

A MONTHLY FANZINE FOR NEW VIDEO GAMERS

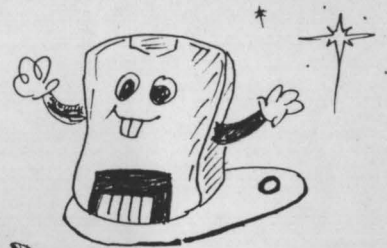
# PC Engine

## FANATICS

SEPTEMBER 1989 - ISSUE 5 - ONLY 60p



### Wonderboy's Back... In His Greatest Adventure?

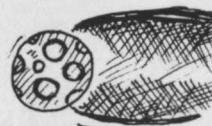


### Bloody Wolf : Are You 'ard enough to play it?

- \* Plus reviews of Rock-On, Break-In, F1-Dream and more.
- \* Win P\*47 in our Competition
- \* Low down on SuperFamicom
- \* Plus Tech Tips, Letters page, Japanese Charts, Mega Scores, and More !!



### N a m c o ' s Ordyne : Cute, Jolly, Fun and A w e s o m e Shoot'em Up?



**EDITORIAL**

Hello again,

Sorry for the slight delay in this issue but, we been waiting for software to arrive for review etc. This month was one of the busiest for the engine with several releases, but no doubting which is the game of the month.... Wonderboy returns, in Wonderboy III : Monster Lair. Anyone thinking of getting a CD-Rom should buy one quick, as this game is terrific and is currently the P.E.F. team's favorite game.

We also have news of the new 16-bit Nintendo, which other console producers, including NEC, should take a good look at, as it certainly will wipe the floor when it is launched, with it's amazing specifications. With this machine, the MegaDrive, the Konix and other consoles including hand-holds, the Engine sure has some competition... especially as it will still be the only machine that's not officially launched in the U.K. or outside Japan/America.... unless NEC are planning to launch it?! Or maybe, a new 16-bit Engine will spring up?!

Whatever the outcome, more and more games are being released for the engine.... and from playing the terrible Amiga versions of Shinobi and Mr. Heli, the engine still come up with the most playable and accurate conversions of games to date. With this going for it, the PC Engine will be going on for a long time to come.

Onn (Ed.)

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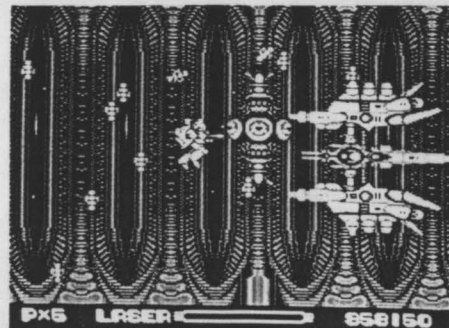
**NEW ENGINE ?**

Although the Engine is selling very well in japan, the CD-Rom unit is not surprising selling like hot cakes aswell, in japan - the japanese being the wealthiest country in the world... so can afford it. With this in mind, rumours are that NEC could well produce a new PC Engine with a CD-Rom unit attached to it. If they do, the machine should also be a lot smaller than the current Engine/CD-Rom Unit and Interface set-up, which will obviously cost less. It is expected that, a small, colour flat screen TV will be added to make the whole unit more portable and more compact. The unit will ofcourse have the usual video socket, and the two stereo audio sockets as on the standard CD-Rom, but possibly have an extra controller pad port, so that, there isn't a need to buy a 2-5 player multi-tap, for playing two player games... which NEC should have done in the first place... plus including a second pad. If they did this in the first place, there might have been more two player games

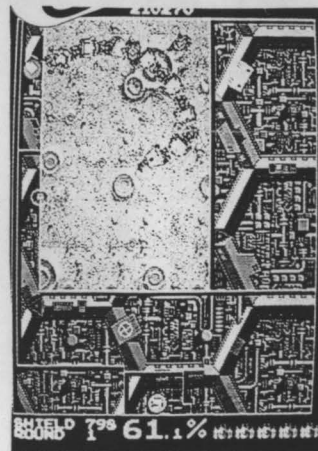
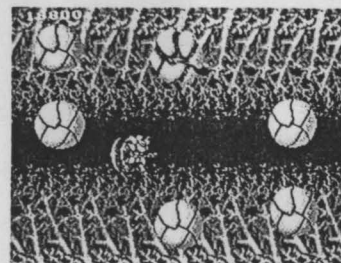
for the engine now.

One problem solved will be the memory back-up, as the CD-Rom already have it built-in, so it's a need for the Hudson one or the forth coming one from NEC.

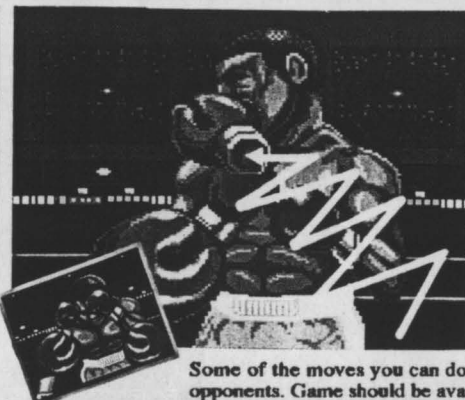
All this however, is on paper, but could well be possible... more news when we get them!



SideArms: CD Version. Note the Bigger Ship!!  
Below: Heavy Unit on Engine - Round 2



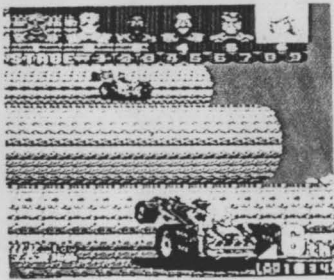
Right :  
Arcade  
Version  
of Taito's  
Volfield.  
Looks a  
lot like  
Qix.



Some of the moves you can do on Digital Champ against some mean opponents. Game should be available soon.

Latest conversion to be announced will be Namco's Friday the 13th type game, 'Splatter-House'. The game is expected to appear on 4meg HuCard, but no estimate release date.

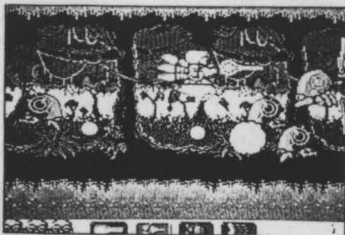
On the subject of conversions, the best looking we have seen to date is of Sega's Power Drift which is remarkably accurate. The game is programmed by the Asmik team, the people responsible for the other sega game Shinobi.. which is looking exceptionally good too. Engine Power Drift ofcourse doesn't have the high class graphics to match the coin-op, but it has come close, and the 3D up/down course look very realistic. However, Asmik have cut a few corners, and have reduced the number of competitors to 6, where as the coin-op had 12, however, you do get to pick your driver from a list of 12 available. Coming on 4meg Card and might become available in December... but you know about dates! Shinobi is also given a December release date.



