

A MONTHLY FANZINE FOR NEW VIDEO GAMER

CONSOLE MAGAZINE

FEBRUARY 1990 - ISSUE 10 - 60p



Bollocks! I'm in
THE WRONG MAGAZINE

NOTE:
TOP Next ISSUE

* NEC PC ENGINE *
SEGA MEGADRIIVE
PLUS OTHER CONSOLE
NEWS.



HAND-HELD PC
ENGINE ON
SHOW!

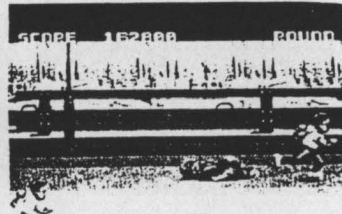
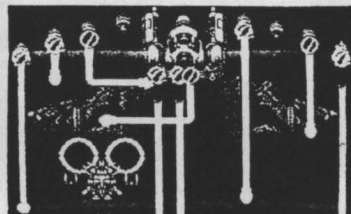
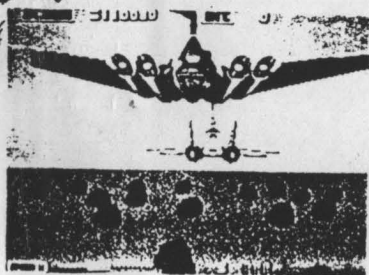
INSIDE THE SUPER
GRAFX AND PC
ENGINE.

MEGA AMAZING
HARDWARE NEWS

LASTEST GAMES
REVIEWS: SUPER
VOLLEYBALL - THE
BEST SPORTS GAME
EVER? TAITO'S BACK
WITH CHASE HQ AND
UPL'S FIRST WITH
ATOMIC ROBO KID.

WHAT THE JADANESE THINK
OF THE NEW CONSOLES....
HOW ARE THEY SELLING?

..... PLUS THE USUAL
LETTERS PAGE,
SWAPLINE, ETC..



EDITORIAL

Hiya Game Freaks,

Another month has pasted by, and another issue of C.M. is here. This issue is another packed 'zine although there have been very little new software releases this month.... so not many new games reviews this time. However, what with the Chicago C.E.S., there have been a lot of new gear for the various consoles.

I must also say, the postal service is getting a bit of a shambles.... last month, Daz DID send his reviews down to me including the MegaDrive music tape, but have they turned up? Can a dog fly? Will the channel tunnel be completed in time? Will Nelson Mandela use 'Just for men'? So, Daz mate, you just have to write them again!

I must also thank Jamie Morse for sending in a copy of Micro Media's Newsletter... a great laugh, as most of it was totally untrue, with wrong cheats and it states that NEC are producing a hydraulic chair for the engine!! Haha!

Well, that wraps it up for this issue, until next time... see ya.

..Onn.

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AND YOU !!!

NOTE: Because of the increase in pages of C.M. since the first few issues, we have to increase the price to 70p an issue to cover the extra cost in photocopying. If you have already subscribed, then you DON'T need to pay the extras...ok!

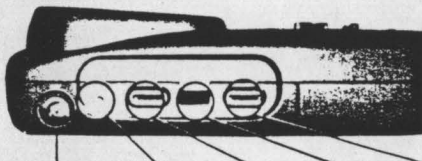
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If you want to get each issue as they become available, you can still send a large S.A.E. plus 70p for the fanzine.

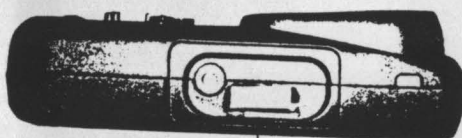
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LEFT TO RIGHT:
9V DC POWER, EAR SOCKET, VOLUME, BRIGHTNESS, CONTRAST

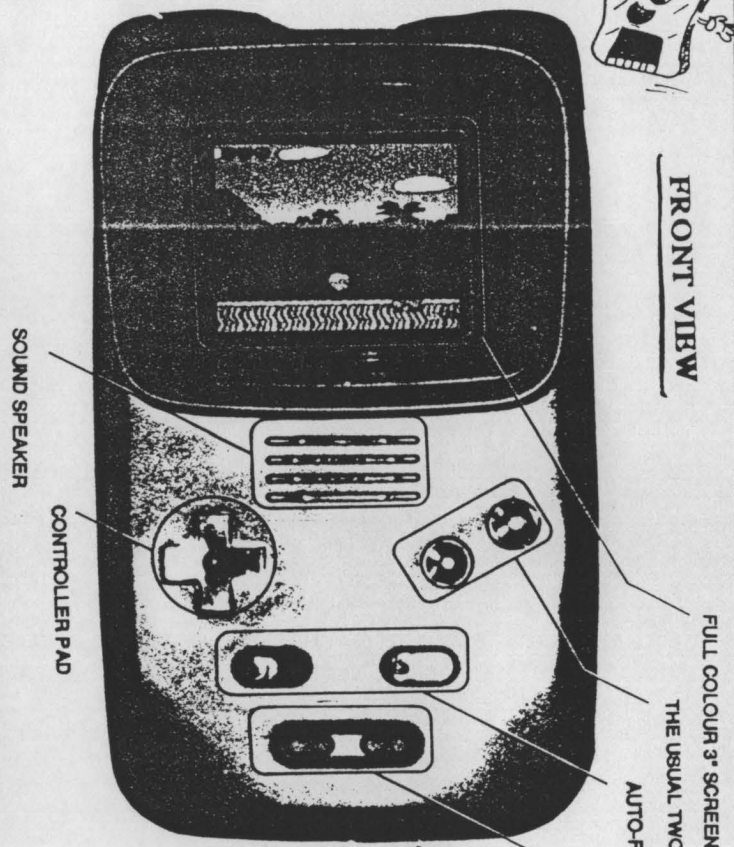
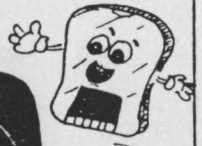


TV TUNER SOCKET

SIDE VIEWS

LOOK OF A ENGINE HAND-HELD

Well, with NEC releasing a number of different versions of PC Engines in the past, it's no surprise that they will be releasing a hand-held version as mentioned in last month's issue. This was first shown at the last winter's C.E.S. in America. The Unit is a little larger than the Gameboy, looking more like a Sony Video-man, and in a black colour. The main question was, if the unit will run Japanese game cards, and it seems that it does as shown by picture. Here we have PC Kid in the unit - working, this is not the American version, as the game's called Bonk's Adventure. You can be sure we will be laying our hands on one of these when they are officially released in Japan.



FRONT VIEW

SOUND SPEAKER

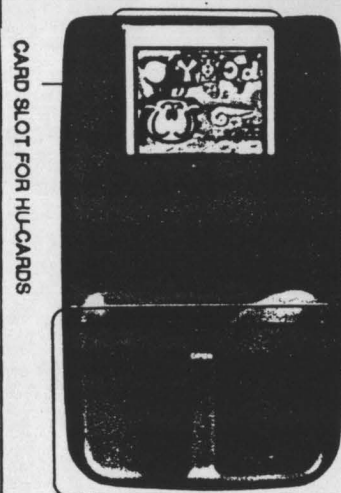
CONTROLLER PAD

FULL COLOUR 3" SCREEN

THE USUAL TWO FIRE BUTTONS

AUTO-FIRE SWITCHES

THE USUAL SELECT & RUN BUTTONS



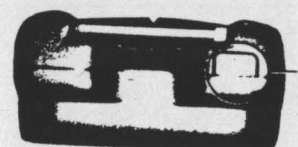
CARD SLOT FOR HU-CARDS

COMFORTABLE HAND GRIP



COMMS SOCKET

BOTTOM



CARD LOCK

TOP

BACK

C.E.S. SOFTWARE

Apart from the amazing showing of the New hand-held PC Engine from the US, a number of software titles were on show too.

The Megadrive (Genesis) has attracted a number of US companies, and a few of them have shown what they are going to release for the machine.

Activision will be releasing a beat 'em up called 'Tongue of the Fatman'. Strange name eh? The game puts you in an arena watched over by loads of alien creatures, and you must battle against different opponents. Each bout is set within a certain time limit with each person having a energy bar.

Microprose will be releasing that old classic flight sim. - 'F15 Strike Eagle' I remember buying this game on my C64 about 5 years ago! The Megadrive version looks very similar... if that's good or bad depends what you thought of the '64 version. However, it does make a change from the normal shoot'em/beat'em up or sport games on the Megadrive.

Sega US showed off 'The Amazing Spider-Man'... based on that web-head Marvel super-hero. The game's a side view arcade adventure like Super Shinobi, and based on the old Spider-man in the web red-blue outfit. Title picture looks brill.

The most amazing game to be shown was from Tengen (the games side of Atari) who will be releasing their hit driving game - 'Hard Drivin'. Graphically, it doesn't have the sharpness of the Coin-op or ST/Amiga version, but hopefully it will move faster and more playable than the other 16-bit versions.

Namco showed off 'Phelios' which I mentioned last issue to be called something else. As said last issue, you play a guy on a winged horse in a dragon spirit type shoot'em up.

And the most surprising release was from Tecno soft who will be releasing the sequel to Thunder Force II - 'Thunder Force III'. Screen shots of the side view part (I'm not sure if there's a plan view part) looks awesome with some great graphics. As you'd expect, lots of weaponry to collect and large number of rather nasty nasties to kill.

Sega also showed off their brilliant race game 'Super Monaco GP' which looks amazing if you've got a Megadrive, then you're in for a treat! Michael Jackson fans will be able to lay their hands of 'Moon Walker', the game based on the most famous entertainer and his last film (video).

