

A MONTHLY FANZINE FOR NEW VIDEO GAMERS

# PC Engine

# FANATICS

DECEMBER 1989 - ISSUE 8 - ONLY 60p



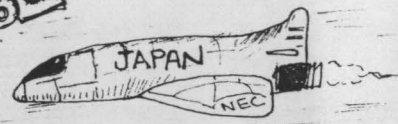
THE  
DEFINITE  
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FANZINE

**MORE NEW  
PC ENGINES  
FROM NEC...  
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N E X T  
?????????!!**



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COME ABOUT?  
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REVIEWS INCLUDING SUPER SHINOBI, LAST  
BATTLE (HONEST), MR. HELI, TAITO MOTOR-  
BIKE RACING, WORLD CUP SOCCER, & MORE**

EDITORIAL

Yo ho ho to you all !!

Welcome to another issue of P.E.F. We shall be releasing this issue before Christmas, but chances are, you probably won't get it before then, considering the Christmas Post. This issue is another bumper packed one with red hot news of new products from NEC, an interview with them, release dates and news of up and coming software, a couple of reviews, lots more tips, together with more MegaDrive items and other informative and interesting pages. Infact, as the MegaDrive is becoming more popular, we've been questioned if we will change the name of the 'zine. . So if you have a suggestion - please let us know, and it might be used. I myself shall be getting a MegaDrive, so taking a load off Darren's hand in writing all the MD reviews... and so shall Justin. And we shall be getting the Engine SG soon, so will let you know how this machine preforms with the first game release from Hudson - Battle Ace. Will it be worth getting? Check out next issue!

Well, if you get this before Christmas... then we wish you a Merry Christmas and a Happy New Year! If you don't, then we hope you had a Merry Christmas, and a Happy New Year.. Onn

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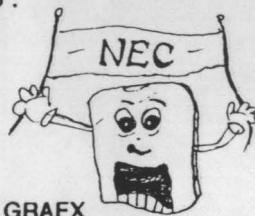
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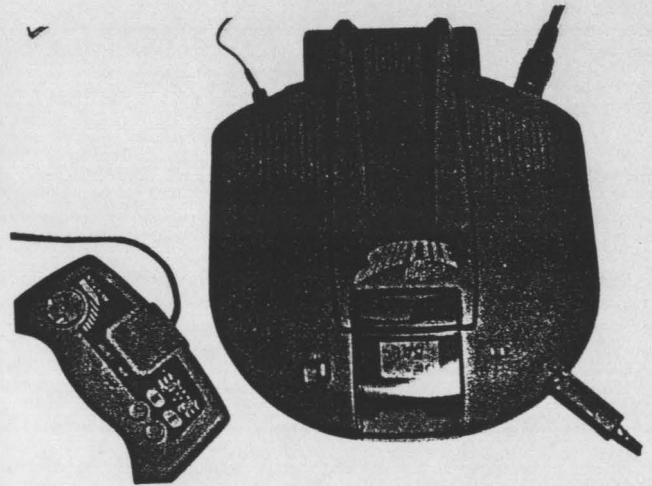
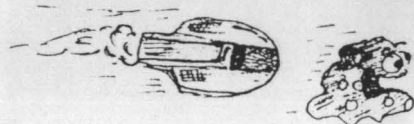
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PC Engine CORE GRAFX



Above : PC Engine Shuttle

MORE FROM NEC

Well well.... nothing surprises me now what NEC will come up with next, and this month we can reveal that they will be launching TWO new versions of the PC Engine plus 3 versions of Backup Booster add-ons.

First up, to be released on 8th December will be the PC Engine CORE GRAFX. The machine is basically the same as the standard Engine but instead of the TV modulator, an audio/video socket is fitted. The video is NTSC ofcourse, but audio is stereo. Cost is about the same as the normal engine at around £119, and like the Super Grafx, in a dark grey colour. The supplied joypad has autofire buttons too like the SG and US TG.

Later on, the PC Engine Shuttle will be released. The console is a cut down version of the normal engine with a modified smaller, and limited expansion bus. Like the Core, it has an AV socket instead of RF, autofire pad and in dark grey. But it's shaped like a space craft and won't work with the CD-Rom, or other hardware add-ons. Expected price will be at around £85. This version might be the one launched in the UK.

Hudson's backup ram add-on has been available for a few months now, and NEC recently showed off their 3 backup ram units. The first to be released will be for the Core Grafx and Super Grafx (in Grey). The next will be for the standard engine (in white) and will include audio/video sockets on it, and lastly, a smaller one for the Shuttle as it has a smaller socket. The 'Grafx' version should work with the standard engine too.

How these new machines will sell alongside the new SG will be interesting to see. NEC sure have got their act together, although a lot more features would have been nice. The Shuttle could well give the 8-bit Famicom a run for it's money as a cheap console. Well, what would you buy - a Famicom or Engine.... although the Famicom does have the edge in number of available software. The SG is reported to be top of most people's list as the machine to own in a poll so should give the megadrive some competition if the software support side. As for the standard engine and Core Grafx (they are like PAL and Scart over here) are the only machines that will work with the CD-Rom directly and are readily available, so won't die yet.

A cable will be available in the spring to connect the SG to the CD Interface. However, a proper Interface unit is under development.



## NEC AVENUE

Avenue has a large line-up of games for the engine but as you know, they take their time when it comes to actually releasing the games. The long awaited 'Super Darius' on CD was given a December release, but now it has been put back to January 1990. The reason for this is because they are taking some of the giant sea creatures from the latest coin-op Darius II and putting them into the CD Engine version to make it even better! So, not only do you get the original 11 sea creatures, you now get an additional 15! That means, a different sea creature for each end section. These include a crab, shrimp, angler fish, starfish and sea snake. Certainly will become a top seller, and probably increase CD-Rom sales.

15th December sees the launch of the CD version of Side Arms - Side Arms Special. Basically it has the original game plus a souped up version with digital soundtracks, better graphics and weaponry... and a bit harder!

Planned for a March '90 release will be DownLoad - a futuristic horizontal shoot'em up set in the year 2091. Here, you control a block on a hoverbike (like the light cycles in Disney's Tron) equipped with some mega weaponry, against hordes of alien and mechanical creatures, and devious items intent to stop you. Looks Ace.

As for Outrun, like PowerDrift, is looking better and better but no given release date. Should be a great conversion when it finally gets the go ahead to be launched.

NEC, as well as getting the license to convert Sega's Galaxy Force II to the engine will also be converting it to the Super Grafx as well. They have also got the license to Hellfire, the dual horizontal scrolling shoot'em up where you can direct your lasers to fire forward, backwards, up/down or diagonally. The game will come on HuCard but you'll have to wait a long time for this one.

Early January will see the launch of the SG 8meg version of Ghouls 'n' Ghosts, but no word on the standard engine version.

Later on next year, there will be Operation Wolf which is looking quite good and Afterburner II on 4meg Card, which looks very impressive. It is expected that, NEC plans to release a joystick converter interface so that it will accept the standard Atari 9-pin 'D' type connector. There is already a joyboard with a aircraft joystick on the right side, 3 buttons in the middle, plus a gear lever with button (like coin-op Chase HQ) on the right available that have a 9-pin connector. Probably for the Sharp X68000 machine for use with its Afterburner.

And for the very far future: There's the very very long awaited Rainbow Islands on CD; Wardner, also to come on CD and also an advance version to appear on the SG; Thunderblade on HuCard and Strider on the SG.

## And the Others

Victor Musical Inc. will be releasing 'Tiger Road' in Feb/March '90 and looking good. A nice touch is that, the 'Road has an option to back-up your game so you can continue a game at a later time. Tiger Road will come on 3meg Card. Victor also will be releasing a Gambling game for the engine to be released in March '90 on 2meg Card. Several games are included, like poker, roulette, and so on. Graphics are exceptional, but Casino type games are not exactly the sort of game you would buy, or would you? Also for a March release will be an arcade adventure game on 3meg Card featuring a robot... looks quite good.

Namco has produced a number of great games for the engine in the past, and their next looks like another winner. Unfortunately, I don't know the name of the game, but it will come on 4meg Card and should be available in April '90. The game's a multi-directional scrolling shoot'em up

with a different twist. You control a small space craft with twin lasers mounted to the sides of the ship, which can revolve, so enabling you to fly one way, and fire another. Graphics are some of the best I've seen on the engine with scenic backgrounds, giant creatures, hopping rabbits and kangaroos, flying ducks etc.... Puzzle freaks will have to wait until March for Sokaban World - coming on 2meg Card.