Engine Power Drift: Climbing up the log track.

The Dark Knight, Caped Crusader - Batman will be appearing on your engine in an all action arcade adventure, thanks to Sunsoft. The game will be a side view scroller... not unlike Robocop.

Another coin-op conversion - UPL's awesome Atomic Robo-Kid is also looking very good. Screen size is a little smaller but the graphics are as large and colourful as the original coin-op. Expected to appear beginning of next year on 4meg HuCard.



Engine Atomic Robo-Kid: Attacked on both sides.

Basketball fans will be able to lay their hands on USA Basketball in november on 2meg HuCard. The game features cartoon style characters.... all with different expressions

on their faces. I believe the game's already out on the Nintendo.

Atlast, Naxat Soft have got their act together, and Digital Champ will be available in late September or early October. The game looks amazing, and comes on 2meg HuCard. Unfortunately there are only 3 opponents to fight against, so lasting appeal may not last long, although there may be a difficult level. Naxat Soft also gets the silly game of the month who is programming a horizontal scrolling shoot'em up where you control a missile looking space craft with multi-weapons against some nasty giant fruit and veggies! Big Killer Tomatoes loom for you and green gerkins that have escaped from McDonald's Big Macs fly at you in formation! There are also white fluffy rotating clouds which are dangerous... and not only are the enemy wierd, the backdrops are wacko too with dripping liquid over the landscape. Naxat also have a 4meg HuCard graphic adventure with multi-windows. The game is based in Ancient Japan and all in japanese, so won't be much interest over here. Another game they have in the pipeline is a volleyball type sports game which is already available on the 8-bit nintendo (famicom). The game is played in different conditions on a sandy court to a slippery ice one. Game will come on 2meg HuCard.

Hudson Soft have been rather quiet of late, although they are putting together two role play games Ys on CD, and Neutopia on 3meg HuCard. The latter will be available on 17th November and will work with their Back-up Ram Unit. In November, they will release PC Kid or in latin Pithecanthropus Computerurus, on 3meg HuCard. The game will be a scrolling arcade adventure little Wonderboy... but PC Kid's secret weapon is his head, as instead of killing creatures with a sword or martial arts, he can spring up and head butt them. PC Kid is based on a cartoon strip, and has been hyped with sales of T-shirts, stickers, etc.

Latest Taito coin-op game 'Volfied' will soon be converted to the engine. The game is based on the old painting game Qix , but with outstanding graphics, sound and many extra features like shooting aliens, and a shield option, but you still have to fill in a percentage of the screen to complete a level. The game will come on 3meg HuCard. Taito's other conversion Heavy Unit will also appear on 3meg HuCard and is looking amazingly good.



SPLATTERHOUSE: COIN-OP VERSION

Last month we told you that Hudson Soft was to put R-Type on to CD, now Avenue have announced that they will put Side-Arms onto CD too! The original 2meg Card version was an extremely accurate version of the coin-op, so what improvement will the CD version have? The game itself will be an improvement over the coin-op, with more vary and more powerful end of level motherships, more powerful weapons to collect including rapid-fire fireballs, and the game is generally a lot tougher!

Darius has now been put back for a October release, and Altered Beast should be available in late September (fingers crossed!). The CD-version, apart from having improved sounds, extra graphic etc., also have a story mode. In this mode, you'll get lots of amazing pictures of the story of the game. Incidentally, having played the MegaDrive version which is fairly easy, the engine version looks a lot harder and includes a difficulty option.

All you waiting for Outrun, the game will appear at the end of the year, and sure looks to be the best version of all current versions released on other machines.

It's the PC Show soon, and if you wish to meet any of the team of P.E.F.... Onn Lee, Justin Saunders, and Darren Pottage. We'll be hanging around the Psygnosis stand around 1.30pm on Sunday October 1st, but don't tell Psygnosis, or they'll try to get rid of us! Onn will be trying to buy a copy of Beast from Psygnosis without the T-Shirt!!! Daz will be trying to buy a Konix Multi-System to add to his collection of games machines which includes a 8-bit Ninetendo, Engine and Mega- Drive. Justin is also hoping to pick up a Sega Mega Drive... and all of us are looking forward to seeing the new Atari hand-held console in action.

So, see ya there, if you come along!

### Naxat Soft

Naxat Soft / 3meg HuCard  
Reviewed by Darren Pottage

The Japanese must be golf mad, with a lot of golf games appearing on the engine, one of these being the newly released Naxat Open. The game is mainly a look down on the course view, with a 3D view being presented when you tee off from a new hole. Up to four players can participate which makes the game very playable.

On the title screen you can select either a one player game or two to four player game. On selecting this you then get a choice of whether to play one of two players who have already been set up.. ie. the computer has decided which clubs for them to use, or you can input your own name and handicap and choose which clubs you want.

This done you are then presented with a 3D view down the course, pressing button (I) gives you a menu window where you can have the choice of looking at the course or green from above or to go ahead and take your shot. When you select your shot you are presented with an overhead view and a cross, you move this in the direction you want the ball to take, pressing button (I) again give you the 3D view again this time with your player getting ready to tee off, and on the right of the screen a window with your golf ball inside. These windows appear every time you tee off and show where your ball has landed, for instance it might be covered in grass or buried in sand.

In the middle of your ball is a cross which lets you put a lot of lift into your ball. This done you get another window with a man inside a ring, now this is the difficult part, you press button (I) once, the club starts to rise, when it is virtually all the way round the circle, hit one again, the club swings round and the trick is to hit button one yet again when the club comes into line with a red marker, if it goes past the marker you have missed the ball, get it right and your ball sails up into yonder and down the green, wherever your ball lands then you repeat the above process, it might sound complicated but easy once you know what you're doing.

Graphically Naxat Open is good with a nicely laid out courses and some hard greens to challenge you, how about trying to get the ball onto a tiny island surrounded by rocks and water. Sound effects are good but the music is a pain.

Naxat Open is worth checking out, but it's long term appeal isn't lasting.

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

### Super Albatross

Telenet / CD-Rom  
Game Supplied by Mention Technical.  
Reviewed by Darren Pottage

CD Rom owning golf crazy fans are in for a treat, for Telenet, the people responsible for Valis II, have brought out an amazing golf game, called Super Albatross, on switching on you are presented with a brilliant opening title screen the CD logo changes into a golf ball which soars into the sky, rotating beautifully over a mountainous landscape, with geese (albatrosses?! - Ed) flying over with nice animation.

Pressing run presents you with a menu, where you can choose different players, or if you want, make your own up, from a 9 or 10 year old to a 99 year old (seriously...).

You can even participate in a role play with animated scenes and loads of speech but we'll come back to that. The next menu lets you choose which course to play on, there are five in all. As in Naxat Open, once you choose, you get an overhead view with a sub-screen so you can scan the course and choose your club, unlike Naxat, you have to choose which club is best, so there is actually some skill required, but on the back of the instructions is a table which shows how far certain clubs can hit the ball. After this, you move a cursor to a point on the course where you want the ball to head, taking into account wind direction.