Role play game/adventure fans will be able to get 'Skull and Crossbones' - an adventure/RPG based on pirates and life on the ocean waves. . So get your eye patches and wooden leg out.

Also planned for the Mega- Drive will be 'Abrams Battle Tank' and '688 Attack Sub'. What these are, I can't say.

Over on the Turbo Grafx-16 (US Engine), not a lot was shown by the US software companies.

Tengen have taken an interest in this console, and will be releasing two games for the machine - Xybots and R.B.I II Baseball. Xybots, as you already know is a dual play 3D version of berserk, where you have to wander around a maze packed with dangerous robots, find a key and get to the exit. R.B.I. II, is... well... a baseball game, 'nuff said about that!

Cinemaware showed off their CD-Rom games 'TV Sports Basketball' and 'It Came From The Desert'. The former looks the same as the Amiga version, which I have to say isn't very playable. Desert looks brilliant with real video footage running in the background and computer graphic animation in the front. eg. in one scene, you have a real photo still in the background, and a giant graphic animated ant in the foreground. Looks real awesome. I can't wait!

NEC released a few oldies too for the Turbo Grafx-16... 'J.J. & Jeff' (Chan & Chan) - which have totally different graphics. The two characters look american - one a blonde guy, and the other a red-head wearing shades. There's 'Galaga '90' (Galaga '88), which is the same as the japanese version, and 'Bonk's Adventure (PC Kid). This is also the same as the japanese version but with american text like 'GEE WIZ!! THANKS!!' when you 'bonk' the first dino. NEC also showed off their hard ware add-ons for the Turbo-Grafx-16 with the Version 2.0 System Card for the CD-Rom, that will produce graphics on screen with CD-G CDs. Hopefully, the japanese Ver.2.0 System Card will be available soon. By the way, the americans can get the *whole* of R-Type on one card but at a cost of \$67.50.... the standard price for 4meg Card games in the US. There are currently 30 games available for the Turbo Grafx-16... so it's slowly catching up with the japanese engine.

On the Gameboy, two games were on show from Milton Bradley, called 'Jordan Vs Bird' and Mouse Trap Hotel. Jordan Vs Bird is the same as that old classic Electronic Arts' basketball game 'One on One'. Mouse Trap Hotel is basically a scrolling arcade adventure as you control a mouse (and quite a large one a that) through a hotel packed with mousetraps. LJN Toys are to release 'The Amazing Spider-man' and same as that of the MegaDrive version.

CORRECTION: SKULL + CROSSBONES IS NOT AN ADVENTURE GAME, BUT AN DUAL PLAY ARCADE ACTION GAME

JAPANESE SCENE

The Darius saga continues.... and latest news from Avenue is that, Super Darius on CD-Rom won't appear until 16th March. This is the first precise release date for the game, so it might be true.. we shall wait and see. This will make it exactly one year since NEC announced they were to convert the game to the engine.

Irem's 'Image Fight' is looking more and more awesome. Unfortunately, no release have been given but shouldn't be long considering the amount of screen shots available.

Telenet's CD-Rom Golden Axe is still sticking to their 24th of Feb. release date, but what of the actual game. Graphically, the game looks very poor with ill defined graphics, looking almost like it was on a C64... however, every thing seems to be there. As expected from Telenet, there's some amazing graphic sequences showing how the evil side came about, plus the three fighter's ordeal before venturing out on their mission. The two player option seems to have been removed.... which is a real let down.

SplatterHouse fans will have to wait until 3rd April, however, it should be worth waiting for as it looks just as good as the coin-op version.

BroderBund are to release their puzzle/adventure game - 'Where in the World is Carmen Sandiego?' on CD-Rom to be released sometime in March. This cost a little more than usual at around £34 (japanese price). Your objective is to track down a suspect, collect evidence, and arrest the villian. As the game has a lot of text, it's all in japanese,... so not worth getting, unless you know the language? Well, apparently there's an option to change languages from Japanese to english. I wish they put this on all games! Also from BroderBund on 2meg HuCard will be Lode Runner, that great little platform game which have been on just about every system including coin-op machine. Expected out in May.

Data East have two games in production. The first is a Grand Prix racing game viewed from above called 'F1 Circus'. Graphics looks terrible, but I assume, like MotoRader, it'll be quite playable. The other game is another Bloody Wolf shoot'em up but weapons are a lot more devastating with red/blue lasers etc.. No release dates on either games.

March will be the month for Space Invaders fans. As mentioned before, Taito's 2meg card contains the original version plus an advanced PLUS version where extra weaponry can be collected like laser beams, wide beams, shields, 10 second Timer stop, an a FFL - a weapon that explodes in the air, throwing out lasers. Looks cool. The invaders are a lot meaner too.

Engine Tatsujin has also still not been given a release date... hopefully soon as we sure would like to see how it compares to the MD version.

Remember Face's strange shoot 'em up game called Overhauled Man where you control a timble like hero? Well, he's back in a game called 'Hany On The Road'... Hany being the name of the hero. Although saving his girl friend last time, she appears in this game too, should you have a multi-tap as a second player can play 'Lemon'. The game this time is an arcade adventure, with some very neat and wierd graphics. Like the first game, there's the strange pattern shapes in the backdrops etc..

Also making a come-back is the couple from NCS' Mr. Shiboobi Man, who will be appearing in NCS' sport game 'Kick Ball'. It looks very much like a baseball game, but looking at the strange characters involved including a black and white cow, a masked wrestler, and a green alien from the planet Zob, I very much doubt it's a standard base ball game! Coming out sometime in April on 3meg Card.

Oh, I must also mention 'City Hunter', which was expected to appear some time ago, but at the moment, have still not been given a release date. The game's rather saucy, with some rather sexy gals in view, although covering all their vital parts. The game looks very impressive - a sort of cross between Rolling Thunder and Impossible Mission..... although the game does come up with a fair bit of Japanese text when the hero encounters some one special. This action game will appear on 3meg Card.

Latest news on Human's amazing soccer game 'Formation Soccer' is that, it will feature a Passcode so there is no need to play a whole World Cup in one session. Other neat touches includes dancing cheerleaders, and at half time, a TV appears on the screen where the News gives you the scores, including the weather report and heavy advertising of Human games!

Naxat will also be releasing a 2meg game in April called 'Psycho Chaser'. Here you control a rather nasty looking robot in an up-screen shoot'em up. You must march forward, blow up all the 'orrid creatures, and total the nasty at the end of the level. Your hero can equip himself with a wide variety of weapons including multi-way, Buster and Thunder. Why does this all sound familiar?

SG owners will have to wait until 6th April for Hudson's Slash and Hack game, and NEC Avenue's long awaited Ghouls 'n' Ghosts and Strider has yet to be given a release date, although the former should appear in the next couple of months.

Over on the Megadrive, coming 'real' soon will be Super Real Basketball as mentioned last issue. Having now played Cinemaware's version on the Amiga, I have to say, Sega's can only be better. In comparison, the amount of close up shots available are amazing... you can jump up into the air and hammer the ball into the basket, throw the ball from a distance, get in close and drop the ball in, and so on. Looks real fab!

June will see another 'HOT' horizontal shoot'em up called Insector-X. The game's by HOT.B. Co. Ltd., licensed by Taito Corp. You control a little guy with wings, and you're up against all manner of insects. Graphically, it's the best I've seen and I'm not just saying it... they really are brilliant, with nicely shaded insects that must atleast take up 16 colours. These include giant wasps, gorgeous looking moths, horrid spiders, etc. Expect a lot of awesome weapons too! One to watch out for.

Sunsoft's Batman is looking extremely good too, same as that of the PC Engine version - a scrolling platform/arcade adventure. Batman can do the usual walk, jump, kick, punch etc.. and equipped with a set number of throwing 'bats'. Although I said the game won't appear until August in last issue, it's apparently planned for an earlier release of April.

Techno Soft's Thunder Force III looks to be real awesome too. The game looks like it's only a horizontal side-view scroller, but has some terrific graphics... there's a fiery wavey backdrop like one seen in Darius II with flapping orange dragons and a mega-mean robotic bird who breathes fire.... if you thought Super Shinobi's dinosaur was big.. then wait till you see this mother!

From Activision will be Ghostbusters... a new version based on the original movie, and expected to appear in April. You play the part of one of the original 3 'busters... drawn brilliantly in 'Chan & Chan' cartoon style. New York City is plagued by ghostly activity, and you have been called out to rid them. There's five buildings to clear and money gained if you succeed. The game's a sideview arcade adventure where your objective is to destroy a set number of big Boss creepies in each building. These include a giant howling snowman, electrifying rock-creature, and a strange living green plant! But before you meet these guys, you have to make it though the building avoiding/shooting floating chairs, mugs, tables, knives, etc., plus ghosts and other strange creatures. Then there's deadly traps, slippery ice, and so forth to contend with too. Looks brilliant!

More on the Megadrive includes Cyberball. This game will be appearing on computer format too. The game's like American Football, but with mechanical robots resembling those featured in Short Circuit.

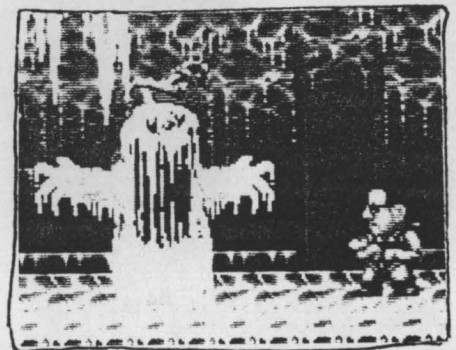
From Sega, there's also 'E SWAT' a conversion of their coin-op police game. Imagine RoboCop set in the far future with more mega weaponry and you'll have some idea what the game's like. Should appear in May. Aswell as 'E SWAT' and 'Monaco GP' (which incidentally has a rather sexy lady on the title screen... see page 3!), they will also be converting 'DJ Boy' - the recent roller skating coin-op game. The MD version looks extremely close to the coin-op - expect it sometime in April. Sega also will be releasing a game called 'Patlabor - Mobile Police', which is an Adventure game. You heard this first from me, so don't order the jap. version when it's available!