In May, Hudson Soft looks to have a fabulous arcade adventure game with some of the cutest graphics around... coming on 3meg Card. Not sure about the name of the game but could well be 'Blue Blink'. Also from Hudson soft is Maniac Wrestling, a mix of actual Wrestling plus Role play game. Graphics look good, bigger and more detailed than Fire Pro. Another game to be released from Hudson will be Be Ball... another brilliantly cute graphic game as you play a small girl rolling giant coloured marbles around a maze. Then there's the two SG titles, Battle Ace... already available, and the slash and hack arcade adventure - SilverSword or something like that. The game is a little like a cross between Legendary Axe and CyberCross. Like the latter, your hero can change from Red (with sword), Blue (with Staff) and Green (with bow and arrows)... all with ability to power-up. Oh yeah, Blodia, the puzzle will be released for the engine on Feb '90.... 2meg Card.

Last issue, Gary Hall of the Isle of Man asked if there was a soccer game for the Engine....and surprise surprise, one has turned up from Human (the people who produced Fire Pro Wrestling), but no release date have been given. View is like 45 degrees looking down the pitch, so is an up/down screen match. The game is based on the World Cup finals as you can pick from 16 countries to play, and lucky owners with a multi-tap and extra pads will be able to play with 3 other people. Kick-Off is currently the best footie game (Amiga/ST), so we shall see if this will be as good.

Taito have come up with a number of brilliant titles, but amazingly, they are to release the all time classic 'Space Invaders'!!!! The game is expected to appear in March '90 and will incorporate the original game plus a PLUS version with advance features like shields, different weaponry, different types of aliens, etc. The game will be on 3meg HuCard. Also to be released on March, will be an arcade adventure. Again, the name of which I don't know, but has been released on the Famicom. The game involves you controlling a small boy, who moves up screen (Commando style) killing chasing ghosts, and other creatures. As for the previous mentioned games, Volfield & Heavy Unit will be released on the 22nd December, so reviews of them will probably feature in the next issue. Chase HQ will be available on 26th Jan. '90 - a game I'm desperate to get hold off, as the Amiga version, although was given high rating by various magazines, I found too slow and doesn't have the feel of the coin-op... especially as you can't ram the suspected car from the side. The yellow Kiwi - The New Zealand Story will be available in Feb. '90.

On the CD-Rom side of things, two new games are expected to be released in March '90. The first is a RPG and looks a bit like FTL's game, Dungeon Master. From the few screen shots, all the text is in English... so if the whole game is in English, it should be worth waiting for, highly unlikely... unless the Americans are programming it. The other game is another Rambo type shoot'em up, but set in the far future as you control a heavily armed man like a robot who carries one hell of a mean weapon.... namely a Bazooka. But will it be as good as Red Alert, the other CD Rambo type game to be released on 22nd December by Laser soft.

## THE NEC INTERVIEW

Translated by Tai Ono

The following interview appeared in last month's Monthly PC Engine magazine, and talks about the new PC Engine II Super Grafx.

**Interviewer:** - Could you outline the events leading up the release date of the SG ?

**NEC :-** Firstly, plans of an improved version of the engine were leaked last autumn. The present version is very advanced and is capable of producing high quality games but an even more advanced version was considered to bring the arcade experience a step closer to home.

**I.V. :-** So after one year, followed the launch of the SG. How does the SG compare with the engine?

**NEC :-** Well, to start with, the graphics has been improved and the RAM enlarged. It can also handle two background pictures at once, giving the SG very good scrolling capability.

**I.V. :-** Map making would become a huge task then, will it?

**NEC :-** Number of sprites onscreen has increased and the flicker in some games has been cut out. RAM has also increased from 8k to 32k, so programming has a lot easier for the software houses.

**I.V. :-** The sheer size and weight, not to mention design has come as a surprise. Why was it designed as such?

**NEC :-** The present engine was designed for the general public, but the SG is a sort of 'customised' version if you like, and is meant for dedicated players. These people tend to go in for mechanics and SFX. So we incorporated a mechanical exterior to give it a mechanical image to go with the name 'Engine'. The weight was introduced because it acts as a base on most peripherals. Also, the weight and size was meant to blend into the modern trend in Japan for BIG things. The present 'engine' would look out of place with a Massive 50 inch job TV, so the SG was enlarged to follow suite.

**I.V. :-** Why has the new 18-pin Bus been added? And how do you use it with peripherals?

**NEC :-** Well, we have the Power Console, which is basically a huge joystick with analogue handle and joystick. There is also a memory system, which can record your play and replay it back. This can record the equivalent of 3 stages in R-Type. A LED indicator is also incorporated. This can be used differently according to the games. For example, a 3D game - it could start flashing to tell you that an enemy is behind you.

**I.V. :-** And do you have any games which makes use of this system?

**NEC :-** No, not yet, but in the near future, we shall introduce games which have this system.

**I.V. :-** Do you have any other peripherals planned? Like the power chair that Konix is working on?

**NEC :-** No, nothing like that at the moment but we are hoping to make something like it.

**I.V. :-** We look forward to it. What does the change from RF output to AV output mean?

**NEC :-** At the moment, a high percentage of TVs and videos have a AV input. To get a better picture, we have made the change. But there is a RF modulator/adaptor if required.

**I.V. :-** You made the change to get a clearer picture? Then why didn't you fit a 'S' or 'RGB' input?

**NEC :-** Well, to begin with - the RGB, most of the TVs with the RGB input are beginning to fade out. The 'S' socket TVs are not available in any numbers yet. Even if the SG was modified to give 'S' output, I don't think this would give better picture quality. And if the 'S' socket was incorporated, you'll get a much higher retail price and it would become unpopular.

**I.V. :-** I see. So what's been happening on the software side?

**NEC :-** Well, from Hudson Soft, we have the SG itself and the power console together with 3D shoot 'em up game 'Battle Ace', and the slash and hack 'Grandsword'. From NEC Avenue we have 'Ghouls and Ghosts' and 'Strider'. We also should have releases from 3rd party companies. As for firms who have

produced games for the PC Engine in the past, I don't think a renewed contract is necessary. If they are willing to make new games for the SG, then they are more than welcome to do so. Firms would not have a hard task of programming, as the present software knows how to cope with it.

**I.V. :-** On a slightly different subject, as stated by the machine's spec, isn't it inferior to the Megadrive and Super Famicom? Taking the users point of view, why haven't you changed to a 16-bit CPU? And, if you were going to stick with a 8-bit CPU, then wasn't a rise in Mhz necessary?

**NEC :-** At first, we did consider a 16-bit CPU, but we wanted it to be compatible with the old engine, so as to retain (and therefore not waste) the experience gained by software houses and that's why we chose the same processor. We also think the present speed of the processor is adequate at 7.16mhz.

**I.V. :-** Do you think there was a possibility of making a totally new machine?

**NEC :-** Well, we did consider it. But seeing as the PC Engine took over 14 months to get good software support, we decided to stick with it, and just improve it. If we did launch a new machine, we'd have to start from scratch, and we'd have to do all that stuff like contracts, licenses, etc.....

**I.V. :-** Thank you. Oh, just one more thing, now on to sound capabilities..... please!

**NEC :-** Huh? Ah! yes... we program the music for most of the games and this is the easiest method, and is put out through 6 channel stereo. No changes actually!