Next, you must hit the ball. This is even trickier than Naxat Open sometimes as there is no scale to measure power on. How long you hold button one down for, determines how hard you hit the ball. The ball travels through the air nicely and rotates as well, there are some brilliant courses and will keep you amused for ages. Playability is very good and up to four players can participate which is even better. Sound effects are great, especially when you hit the ball, the music is good but I can't help thinking it sounds like something off a BBC 2 testcard. There is a soundtrack for each course though.

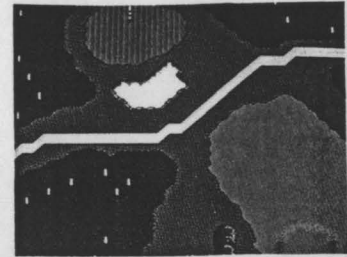
Now, back to the roleplay. On selecting this you get an animated opening with an ambulance rushing to hospital, horns blaring, lights flashing, you the hero rushing into the ward, a close friend lies dying on the bed, she talks to you, but the heart monitor stops beeping and gives out a whine, she's dead. Gripping Stuff eh? Next though, your journey takes you to a clubhouse where you have to challenge a mean dood to a game of golf and if he beats you on one hole, it's game over.

As it's in Japanese, I can't tell you the object of the game, but there are some nice animated sequences at the end of some of the holes. I've yet to

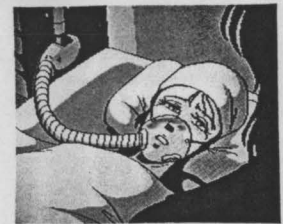
finish this, but you find once you've mastered the controls you get better every time.

If you've got a CD then add this game to your collection, it's brill.

Graphics	- 95%
Sound	- 95%
Playability	- 90%
V.F.M.	- 90%
Overall	- 93%



Couple of Screens from Albatross



## ANNOUNCEMENT

We must apologise for not having reviews of Rock-On, Break-In or F1-Dream in this issue, as stated on the cover of the issue. This is because we were expecting the games to arrive sooner, but as we write this, the day before release, they have still not come through.... so all three will be reviewed in full in the next issue. If you are thinking of getting of getting any of these, Rock-on is rather average shoot'em up, again with collectable weapons.... but like R-Type I, has only 4 stages to the game, although the stages are fairly long. Ordyne is a better bet. Break-In Billiards, looks rather average, but been told it is fantastic, with lots of different game plays from Billiards, pool, snooker, trick shots, etc. and F1-Dream is an extremely playable racing game, which is said to be a lot better than MotoRoader, but unfortunately is only a single player game. Check out next month.

NEXT MONTH, we also plan to release the fanzine on 21st October, no matter what! There will be a review of Altered Beast on CD-Rom (atlast!), hopefully Mr.Heli, Digital Champ, Darius on CD, the New CD SideArms, and even possibly that crazy arcade adventure game featuring a hill-billy farmer with wierd enemies reported way back in issue 1.

## Bloody Wolf

By DataEast / Ameg HuCard  
Reviewed by Onn Lee

DataEast haven't produced many games for the PC Engine, but *Bloody Wolf* is one hell of an arcade adventure. The game is like a cross between all war type games - *Rambo*, *Platoon*, *Commando*, *Cabal*. etc.. As soon as you start, you get to pick your hero from two beefy guys... one called Snake, and the other - Eagle. You then get a mission briefing from your sergeant and then you're off.

Your objective is to penetrate the enemy hideout, kill the enemy leaders, and rescue hostages tied up throughout each level... including a rather important bloke... probably the president, in a suit half way through the game. Using the joystick in conjunction with the fire buttons and the Run button, you can move around the screen, jump, fire your main weapon, and throw grenades. As you trudge forward, first from left to right, enemy soldiers will fire at you, throw grenades, and even try to run you over on motorbikes. If you can shoot the biker, you can hop onto it and whiz forward, but watch out for your fuel level, as once it has run out, it'll blow up... rather like the tanks in *Ikari Warriors*. As well as the soldiers, barbed wire, rocks, sand bags etc.. must be jumped over to get past, and trucks and platforms must be scaled to get up. Tied up hostages which are usually surrounded by guards must be rescued. Touch a hostage, and he will thank you, and sometimes give you a piece of equipment. These range from extra grenades, a key to unlock crates to body armour which can withstand enemy bullets from the front. You start the game with limited grenades, unlimited bullets machine gun, and a knife which is used to untie hostages and to open crates. Crates are found throughout the levels and guarded by the enemy. Opening them can reward you with extra health, and grenade to more powerful weapons like a rocket launcher or flame thrower, although these weapons have limited ammo!

Get half way through a stage and you'll meet a rather unfriendly guy with a nasty weapon, who must be shot or grenaded a number of times. These fellows are sometimes a lot harder to kill than the end of stage Bosses! Get to the end of the stage, and you'll meet the Boss.. on stage 1, it's a submarine. Here, you stay at the bottom of the screen on a platform, and the sub. surfaces, shooting tons of bullets at you. After sometime, it dives and launches torpedoes at the platform... if it hits, it will blow a hole, leaving you less room to manoeuvre. Get a few hundred shots at the sub., and it'll blow up sky high, where your chopper will pick you

up and fly you to the next stage. Later levels, you travel through rivers, swamps, climb a cliff, enter the enemy base, jump rolling logs, cross a bridge full of gaps, travel down river on a raft, confront a helicopter gunship; armoured tank; riverboat ... and more!!



Bloody Wolf: Med. Stage 3 Boss on Bridge.

*Bloody Wolf* is a giant game, and a difficult one at that. Graphics are well defined, although animation is a bit rough... when the enemy soldiers get shot, they stick their hands in the air... which looks ridiculous. Unfortunately, unlike the majority of Engine games, when lots of things are happening onscreen, the game slows down and flickers a bit. Sound is used to good effect with sound tracks for each stage, including tunes for mid./end of levels stages... all fitting well with the game. Sound FX are used well too... with loud explosions, clinking of bullets against armour, thud of bouncing logs etc...

As for playability, *Bloody Wolf* is great fun... although very tough. Definitely recommended if you want a real challenging game and like games like *Commando*, *Rambo*, *Cabal*, etc...

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

## Wonderboy III

Hudson Soft / CD-Rom  
Reviewed by Justin Saunders

This is another example of the Amazingness of the CD-Rom player, it is used very well in this game for digital sound and very fast loading speeds. *Monster Lair*. If you are familiar with the other *wonderboy* games, you will recognise some of the landscapes in this spectacular version.

