

THE ULTIMATE UNOFFICIAL CONSOLE FANZINE FOR VIDEO GAMERS!

ELECTRIC BRAIN

£ 1

ISSUE 31 FEBRUARY 1993

HARDWARE

Barcode Boy
Four to Eight
Coin-ops
Hand Helds
Sega's New Line-up
Mega Drive Previews

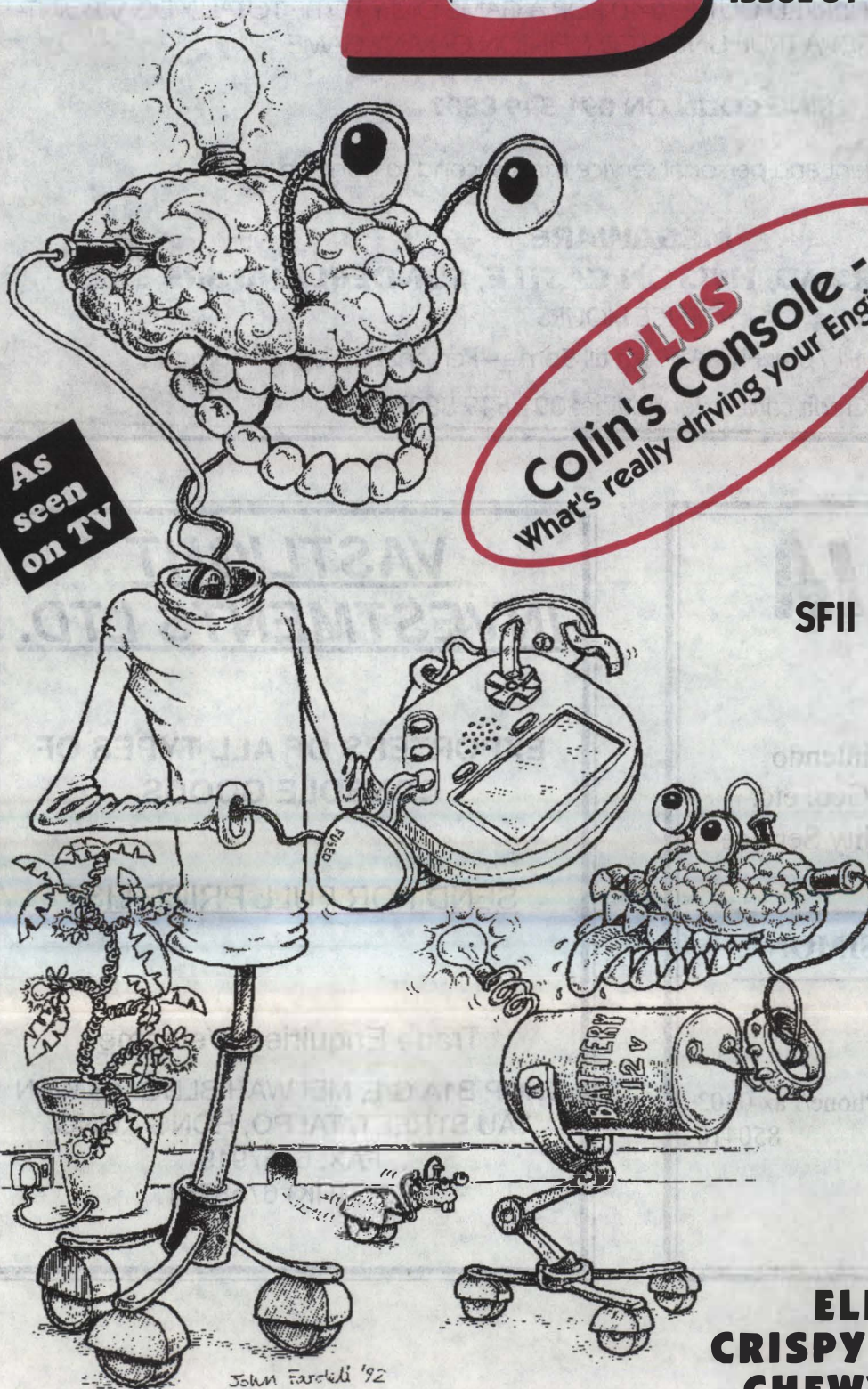
FEATURES

SFII Honda's Power Moves
Games Show Report
Top Tips + Cheats

REVIEWS

Super NBA Basketball
LHX Attack Chopper
Cruel Ball
Mystic Quest
Super High Impact
World of Illusions
Test Drive 2
Magical Quest
Sonic 2
John Madden Footy
+ MILLIONS MORE!!