**I.V. :-** I understand you can't convert the SG into the ROM ROM AMP. Any solutions?

**NEC :-** We're working on it. It's planned to be an ADPCM based interface.

**I.V. :-** Finally, the SG must have come as a shock to some (most) Engine owners.

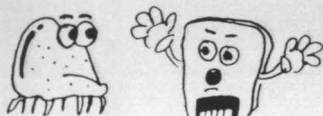
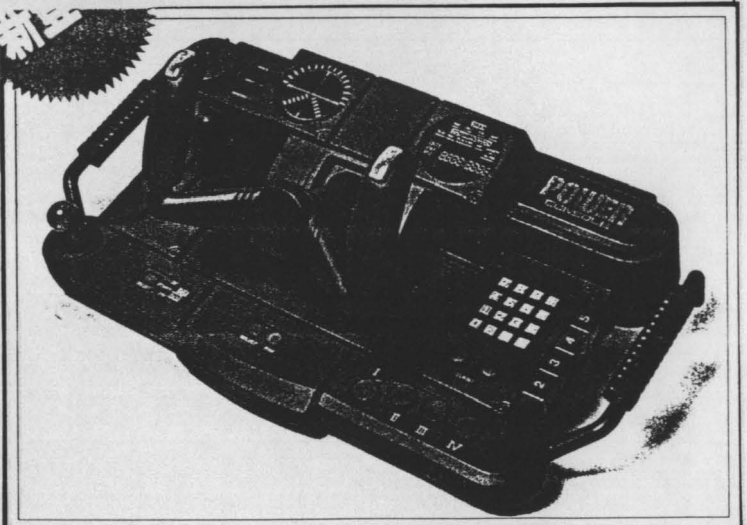
**NEC :-** Maybe, but like I said, it's a customized version, and is meant for the hard core game maniacs. If someone can't get enough out of an engine then, should go for a SG but otherwise be satisfied with the good ol' engine.

**I.V. :-** Can you convert the engine and bring it up to SG standards ie. Some device in the expansion Bus?

**NEC :-** Sorry, but it's impossible!

**I.V. :-** Well, thank you very much!!

The End





## Mr. Heli

By Irem / 4mega  
Reviewed by Onn Lee

At last, Irem's Mr. Heli has been released for the engine. Would you believe it was announced in March - so taken them 9 months to convert - and it's only Irem's second game. But what's the game like?

Mr. Heli must fly through 6 stages of dangerous multi-scrolling landscape and ultimately destroy 'Muddy' the evil Alien at the very end, who is not too unlike Bydo in R-Type! You control a fat orange helicopter equipped with unlimited front firing pulse lasers, vertical firing missiles and can drop fused bombs. Each stage is split into 3 sections. The first is through different landscape, then through caverns and lastly the end of level confrontation with the big Boss.

Level one is through a nice and colourful fantasy land, with bright rock formations, grasslands, rivers, etc. Other levels includes erupting volcanic landscape, towers with mechanics cogs, and inside a hi-tech building with mechanical obstacles and robots. Mr. Heli must get through each stage within a set time limit, so you'll have to keep an eye on the clock as well as those mean aliens. Get hit by an alien and your energy bar will be reduced... no energy left and one of your 3 lives are lost.

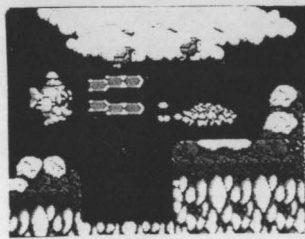
But like most shoot'em ups these days, extra weaponry and energy can be collected. Throughout each stage, square crumbly limestone blocks are set in the scenery. Shooting or bombing these and crystals or weapons are revealed. Collecting the crystals will add money to your inventory, and if you have enough money, you can buy the weapon. Weapons includes increasing front lasers from single fire/short range to multi-fire/long range, missiles from single/up-screen to multi/homing, bombs from low powered to high powered bombs, also extra energy, electro protection shield and a whale icon that destroys all limestone on screen to reveal crystals and goods.

Mr. Heli is a good fun shoot'em up, but if you're after a super fast game, Heli isn't. Your 'copter moves about at a rather slow rate, too slow in some cases, especially when you meet the second end of stage Boss. Also, some strategy play is required. For example, when you scroll the screen, you cannot scroll back, so planning is required to get all crystals without missing them. Also erupting volcanoes can be stopped by shooting or bombing rocks to bung'em up.... and so on. Aswell as these, the enemy are another problem. Most, just home in on you and shoot, some has to be shot several times, 'Ghost' helis will

nick a weapon from you if they touch you, yellow helis will drop crystals when shot, missile launchers, devious aliens who carry shields to block your fire, etc.. But the end of stage Bosses are real tough. Stage 1 isn't too bad, but stage 2 and 3 are extremely difficult to destroy, as both are giant sprites which bounce around the screen. Dodging them while trying to get shots in is near impossible as your heli doesn't move very fast. Incidentally, if you've played Irem's Dragon Breed, you might recognise a couple of the bosses.

Overall, Mr. Heli is a great arcade adventure shoot'em up. Graphics are brilliant... well defined, animated varied and colourful. Sound is good, but again nothing fantastic. Jolly tunes play throughout each stage .... and I guarantee you'll be humming or whistling to them hours after you've switched off. However, when there are lots of things on the screen and a lot is happening, the game flickers a fair bit and slows down close to a stand still. The game is also terribly frustrating, as dying means the lose of all weapons AND money. Mr. Heli is a must if you are a fan of the coin-op - in fact, the game has two modes - normal and arcade (I can't see any difference but the latter could well be identical to the coin-op original). If you're not a fan, or never played it before, it's still well worth checking out.

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



Mr Heli: One power up and two enemies to kill.

## Taito MotorBike Racing

by Taito / 3meg Card  
Reviewed by Onn Lee

Firstly, this isn't the correct name for this game, but as it's the only motor bike game for the engine at the mo., it shouldn't get confused with any others.

On switching on, you are presented with some fantastic graphic animation and stills which really shows that something is special about this game. On

pressing Run, you are presented with three options - Travel, WGP and Password. Travel will let you race around a selected circuit (from 16) without any competitors. This is rather boring, especially as you are required to race around 5 laps. WGP is where the action starts. Here, you have to compete in all 16 races around the world, and to try to become World Champion by accumulating as much points as possible... namely trying to win each race. You first start in Japan.

But to actually race, you must first qualify. To do this you first enter the select screen where you can customise your bike from manual/automatic gear shift, change tyres, engine, etc.. Once done, it's on the track... and racing at top speed. Here, the computer takes control of your bike for a few seconds until it crosses the start, where you take over and try to get a good time for one lap to qualify in the top 7. Fail, and you may try again. Should you make it, you go back to the select screen, where additional weather conditions are given. eg. a Sun icon, arrow, Cloud icon, with a Raining Cloud icon underneath stating 80% means that the weather is Sunny to start off but during the race, will get cloudy, and 80% chance of rain. With this in mind, you can change to Rain Tyres. Once done, it's onto the starting grid in the position you qualified, and when the lights hit green, you're off. The race has 10 main competitors in different colours, plus a large number of orange bikers to make up the numbers. You must race round five laps, and winner will receive 20 pts 2nd place 15pts.. etc. Then it's onto the next circuit. After every four races, a password is given so that you can continue at a later date.

The actual racing is very good, with smooth 3d effect, although the striped tarmac moves so fast it looks flickery, but apart from that, it's a par with Final Lap Twin. Going around the circuits aren't too hard, and it's possible to race round in top speed. In the proper races, once you've had a number of goes at it, you will easily hit pole position in your first lap, even if you are at the back of the pack to start, and assuming you can hold the lead, it's quite easy to win. However, should you crash a couple of times, and should you not have a massive lead, it's quite a challenge to try to catch the main competitors up... certainly the best part of the game. The options to customise your bike is a bit of a waste of time really, as once you'll figured out which items are best, you won't ever use the others again, although the gear shift and tyres are nice feature. It would have been better, if you started off with a standard bike, and earned money for your race positions, so that you can buy better parts like in MotoRoder.

p.t.o.



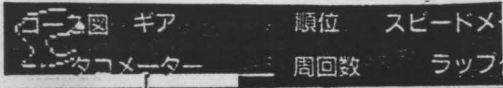
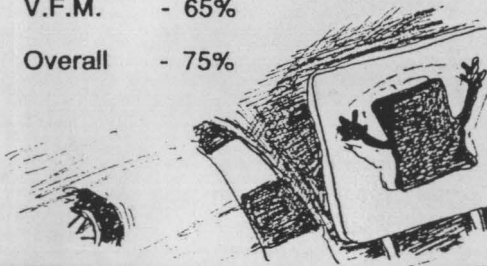
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The weather conditions are an added bonus to the game, and very nicely done, although you can't hear the rain when you pass a biker. On the sound front, it's not very stunning. A rather irritating tune plays during the menu screens although soem very short ditties connected with the country you race in is played when you pick it, performed by S.S.T. There are no music during races, and Sound FX are minimal, with roaring engines, and awful skidding sounds. A neat touch is when over taking. If you are hooked to Stereo, passing a bike on the left, and it'll whistle pass in the right speaker/headphone and vice versa. Graphics are ok, although, occasionally, bikes dissappear when there are too many on screen!