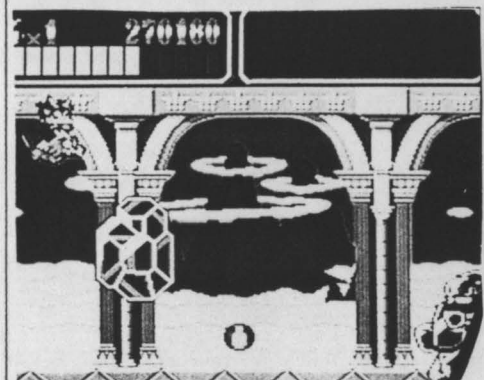
You go from left to right with some smooth as silk scrolling, and also some diagonal scrolling; set

against jungles, beaches, castles, frozen barren waste-lands and there is even a level in there which looks like a plain, there is even the log bridge, which go up and down. Each level contains an end of level nasty, which the first is a giant parrot fish whose scales fall from it's back and turn into little parrot fishes. Other end of area bosses range from giant snakes which glide around the screen, big grinning skulls, queen bees, dragons, knights made out of ice, giant bats and other really cutesy cartoon characters. All of the graphics in the game are superbly drawn, very detailed and move very well, like parrots in the jungle scenes and elephants that throw beach balls at you. There are monkeys that hobble around the screen, sea lions that balance balls on their noses, the bats and rats from *Wonderboy II*, ghosts, giant boulders, penguins, snails, crocodiles that smile at you when you shoot them, and lots, lots more.

Your weaponry for this encounter, comes in the form of missiles, lasers, all round fire, circle lasers, two way fire and standard ball shots, they all last for approx. ten seconds each, and like the other *wonderboy* games you have to keep collecting fruit to keep your energy meter up, because when the meter reaches zero it's game over. You also can collect bonus items which comes in the form of angels with magic wands, touch her once and she may make you invincible for 15 seconds, or make large pieces of cake appear on screen for bonus points.

Well, as you may have guessed, I liked *Wonderboy III* a lot, the music, graphics and overall gameplay is very, very addictive... go out and buy it now and I guarantee you will not be disappointed. The game also enables two players to play simultaneously if you have a multi-tap/extra joystick by letting the second person control your girl friend, the princess.

Graphics	- 98%
Sound	- 95%
V.F.M.	- 96%
Playability	- 98%
Overall	- 97%



Wonderboy III: Confronting Ioeman Boss

## Ordyne

by Namco/4meg HuCard  
Reviewed by Onn Lee

This is Namco's latest game for the engine, again based on their coin-op machine. The game is a multi-stage, one or two player (simultaneously) horizontal scrolling shoot'em up, with slight up/down movement like R-Type. The evil, green haired professor has kidnapped your lovely girl and imprisoned her, so in hot pursuit, jump into your space craft to rescue her, accompanied by your faithful servant, if a second person is playing.

As soon as you start your mission, rows of red flying saucers swoop towards you firing bullets, green propeller frog-like space craft bobble around, plus blue dolphin-like creatures arc to get you and so on. Get hit by them or their bullets and one of your 5 lives are lost. Your craft is equipped with infinite low-powered bombs and beams, and shooting a complete formation or certain big creatures will leave money crystals behind, which you can collect. Occasionally, floating shops appear which you can enter. The shop will offer you 3 items for sale which includes Speed-ups, Vulcan (multi-beams), 3-way fire, to Stock Bomber (attaches a pacman to the front of your ship which spits out pills and surrounds your ship with a shield!), Homing missiles, and Fire Bom (Mega destructive Bombs). Unfortunately, assuming you have the money to buy items, you can only buy one! Main beam weapons are valid until the beam-gauge gets empty, except Stock Bombers, which is valid until touched by enemies etc..... however, when you get a Stock Bomber it attracts bullets like a magnet! Extra bombs are limited to only 5, so they must be used wisely.

Money can also be used to gamble for extra equipment or cash, by entering Dream Co. Ltd. ships. On entering, a list of items that can be won are listed from 1-8 in Japanese... some useful and others not. You are then asked if you wish to gamble a set limit to win an item. If you do, a robot in the middle of the screen rotates a string of numbers on his chest and you are told to hit button 1 to throw a dart at the robot. Whatever number you hit, that's what you win on the list or lose your money. Should you win a weapon, you are then asked if you wish to use it now, or later at the next shop.

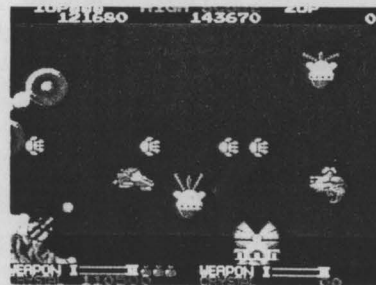
Get to the end of the level, and you'll have to destroy a highly-armed giant space craft on level one. Destroy this, and you'll get a big bonus and off to the next level. Later levels, you must travel underwater, which slows you down unless you buy a sea motor, through a cave where if you shoot a hanging boulder - will trigger off rocks to fall from the ceiling, and the

professor's hideout, equipped with mechanical piston traps, rotating sharp blades, and other dangers.

Ordyne's graphics are fabulous - not as good as Wonderboy 3, but cute with giant snapping jaws, jumping mechanical dolphins and other slow swimming fishes, etc. and the scenery are well defined too from large fluffy clouds, underwater cities to lego type caves. Jolly tunes are played throughout each stage, and sound effects are adequate. The game plays extremely well, but with auto-fire joystick, is fairly easy, and with the 3 credit system, I managed to complete the game on my third attempt... although I have yet to complete it without the continue. The game's great fun with two players as you might expect.. and makes things even more easier. The extra weapons are a great help, but tends to run out when you really need them and end of stage Bosses aren't too difficult to destroy. In some ways, Ordyne is rather like Sega's Fantasy Zone with colourful cute graphics, jolly tunes and extremely playable! I would highly recommend Ordyne, as it has everything you want, although playing lastability might be low.

Graphics - 90%  
Sound - 85%  
V.F.M. - 65%  
Playability - 90%

Overall - 85%



Ordyne: Stage 4, and surrounded

## PAST BLAST

### Honey Sky

BY FACE / 2Meg HuCard  
Reviewed by Onn Lee

This is Face's first game for the engine - called Honey Sky, it's a wierd game and haven't been available over here in great numbers because it contains a fair bit of Japanese text which is a bit confusing at first, but with an hour of play, is not a problem.