Taito will also be converting their boxing game - 'Final Blow' for the MD. This is the side view game featuring boxer Kim Nang and Dynamite Joe. Expected release in June.

UPDATE: 688 Attack Sub and Abrams Battle Tank are from software giants Electronic Arts, and both are simulations.

From Asmik (Engine Shinobi), there will be RC Grand Prix. No idea what this game will be like as I've only seen the title screen.

Another surprise game is from Spectrum Holobyte. The company is expected to be converting their brilliant flight sim. Falcon for the MD, but will also be converting their ace car driving game 'Vette'.



MD: GHOSTBUSTING A SNOWMAN



MD: WELCOME TO MONACO G.P.!!!

MORE HARDWARE

With Nintendo, NEC and Atari having produced hand-held machines, word is out that Sega are producing their own version. One Japanese magazine have produced an artist impression on what this new hand-held could look like (see pic.), and if it 'was' like this, it should be something! However, the real main problem will be software. Will Sega produce a machine that's compatible with their 8 or 16-bit machine cartridges?... If so, they will require a large cartridge slot making the console bigger than it would hope for, unlike the smaller cards on the Engine and Lynx. More info. when we get it.

But the most amazing new hardware announcement was from SNK - the people responsible for Ikari Warriors. They have produced a games console to smash the competition called the NEO-GEO. The machine was shown

which is similar to Cabal, a nifty looking baseball game called Baseball Stars, and a graphically brilliant looking Golf game. The machine is expected to be launched in March, but the price is expected to be quite high at around £290 with game cartridges costing over £100!! Oh yeah... following the tradition of new consoles, this comes with a joyboard with '4' firebuttons plus two extra ones!

In America, it looks like a Turbo Grafx arcade/cabinet conversion has been released. Americans can empty their quarters (25 cents) into, what they think is an arcade machine, but is really a PC Engine!!

The Hardware including cabinet monitor and one game costs \$995.00. And by October 1989, nine games

monitor version is cut down to one.
 SEPT. '88 - A demo version is completed.
 NOV. '88 - They find out that 4megs is not enough, so the Squid and the Octopus are dropped on HuCard.



SNK'S NEO-GEO

JAN. '89 - 'PC Engine Fan claim to have had the SCOOP story on Darius
 MARCH - More problems with the HuCard version.

APRIL - Problems with the number of sprites and scrolling data, they decide to cancel the dual play option. BGM (Big Game Music) PC Engine version is complete. Onn Lee launches P.E.F.
 MAY - It is discovered, no matter how many Boss Characters are dropped, it just won't fit on 4megs! The decide to reprogram onto a Hu-Card greater than 4megs.

June - Plans to release Darius on CD-Rom first were given the GO AHEAD (make my day..hahaha)
 JULY - Progress with the CD version is smooth. NEC Avenue realise the arcade version becoming a bit dated and wonder if it's adequate. Debates follow....

AUGUST - The chaps at NEC Avenue decide that it's not enough, and needs a bit of doing up. Boss characters from the new coin-op 'DARIUS II' together with the originals are considered. All 26 of them!!

OCT. - Boss character graphics complete.

NOV. - Other characters graphics and pattern data complete.

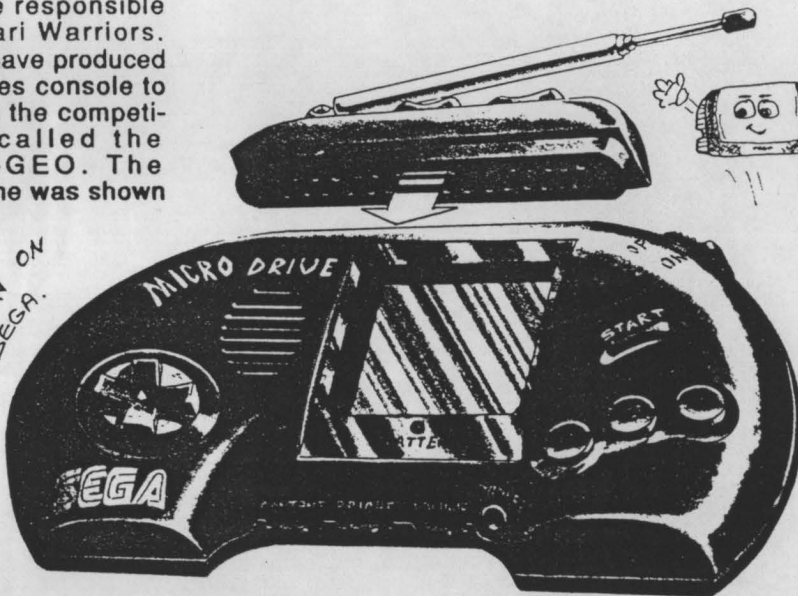
DEC. - Master program complete.

JAN. '90 - Planned release of CD version, but wasn't ready!

MARCH 16th - Now planned CD version!!!

Spring '90 - HuCard version???

ARTIST IMPRESSION ON
 HAND-HELD SEGA.



at the the end of January and looks rather basic... but under that plain exterior, lies some mean hardware. The machine has two processors - a MC68000 (16-bit running at 8mhz) and Zilog Z80A (8-bit running at 2mhz). The machine has very impressive sound similar too, with FM, PSG3, PCM (similar to the Megadrives'). It has a colour palette of 65, 536 shades but can ONLY select from a colour palette choice of 4, 096!! It's capable of transferring graphic data at 330 megabits per seconds, which means this machine can really shift graphics around. The system also uses small memory cards, so you can save your high-scores, game positions, etc... on.

Currently four games are available, but when it's launched, it will have two others too. The four games all look brilliant and up to arcade standard. They include a multi-level / scrolling ninja-type beat'em Up, a dual player shoot'em up called NAM-1975,

have been released for it.

The arcade boards for the machine includes:

Side Arms	- £ 65.20
Forgotten Worlds	- £347.00
Fantasy Zone	- £130.00
1943	- £108.00
R-Type	- £165.00
R-Type II (New one)-	£643.50!!!!
Tatsujin	- £304.00
Golden Axe	- £347.00
Altered Beast	- £208.00

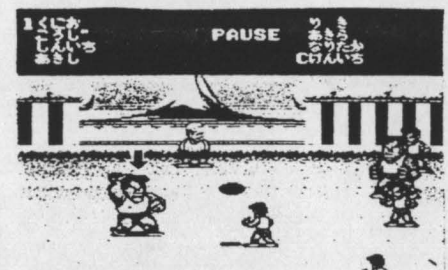
DARIUS - WHY THE DELAY??

The following is a run down on why Darius has taken so long to come!
 Translated by Tai Ono.

FEB '88 - Plans made to release it.

MAY '88 - License and contracts, etc.. settled with Taito.

JUN '88 - Development begins. Map data and data for the 'Boss' characters are prepared. The three screen



ENGINE : CRAZY SPORT OF DODGE BALL.

CHASE HQ

by Taito / 3meg HuCard
Reviewed by Onn Lee

Having played the coin-op and Amiga versions of Taito's answer to Sega's Outrun - Chase HQ, I was extremely looking forward for the engine version, and was I disappointed?

Firstly, the background if you have been asleep for the past few years and have only been recently woken by a kiss from an ugly frog - you play the part of two special plain clothes detectives, not too unlike Crockett and Tubbs in Miami Vice, and must stop suspected criminals in your armored plated porsche before they cross the state line. On pressing run, Nancy of 'Chase Head Quarters' gives you the low down on your first crim. Being a Japanese game, this is given out in Japanese digital form, although they are not very high quality. If you don't understand it, then you can always read the scrolling text.... you don't read Japanese either? Oh well!!

The first car you have to catch is white, a bit like a Lotus ... or is it a Fiat 126? Well, whatever it is, press Run and you're off... hold down button I, and your car accelerates forward, reach 160kph, and change to high gear, your tires squeech and you speed off. The trouble with the Amiga version was it's lack of speed and excitement... the engine version is quite the opposite as your car really burns rubber and it's quite a job to avoid the traffic and get round the bends without hitting anything. But hit SELECT for the Turbo and your car really goes into overdrive... the speed is incredible.... trying to stay on the road is nigh impossible!

Your first objective is to catch up with the Crim's car in the set time limit.... once you've done this, stop the car by ramming it until the damage indicator fills up, where the car will stop and you arrest the criminal(s). Doing so will give you a bonus, and you get another car to stop, but a lot tougher to catch.

Graphically, the conversion hasn't lost any of the detail from the original with nicely detailed cards, bill boards, and great scenic backdrops, although a fair bit are missing, namely no helicopter, cross-country desert part, and the split in the road isn't very realistic, but apart from that, it's generally very good. Strangely, your Porsche is Blue instead of black.. wierd eh? All the tunes from the coin-op are present although they are not as good ofcourse. Sound FX are also very effective, but generally sound isn't up to the high standard we're used to on the engine. Unfortunately, no in-game speech are present.

But, as always, sheer game play shines through. Chase HQ is extremely playable, and extremely addictive. Be-

cause of the incredible speed of the game (some may find it too fast), it makes it a lot tougher, although can be a little frustrating when you're just on the tail of the crim., when suddenly you slam into a sign post. Recovering, you hit the Turbo to try to catch up, only to crash into something else!