Overall, Taito made a good effort in producing a 3D type racing game (considering there are only 2 available at present), but certainly could have been a lot better. The Travel option is rather ridiculous, and the WGP is very playable until you can become Champion (also, why they only let you have a password for every four races, and not each race is beyond me). If more options were available, this game would have been great, but as it is, it's fairly average. On the whole, if you're after a racing game, Taito's is worth checking out, but if you haven't got Final Lap Twin... then I would advise getting that instead.

- Graphics - 80%
- Sound - 75%
- Playability - 80%
- V.F.M. - 65%

Overall - 75%



TAITO'S MOTORBIKE RACING : In 6th position and skidding.

## PC KID

by Hudson Soft / 3meg Card  
Game bought from Supervision Electronics  
Reviewed by Onn Lee

PC Kid is certainly the funniest and wackiest game launched for the engine since Hudson's other arcade adventure Chan And Chan. The hero you control is a small caveboy drawn in cartoon style with a small body and big bald head. PC Kid must travel through several stages of his island, meet up with the nasty, mean Boss creatures and head-butt them until they become friendly!!?

Each level is split into several stages, rather like Chan & Chan.... and the landscape varies from grasslands, jungle (like Wonderboy 3), Ice-scapes, up in the clouds, underwater and even inside a dinosaur!! There is no time limit to complete a stage, and your enegy doesn't delect in relation to time, so is a little easier than Chan & Chan.

PC Kid's enemies come in all cartoon prehistoric form, from cave-men with eggshell faces, alligators, dodo-like birds to sea lizards and dinosaurs a few screens long which you don't notice is a creature... as you've been walking along it (like in the flintstones) until you reach it's sleeping head. These creatures either just walk/crawl or whatever towards you from the start of stage one, to dive bombing and shooting arrows at you in later stages. PC Kid however, can dispose of them by getting close and giving them an almight head-butt... or a few... as some creatures require several knocks to down them. Jumping up, and pressing the 'Butt' button will also flip him in the air, so that he will come down head first hitting anyone in the way. Aswell as the enemy the landscape has it's problems to cope with - with volcanic mountain, high ledges, slippery ice slopes, bogs, etc. PC can jump from ledge to ledge, swing from rope to rope etc.. but a nice touch in the game is that, he can climb certain walls by jumping on them first, and then crawling up the wall with his teeth!!!

Killing off creature will sometimes leave items behind. These include yellow coins which adds one unit of energy after each level, fruit for points, hearts to increase energy, and meat to power-up PC. These can also be got by jumping onto different colour flowers, although yellow flowers acts as springboards to boost you up.

The power come in two forms... small meat and Big meat. Eating the big meat will give Maximum power (equivalent to 3 small meats), and eating small meat will increase PC's power by one. By eating one meat,

PC will freak out (like cartoons when they've swallowed a pot of Hot Chilly powder or Pepper) and will turn into a cannibal. Here he will have twice the Butt power, and if he Butts the ground, will freeze everything on the screen for a few seconds. However, power ups don't last long. 2 small meats and he'll turn meaner and have more power, and 3 or big meat, he'll tum green and will be invicible, killing any meanie in his path by touch.

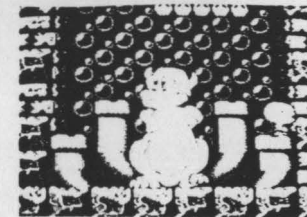
Getting to the end of the level, and Skull lift will take you to the Boss's Lair, where you must try to knock some sense into the creature. On stage 1, there a giant goofy looking dinosaur who blows bubbles at you, while other stages include a ninja alligator (I?) who throws stars and vanishes and an egg-head one horned lizard dressed as a boxer who preforms like Sugar-ray Lenoard.

As you can tell, I like PC Kid. It has great cartoon like graphics, jolly tunes accompanying each stage although each is rather short, great sound effects, wacky humour, and great game play. There are also secret bonus screens like the cloud sequence in Chan & Chan, Hidden items, and nice puzzling items like how the hell does one get coins up in the sky..... until you find out that head butting trees will make them come to life and walk... a second butt and they will stop, letting you climb up them!

Overall, if you want a challenging game, great fun and a change from 'serious' games... PC Kid should not be missed.... Chan & Chan fans will love it !!!

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

Overall - 85%



PC KID: ABOVE: PC Meets an end of Level Boss.... time for some head-butting!  
BELOW: PC bites the dust.



**HEAVY UNIT**

by Taito / 3meg Card  
Bought from Supervision Electronics  
Reviewed by Onn Lee

Before I begin this review, I must warn all you MegaDrive owners out there that, a number of console suppliers are calling Technosoft's latest game 'Herzog Zwei' (Action, Strategy War game similar to Nectaris - a review Daz will be writing soon), as Heavy Unit, so don't get confused - make sure you get the game you want. The reason why they do so, is because, translated, it means just that!!

Anyway, back to Taito's Heavy Unit for the Engine. I haven't seen the coin-op version before, so can't compare the two, but by looks of pictures, the engine version's graphics are very close. You take control of a 'Transformer' type ship - MCR-X09 Heavy Unit in a left-right scrolling shoot 'em up, although the screen occasionally moves up and down too. As soon as you start, strings of floating skulls swirl around. Shoot the lead skull and they will break up and stop. The first one you hit will leave a 'S' icon behind. Collect this to Speed your ship up. Shooting other creatures along the way, and other icons will be left including 'P' - Power Booster which increases your fire power, 'B' - Shield Unit, 'T' - Transformer which turns your ship into a robot and vice versa and 'E' - Extend Player (Extra Ship). In Ship mode, Power Boosters gives multi front bullets and bombs which drop to the ground and up, while in Robot mode, front fire and homing missiles increases in power.

From the string of skulls, things gets a lot tougher with fire breathing dragons, moving boulders, jet-pack robots firing homing missiles, giant stone sphere, and so on. Get to the end, the scrolling stops and the end of stage Boss must be destroyed. Stage

one's is similar to stage two of Dragon Breed with a mechanical alien at the far right who releases red snakes and fires fire-balls from it's mouth in the center. Get a few hundred shots into it, and it'll blow up and onto the next stage. Stage two Boss is called 'Flap Bone' - a skeletal four legged creature who hops about, throws out red spheres and shoots bullets from it's mouth! Stage 5 (last stage) is a bit tricky, and like Gun-Hed, has the previous Bosses within, plus another MCR-X09 Heavy Unit to beat and lastly a rather 'armie' space craft.

Heavy Unit is a great shoot'em up, and when you first play it, it's extremely difficult, but after a few goes I found it quite easy. I think it's one of those games that, if you have all the power ups it's a doddle.... but if you die and lose everything, it's darn right difficult. The game also has an infinite continue mode, allowing you to complete the game - if you can last out, which spoils it a bit. Graphics are extremely good - very detailed and shaded nicely. Sound wise, it's brilliant with some of the best backing tunes featured on an engine game, although sound effects are rather limited with only shooting and explosion noises. Overall, H.U. is ace.... in some ways it's quite similar to SideArms... so if you like that, Heavy Unit is a worthy purchase - very addictive and challenging. Unfortunately, it only has 5 levels and with the continue option lasting appeal won't be very high.... or am I too good a shoot'em ups?!

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



**D.E.F. Hire Service**

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

Alien Crush, Altered Beast (CD), Bloody Wolf, Break-In, Chan & Chan, Digital Champ, Dragon Spirit, Dungeon Explorer, Fantasy Zone, Fighting Street (CD), Final Lap Twin, Galaga '88, GunHed, Heavy Unit, Legendary Axe, MotoRoder, Nectaris, Ninja Warriors, Ordyne, PC Kid, Power Golf, Pro Wrestling, R-Type I, R-Type II, Side Arms, Son Son II, Space Harrier, Super Albatross, Taito's MotorBike Racing, Tales of the Monster Path, The Kung Fu, Valis II (CD), Victory Run, Winning Shot, Wonderboy II, Wonderboy III (CD), & World Court Tennis.

