: To beat

my mate James Blackford at Street

Fighter II

Fave sayings: "Errrrr.....", "You

rastafarian!", "I'll beat you any day!"



FANTASY ZONE ON M.D.

'GATOR WORLD

Megadrive by Kaneko - 4meg - Brought from Hong Kong

Okay, this is not actually called 'Gator' World... but I think it's better than 'Wany Wany'.. so we will refer to it as Gator from now on.

The game is basically an updated version of Space Panic where you have a set of platforms connected by ladders and infested by alien life forms. To kill them, you dig a hole, watch the buggers drop in, then fill in the hole! Kaneko have improved the graphics with colourful cartoon style characters ranging from the main 'gators to rabbits, badgers, dwarves, etc., colourful detailed backdrops, and extras to the gameplay. At first the game plays like normal Space Panic apart from collecting the fruits when you mash a baddy, but later levels have lifts, transporters, platforms you can't dig a hole, creatures that require several 'drops and knocks' to kill, creatures that bounce around or fill in holes, and even a skunk that fires a smelly cloud at you! You can also gain useful objects that makes you go faster, dig/fill two spaces, and a 'sonic-the-hedge-like' invincibility with trailing sparkles. You also have extra weapons.. a heavy bowling ball and bombs. Plus - kill two or more nasties with one move and a slot machine sometimes appear where you can pick up tons of goodies if the reels hit the jackpot!!

Get to the last stage of a level (10 stages), and the screen scrolls - so you have to be pretty nifty! And you then face the boss - the first is a giant gorilla. You either use your special weapons or dig some big holes!!



Onn: At first, I wasn't too impressed with this game as it was just like Space Panic - but as you progress pass the first few stages, it becomes pretty good and quite

addictive. The graphics are very well produced with great animation... especially good is the smelly skunk that farts at you, and the bouncing bunnies.. but the bosses are mega! Sound is brill too with jolly tunes and just as good sound FX.

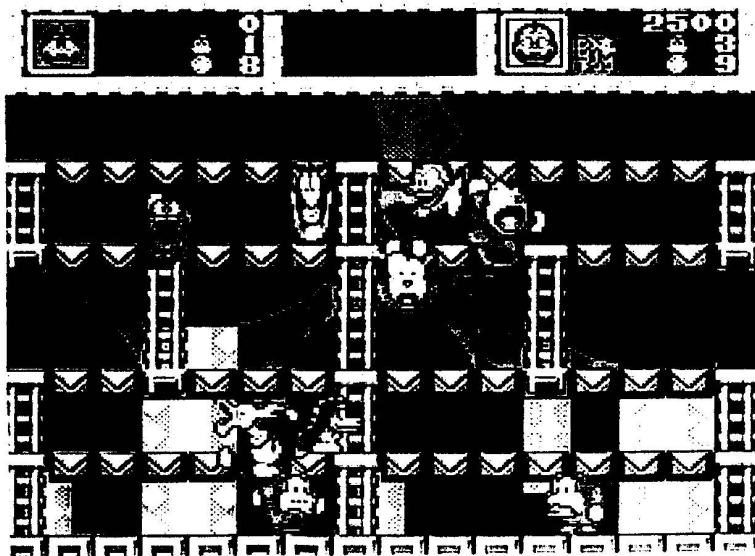
As I said, the game plays really well especially with two players, although it has one major flaw... getting killed sometimes is too easy and can't be helped sometimes, especially on the bottom floor where you can't dig a hole. The game's very challenging too.. there aren't tons of levels, but the latter ones are rock solid!

Overall, Gator World is a neat platform game - it doesn't have the edge on the likes of the Bubble Bobble series (and other Taito cute games) or have that addictive quality after a few sessions, but certainly worth checking out.

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



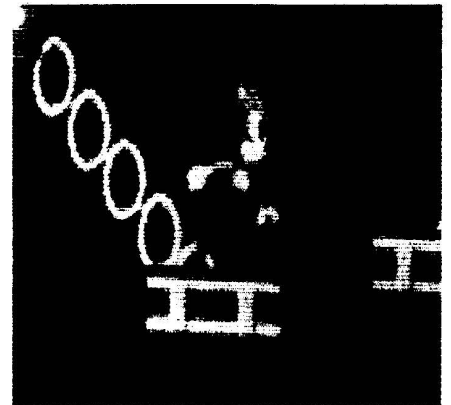
SPACE PANIC WITH GATORS!



SONIC THE HEDGEHOG

Game Gear by Sega. Review by Matthew Wrenn (Game/machine supplied by Tal Ono)

Q. Why did the Hedgehog cross the road?
A. Because he was stuck to the chicken's foot.
 OK crap jokes aside, time to get on with the review. Well at long last Sega's Spiky blue Speedster makes hi long awaited appearance on the Game Gear. And what an appearance it is. What did you expect, eh? Well for all you people who don't know the story, (where have you been?) the evil Dr. Robotnik has kidnapped all of the woodland animals and put them to work in his evil machines. So it's up to



our prickly hero to set them free (Pass the sick bag, mum!)

What this game basically boils down is a modification of the master system game. Do the modifications affect the game I hear you ask. Well actually they improve it. For a start, all of the sprites have been enlarged. This has two important effects. Firstly it means that you can actually see what is going on, and second, it makes the game a lot faster.

What our hero must do is travel through six levels bouncing on enemies and collecting power-ups and rings. If you collect between 50 and 99 rings, you enter a bonus zone where you collect more rings and even the odd continue.