Chase HQ is a class conversion, and shouldn't be missed if you're a fan of the original or a speed freak! HQ is the fastest game I've 'played' on any machine and I definitely recommend it as there aren't many car racing games for the engine.... although with only 5 cars to stop, if you can keep with the pace, lastability might be short lived, however, I can't see many people completing it that quickly!

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

SUPER VOLLEYBALL

by Video Systems / 2meg HuCard
Reviewed by Onn Lee

This is a conversion of the coin-op game of the same name by the same producers - so you'd expect something special, wouldn't you? And it is!! Video Systems have done a magnificent job in converting the game to the engine. On looking at the game, volleyball doesn't look very impressive, as it's a side view horizontal scrolling sim. But once you've had a few goes and master most of the moves, the game reveals all it's magical touches.

Volleyball can be played by one or two players (multi-tap/pad) and in one player mode, you can play single matches, or league type matches against different 'name' computer teams or the more tougher computer 'country' teams. There are also lots of options to modify the setup like giving the computer a handicap start, etc... although they are in Japanese.

Once you've selected your team, it's onto the court and you start to serve. At first, the controls are a bit difficult to figure out, as just about every position and button is used. There are 3 different way to start and 4 different ways to hit the ball just for the service! Basically, Button I is used to Hit the ball, and button II to block or push the ball back up. Matches are won by the first team to win 3 out of 5 games. Each team starts with a score of 10 points, and to win a game, you have to get 15 points or two points in front like tennis, up to 17 points.

Each team has 4 players, and you control all of them! This may sound difficult, but is simplified by the fact that only the guy at the back is actually at your 'full' control. Moving the pad left and right will move him accordingly together with hits. The

other 3 guys stay near the net and can't be moved up and down the court. On pressing Button II, it will make each one jump into the air to block the ball, push the ball back or hit the ball in turn. A great number of moves are available to you. Your back man can dive forward for the ball, stretch backwards in spectacular fashion for balls that has sped pass him, front man can tap the ball back for an amazing running in spike (smash), tap the ball over the net, and so forth.

Graphics are fantastic and the characters are incredibly realistic... each fellow must have several hundred frames of animation! If not in action, they bounce up and down on their knees, and their heads move to follow the ball. The animation when the back guy leaps up to serve and stretches back to retrieve the ball is incredible. There are also some wonderful humorous touches like when a guy is knocked out by the ball - he curls up, hands over his face, and won't get up until a few seconds later, and occasionally, the ball hits the lights and bursts, sending the ball whizzing all over the place! Winning a point and the player dances back along the court.... and when you lose a match, the team walks miserably off the court with their heads down. As the court is about 3 times the size of the screen, it scrolls horizontal extremely smoothly and quickly. Unlike most games, the screen doesn't scroll with the ball, but scrolls to a position where the ball is likely to land. This works extremely well, and you have more time to react.

Soundwise, there are only a few ditties in the entire game, and only sound effects during play, which are very effective with squeaks of training shoes as the players shuffles about, and impact noises when the ball is struck or when it hits something. On game play - there's nothing to touch Super Volleyball - it's truly amazing in one or two player mode... naturally the latter is more competitive. The game's very exciting, fast paced and extremely addictive. At first, it's very difficult to get in to, but with a bit of practice, you can show who's boss! In the 'league' matches, there's a password screen given after each match, so you can continue at a later date (4 letter Japanese text). Super Volleyball is totally amazing, and I would whole heartily recommend the game to everyone.... don't miss it.. certainly the best game on the engine at the moment!

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



SOKOBAN

by NCS - 2meg Cart. - MegaDrive
Reviewed by Onn Lee

After producing some great games for the PC Engine, NCS releases their first for the MegaDrive, a conversion of Thinking Rabbit's world famous puzzle game Sokoban. The first time I played this game was about two years ago on the Amiga, from a demo by Quest. If you have an Amiga, send a blank disk and S.S.A.E. for a copy, if you want it. It's the demo with Einstein's head pictured as seen on the cover of Amiga Computing.

Sokoban is dead simple, but require a lot of grey matter. The game puts you in a maze with a set number of crates and the same amount of spots. Your objective is to move all the crates onto the spots. Sounds easy? You must be kidding?! You can only push crates from behind, and only one at a time. And that's basically it... complete a maze, and it's onto another one.

You first start with a dead easy maze which even a dill-brain can figure out, but they get a lot difficult as you progress... maze 6 being extremely brain taxing. Once you've completed a set number of mazes, a piccy is shown and a password is given so that you can start from the next level next time. The first password being the name of that gorgeous underwater female puppet from the same producers of Joe 90, Thunderbirds and Captain Scarlet, plus a couple of 'll'.

Aswell as the normal games, MD Sokoban also has an EDIT mode. Here you can create your own sokoban mazes, which is a lot harder to do and play them. Having this mode is rather ridiculous, as there's no way of saving your creations. You would have thought, NCS could have come up with a password code, but no such luck.

Visuals and sonics are well below MD standards, but in this type of game, not relevant, rather like Tetris. What makes Sokoban is in it's addictive gameplay, but unfortunately price wise, MD sokoban is way too expensive for such a simple game. It's one of those games that's just as good on the Amiga, Gameboy or MegaDrive because it doesn't take advantage of the machine's hardware abilities... it should even go down well on a ZX81! In some ways, sokoban is like playing chess, not only because of the above reason, but you seem to spend more time sitting and staring at the puzzle thinking a way to make your move, than actually joystick wiggling.

All in all, Sokoban is a great thinking man's game, but well over priced considering you can get it virtually for nothing on the Amiga, and about £10 (in Japan) on the gameboy.

Graphics - 30%
Sound - 40%
Playability - 80%
V.F.M. - 25%



Overall - 40%

(The engine version will be available soon, and looks to be slightly better with different surfaces, and ability to save your own creations should you have a back-up device)

NEXT ISSUE

Just missing out on this issue are MD Super Real Basketball, Engine Tiger Road and The New Zealand Story, which I've just got my mits on. We shall also have The New Zealand Story on the MegaDrive, so we'll be doing a comparison between the two versions, plus Megadrive Assault Suit Leynos and Air Diver, and there will be Engine Space Invaders Plus from Taito again, Hudson's incredible puzzle game Blodia, City Hunter, and possibly the game we've all been waiting for Super Darius on CD-Rom.... was it worth the wait?!

This month there's no big prize compo, but wait for next issue!!!

FAMICOM NEWS

We haven't had much on the 8-bit famicom in the past issues, so here's a small column on what's available for this multi-million selling console.

For macho-rambo freaks... there's Super Contra, the sequel to Gyzor, and Ikari III, the third Ikari Warriors game. Both are dual play games where you rush forward, shoot and kill everything that moves and destroy the end of level boss. Both games look especially good for the famicom, although the former looks a tad better. Contra is now available with Ikari out on 16th March... a popular release date.

Then there's Quarth. Never heard of this? Well, it's by Konami and recently appeared in the arcades under the proper name of 'Block Hole'.... the tetris variant. Expected out on 13th April. Like the coin-op you can play on your own or with a second player - either change play, Tag match or Vs play.

June will see U.S.Gold's/Strategic Simulation Inc.'s AD&D game 'Dragon Lance', to be released by Pony Canyon inc. The game will be identical to the micro-versions. Infact it looks amazingly good.

March, and Taito will release 'Don Doko Don', a conversion of their cute arcade game. The game's like Bubble Bobble with several platforms and numerous creatures wandering about. You control an old guy with a white beard, looking like a ruskie and is equipped with a mallet. You can guess what you have to do! You have a set time to clear each screen and Bubble Bobble/Rainbow Islands killing meanies sometimes reveal potions and other extras, with a giant boss to kill at the end of each set

Can anyone live without 'Boulder Dash'? No?! So, cutesy of Data East Corp., First Star's brilliant puzzle game will be on the Famicom. What can you say about Boulder Dash, whatever the graphics and Sound, the sheer playability makes the game a hit.

GAMEBOY

With Ghostbusters II hitting the cinemas it's no surprise that HAL Laboratory have licensed the hit movie for the gameboy. G.B.II is an angled-plan-view game where you control one of the team, wander around different rooms and zap goolies. The game can be linked with another gameboy, as the other player takes on another Ghostbuster.

Released on the 23rd Feb. was Konami's Nemesis. For a gameboy game, it's totally amazing with 5 mega levels. The game is slightly different from the original coin-op, with only the first and third stages the same. The famous stone heads on stage 3 are still there, but gone is the packed pinkies on stage 2 or the outer space stages. They have improved on the end of stage guardians, with different Bosses instead of the same old battle ships. Nemesis is definitely a game to get if you have a gameboy.

Sunsoft's Batman which is to be available in April - look ace too. As sunsoft are responsible for the other versions, things are looking up for the MD and Engine versions. The game has different stages and based on the movie. Stage 1 is set in the Axis Chemical works - like the computer version. Stage 2 is basically the same outside the works, stage 3 has you in your bat-wing, where you're attacked by 'copters, planes, air balloons etc., and stage 4 is in the cathedral where you have to find and take out the Joker!

Technical Bit in the Middle

All of you will know what the PC Engine looks like from the outside, so this page, we'll show you what's it's like on the inside.

The picture on the top is what's under the hood of the Super Grafx and below it, the standard PC Engine. These are not the same scale ofcourse.. the SG been twice as large. On the SG point of view, you'll notice that it's more spaced out.... And NEC could have really packed the whole thing the size of the standard engine, but went for the 'BIG is beautiful' look. So what are the Chips etc.

1. This is the CPU (Central Processor Unit) - the heart of the machine. Both machines has the same Hu6502 chip running at 7.2mhz. The chip is also responsible for the sounds of the engine too... probably why NEC didn't improve sound on the SG.