A number of titles have been removed because

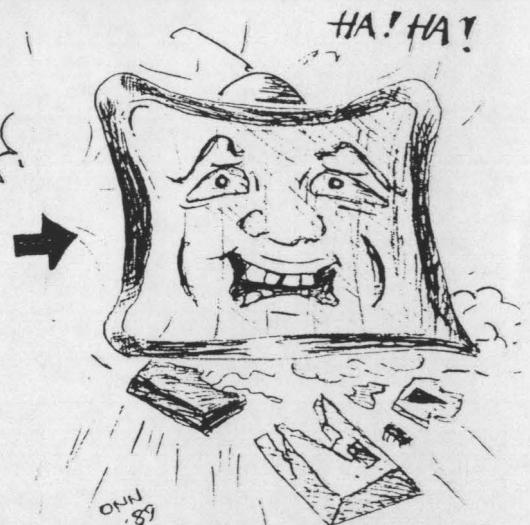
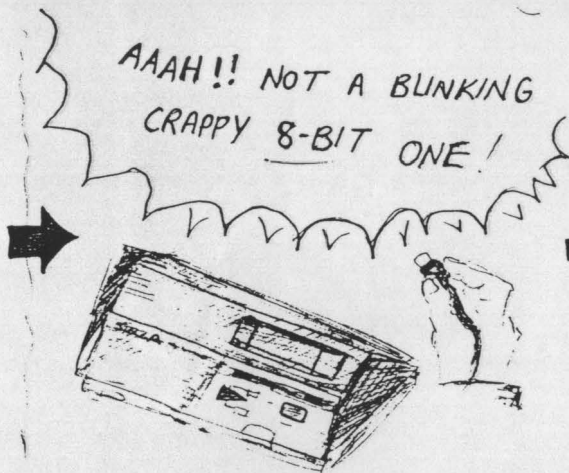
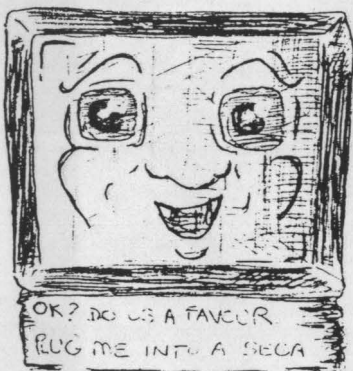
- a) I've lost Card version of Altered Beast through post... and PO are a pain in the neck when it comes to trying to recover goods.
- b) Daz has sold his whole PC Engine set-up - but will be getting the Engine II SG and will start getting more games when he does.

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

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

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

**DAZ WILL BE STARTING TO HIRE MEGADRIVE GAMES SOON - MORE DETAILS WHEN HE STARTS!!!**



**8 OUT OF 10 TVs PREFER A MEGA-DRIVE**

**Golden Axe**

by SEGA

Game Supplied by PC Engine Supplies  
Reviewed by Darren Pottage

Totally amazing is the best way to describe Golden Axe, Sega's latest release for the Megadrive. Graphics are straight out of the coin-op with a difficulty level set just right, which makes the game addictive and highly playable.

Your aim is to travel the lands on your way to the great castle, where you're to avenge your Father and mother's death, who were killed by Death Adder and it is he whom you must slay. You have a choice of playing the Barbarian, dwarf or Tyrius Flare (girl) and each have different magic abilities which can be boosted by collecting little blue pots which you have to get off gnomes carrying sacks. For instance, if you are playing Tyrius, if you collect one pot, you have small fireballs which can stun anything on screen, collect six pots and your magic ability is to be able to summon a huge dragon who breathes fire over everything, totally wiping everyone out.

Other methods of dealing with the enemy are quite amusing such as smacking them over the head with your sword a few times, then booting them in the sensitive area.... ooh! Nasty!

The graphics are quite simply stunning, the characters move very well indeed and the different enemies are drawn brilliantly, such as dwarves and men with clubs and balls with steel spikes on (the latter being a weapon, and not what most of you are thinking of!). There are also skeletons with swords, and a pair or hugh doods with stone hammers, known as the bad brothers.

There are also different creatures such as fire breathing dragons which you can hop on and use against the enemy. Sound effects are well smart, especially sampled screams and roar of the dragons. I really was very impressed with Golden Axe and would definitely say check it out, although the demand in Japan has meant few getting into the country, so if you see one, buy it.

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

**Last Battle**

by Sega

Game Supplied by PC Engine Supplies  
Reviewed by Darren Pottage

Last Battle casts a whole new meaning to the beat'em up genre as the aim is to confront the evil Satan at the end of the game by completing various left to right beat'em up scenarios which are illustrated on a huge map. This map

being split into four parts, and to continue to the next map you need to overcome the end of level boss, but help is at hand as some of the cities you travel through will have a friend of yours waiting who dishes out extra life or vitality, but the best thing you can achieve is Power Up. Running along the bottom of the screen is a meter, with markers along the top, and for every villain you deal with, a portion of the meter fills up - reach the marker and you're transformed into a superbeing with the ability to smash the life out of anything that gets in his way. It sure is gory, when you punch or kick a knifeman, swordsman, etc.. as their heads blow up in a shower of blood! Apart from the city scenes, you can also enter a building where one of the end of level bosses henchmen confront you. For instance, map one has a fat blob of a bloke who spews out balls at you, kill him and he dissolves in a huge pool of blood, very satisfying (ruddy psycho..ed).

The graphics are great and though there doesn't sound much to the game, don't be misled, there are some brilliant scenerios, such as map 2, where you are bombing along on a ship fighting off pirates! Sound hasn't been forgotten either with some good effects and thumping soundtracks. Overall, I would recommend Last Battle to any beat'em up fan as it's a very addictive game.

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



Last Battle: Mind blowing stuff.

**Tatsujin**

Game Supplied by PC Engine Supplies  
Reviewed by Darren Pottage

Tatsujin is the first vertical scrolling shoot'em up to arrive on the Megadrive and is a cross between Ultimate Tiger and GunHed on the PC Engine.

You take control of your interstellar fighter and set off on a journey over five huge (and I mean huge) levels, each packed with alien hordes ready to take out your craft with a single shot.

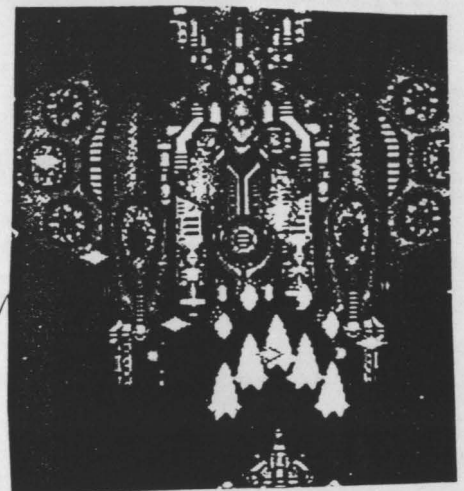
The stages are incredibly tough

but, surprise surprise (Cilla's to the rescue?..ed.), you are able to pick up more advanced weapons along the way and these range from multi-shot, to the devastating lighting ray which homes in on targets. You also carry a limited number of bombs which, when dropped, destroy everything on screen.

The enemy come thick, and very fast in the form of wierd shaped crafts and and at the end of every level is a graphical treat as you take on the massive end of level super-structures, which quite literally fill the screen and spew out rockets, fireballs and bullets and to destroy them takes a hefty amount of shots.

Some of the enemy aircraft emit icons when shot down and these come in the form of power ups for your weapon, an extra bomb or 1-2 extra lives. Apart from these good points, Tatsujin unfortunately has a few bad points, for instance, the levels are that long they can get quite repetitive, as the scenery doesn't change that much. Also, on the title screen, you have the option to change the game to easy, which doesn't make the game easy, but for some ridiculous reason gives you infinite continues which allows you to go straight through to level 5 and hence, zero playability. Overall, Tatsujin is a fairly average shoot'em up and is not what we've come to expect of the megadrive. The sound is also average and no where near as thumping as the pulsating soundtrack on Gunhed off the engine. If you're after a Megadrive shoot'em up, I thoroughly recommend Thunderforce II but if you're still interested in Tatsujin, you should definitely try before you buy.

Graphics - 80% Sound - 78%  
Playability - 75% V.F.M. - 70%  
Overall - 76%



Tatsujin: Big ship on the attack.