Sonic obviously borrows ideas from other platform games such as wonderboy and mario. The sky base level bears an uncanny resemblance to the airships at the end of each world in Super Mario 3.

MATT: After playing the



CONT.

Megadrive version of the game and thoroughly enjoying it, I must admit I didn't think that Sega would be able to create the same feeling of speed which Sonic needs to keep it from being just another platform. However, I must say I was very impressed. In fact, Game Gear Sonic is faster than it's 16-bit counter part. The graphics are fantastic (they're almost as good as the Megadrive version). The animation is incredible (it's smoother than a new born babies bottom). Sonic also has good sound effects, as well as the usual

selection of cute tunes (euch!) There are also a large number of hidden bonus' which help lend to the long term lastability of the game. However there are also a number of problems with the game. Firstly, it shares the common complaint voiced against Sonic on all systems e.g. it's too bloody easy. I finished it on my third go. On the bright side, although it may be easy to complete, it will take you a few more goes to find the 6 hidden crystals and see the proper ending.

Sonic is one of the best hand held

titles yet seen, fast, colourful, and great fun. Buy it now or I'll come round and beat your behind with a large, blue, prickly mammal. Sonic is just the most fun you can have with your clothes on.

Video - 93%
Audio - 89%
Playability - 95%
Lastability - 87%

Overall - 91%

BEETLE JUICE

Gameboy by LJN/Rare Design - Supplied by Console Concepts

You've all seen the film of the box, but this is based on the cartoon (not shown over here, but in the US), but you still have the crazy ghoul - Beetlejuice.

Lovely Lydia's place is been vacated by a host of ghouls and ghosts and other nasties from the Neitherworld, and it's up to you to get rid of them. The game is played side-on and feature five levels.. each level with several different stages to tackle. Enter the kitchen and you have to avoid/shoot the flying cups and saucers, and clothes that spring to life... all of which come for you! Don't get trapped in a bubble and watch out for the big nasty ghosts!

Although the game starts off mainly entering rooms and shooting the nasties, there's quite a few other different stages. One has you re-arranging a grid of pipe shapes so that water can flow from one end to

the other - you only get a few secs. to do it, plus, collecting drops of water in a bucket as they drop from broken pipes; match cards like in Mario 3/Goemon; the wacky funny face contest!?, ride the mines carts!, jump onto a pogosnake!, and then there's the final confrontation!!

Onn: 'Hmmm!', I though when I saw this in the shops... Beetlejuice by LJN.. they were the guys that produced Bill+Ted's on the gameboy... but to my surprise... Beetlejuice is just the opposite! This could be because it wasn't directly done by the same people, but the best programming and design team on this earth - Rare design! Yep! From Battle Toads to Beetle Juice!

The graphics are really ace... they are not as well defined as say Konami/Capcom standards, but animate superbly. Beetle Juice himself is well cool with his smiling

face, and the way the ghosts swirl around is great. Sound is pretty good but not awe-inspiring.. some rather foot tapping tunes and okay sound effects.

But what makes Beetlejuice is the good use of different games rolled into one, that makes it that more playable as you wonder what's next. And with NO continues, it's quite a tough game to complete... I have to say, Rare doesn't make games easy!! There are some brilliant touches, like the stairs that fold up into a slide should you step on the wrong step... intro text like in BattleToads, and the wierd face pulling part!

Overall, Beetlejuice is a well ace game, not a MUST buy, but certainly come close and should be worth checking out. Another 'Rare' cool game.

Video - 85%
Audio - 78%
Playability - 90%
Lastability - 85%

Overall - 87%

TOILET KIDS

PC Engine by Media Rings - Supplied by Console Concepts

Onn: This has got to be the wackiest game released on video game format. The story is, you wake up and go to the bog. While sitting minding your own business.. whoosh!... you are forced up in the air and enter the toilet. WOW!!

The game itself is basically a conversion of Xevious with daft graphics and extra weapons. You (and a friend if playing in a two player game) fly up screen on a goose and can fire and drop bombs on a gun sight in front of you.

Instead of ships, gun-emplacements, etc. they have been replaced by stupid graphics... sparkling turds, flying bottoms and willies, hippos, giant turds, etc.. most of which fire at you. The graphics are fairly well defined, but not too well detailed... especially the backdrops which are very sparse and not a patch on Dragon Sabre. Sound is just as bad.. really naff tune that don't change and rather dire sound effects.

The game plays like Xevious... just shoot the fling buggers, avoid all the bullets, and bomb the items on the ground. You occasionally gain extra weapons but there aren't especially good... a rather naff shield, more powerful rapid fire, and something that gains in and kill the enemies. Reach the end of the level and you'll have to take out the boss, and then there are more of the same but ever so slightly different. Overall, Toilet Kids is a real disappointment and I would recommend this to anyone. There are some occasional funny bits, but why pay over £35 for such a crap game. If you want a vertical shoot 'em up... go for the utterly brilliant Raiden, Dragon Sabre, or Twin Bee!

Video - 55% **Audio** - 40% **Playability** - 45% **Lastability** - 25% **Overall** - 40%

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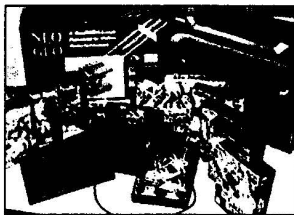
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