Honey Sky is very similar to Dragon Spirit in some ways, as you control a yellow timple-like character in an up-screen shoot'em up. Your objective is to rescue your beloved

female companion who has been kidnapped by some evil scums.. and must fight your way through several stages to rescue her... sounds familiar doesn't it? Control is difficult as first to master as one button fires while the other rotates your gun in a clockwise direction so you can fire in 8 positions. Unfortunately, you cannot go anti-clockwise, so is a pain if firing to the right, then wanting to fire up. The opposition, in strange guises swoops down in formation, and when shot will add money to you bank balance... which isn't shown on screen, nor is there a score or time limit! Money is used to buy extra equipment, and the shop activated by pressing Run to pause, and then button '1'. You will then get a list of options in Japanese, either to enter the shop list, weapon choice, extra list and another. In the shop, ten icons are present which, if you have the money, you can buy. These includes 3 way fire, limited invisibility and a limited homing rotary weapon. When you buy a weapon, it goes into your inventory so you never lose it, where you can choose which to use. Occasionally extra weapons etc. appear in the extras list... these include speed-ups, armour, and more, saving you buying them. The fourth option is a strange one and puts up a list in Japanese... most seem to do nothing at all, but the first option returns you to the start of that level - handy for accumulating more money for that vital weapon you need but can't afford yet. Once you get to the end, you get a last chance to change and/or purchase weapons before meeting the end of level Boss. Kill it with repeated hits and it's off to the next level. Further you go, the harder it gets with snakes popping out from the sides of the screen, ground shooting turrets littering the floor, and unpredictable flapping bats.

Honey Sky is a strange game, with wierd but nice graphics, and sound is used to good effect. The game is very playable and later levels are quite tough to get through. Unfortunately, because there is no score system or time limit, it doesn't have that extra appeal. As far as I know the game contains seven stages with each progressive stage longer than the last, although some stages has intersections, and should you make the wrong turning, it'll wrap back to the begging of the stage. Honey Sky is a 'different' shoot'em up, and I'd recommend trying the it first before you buy it, as control method of shooting 'around' is a little awkward.

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

Overall - 80%

### PC ENGINE DEALERS LIST

Compiled by Justin Saunders  
These are a few Companies whom we have tried, tested and ordered games and hardware from.

**Mention Technical Services**  
PO Box 18  
Helensburge  
Dunbartonshire  
G84 7DQ  
Tel: 01-384 2701

This company gives very good value for money. They do the best priced CD Rom player and interface about, at £299.95 plus P+P, and a good range of add-ons like 5-player adaptors, and joysticks with autofire buttons. They occasionally have special offers, where they may offer a certain game at a very good price for a certain month.

They also sell a converter for the english Nintendo, which enables you to run Japanese games, which works very well as we have seen it in action. Service is very fast if items are in stock. eg. Daz ordered Wonderboy III from them, but when he got it from some other place, he rang them up to change the order to Super Albatross, and got the game the following day!!

#### Micro Media

The original company whom started selling PC Engines in this country, has seemed to have dissapeared off the face of this earth. Where they have got to is anybody's guess, but they owe me Street Fighter on CD-Rom and a game on Rom Card. DO NOT send anything from this company... if you know where they are now!!! Please let us know if you do!!!

**PC Engine Services**  
Southbank House  
Black Prince Road  
London. SE1 7SJ  
Tel: 01-587 1500

A good reliable service from this new company in London. One of the few companies that take the time to let you know if there will be any delay with the game/hardware that you may have ordered. Price are £29.90 for Rom-cards and £32.90 for CD games, and they charge for P+P on top, so they are reasonable prices.

**PC Engine Supplies**  
223b Waterloo Road  
Cobridge  
Stoke-on-Trent  
Staffs.  
ST6 2HS  
Tel:0782-284328 / 213993

Not to be confused with above company, but another reliable supplier of Engine goods, with fast turn around service when goods are in stock. Prices are average, with older games cheaper, and newish games around £30. Have supplied games to us for review since issue two, so we must recommend them.

**Shekhana Computers**  
221 Tottenham Court Road  
London  
Tel: 01-631-4627

They are handy if you are on a trip to London for the day (or if you live there), but be warned, like every thing else in London, the prices are a little steep with newish games costing £34.99 + 50p P+P. They also charge £25 to convert PAL engines to scart... a simple job that only takes half an hour. They usually have a large range of hardware and software in stock, so it's some where to check out if you visit London.

**Supervision Electronics**  
13 Mansfield Road  
Nottingham  
NG1 3FB  
Tel: 0602-475151

Like Shekhana, Supervision is a shop, so is a good place to pop in, to see what the games are like, but again, they are expensive.... at around £35 for HuCards with CDs costing more.... postage is extra. New games comes in fairly regularly, but have to be quick as they don't usually have many in stock. They also sell MegaDrives, 8-Bit Japanese Nintendo cartridges, hand held games (not gameboys etc.) and watches.. they also fix 'em.

**Telegames**  
Wigston  
Leicester  
LE8 1TE  
Tel: 0533-880445

The only company that sells all old and new consoles/add-ons & Software from the ageing Atari 2600 to the MegaDrive. None of the PEF team have bought anything from this company, but most of our readers have told us that they are a reliable company and when items are in stock, sent within the week.

Latest company to join the Engine clan is C.E.S. in London (Tel:01-876 5501). Their prices etc. look very similar to PC Engine Services/Supplies & Mention.

### ANOTHER POINT OF VIEW

This column is dedicated to user's view of games that have already been reviewed as suggested by G.de Bank. This month we have Rowan Held of Putney, London to put forward his view.

#### World Court Tennis

A reasonably good sports simulation although I believe playing at the bottom end of the court with your back in view is far easier and when playing on the other side it becomes frustrating. Graphics are passable, but sound is not anything to shout about. Boring after a while in one player mode, with a multi-tap, fun is lengthened but not much only a game for enthusiasts.

#### Tales of the Monster Path

Generally I agree with the PEF review although I would lower playability because of it's slow pace and long japanese sequences, otherwise a great platform game that needs a lot of time and effort.

#### GunHed

A great shoot'em up but over rated in C+VG, thank god not in PEF. (Not the best game outside a coin-op - Ultimate Tiger's better, perhaps Dragon Spirit) My only grumble being the continue credits not explained in C+VG, PEF or New Computer Express, making the game a tad easy.

### COMPETITION RESULTS

OK... The moment you've all been waiting for... who has won last month's competition for 6 month's FREE subscription to P.E.F.

First the answers to the questions:

1. Tiger
2. Islands
3. No-Ri-Ko
4. Son Son II
5. Rainbow Islands
6. Chan & Chan
7. Eighty-eight (Galaga '88)
8. Alien Crush

Take the first letter from each answer - TINSRCEA... re-arrange them, and you should have come up with the futuristic strategy war game by Hudson soft - NECTARIS. Easy eh?!

And the winner, first out of the hat is..... (Drum roll.....)  
David Blundell, Liverpool, Merseyside.

So he receives the next 6 issues of PEF on us... Well Done! Check out this month's Comp !!!

### SIDEARMS

- \* Keep firing max-level Shot Gun to the last Boss. Don't move
- \* Just when you're shot down, push RUN and select a weapon you don't mind throwing away.
- \* If trapped between a wall and an end of the screen, keep pushing key to a direction opposite to the scrolling direction.
- \* When Centipede appears, go to a corner of the screen and don't move, just keep shooting.