## GAMES REVIEWS

**World Cup Soccer**  
Megadrive

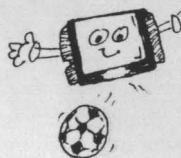
Reviewed by Kev Mason

World Cup Soccer is the first football game on the Megadrive and it's going to take some beating. As soon as you switch on, you are presented with a sampled 'GRRRRR' and options which lets you select a 1 player world cup tournament, 1 player practice match or a 2 player match. If you select 1 player world cup, a picture comes up of the world and you move an arrow to what country you want to be - the teams range from good ones like Brazil to bad ones like Japan. Next comes a team list which lets you choose your players, then it's on to the elimination league. If you come in the first two of your league you go to the quarter and semi final matches. If you are good, the finals. The game's viewed overhead most of the time, but for corners, goal kicks and penalties, it's shown in brilliant 3D. All three buttons are used - 'A' gives a hard low shot, 'B' gives a high shot which is best used for crosses, and 'C', a short pass. You can only shoot forward with buttons A and B, but C lets you kick in any direction. When the ball is in the air pressing button A, your player can do an overhead kick or diving header. When you haven't got possession, pressing button A, your player will do a sliding tackle.

Overall World Cup Soccer, is a mixture of Kick-Off and MicroProse Soccer. If you're a football fan, you'll love this game, if not, you will soon get bored of it.

Graphics - 80%  
Sound - 60%  
V.F.M. - 70%  
Playability - 85%

Overall - 77%

**Super Shinobi**  
MegadriveReviewed by Darren Pottage  
Game Supplied by PC Engine Supplies

Shinobi was an instant hit in the arcades and on the computer scene, now, three years later, SEGA have released Super Shinobi on the megadrive.

You play the role of Musashi, the Shinobi master in his quest to rid the NEO ZEED, an evil crime organization and rescue the dying chief's bride-to-be, Naoko. Your job isn't going to be easy as you have to battle through eight stages, each being extremely long, confronting other ninjas, syurikin throwing bat men and flamethrowing

rambo's to name but a few.

There is an option screen which allows you to listen to the games music and to let you choose between easy and hard gameplay.

You start the game with a limited number of throwing stars, but by blowing up chests along the way you can accumulate more. Also, contained in the chests are power ups and extra vitality, the power ups change your weapon to an upgraded one such as grenades - really handy for dispersing the NEW ZEEDS henchmen. There are also red herrings to be found in the chests, and these come in the form of timebombs, walk into these and ..... goodbye! Super Shinobi is a high improvement over the first version because there is so much more involvement, for instance - you can fight on the rooftops if you're walking through the city, and you also have to do a bit of log rolling in another stage, also the end of level bosses are something else, check out pictures of the size of the dinosaur sprite you have to do battle with, and zero flicker! You also have the ability of ninja magic, which comes in four forms, and on pressing your button you can either have, Super Jump - essential in stage 2, or Dragon Fire which sends 4 dragons of flame swirling round the screen, Tempory invincibility or Spontaneous explosion, very effective on level one boss, but be very careful of using this, as unlike the others you can use it more than once, but use it once too often and you explode and die. I cannot fault this game whatsoever, it's unbelievable, possibly the best yet on the megadrive, the graphics are amazing right down to the intro screen, and as with all megadrive games, the parallax scrolling is superb. Sound hasn't been forgotten, 19 totally awesome stereo soundtracks have been packed into the game, with one called Ninja Step sounding just like a house music record with digital synthesizer and drum effects.

If an arcade hid the megadrive in a cabinet and run this game, then I don't think anyone would suspect a thing, what else can I add to that.

If you can only afford Megadrive games say once a month, then I can safely say, if you buy this you are getting £36 (or whatever price you fork out for it) worth of addictive, arcade quality sound and graphics game in one box.

Graphics - 98%  
Sound - 97%  
V.F.M. - 90%  
Playability - 95%

Overall - 95%



## SWAP-LINE

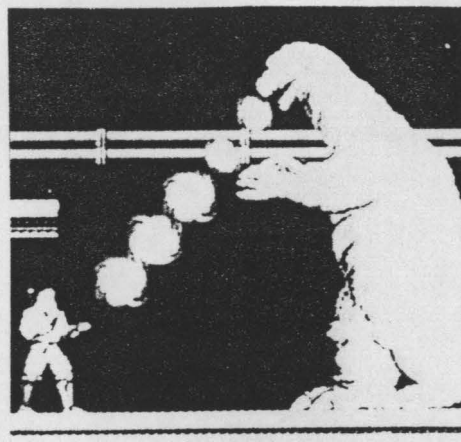
Bill Greer would like to swap Tatsunoko Fighter for Bloody Wolf.  
36 Winyates Centre,  
Winyates  
Redditch  
B98 0NR

Robert Howard offers Tales of the Monster Path plus one Joypad for either Altered Beast, GunHed, or R-Type II.  
Tel: 061-6812877

PC Engine: Have Legendary Axe, Ninja Warriors, Son Son II, Dungeon Explorer, Pacland, W.C.Tennis, Tales of the Monster Path, Dragon Spirit, & Chan & Chan for anything decent - preferably Twin Heli or GunHed, etc.  
MegaDrive : Space Harrier II and Altered Beast, for any good games.  
Michael Glover,  
37 Oldham Road  
Grasscroft  
Oldham  
Lancs  
OL4 4JD  
Tel:0457-873062

I would like to swap Ordyne or Dragon Spirit for Power League Baseball, Pro Wrestling, Pacland or Legendary Axe.  
Kenneth Beard,  
60 Heathend Road  
Alsager  
S-O-T  
ST7 2SH  
Tel:876633

I have Mr.Heli, GunHed, Galaga '88, R-Type I+II, and would like Heavy Unit, Ultimate Tiger, CyberCross or anything else considered.  
Write to :  
William Azzoug,  
95 Hawthorn Bank  
Spalding  
Lincs.,  
PE11 1JQ  
Tel: 0775-723031 (After 6pm)



If you have a question, a problem, a statement to put forward, and so on.... then write in to the usual address.

Twenty Questions... well... close.

- i) Have you any information upon the new PC Engine SG (december C+VG) - when will it be available? What price? What about the amazing Konix-Style controller? any idea of the price? Software support? are these consoles worth selling my engine to buy? as I have saved up about £200?
- ii) Do you know anyone who wants to sell a CD-Rom second hand - (some chance) ?
- iii) Tech-tip question - Is there any way possible to connect my wonderful Megadrive up to a stereo amp? I've tried splitting the headphone lead into a left + right phono connector, but I get terrible interference (I've been told this is due to impedance - but I don't know how to bypass this problem). Also, how do you connect an engine to an amp?
- iv) Where were you at the PC Show, I couldn't find anybody near the psygnosis stand fitting your description - I was very upset, as I wished to meet you.
- v) Are Gameboys any good - or should I wait for a Lynx?  
I should imagine you're pretty sick of my inane questions, so here is inane statement - "Chase HQ and Hard Drivin' on the Amiga are crap conversions - so why did hard drivin' get 937 in ACE - I don't know".  
*Michael Glover, Lancs.*

v) Gameboys are brilliant. They may look bad compared to the Lynx, but once you get one in your hands, you'll be hooked and won't want to put it down. It also has a lot of advantages over the Lynx, namely cheaper, available now, longer battery life, pocket size, and more software!  
We agree with you on the Amiga games.

More Mega Less Drive

- i) Is there a difference of picture quality between PAL and SCART Megadrives, as there is between the two types of Engine?
- ii) Now that American 'Genesis' cartridges are becoming available in Britain, will the Genesis itself become available - if so, will it be a better buy anyway?
- iii) Do MegaDrive games go on release the same time in America, as Japan, or are they still catching up?
- iv) And finally, if Virgin/Mastertronic do officially release the Megadrive in April, do you know if the games will be priced around £20 as reported/ rumoured in other mags?  
*Gavin De Bank, Staffs.*

- i) A PAL picture can never be as good as a SCART one, so answer is Yes!
- ii) It's unlikely that 'Genesis' machines will be available here, considering they are no different from the Japanese Mega Drive, but the name. It really all depends if the retailers can import Genesis' cheaper than Megadrives... if so, I assume Genesis' will become available - wouldn't you do it? But as the official UK one soon to be available, it's more unlikely.
- iii) I think American versions are slightly behind, as games are written for the japanese public in mind first, and then translated for the yanks.
- iv) We don't know about the 'real' price of the UK version games... but we hope the £20 a title is true!