2. VDC - Most likely the Video Display Chip. As you can see - the SG has two of these instead of one. Both of them look the same, so could well be why the graphics can be twice as numerous on the SG with double the colours on screen, sprites, and playfields. Instead of developing a new chip, they seem to have just plonked on an extra one.... which would solve compatibility problems with standard engine games.

3. PPU - Picture Processing Unit. Responsible for all those amazing visuals on screen.

4. S-RAM (V) - This is the Video Memory. As you'd expect, the SG has twice as much, so twice as many chips.

5. S-RAM (M) - This is the Main Memory. On the standard engine, it's out of the picture on a smaller separate board (8k). The SG has a larger 32k chip.

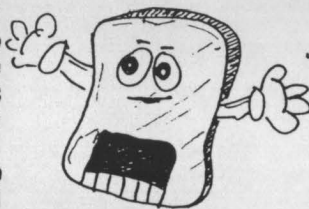
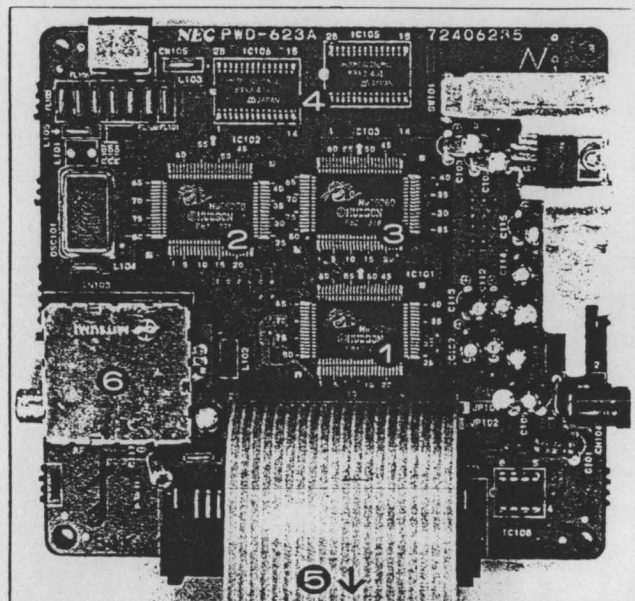
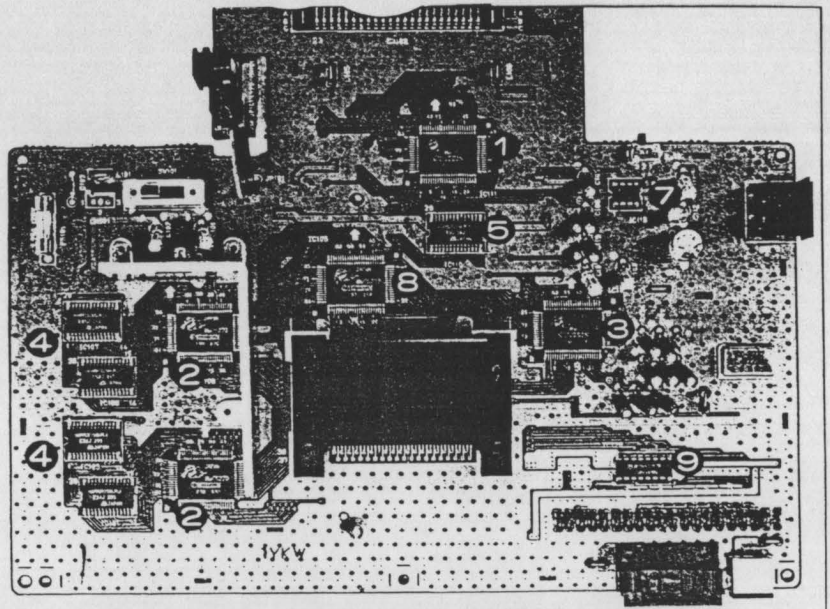
6. This is the RF modulator for connecting to your TV, unless you have scart. The SG doesn't have one built-in.

7. This is the chip that handles the SG's Audio/Video.... probably the one responsible for the black + White picture we get when using the video out.

8. Hu6202 - Only on the SG, and looks like a second Processor. This LSI works with the VDC.

9. 74HC157 - No idea about this guy, but considering where it is, it could well be the chip that handles the 'S-Port' socket. Scrambling all the signals from the numerous nobs, handles, lights and buttons on the Power Console needs some muscle!

So there you have it... now you know what the chips are! Now, lets see what would happen if I replaced that PPU with.....



AMERICAN
'CHAN & CHAN' -
J.J & JEFF



THE JAPANESE VIEW ON NEW CONSOLES

(Translated by Tai Ono)

'89 saw the release of the Gameboy, 3 types of PC Engine, and the Lynx. Which of these machines would survive the severe inter-market competition? 3 experts from OTEI Toy Shop divs. corp. have been asked to express their views.

OTEI Shopping Dept. rep.: "I think the gameboy's got a secure future, I mean, y'know, we get about 50 a week from the warehouses and once they're in, they're gone in an hour! The Lynx on the other hand, it's a great machine, I've actually played it, but all they're doing is collecting dust in our glass displays. The Megadrive and the Shuttle aren't exactly popular but the SG seems to be doing alright."

OTEI OSAKA Branch :- "PC Engine Shuttle, Not many

sold. Gameboy - Sold out, but did not have much in stock. Lynx - like Gameboy. It looks like the Megadrive will sell the most!"

Sakura Sinjuka Branch rep.: "The PC Engine Shuttle has been a total failure. I mean, the old PC Engine version is cheaper, and it's got the Ext.bus, and stuff (Old PC Engine - 13,000 yens, while Shuttle is 15,000 yens). The SG is doing alright, I suppose but nothing like the Gameboy. I think the PC Engine will sell the most in this area."

So there you have it, a mixed bag really - but it seems the Gameboy is the biggest selling machine in Japan at the moment but stocks are low. The Engine & Mega Drives are selling extremely well still, and so is the S.G. BUT, the Lynx and Shuttle are a flop... they are probably all waiting for the Hand-held Eng.

VOLFIELD (ENGINE)

On the title press Select, hold down I, Left, left, down, down, right, right, up, right to reenter option mode.

BATTLE ACE (SUPER GRAFX)

On the title, hold down Select, Up, release select, Up x 3, Right x 6, Down x 2, then Run for option screen, where you can select either 3, 5, 10 or 255 lives!

Afraid of the thunderbolts? When you see one, press down then go up as high as you can. You will not be hit.

Also, for music mode. Pull out your joypad first. Turn on your S.G. and when Battle Ace appears, stick in the joypad for music select mode.

SHINOBI (ENGINE)

If you complete any stage without using a single star, you will get a massive 20, 000 points bonus!

STAGE SELECT: An easier method to select the stage you wish to start is to press Run to start the game. When 'Mission 1' is printed, hold down Select. Choose the stage you want with buttons II and I with the area.

PC KID (ENGINE)

At the very beginning, do a jumping head butt to get a flower. If you can catch it, and jumping onto it will give you a 1up.

SUPER SHINOBI (MEGA DRIVE)

The most frustrating thing about this game is running out of throwing stars... especially when you intend to jump, somersault in mid air to throw out a band of them. To get infinite throwing stars, go to the option screen at the beginning and change it.... keep at it - something like 60 changes, and you should get a 'infinite' symbol (a kind of side ways '8'). On starting, you should have 999 throwing stars at your disposal, and you won't lose any!

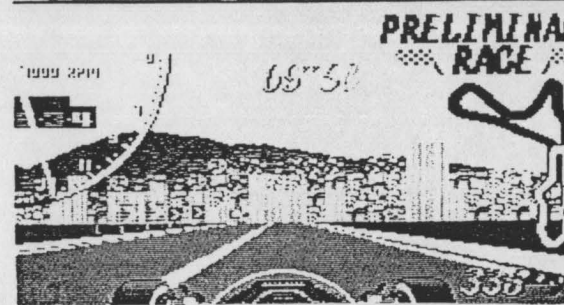
HEAVY UNIT (ENGINE)

For music mode, on title screen, press diagonal left/up on pad and press buttons I, II and Select at the same time for sound test mode.

For Option mode, on title screen, press diagona; left/up on pad, and press buttons I and Select at the same time. Here, you can change the game level from easy, normal or Hard, and 3, 4 or 5 ships to start.

SUPER HANG ON (MEGA DRIVE)

You first require two joypads. One the password screen, hold down 'A' and 'B' on joypad II, get password and press 'START' on joypad I. You can now race with the last guy.

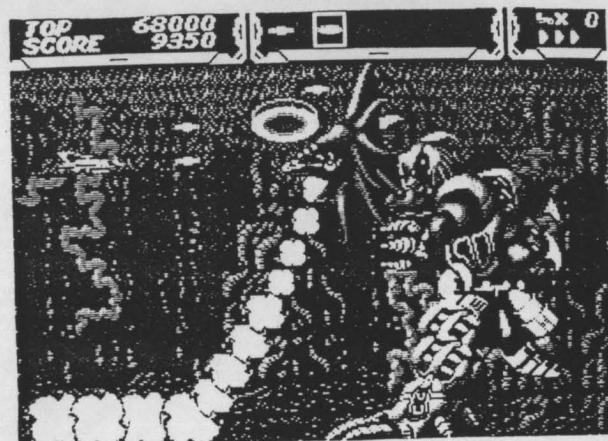


MEGADRIVE: MONACO G.P. - ON THE ROAD.

RIGHT: ENGINE VERSION OF BRODERBUND'S 'WHERE IN THE WORLD IS CARMEN SANDIEGO'. JAPANESE TEXT, BUT CLICK ON THE BOOK ICON TO CHANGE TO ENGLISH.