### NECTARIS

The last few code names for this brill war game are:

13 - BORMAN                      14 - APPOLO  
15 - KAISER                        16 - NECTOR

For extra 16 levels, just enter codes backwards.

### FINAL LAP TWIN - THE RPG PART

Here's a nice tip from Daz, for this great game:  
Now, below you will find the password for Final Lap, after typing it in, you will have virtually everything for your car, but there are two problems, one is, I can't get into the Superdome for some reason whereas I could before, the second problem is my car has shrunk!!!

You will also find you can now swim in the water as you have a float. You can call up a menu by pressing button one and access a map. On the map, there are red dots, each one is a wooden hut, and on the far east of the map at the top of the coast are three such huts. One is a small maze with treasure chests in, and even though I've got the key I can't open any.

When racing, use the up direction on the straight, this will use your reserve battery and give you a turbo boost. You can replenish the battery in any village by going into the pink shop and spending 100 units.

くくくくへのす たうみにゴした  
ちせああああい たちよあおきす

### R-TYPE II

The best code for this game to start on with all weaponry is the following:

CPK - 3146 - NI

And, if you wish to start on the game second time around (harder), just change the last two letters from NI to PI, and you'll get maximum power and lives.

### BLOODY WOLF

I've (Onn) been playing this game all week, and have to say it's one of the hardest games on the engine... but have managed to get to the end, but have yet to kill the last opponent. So here are some tips :

- \* Shoot everything, including Oil Drums and windows for extra points.
- \* Men in armour can not be shot, so get in close to knife them or use a grenade.

### GUNHED

Here's a mini tip for this game. You can touch the boss creature of Stage 3 without dying!

### YAKSA

Here's some more codes for all you people who bought this game!

KG2EA-AHVGAS                      PK2EA-BJSHAZ  
EO2EA-CDWEBS                      QS2EA-CDTIAC  
RW2EA-CCYHAK

### ORDYNE

As the game is quite easy to complete, it's a bit harder playing the second person in a single game, but you can also play the part of the girl you are suppose to rescue! On the title screen, hold down button (I) for a few seconds and the extra life sound will be heard, plus some japanese words will appear, like in Pacland. If you press RUN to start, you will get a nice little pic. of the girl with some japanese text, and you'll start with the girl in her orange craft. The game is a little tougher eg. instead of killing big bosses with two Fire Bombs, you require four to destroy them... it's like playing in two player mode, but unfortunately, when in this mode, only a single player game is available. Should you complete the game in this mode, you don't get the same ending as in a normal game.... not surprising really, as you've got no one to rescue!!

### FIRE PRO. WRESTLING

Not much of tips for this game, but if you pick 5 vs 5 competition, with two players playing, both players can pick the same guy - bottom, left from the first menu of wrestlers, by both players pressing the button when the first player makes thier choice!

The game also has extra two competitors, looking like french or italian guys. Unfortunately, you can not play 'em, but can play against them.. but you must beat the other computer opponents first! If you can - then on the title screen :

Hold down button (I), and push Right once, Left x 5, Down x 2 and finally Up x 1. And the words should appear in blue, meaning the extra opponents are active.

As none of us seem to get anywhere against the computer opponents, if anyone has any tips on the game, please send them in.

- \* Always try to enter every hut to find crates and hostages. Some open huts are behind trucks, so climb onto the trucks to enter. Some trucks can be entered from rear.
- \* When opening crates, stand next to them until your knife appears in your hands before using. Be careful when holding a rocket launcher, so that you don't blow them up.
- \* To deal with sub. Stand in line with middle of sub. and fire at it, you should get two hits off. When it dives, move to the far left, and when it launches torpedos, jump right. Then repeat process two more times to destroy it.
- \* When you get the flippers, you can swim underwater (faster) by holding down button one (Jump).
- \* Half way, you'll meet the captured president and his holder... but you will only be able to use your knife. Try to knife the guy from the sides, and jump out of the way when he fires his big power gun.
- \* On next stage, you must rescue all hostages in the camp.



### THE JAPANESE CHARTS !!

Some changes this month for the latest compiled Japanese charts ending July, with the awesome shoot'em up GunHed rocketing into the number one spot from nowhere., but last month's top game Far East of Eden is still selling well at number 5.

1	GunHed	3meg	Arcade Shoot'em Up
2	Side Arms	2meg	Arcade Shoot'em Up
3	Final Lap Twin	3meg	Arcade Racing Game
4	Fire Pro.Wrestling	3meg	Sport Game
5	Far East of Eden	CD	Role Play Game
6	Ninja Warriors	3meg	Arcade Action
7	Cyber Cross	3meg	Arcade Action
8	Power Golf	3meg	Sport Golf Game
9	Valis II	CD	Arcade Action
10	Pac-land	2meg	Arcade Action

### COMPETITION TIME !!

Last month's competition was quite successful, with everyone who sent in their answer, got the answer correct.. see else where for result and the lucky winner. This month, we have another comp. to win Aicom's great war-plane shoot 'em up - P\*47. The game has been donated by our resident reviewer Darren Pottage - thanks mate!

How to win the game : All you have to do is answer the following six number questions, then perform the following sum with the six answers. Once you have the final number, send in the answer with your name & address. First out of the hat will win the game. Closing date is 21st October. Once you have the answers, perform the following sum:

Answer  $1 + A2 \times A3 + A4 + A5 - A6 = ???? \text{ ANSWER!}$

### The Mega Scores Charts

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

- Alien Crush :**  
79,090,400 - Onn Lee  
42,196,550 - Darren Pottage
- Bloody Wolf :**  
170,800 - Onn Lee
- Chan & Chan :**  
939,400 - Darren Pottage  
862,060 - Tony Bunn (C)  
842,700 - Michael Glover
- Cyber Cross :**  
150,000+ - Goran Lukic (C)  
150,000+ - Onn Lee (C)
- Deep Blue :**  
67,950 - David Blundell
- Dragon Spirit :**  
614,730 - Ian Beauchamp  
468,980 - Onn Lee (C)  
320,000 - Anthony Cross
- Fighting Street :**  
281,000 - Darren Pottage (C)
- Galaga '88 :**  
1,207,990 - David Charles (C)  
1,119,220 - Geoff Ousbey (C)  
842,700 - Michael Glover
- GunHed :**  
Normal Dog :  
12,966,390 - Justin Saunders (C)  
10,341,510 - Onn Lee (C)
- Hard Human :**  
1,695,330 - Onn Lee
- Super Mania :**  
470,670 - Onn Lee
- God of Game :**  
381,550 - Onn Lee
- Legendary Axe :**  
574,250 - David Blundell  
185,350 - Mark Carter
- Mr. Shubibin Man :**  
140,330 - Darren Pottage (C)
- Ninja Warriors :**  
193,800 - Geoff Ousbey  
101,740 - David Blundell
- Ordyne :**  
263,010 - Onn Lee
- P\*47 :**  
800,900 - Darren Pottage  
790,500 - Onn Lee
- Pac-land :**  
92,290 - Onn Lee  
83,950 - Darren Pottage