Name change?

Are you going to change the name of your mag. to 'PC Engine and a bit of Megadrive Fanatics' : PEAABOMF?  
*G.Ousbey*

The 'zine is getting more info. into it, and a name change is a possibility. If any one has an idea, please let us know... and if one is suitable.... we will use it. We sure don't want a long name like Geoff's so get your thinking caps on. Something simple, snappy, relating to the Engine; Megadrive; or new console machines, and so on... like 'Alligator Consoles', or "Ma'ZINERY". I do like the last one... any more ideas?

**A Warning, not a Mention.**  
**(sub: Horror Stories)**

I would like to warn people of PC Engine supplier, Mention. I waited two months for my PC Engine to

come from Mention, who never informed me of any delay, and their phone was engaged all day, every day (of the hook?). I could not believe it when Mention advertised for weeks in different magazines that PC Engines were in Stock.

As I could not get through to obtain a refund, I got through to Active sales and Marketing, the trade company Metion mentions (sorry) in their adverts, who obtained a refund for me. My friend who odered at the same time as me is still waiting, it's now nearly three months!!

On the brighter side, C.E.S. is a great company, they were always contactable, very polite and knowledgeable about PC Engines. But best of all, delivered in less than 28 days. Plus C.E.S. Engines cost no more than Mentions, and do not clog up the data bus.

Why not start a new column headed 'Horror Stories', you can use my letter for starts.  
*Lee Branch, Peterborough.*

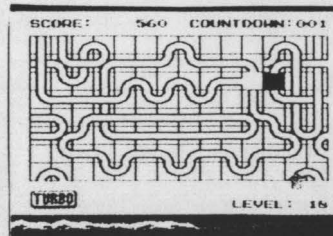
If anyone does have interesting stories of Engine goods, etc. ordered but never recieved, then we would like to hear. However, Justin can fill a whole page if he decided to do one. Hey Justin, Does Micro Media still owe you some Engine gear... eh... about a year now isn't it?

Talking of Micro Media... does any one have a copy of their 'advertised' newsletters. If so, please could you let me borrow it for a quick browse. Thanks! A Free copy of PEF will be sent to the first person who does.

BUG DEPT

On MegaDrive Ghouls 'n' Ghosts, on the first level, climb up second ladder, and when you reach the top, carry on jumping up and push joystick up - you will find yourself on the clouds and no one will touch you.  
*Bill Greer, Redditch.*

Good one, Bill! If anyone else finds bugs in any games, please let us know. Talking of which, on G 'n' G, if you get to stage 5, and meet up with the two Bearded Giants on either side of you, sometimes killing the one on the right produces so many sprites on the screen that the MegaDrive can't handle it, so the left Giant only fires one fire ball making it easier for you to dodge. This usually happens when you have the knife and split into two knights when you have the gold armour.



BLODIA



**ALTERED BEAST**  
(Engine)

Two Players with one pad:

Start the game in two players mode with a multi-tap. Pull out the tap and put in one pad (don't forget to put one character on the other). Now both of them can be controlled with it, and you are twice as strong as ever!

**ORDYNE**  
(Engine)

Continue from where you get killed:

Before GAME OVER appears, hold down I and push RUN.

**TATSUNOKO FIGHTER**  
(Engine)

MAX "MAX HP" :

At stage 1, get P (Life up), get killed, and continue. Do it until the max HP is full.

**BLOODY WOLF**  
(Engine)

Continue at where you get killed in stage 1, 2, & 7. :

Reduce the life to 1. Enter a building where a hostage and an item are kept. Get them. Just when you get out, hold down UP and push I, II, RUN at the same time. There's a sharp sound if you succeed in it. Try as many times as you like, since the timing isn't easy.














**SUPER ALBATROSS**  
(Engine)

Other characters and Caddies :

- At the menu, hold down SELECT, RUN and push -
- 1) I. The player becomes a kid.
  - 2) II. Yuko (of Valis II) becomes your caddy.
  - 3) I and II. Other caddies appear.

**DORAEMON**  
(Engine)

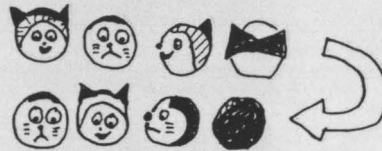
Below are some password for this game:

- |          |   |   |   |   |
|----------|---|---|---|---|
| Round 1  |  |  |  |  |
| Round 10 |  |  |  |  |
| Round 20 |  |  |  |  |
| Round 30 |  |  |  |  |
| Round 40 |  |  |  |  |
| Round 50 |  |  |  |  |
| Round 60 |  |  |  |  |



... cont. (Doraemon)

You can also go to hard mode by changing your password; reverse from Dora-Emon (Blue Cat) to Dorami (the girl robot) and vice versa, as in pic. below.



There are lots of items to be found in the game like Super Mole-Glove & Fast Shoes, but it would be difficult to tell you all of them... so just start digging. eg. For Super Mole-Gloves on stage 51, Dig above the door, on 5 - Bottom end, 9+10 - below the door, 12 - Bottom-right of door..etc. Fast Shoes : 8 - bottom-right of the door, 4 - Center, 6+21 - Around bottom left of the door... etc.

Hidden Item: Bonus :

Dig and fill a hole 256 times for HuCard, 10,000 pts.

Collect all 16 Dorayakis (burgers) without killing a monster for Hachi-suke (Hudson bee), 20,000 pts. You can dig hole for creatures to drop in, but don't fill them in.

Bury 64 monsters for Dorami, 1 up.

Safe Zone:

If you don't move after you appeared from a warp-hole, you won't get hurt.

**LAST BATTLE**  
(MegaDrive)

(Tip sent in from G.Ousbey)

This only works after you've got past Chapter One. So once you've reached Chapter 2, 3 or 4 and you've lost all your energy and your game's over, press buttons A,B,C, and keep them depressed while you press START 2-3 times. Chapter 1 should appear on a black screen, press UP to choose the further Chapter you've reached (the Start). You will then start at the beginning of that chapter with full energy, but with loss of power-up.

**Forgotten World**  
(MegaDrive)

For infinite Continue : In two player mode, when either player 1 or player 2 dies, by pressing Start two or three times, you can rejoin the game as many times as you like. This won't work if you both die and press press run together.

Thanks to Kevin Mason of Cheshire for that hot cheat.

**Mega Drive others...**

**Super Hang On:**

Push Button A and Start together for Options.

**ThunderForce II :**

To get option screen press A and Start together.

D..Pottage



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**RING FOR LATEST TITLES**

**Misc: Nintendo Speaks**

The following is an extract from an American magazine talking about the Nintendo 8-bit...

"We asked Bill White, Nintendo vice president for advertising and marketing, the same question we asked others in the industry: Is the Nintendo Entertainment System a computer? His answer was emphatic, and further conversation gave us a glimpse of where the game system is headed - and why.

"Certainly it's a computer-NES has a very sophisticated custom CPU," White says. "The CPU is custom-designed to maximize play value and program speed for videogame entertainment." Those words are close to being Nintendo's credo. "Our custom design maximizes game enjoyment second to none".

But it doesn't look like a computer. White agrees. "Is it a traditional computer? No, it's not. Are there traditional devices like keyboards and disk drives? No, there aren't."

In Japan, though, where Nintendo can be found in more than 30 percent of the households, there are. The entertainment system, known as Famicom, has sprouted a variety of very computerlike peripherals. There's a keyboard for those who wish to have one; so far, according to most reports, few do.

More successfully, Nintendo has marketed disk drives, modems and fax additions to the Famicom. In some households, Famicom is the nerve center for some aspects of household communications.

Can we look for Nintendo modems and similar peripherals here?

"Potentially," White says. "The door is wide open for that."

What will it take to get such peripherals to the U.S. market? More customers, White explains.

"As the installed base of Nintendo systems grow past 20-percent penetration, both [communications] networking and

PC-related peripherals become more attractive business propositions," White explains. "So we're leaving those doors open while concentrating on the home-entertainment-based videogame system."

Because the machine is installed in so many households with so many children, NES would seem a likely vehicle for educational software, yet there has been little released so far.