ENGINE: ERM... A FEW SURPRISED GIRLS FROM 'CITY HUNTER'.



MEGADRIVE: THUNDERFORCE III - A RATHER GIANT, BIG, ENORMOUS, NASTY TO KILL!!

FOR A CHANGE, WE HAVE SOME ACTUAL TIPS SENT IN (INSTEAD OF IN BUILT CHEATS). WE WANT MORE... SO SEND THEM IN ESPECIALLY IF YOU ARE IN THE 'MEGA-SCORES' CHART - PROVE YOURSELF!

DUNGEON EXPLORER

(By Steven Robinson, Bucks.)

Ever think 'The Bard', a bit of a wimp? Then try this password 'EJABG DHPPK' and you will get a Super Fast Bard with 406 hit points. Not only that, if you take the Bard to the furthest room on the right on level one (where the Bard would normally die on his own) this time his Hit Points go down until you get a Brand New Character (The Harlet) with 464 Hit Points). Password 'IMALG DHOOG'. Neither of these two characters can leave level one, but can with any other.

FORGOTTEN WORLDS

(MegaDrive)-(by Veenay Patel)

If you don't have enough money on the first level to buy homing missiles, try it anyway and you'll find that you can buy them with about a 1000 to spare.

SUPER SAMURAI

(MegaDrive)-(by Veenay Patel)

On the last screen before you face Neo Zeed there is a 'POW' icon on a far wall.

SUPER VOLLEYBALL

(PC Engine)-(by Onn Lee)

I have to say, I've been playing this game ever since I got it. Although there are tons of moves, if you're desperate for a point - try the 'hit the lights with the ball' serve. To do this, on serving, hold down button II, and push up and press button I for start serve, and then pull down and hit button I to hit the ball (still holding button II down). This will send the ball into the lights, whizzing it downwards... and also give you a shock! The opposition CAN return the ball, but has to be very precise. This move can only be performed once per team per game!

SUPER HANG ON

(Megadrive)

Here's a Mega money Password code for you to try out :-

6 FF3F546F35564
FFOSLPIMFJEDGH

HYPER LODERUNNER

(Gameboy)

Try this Password code : QM-0388

D.E.J. gozy Shopping

The trouble with ordering by mail, is that, you sometime have to wait a long time, or the item you ordered turns out to be awful. The best thing is to enter a shop, see the product, before you buy it. You can at various places like Supervision Electronics or Shekana... OR Concole Concepts. C.C. is a shop set up by PC Engine Supplies and sell only games consoles, from the 8-bits VCS & Sega Masters, to the Engine, Gameboy, Lynx and Megadrive. Their address is: Console Concepts, The Village Shopping Precinct, Newcastle-under-line, Stoke-on-Trent, Staffs.

Film of the Game

Well, you've heard of the game of the book, the TV program, the film, famous characters, etc... but NCS are going the other way and are to make an animated cartoon film of their own game 'SO-Bianca'. The game was due for release sometime in Feb. '90, and on CD-Rom. It's a Role play game featuring five girls of different ages, set in the future in the year 2395. The animated film will be based on the game and to be released in VHS or Betamax (Japanese) format on 21st March. It should last around 50mins and in stereo! The animation graphics are as good as Disney's epic... can any one borrow me a japanese video and TV? Come to think of it... a translator as well.

As the Mega-scores hadn't changed much since last issue, and as it takes up a fair bit of a page, this month, we've dropped it, and it will appear bi-monthly instead. But, please continue to send in your scores should you notch up a high-one. We would like hints & Tips too !!

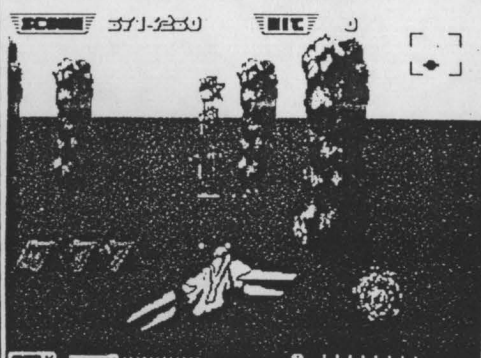


ENGINE: GOLDEN AXE - A COUPLE OF BAD BOYS.

Engine Afterburner II?

Last minute news it that, Afterburner II will not be programmed for the PC Engine... but WILL be for the Super Grafx. It's probable that NEC Avenue couldn't handle the amount of sprites on the screen as in Darius. Latest screens shots of the conversion look remarkably good, infact, it's as good as the Megadrive version if not better. Judging by Hudson's Battle Ace, SG Afterburner II should be fast!

Talking of Avenue, they have now included a dual play option on their conversion of Taito's Operation Wolf. So, it plays a little like Op. Thunderbolt without the 3D 'moving-in-screen' parts. No releases date on either games.



ENGINE: AFTERBURNER II.

Engine dropped !!!

It seems official now, NEC have dropped the original white PC Engine and have replaced it with the PC Engine CORE GRAFX. All adverts have the Core instead of the white engine, including in the CD-Rom system. The Core sells the same as the original engine at 24, 800 yens. As the machine has only an Audio/video output connector, an extra RF Adaptor is available at 4, 980 yens for use with a domestic TV. This can also be used with the Shuttle and Super Grafx - on NTSC systems ofcourse!

!!COMPO RESULTS!!

Well, the winners of last issue's compo are:

Michael Glover of Lancs. &
S.Creasey of Surrey.

The answer s were:

1. SOKOBAN
2. HELI
3. EIGHT
4. RABBIT
5. The letter 'O'.

Re-arrange the letters, and you should have come up with the word 'HORSE' - which is the animal of 1990 according to the Chinese. Easy eh? The copies of T.Fighter will be whisking their way to you guys soon!

If you have anything not too serious to express (!) then send it in to the Alternative page.

BOJ-A-JOB WALLY



Games Consoles have been criticized for machines only capable of playing games as opposed to computers which can do other things as well. This is a new series (if it ever get past this issue!) of ways to use your console rather than playing games on it. We need your suggestions, so send them in to usual address if you have one. This will prove those commies!

This month: Engine to satellite Dish.

If you're like Justin, you would have seen Cinemaware's "It Came From The Desert" on CD-Rom for the Engine on satellite Sky TV. But most of us don't have satellite, so Wally will show you how to make one to Impress all who pass your home.

What'd you'll need: A PC Engine
Very long coax (TV) cable or similar
Tools inc. pliers to open up engine
Long Ladder
Very sticky tape
Copy of Sunday Sport!

Open up your PC Engine (Super Grafx won't do - Hahahaha posers!), and remove the bottom casing - this you'll need. Stick one end of the cable to the inside of the casing. Now go outside and with ladder, climb up one side of the house and fix the engine casing against the wall. Make sure the corners are facing the 'pole' positions like a diamond. You can then run the other end of the cable through window. And there you have it!! All your friends who walk by will say, "Oi, look so-and-so has a BSB Sat. Dish!". There's a very high chance that you won't receive a signal, so you can read the Sunday Sport instead... It's just the same!

MORE ABSOLUTELY BRILLIANT...emmm...

Well, after last issue's amazing light bulb jokes that I came up with.... I bet you thought you'll never read more of them didn't you? Well... you're wrong! This time we have a few sent in from Michael Glover of Lancs, so hang on to your hat, and hold down the custard for more...

How many Virgin/Mastertronic executives does it take to change a lightbulb?

3. One to change the bulb. One to claim the bulb won't be compatible

with 'Grey-imported' Japanese light fittings, and the other one to strongly advise you not to buy these imported fittings.

(personally, I think there should be 4 - the other is to catch Richard Branson, who has stolen the spare 40 watt bulb to get more lift for his balloon.... Onn)

How many people does it take to change a light bulb bought from Micro Media?

One, Next October.

How many 'Console Ma'zine' readers does it take to change a light bulb?

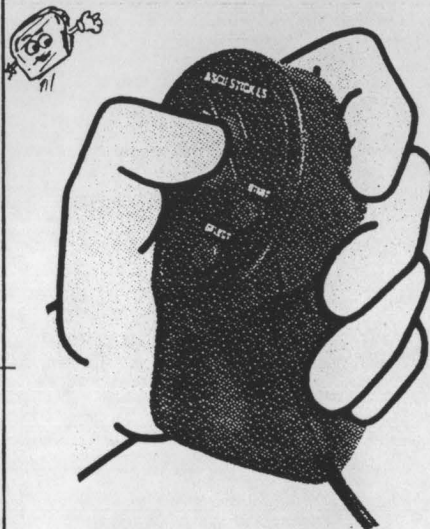
One, they're very sensible people, you know.

Michael Glover also sent in an amusing piece about his order of a PC Engine from Mention -

"I saw a letter some months ago telling people to write to C.M. with 'Horror Stories' from buying a PC Engine. Well I bought one last summer from Mention - this must rate as being one of the most impressive excuses ever.

On asking if the new stock of PC Engines had come in from Japan yet, I was told that they had been delayed due to the student demonstration in China - very strange, I thought."

Nice one Mention! For sending this, Michael, you win a non-expense, one way flight to Red China... plus a free banner with 'I Want Democracy - Where's My PC Engine?' on it!



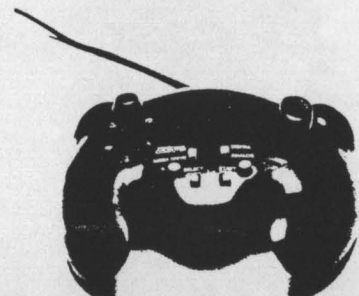
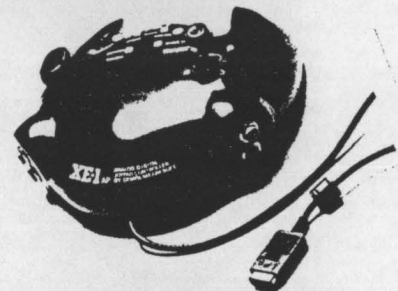
WACKO JOYSTICKS!!