- R-Type I + II :**  
973,300 - Onn Lee (C)  
659,100 - Anthony Cross
- Side Arms :**  
884,200 - Onn Lee
- Space Harrier :**  
27,472,970 - Darren Pottage (C)
- Son Son II :**  
865,110 - Tony Burn (C)  
500,550 - Onn Lee  
317,800 - Rowan Held
- The Kung Fu :**  
764,529 - Anthony Cross (C)  
450,000 - David Cheung (C)
- Ultimate Tiger :**  
1,678,330 - W. Gneer  
782,500 - Anthony Cross
- Valis II :**  
593,800 - Darren Pottage (C)
- Victory Run :**  
18mins 31secs - Darren Pottage (C)
- Vigilante :**  
18,460 - David Charles (C)  
15,220 - Darren Pottage (C)
- Watura :**  
Level 7 - Goran Lukic  
Level 5 - Darren Pottage
- Wonderboy II :**  
266,000 - Gary Hall  
202,770 - Roger Moseley  
197,500 - Zaqir Shaikh
- Wonderboy III :**  
Level 8 - Justin Saunders

1. Pacland, R-Type, Chan+Chan & Galaga '88 all use the same size cards... how many megs does each contain?

2. How many original stages are there in the coin-op R-Type (that's without going round again!)?

3. What's the maximum number of players, who can play World Court Tennis simultaneously?

4. The number that appears in the title of Victor Musical Ind.'s golf game endorsed by Jack Nicklaus?

5. What's the maximum number of people, who can be in the ring in Fire Pro. Wrestling?

6. Who many bits does the engine's Video chip have? (Clue: same as the US Engine!)

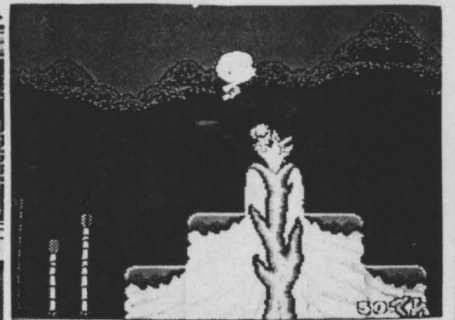
Well... that's all.... so get your brains working!!!



Bull Fight coming from Cream



Hudson's PC Kid.. hardest head of all time!



PARIUS

## OPEN FORUM

If you have a question, an opinion to put forward, witty jokes, or want to contact other users, then write in to usual address found at the beginning of this issue.

Dear PEF, Is it possible to get a LCD screen on the engine? Is there any plans of releasing Double Drangon I or II, Dragon Ninja, Golden Axe and Shadow Warrior? Do you need a 5-player adaptor to play two players on Final Lap Twin? On P\*47, how many levels are there and have you got any tips for it?

G.Lee, Eltham, London.

PEF: There isn't a LCD screen for the engine, but if you have a PAL engine, why not get one of those tiny colour TVs like the Casio ones. To make it more portable, connect batteries to the power socket! There are no plans to convert any of the above games for the engine, but Golden Axe will be appearing on the MegaDrive. How about Splatter-House? You do need a 5 (or less) player adaptor for Final Lap Twin. P\*47 has 8 stages - see issue 2.

Dear PEF, when reviewing games could you please tell readers what volume number the games are, eg. R-Type 1 (Vol.7), this will give an indication of how modern the game is.

Stuart Carter, Peterborough.

PEF: We could specify the volume numbers of games we review, but this wouldn't help that much unless you know how many games each company has produced, as each has their own volume number. eg. R-Type I from Hudson Soft might be Vol.7... which is old now, but Bloody Wolf from Data East is Vol.3, which is new! Also, some games don't have volume numbers. Namco games don't, but the code on the sticker on the back is 'NC89004' which we suspect means the 4th Namco game released this year in 89.

Dear PEF, Firstly, thanks for sending the fanzine so quickly, it really is superb! Well done, you've down an excellent job on editing it, please keep up the high standards!

May I make a couple of suggestions for possible 'enhancements'? Firstly, how about some 'in-depth' technical articles on the inner working of the engine' its development history maybe, technical specs, what goes into making the Hu-Card, etc. Also, some 'behind the scenes' info. on the development of the games would be nice (choose something well liked and well known, like R-Type), although I appreciate this might be difficult to get hold of. How about a few 'how to play' articles on

some games, maybe even full 'walk throughs' on popular games like R-Type? How about including translations of the instructions of all the games that you review? Is it possible to get hold of copies of the instructions for the USA games?

Mr. P.D.Morris, Nr.Bristol, Avon.

We would love to know how the engine was developed, how cards are made, etc.. but as you said, details of these are not exactly easy to get hold of, but we will try to find out. We do know games are developed on NEC PC- 9801 VX computers. The graphics package they use is not unlike DPaint, and the PC is connected to a engine through a cable through the card slot to test the program. Games are saved out on audio cassette tapes, and then put onto cards. We have thought of producing 'walk throughs' of games.. but this may take up too much space... eg. a map of just R-Type I would take a full page... but we will in the future. Maybe users can send some in? We are working on brief instructions for games, which will be included in the games we hire out. Copies available if you want 'em.

Dear PEF, What does the AV Booster do? Why are the old games Drunken Master, Chan & Chan, Victory Run, Wonderboy, Galaga '88, Dragon Spirit and Vigilante being sold cheaply?

Gareth Powers, Clapton, London.

The AV Booster fits on the back of the engine, and has three sockets on the back. Two are the audio sockets which lets you connect your engine to a Amplifier etc. for better stereo sound. The other socket is a mono video output. For some strange reason it doesn't output colour, hence there isn't a video of games for the Engine available. We could produce a video in black & white/stereo sound if anyone is interested. Maybe, one day we'll produce a video on how to complete games! The above games are cheap because the company selling them can get them cheap or have tons in stock.... buy 'em... they are a bargain especially for Dragon Spirit & Galaga '88.

## BUG REPORT

If you find a bug in an Engine game, then please let us know. Engine games are excellent, but not always perfect. For example - On Moto-Roader, if you buy a Hopper, and should you jump across the line, you will NOT be registered. So, come first, and you'll end up last!!