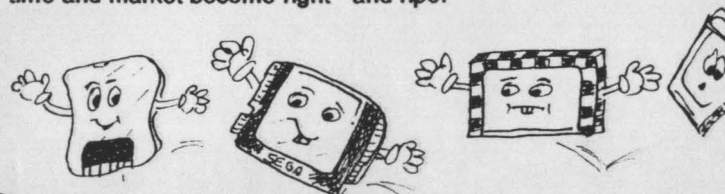
"Third-party software developers [such as Hi-Tech Expressions with its Sesame Street cartridge series] are already taking advantage of particular opportunities in educational and preschool software," White says. "It's a limited market. We see education as an ongoing element of the Nintendo software library but not becoming the trust of the system."

What about new technologies such as CD-Rom and 16-bit machines? "We maintain an extensive research and development program," White says, "and are looking at several exciting new technologies."

Is the 16-bit machine expected in Japan this year? "Sixteen-bits is a vehicle for further extending the quality of gameplay," White says. "but it's not even needed in the U.S. marketplace today. It would be premature to releases such a machine without a significant number number of game titles to market along with it."

But when the time is right? White simply shared a contagious chuckle.

It's clear that Nintendo intends to consolidate its hold, releasing new and more sophisticated game machines as the time and market become right - and ripe."





**THE JAPANESE CHARTS !!**

The Jap. Charts are back, and the amazing game - Doraeman has unbelievably leaped into the number 1 spot.... giving Hudson two hit games in 1st and 2nd positions.

- |                         |               |                 |
|-------------------------|---------------|-----------------|
| 1. Doraeman             | Hudson soft   | Arcade Action   |
| 2. Super Momotaro Train | Hudson soft   | Strategy Game   |
| 3. Final Lap Twin       | Namco         | Racing Sport    |
| 4. Digital Champ        | Naxat         | Boxing Sport    |
| 5. Altered Beast        | NEC Avenue    | Arcade Action   |
| 6. Double Dungeons      | NCS           | RPG             |
| 7. Ordyne               | Namco         | Shoot'em Up     |
| 8. Ultimate Tiger       | Taito         | Shoot'em Up     |
| 9. ?Unknown Title? (CD) | Victor M.Ind. | Grafx.Adventure |
| 10. GunHed              | Hudson Soft   | Shoot'em Up     |

**Misc: MegaDrive**

Not much happening on the 16-bit front... all the games that have been expected to appear has amazingly gone on launch without any delays... pretty amazing.

One strange conversion for the Megadrive will be 'Zoom'. Anyone who has an Amiga will know that, the game is a 3d painter type game, where you control a pacman like character who must paint around squares to fill them in. This must be the first game converted from a computer onto console without it been converted to a coin-op machine first. Another planned conversion from the coin-ops will be a Karate Champ type game where the characters are short japanese fighters with big heads rather like Chan & Chan. Can't remember the name, sorry.

Still no word of any releases of Power Drift or Turbo Outrun. Latest trend in Megadrive releases pass month are Role Play games. Unfortunately, been all in japanese, not really worth it, but should an American version of 'Vermillion' appear.... snatch it up, as it looks brill!

**The Mega Scores Charts**

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

- Alien Crush :**  
79, 090, 400 - Onn Lee  
42, 196, 550 - Darren Pottage
- Bloody Wolf :**  
766, 400 - Gavin De Bank
- Chan & Chan :**  
939, 400 - Darren Pottage  
862, 060 - Tony Bunn (C)  
842, 700 - Michael Glover
- Deep Blue :**  
67, 950 - David Blundell
- Doraeman :**  
2, 536, 900 - Wolfman (C)
- Dragon Spirit :**  
708, 360 - N.James Cain (C)  
614, 730 - Ian Beauchamp  
468, 980 - Onn Lee (C)
- Fighting Street :**  
281, 000 - Darren Pottage (C)
- Galaga '88 :**  
1, 207, 990 - David Charles (C)  
1, 119, 220 - Geoff Ousbey (C)  
1, 114, 750 - Gavin De Bank
- GunHed :**  
Normal Dog :  
13, 248, 580 - William Azzoug (C)  
12, 966, 390 - Justin Saunders (C)  
10, 341, 510 - Onn Lee (C)
- Hard Human :**  
1, 695, 330 - Onn Lee
- Super Mania :**  
470, 670 - Onn Lee
- God of Game :**  
381, 550 - Onn Lee
- Heavy Unit:**  
294, 400 - Onn Lee
- Legendary Axe :**  
574, 250 - David Blundell  
185, 350 - Mark Carter
- Mr. Shubibin Man :**  
140, 330 - Darren Pottage (C)
- Ninja Warriors :**  
228, 950 - Gavin De Bank  
193, 800 - Geoff Ousbey  
101, 740 - David Blundell
- Neutopia :**  
7 gems - Mike Ruxton
- 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

- PC Kid :**  
154, 020 - Justin Saunders (C)  
92, 600 - Onn Lee
- R-Type I + II :**  
973, 300 - Onn Lee (C)  
659, 100 - Anthony Cross
- Side Arms :**  
913, 800 - William Azzoug (C)  
884, 200 - Onn Lee
- Space Harrier :**  
29, 160, 280 - N. James Cain (C)  
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. Greer  
1, 052, 900 - N. James Cain  
782, 500 - Anthony Cross
- Valis II :**  
593, 800 - Darren Pottage (C)
- Victory Run :**  
18mins 31secs - Darren Pottage (C)  
19mins 27secs - Steven Robins. (C)
- Vigilante :**  
18, 460 - David Charles (C)  
15, 220 - Darren Pottage (C)
- Volfield :**  
286, 050 - Onn Lee
- Watura :**  
Level 7 - Goran Lukic  
Level 5 - Darren Pottage
- Wonderboy II :**  
306, 000 - Gary Hall (C)  
202, 770 - Roger Moseley  
197, 500 - Zaqir Shaikh
- Wonderboy III:**  
396, 700 - Onn Lee

**Coin-op Megadrive :**

Over in Stoke-on-Trent, in the new Ten Pin Bowling Complex, Daz can report that a Play Choice Sega Coin-op is present. The machine contain most of the Sega console games including Last Battle, Space Harrier II, Altered Beast, and so on. And amazingly, it plays the same, so there could well be a MegaDrive in the cabinet. Unfortunately, like the Nintendo Play Choice coin-op, you pay for time and not lives... so you could stick in a quid and the game will end even though you are still on your first man!

One interesting thing about the machine is that, it contains AfterBurner... so it could well become available for the Mega drive very soon.

So, all you living near the complex, should take a visit and check this machine out. However, if anyone else sights this machine elsewhere in the country, please let us know. Maybe the Advanced PC Engine version will appear soon.

**Mega Drive**

Here's the start of our Megadrive High scores.... only a few of them here, so if you have a Megadrive, then show us what you're made of.

- Altered Beast :**  
227, 500 - Jim Clark
- Curse :**  
6, 277, 900 - Onn Lee  
4, 761, 900 - Darren Pottage
- Forgotten Worlds :**  
649, 650 - W.Greer (C)
- Ghoul's 'n' Ghosts :**  
128, 000 - Onn Lee (C) [stage 2, 2nd time]
- Last Battle :**  
Level Four - Darren Pottage
- Rambo III :**  
60, 020 - W.Greer (C)
- Space Harrier II :**  
26, 624, 580 - Darren Pottage (C)
- Super Hang On :**  
51, 689, 340 - Darren Pottage (C) JUN  
29, 273, 800 - Darren Pottage (C) SEN  
12, 600, 760 - Darren Pottage (C) BEG
- Super Shinobi :**  
185, 900 - Darren Pottage
- Super Thunderblade :**  
11, 088, 470 - Darren Pottage (C)
- Thunderforce II :**  
1, 159, 030 - Darren Pottage (C)

**NEXT MONTH**

Next month will be a bumper packed issue for the 'proper' start of the '90s. We shall give you the low down on the NEC PC Engine II Super Grafx and SG Battle Ace game. Return of our usual competition and last months result. More games reviews including Engine Shinobi, Volfield, Knight Rider Special, CD Side Arms, etc.. & MD Curse, Herzog Zwei and others. The Utter latest news and reports of latest wares for the future consoles - don't miss PEF '90 or whatever it will be called once we've sorted a suitable alternative name.