Megadrive owners haven't had it their way on the joystick stakes with only two controllers available to them. However, due out soon (as well as that cool Genesis one featured in last issue) is the XE1AP Controller. This strange looking device is analog as well as digital with a flick of a switch. Analog gives a more smoother control if the software uses it, which Sega are, with Afterburner II (20th March). Incidentally, Afterburner should run at an amazing 50 frames a second!! The XE1AP also has a switch to toggle between Personal Computer and Megadrive use, plus the usual extra buttons with autofire, extremely useful if you have a PC too.

For Famicom users, Ascii have released the Ascii Stick L5 - an one handed joy-controller, priced at only around £12. The L5 fits into the hand with the two fire buttons at the front, and control is by your thumb. Ascii is plugging it as the ultimate controller for Role Play Games, so you can use the L5 in your left hand, and with your free right hand, you can map-out the game! Ofcourse, you can also play while you are eating, or whatever!! I suppose, if you had two of them, you could play against yourself!



ABOVE: MEGADRIVE SUPER REAL BASEBALL
BELOW: THE PC/MD XE1AP ANALOG/DIGITAL JOYPAD CONTROLLER. FRONT & REAR.
LEFT: FAMICOM ASCII STICK L5. ONE HANDED CONTROLLER!



OPEN FORUM

WATERPROOF 'ZINE?

Firstly, the magazine is Great, but could you please waterproof it as my issue is always soaked by the time posty shoves it through my door!! The following are a couple of Statements/Questions for you.

1. Why do you refer to the PC Engine expansion bus as having 96 pins, when my little console has only 69. Maybe there are different versions available? who holds the high score for number of pins?
 2. Monster Lair is Fantastic.
 3. The Golf on Super Albatross is Crap. Winning Shot is much better.
 4. With reference to your letter 'Double Vision' in issue 7, I have ordered a CD-Rom Game (Wonderboy I) from Westlake, and will let you know if and when I receive it.
 5. Where can I get my 'Vectrex' fixed? It won't play cartridges, only 'minefield' which is built in.
 6. I bought my CD-Rom and games from DAZ, has he gone mad, it is brilliant.
 7. When was the last time 'PC Engine Services' answered the telephone. They are even harder to get hold of than Mention. Answers on a postcard.
 8. Telegames are great. I ordered a game by telephone at 2pm from them, and it fell through my letterbox the next morning.
- Keep up the good Work!
K.Donovan, Gwent.



Just for you, the next issue will come in a diving suit and an umbrella...ok?

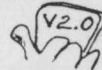
1. I mentioned the engine had 96-pins by mistake, it does have 69. I think I have a pin cushion with about 107 pins!
2. I agree!
3. I think Albatross is quite good, although I do think Winning Shot IS better... we all have different tastes.
4. Why did you order Wonderboy I on CD-Rom... I didn't know it was available... are you sure you got that correct? To clear up 'Westlake' - all the people who have sent off items from them have received their goods, so they are very reliable... the only trouble you may have from them is if your goods get wet through the journey by Junk.
5. No idea! Does anyone know?
6. That's a matter of opinion... but Daz was going to get a PC Engine II (SG), plus the American CD-Rom, so he can use it as a portable CD-player aswell. He will have his SG soon.
7. No idea... I've never rung PC Engine Services in my life! Postcard should be sent to K.Donovan, and not me.. Thanks!
8. Good Work Telegames... are they paying people to mention how good

they are, as there always seems to be someone praising them?

SYSTEM PROBLEM

Would you or any of your readers/contacts know where I could get a new System Card for my CD-Rom. My card is very temperamental and if it decides to stop working completely, I am left with a unusable CD-Rom player which is really annoying when all I need is a new card. I have heard that different versions of the system card are available in Japan, but all the english companies I've tried have been of no use what so ever (except for Micro Media who offered to sell me a new interface with card for the bargain price of £169)

Steve Creasey, Surrey.



Sorry, but I don't know where you can get hold of just a System card. Are you sure it's the card that's the problem and not the Interface or CD-Rom? NEC are in the process of releasing a Version 2.0 System Card, but it's not available yet - so you'll have to wait if you are thinking of getting one of those. Couldn't the place you bought the CD-Rom system in the first place, help?



A MEGADRIE FAN WRITES... NO?

1st of all, I think your Zine is great, as it is only one of two mags that really reviews Megadrive games, the other being C+VG. Anyway, could you try and answer these questions for me, you've probably guessed I'm a Megadrive owner.

1. On my Ghouls and Ghosts on the title screen instead of the Japanese Slogan, you sometimes get Ghouls & Ghosts written in english, why is this?

2. Is there any way to connect my Megadrive so it will come through a stereo?

3. I've heard a rumour that when Virgin Mastertronic release the Megadrive in this country, that they may release the Yank's "Genesis". If this happens Genesis games would be in the shops to buy, would I be able to buy the 'Genesis' games to play on my Japanese Megadrive?

ps. Do you do all the sketches in the zine?

Matt Foley, Kent.

Firstly, if you got previous issue of our 'zine, you'll know the answers to question 1 and 2. Just incase, there's more people who have missed out, I'll go through them again.

1. The game's just bugged. It's possible that Sega wrote in the english translations, so when it came to releasing it in the US/UK, all they needed to do was to toggle the text instead of re-writing that part of the game again.

2. Yes. Just connect the Sega's EAR socket to Amplifier or CD-input.

3. Virgin/Mastertronic are to release a totally different Megadrive for the UK, which they say will be incompatible with either the Japanese or American versions. Genesis carts WILL work on Japanese MD.... check out issue 7 for D.I.Y. way to do it. I've had a number of letters concerning Virgin's planned-venture... and all of them are not too happy about this. Personally, I think they are making a BIG mistake in releasing a machine that's incompatible!

a) because it will confuse matters which could lead to serious effects should one cart. be slotted into the other different machine.

b) because they will lose out on sales of their carts... as we Jap. MD (or even US ones) owners won't be buying.

c) UK Software will be behind the japanese and American!

d) The only hope Virgin have is price, but as their 8-bit master system cartridges are released between £25-30, it doesn't look likely that UK MD carts. will be a lot cheaper than grey import ones... especially if you are getting them from West Lake in Hong Kong!

I for one, won't be getting the UK system... but sticking to the japanese version.

Yes, All the sketches are done by me!!

JAPANESE MAGS?!

Could you tell me where in japan I have to send to for the specific PC Engine magazines, what they are called and how much I can expect to pay for them. Apart from your magazine there is no good literature about the PC Engine in this country.

S.Thompson, Warwickshire.

Unfortunately, I can't tell you where you can get japanese specific mags from japan. I get mine from a friend who sends them from me. The names of the magazines are in the Editorial page, however, I can't say they are good literature as they are all in japanese, unless you can read japanese. You can pick certain of the mags from Japanese Book stores in this country. Tai have seen 'PC Engine Fan' magazine in a store in Acton, London. Unfortunately, I don't know specifically, where this shop is, or any other japanese book stores in the country. I was given a list from my contact in japan, but it seems all of them have moved.

CORE!! The more advanced machine and more!

(Translated by Tai Ono)

Our beloved, if slightly dated PC Engine started life somewhere in the sprawling metropolis of... yes, um, probably Tokyo. It was the best console around until the Megadrive came along and stole the show (I prefer the PC Engine... Onn).

The original PC Engine released on October 30th 1987, roughly two years ago has sold over 1.6 million units, has had over 100 games released for it, numerous add ons, and tons of Joy sticks and pads.

NEC have come to the conclusion that the engine is out dated and people/consumers are sick and tired of seeing the same old white lump of plastic in the same old packaging with the same old price. So they released the CORE GRAFX. Not only that, it has 5 minor improvements over the engine. NEC named it CORE because they wanted it to be the 'nerve center' or the 'core' of the Engine world.

Here are the 5 advantages.

1. Improved Sound.
2. Compatible with PC's meaning a wider range of games (Have you seen the graphics from the Japanese PC's?! Absolutely amazing!)
3. Portable Colour LCD TV. in the pipeline.
4. Some sort of special communication plug, but don't know what it does. Possible connection for modem.
5. Again, something to do with PC's,

ability to change or swap characters from certain games.

With these five advantages, the CORE can now become the nerve center of all of the numerous add ons, etc..

Q1: Why is the Engine 8 bit?

A: Now this is gotta be THE most frequently asked question on earth. NEC find 8-bit data easier to handle and deal with, therefore less work for the programmers (cheaper for us buyers). They also claim that a 8-bit CPU running at 7.16mhz produces a generally sound result most of the time. I think what they're saying is the ol' 100hp car engine theory. A car with a 200hp engine won't necessarily mean that it'll go twice as fast as a car with a 100hp engine in it, meaning the 8-bit CPU isn't twice as bad as a 16-bit one.

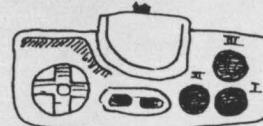
Q2: Is there any chance of increasing the amount of 'RAM' in the CD interface unit?

A: YES, NEC intend to stick to the present interface, but instead, improving the SYSTEM CARD as there is some possibility of putting 'RAM' on that. This will mean that games with very high quality graphics can be put on the CD. eg. Strider and Ghouls 'n' Ghosts. It also means larger games like Altered Beast can be loaded in one go instead of the ridiculous 'load a little bit as you go'

theory.