## SWAP LINE

Ian Beauchamp would like to swap some games. He has : Galaga '88, Legendary Axe & GunHed. And if anyone has Dungeon Explorer, R-Type I, Vigilante, Ultimate Tiger, Tales of the Monster Path or Chan & Chan, he would be prepared to swap. Ian can be contacted at :

10 Buttermere Path, Biggleswade, Beds., SG18 8QL. or Tel: 0767-312070 after 6pm.

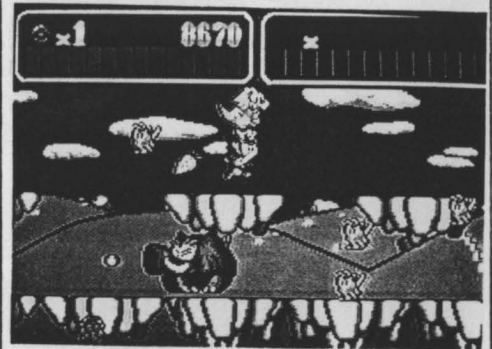
John Chapman has Moto-Roader, Vigilante and Space Harrier to swap. He can be contacted at :

9 Swinton Lane, Worcester, WR4 9ND. Tel: Eve.:0905- 425222  
Day.:0905 - 57990

## MISC: AMSTRAD

Word is out that Amstrad is currently developing a games consoles based on their 8-bit CPC computer. The console is expected to be launched sometime in April next year at a low price of around £70, with a light gun version for around £90. The machine is expected to be a 256k version of the old CPC machine which will be cartridge based. The machine therefore will have a Z80 processor chip, and with the masses of software available for the CPC, transferring them to cartridge format... will make the console start out with lots of games. However... have you seen CPC games? Not many of them are up to the engine standards or any where close. The machine may have new graphic and sound chips added to improve the machine, but highly unlikely if they are to run existing CPC software

Amstrad are tight-lipped on the new machine, so when more news are available, we'll let you know. We Hope Commodore will produce a C64 console, as some are the game are brilliant.



↑ WONDERBOY III



↑ CREATURES FROM DOUBLE DUNGEONS

**PC ENGINE SUPPLIES**

223B WATERLOO ROAD, COBRIDGE, STOKE ON TRENT, STAFFS. ST6 2HS. ENGLAND.  
TEL: 0782 - 213993 OR FAX: 0782 - 577013

**HARDWARE**

PC Engine Pal TV Version and Free Game *	£185.00
PC Engine Scart Version and Free Game *	£175.00
* (Pick Drunken Master, Monsterpath, Chan+Chan, Or Wonderboy)	
XE T ST Joystick	£29.00
XE T PRO Joystick with autofire, 5 player interface	£65.00
CD Rom Unit & Interface, and Free Streetfighter Game	£325.00
SEGA 16 Bit MegaDrive and Free Game (scart)	£199.00
SEGA 16 Bit MegaDrive PAL TV Version and Free Game	£225.00
5 Player Joystick Adaptor	£19.00
Autofire Joypad	£14.00

Carriage Charges etc.

Please Add £5.00 P+P for PC Engine/Sega  
Add £1.00 P+P for each game title ordered.

Make all Cheques/Postal Orders to P.E.S.

All Prices inc. VAT

**PC ENGINE SOFTWARE**

Tales of the Monster Path	£16.00
Drunken Master	£16.00
Wonderboy II	£16.00
Chan and Chan	£16.00
Dragon Spirit	£20.00
Vigilante	£23.00
Space Harrier	£23.00
Galaga '88	£18.00
R-Type I	£23.00
R-Type II	£25.00
Victory Run	£23.00
MotoRader	£27.00
World Court Tennis	£27.00
Fantasy Zone	£27.00
Legendary Axe	£27.00
Alien Crush	£27.00
F1 Dream	£30.00
Son Son II	£28.00
Watura	£28.00

Deep Blue	£29.00
Tiger Heli	£30.00
Dungeon Explorer	£30.00
P*47	£30.00
Naxat Open	£30.00
Pacland	£30.00
Yaksa	£30.00
Winning Shot	£30.00
Golf Boys	£30.00
Overhauled Man	£30.00
Wonder Momo	£25.00
Cybercross	£30.00
GunHed	£30.00
Ninja Warriors	£30.00
Side Arms	£30.00
Fire Pro. Wrestling	£30.00
Break In Billiards	£30.00
Bloody Wolf	£30.00
Rock-On	£30.00
E.S.P. (Energy)	£30.00

Altered Beast (CD)	£33.00
Valis 2 (CD)	£33.00
Wonderboy III (CD)	£33.00
Rainbow Island (CD)	£33.00
Darius (CD)	£33.00

**SEGA MEGADRIVE SOFTWARE**

Altered Beast	£32.00
Super Thunderblade	£32.00
Space Harrier II	£32.00
Alex Kidd	£32.00
ThunderForce II	£32.00
Baseball	£32.00
Golf	£32.00
World Cup Soccer	£32.00
Ghouls and Ghosts	£42.00

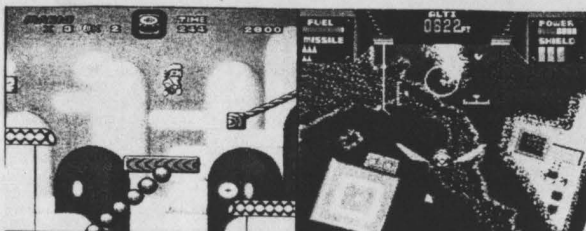
RING FOR LATEST TITLES

**MISC: Nintendo**

Nintendo last month showed off their new 16-bit console - the Super Famicom... which is expected to be launched in the middle of next year. The machine is a little bigger than the 8-bit famicom and looks very neat and compact. In the heart of the machine lies an unknown 16-bit processor CPU. It does not have a 8-bit processor, so is unlikely to be able to run 8-bit cartridges like the MegaDrive... unless the Nintendo have something up their sleeves!?

How does it compare with the other consoles? Amazingly, normal resolution is 256x448, although capable of 512x448 !! That's twice the resolution of the engine and the MegaDrive. Sprites can be 8x8 pixels to 64x64 pixels large, and can display 128 colours on screen from a palette of 2048!! Sonics comes with 8 channel P.C.M. sound which beats all current consoles apart from the amazing Konix system, which has 25 channels! Video/sound output is through RF (TV) or RGB.... so when they become available, you will be able to hook it up to your monitor or scart TV if a cable can be sorted out.

Currently, only four games are available for the machine, which includes Super Mario Brothers 4.... surprise surprisell! The game looks fantastic, but doesn't really show off the machine. Another game is a 3D helicopter one and looks very stunning as you fly into the screen, rather like thunderblade. However, 25 companies including Konami, SNK, DataEast, etc. will develop games for it, and if the games can match the spec. of the machine, the Super Famicom should be worth waiting for.



Super Mario Brothers 4 and 3D game on 16-Bit Nintendo

**MISC: SEGA**

Next game to appear on the Sega Mega Drive will be their Motorbike game Super Hang On. As you expect from the Mega Drive, the graphics are top notch, and are very close to the coin-op. The ST/Amiga versions were terrific, but the MegaDrive version has bigger bikes like the original. The game also has extra screens of the bike in detail.... so possibly, be able to customise your bike aswell?! Another sega game to be converted will be the Dungeons and Dragons beat'em and slash'em up 'Golden Axe'. The game should convert quite well, as there are nothing spectacular about the coin-op. Some of the creatures are from Altered Beast too... and they looked good on that conversion.