Q3: Will there be a Three button joystick/stick for the engine?

A: I think NEC are 'Thinking about it'. If they do release one, the pad will look something like this.



Q4: Will there be a souped up version or even a successor to the Turbo Grafx?

A: NO, none planned at the moment.

Q5: Is it true that standard Engine games improve on the SG. eg. the flicker cuts out, and the graphics are just better?

A: All the software developed before the SG, the pre-SG's are not specially programmed for higher graphical quality capable of being achieved on the SG. Therefore you'll get some old flicker in R-Type and Space Harrier. However, software houses say, they can program, so they can use both Engine and SG capabilities to the limit but still keeping the compatibility.

Finally, for all you 'Forgotten Worlds' fans out there, you'll be pleased to know, NEC Avenue are working hard on it, and it'll be released sometime in the near future.

ATOMIC ROBO KID SPECIAL

by U.P.L. / 4meg HuCard

Reviewed by Onn Lee

This is U.P.L.'s first release for the PC Engine, and is a conversion of their own coin-op game - Atomic Robo Kid. Having only seen pictures of the coin-op game, I can't say how accurate the conversion is, but A.R.K. is one hell of a game.... in some ways a bit like Irem's Mr. Heli. You play the part of a strange looking robot with a long nose, who can walk around on the ground, or with help from thrusters on his back, fly around in all directions. A.R.K. is equipped from the start with a power gun, and a set amount of energy. You start from going left to right over jungle scenery, and soon attacked by a number of 'Bowles' (lumps of molecules) and an assortment of other robots, all of which fire at you.

Although your fire power is quite effective, extra power comes in the form of brightly coloured crystals. Shooting them will change the weapon, although one must be careful not to shoot them too many times, or they will explode. Different colour crystals give different weaponry.... these include Atomic Power shot - a more powerful laser, 3-way beam, Atomic missiles, 5-way beam, Critical Speed-up, force field and others. There's also small cute characters, which when collected gives you extra men. When extra weapons are collected, they are stored, and can be activated by pressing button II. However, should you die, the weapon you last used will be lost.

Your first objective is to find the exit and go through it. On stage one, a fan-like creature guards the exit firing

long lasers, and a mass of bullets.... so you must try to destroy it to get to the exit. Completing this stage, and it's onto the next, which is similar but with different backdrop, layout, robots, and so on. On the third stage, you enter an enclosed room with A.R.K. on the left side, and another nasty robot on the right. Between the two, moves rows of bowles, and your objective is to destroy the nasty before he destroys you.

On stage 5, A.R.K. drops into another enclosed room, but this time several screens large, and here, a giant size mother ship is out to get you. In true R-Type fashion, you must destroy the tin can by taking out each part of the ship, and lastly, it's vulnerable spot, while it continuously fires at you. Real tricky! Later levels have you flying in caverns a la Mr.Heli, and you'll met up with a small dinosaur, who will give you extra weapons, but at a cost of one of your lives. As you'd expect, things gets a lot difficult, with a metal pacman character chasing you, which can't be destroyed, big stomping metal elephants etc.

Graphics are brilliant, with spectacular scenic backdrops, but the character sprites are fantastic, with nicely shaded animated features. The game scrolls extremely smooth, and doesn't slow down very much when a lot is happening. The hugh mothercrafts are tremendous too and doesn't flicker much. Sound is good too, with thumping backing tunes, and nice Sound F.X. Playability wise, the first few levels are incredibly easy, but it gets real tough later on. As it goes, A.R.K. is a real heavy shoot'em up - Mr.Heli fans will love it, as it's fairly similar.

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



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SWAP LINE

Swap or borrow Megadrive games. I have Alex Kidd, Space Harrier 2, Ghouls+Ghosts, Golden Axe & Super Shinobi. Games wanted Super Thunderblade, Last Battle, Curse & Tatsujin. Any offers considered. Tel: (0270) 665289 After 6pm or write to Kevin Mason, 10 Franklyn Ave., Crewe, Cheshire. CW2 7NF.

I have the following Engine/M.D. games to swap only. Side Arms, Dungeon Explorer, Golf Boy, Alien Crush, Deep Blue, Honey Sky. (M.D.) World Cup Soccer & Rambo III. Phone (0306) 885003 After 6pm. Ask for Steve.

For sale: PC Engine Games. Motoroad, Pacland, Super Wonder Boy, Galaga '88, Dungeon Explorer and Space Harrier. 20 Each or 90 for all six. Phone Keith - 051-931-4673.

I have a CD-Rom Game that I have Completed. Hitsu Mano (CD-Rom). Will swap for any PC Engine game that I haven't got. Ring 0633-614236 (Kevin)

PC Engine (PAL) with 8 great games, these are: Altered Beast, Vigilante,

Dragon Spirit, Tales of the Monsterpath, R-Type I, Pacland, Drunken Master, Son Son II and Chan and Chan, everything is boxed as new and in V.G.C. for 180. I also have Alex Kidd on the Megadrive to spell, also in V.G.C. for 15 o.n.o. Tel: (0665) 603502 but BEFORE 5pm.

To swap or sell (PC Engine). Shinobi, Dragon Spirit, Monsterpath, Ordyne, Drunken Master & Son Son II. Games most wanted - Bloody Wolf, Victory Run, Side Arms, P*47, but any considered. Write to A. Warner, 14 St. Micheal Cresent, Malvern, Worcs., WR14 1UD. or Tel: (0684) 569189 after 6pm.

Swap USA Pro Basketball for MD Altered Beast, Golf Thunderforce II, or Forgotten Worlds. Any offers considered. Please phone Jamie on (0225) 311995 ((Soz, for the wrong Tel. number last issue...Onn))

To swap: Legendary Axe, Altered Beast (Card), Vigilante, Dragon Spirit. Wanted: Side Arms, GunHed, Ultimate Tiger, Volfield or anything good. Tel. Lee (0778) 347616

To swap: Drunken Master, Galaga '88 for anything. Tel. Tony (0778) 341306.

I wish to exchange the following: PC Engine: Valis II (CD-Rom), Legendary Axe, Doreamon, Fantasy Zone, Wonder Momo, Victory Run, Winning Shot, Moto Roader, World Court Tennis, Watura, Dungeon Explorer and Ordyne. SEGA MegaDrive: Altered Beast, Super Hang On and Super League Baseball. Will swap PC Engine games for MegaDrive games if required. Write to Paul at 43 Pine Close, Camberley, Surrey, GU15 4PA, or TEL: 0276-685782.

Swap/Sell PC Engine games:- Victory Run, Ninja Warriors, Chan & Chan & Space Harrier. Tel: John Wright on 0246-207131

COVERED PICTURES

The pictures at the bottom of the cover are as follows, from left to right:

MegaDrive 'Afterburner II' by Sega
Arcade 'Final Blow' by Taito
Engine 'Image Fight' by Irem
MegaDrive 'D.J.Boy' by Sega

Main pictures of Darius ship and one of the nasty metallic creatures, and Chase HQ bloke.

THE ATARI LYNX.

Supplied by CONSOLE CONCEPTS (formerly PC Engine supplies)

At last it is officially available. With a 159.99 price tag the ATARI LYNX is set to become one of the biggest things ever to happen to the portable hand-held market..

We aren't talking about a crappy gameboy rip off, we are talking THE BUSINESS!!!! This console is AWESOME!

But before I start, I just want to know what most of you rip off grey importers are going to do now there has been an official price tag laid down? I know of one instance where one importer was asking for £239.99 that is almost £100.00 more expensive! Anyway enough of the serious stuff....

The LYNX is Atari's step into the console world and it is most certainly a step in the right direction as consoles are starting to take off in a big big way. The console itself boasts some amazing graphics and equally astounding sound, this is thanks to the breath taking speed the processor runs at, an astonishing 16Mhz, this means that coupled with the 64K of internal RAM the machine can handle up to 16 Meg cartridges and also be linked up to a further 8 LYNX'S for multiplayer games, is that wicked or what!

The graphics are displayed on a 3.5" full colour LCD display, which gives a

clean, crisp, sharp edged display better even than the pocket colour T.V I've got at home. 16 colours can be displayed at any one time out of a palette of 4,096, the machine can also handle an unlimited number of sprites on screen with a screen resolution of 160x102.

Sound certainly hasn't been forgotten, boasting 4 channels in great stereo either through headphones or your midi system.

There are numerous ports on the LYNX, a headphone jack, power socket and the multiplayer comlynx connector, (I can't wait to see eight of these machines up and running together).

The layout of the fire buttons and joypad are good which makes the console really easy to handle and one unique and innovative speedily available, the price of the games though are unfortunately high of one driver who notched up an incredible score on Blue Lightning but was arrested after mowing down three little old ladies, a prize poodle and finishing up in Woolworths front window in his Volvo...honest!

Overall the LYNX is a machine to be reckoned with, but if you can't make your mind up what console to go for then you might be better off going for one of THE consoles, THE MEGADRIE or PC ENGINE. If you already own one of these but are lusting after a LYNX then GO FOR IT!!!!!!

(D.POTTAGE)

The big words in this review are thanks to the CONCISE ENGLISH DICTIONARY..!

MegaTape Offer

Our Engine Tape went down quite well, so Darren have put together a MegaDrive version including most of the wicked tunes from the best MD games in amazing stereo. To get your mits on a copy, send a blank C90 tape and 80p per recording to:

Darren Pottage,
18, Rothsay Avenue,
Sneyd Green,
Stoke-on-Trent,
Staffs.
ST1 6EZ.

Daz is also putting the finishing touches to an Engine CD-music tape from the best toons from CD-Rom games, same cost if you want that.

(If sending cheque/P.O. make it payable to Darren Pottage.)

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