**ELECTRIC BRAIN:
CRISPY ON THE OUTSIDE -
CHEWY ON THE INSIDE!**



MEGAWARE

**THE ULTIMATE FOR CONSOLE ENTERTAINMENT
SUPER FAMICOM, MEGA DRIVE, GAME GEAR, ETC.**

Vast range of new carts in stock — ring for new titles and prices

CARTRIDGE EXCHANGE SERVICES

HOW MANY TIMES HAVE YOU FORKED OUT £30-40 FOR A GAME ONLY TO BE TOTALLY DISAPPOINTED? TO GET A TRUE UNBIASED OPINION ON ANY GAME

RING COLIN ON 091 549 8807

For a fast, efficient and personal service that's second to none contact

MEGAWARE

35 CULLERCOATS ROAD, HYLTON CASTLE, SUNDERLAND SR5 3RZ

OFFICE HOURS

MON-THURS 9am till 7pm; FRI-SAT 9am till 5pm — Personal Callers Welcome

Credit card order hotline: 091 549 8807

ARCADIA

Specialists in Super Nintendo
Sega Mega Drive, Neo-Geo, etc.
Competitive Prices... Quality Service

CONTACT: LES or SIMON

2nd Floor
88 Sandgate Road
Folkestone
Kent CT20 2AA

Phone/Fax 0303
850410

VASTLIGHT INVESTMENTS LTD.

**EXPORTERS OF ALL TYPES OF
CONSOLE GOODS**

SEND FOR FULL PRICE LIST

Trade Enquiries Welcome

SHOP B1A G-F, MEI WAH BLDG. 1B WAN
TAU STREET, TAI PO, HONG KONG.

FAX: 6757919
TEL: (HK) 6758751

EDITOR'S BIT

Yo Dudes!! (Well, that's how the hacks at the Financial Times always begin their editorials!) Welcome to the Great New Full Colour Electric Brain.

It's Great! At 40 pages, it's bigger than any magazine with only 36 or 38 pages.

It's New! Er...it was when we did the first one back in 1989.

It's Full Colour! As you can see we've added some pinky mauve bits and, if you promise to buy enough copies, we can save up to put even more colours in. (Any preferences? Let us know which colours you like).

Best of all Electric Brain remains the best place to read completely unbiased reviews of all the latest games for the SF, the Mega Drive and the PC Engine. Unbiased? Yes sir, except that if you write c*** games but would like us to give them a really great review, send your cheque — for a large amount of dosh — to the usual address.

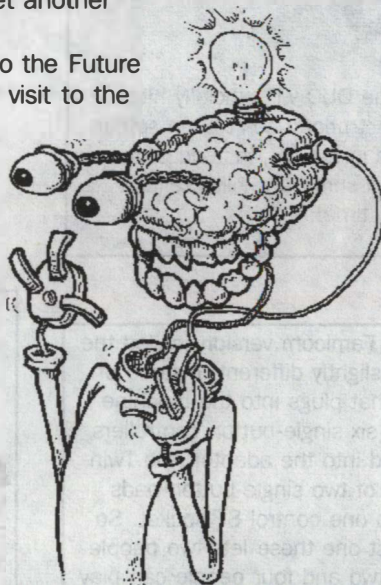
This month also sees the first appearance of Colin's Console and our new Electric Brain Man (who is fantastically useful for filling any space on the page when we can't get another pic!).

You can also read about our visit to the Future Entertainment Show — or rather our visit to the queue to get in — and news about the latest gadgets, cribbed as usual from Japanese mags because they always get things yonks before they're on sale in the UK and it's not fair and I'm going to cry...

So sit back, leave your joystick to one side for a bit and enjoy an intimate hour or two with Issue 31 of Electric Brain!

Till the next time...

Onn Lee



THE BRAINS BEHIND ELECTRIC BRAIN

EDITOR/EB SUPREMO Onn Lee

STAR CONTRIBUTORS Marc Foord, Dan (the Man), LeeLee Hughes, Tai Ono, Jason Brookes, Big Derek

CARTOONS John Fardell

PRODUCTION/APPLE MAC WHIZZKID Nicola Lascelles

SPELLCHECKER Victor van Amerongen

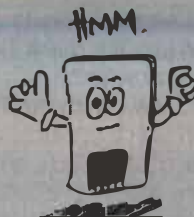
EB was conceived, written and performed in Nottingham.

Reproduction by Wyvern Ltd

Printed by Wiltshires (Bristol) Ltd.

© 1993 Electric Brain/Space City. ELECTRIC BRAIN accepts no responsibility for loss or damage, however caused, to any material submitted for publication. No part of this publication may be reproduced in any form without the prior permission of the publishers.

Published by Space City Communications plc, 77 Blythe Road, London W14 0HP; Tel 071 371 4000, Fax 071 371 4001.



CONTENTS

Games News.....	4
Super Famicom News	6
Sega's New Line-up	7
Mega Drive News.....	8
Hand Held News	9
Sneakers: Previews.....	10
PC Engine News	12
SFII: Honda's Power Moves ...	20
Swapline.....	21
Colin's Console	23
Future Show Report	30
Asparagus Tips	31

REVIEWS

Chiki Chiki Boys	16
Cosmo gang.....	27
Crue Ball	15
Death Duel.....	32
Fist of the North Star 6	35
Gemfire.....	28
Genocide	33
G-Loc	14
Home Alone 2	37
James Bond Jr.....	37
John Madden Football '93.....	16
Kick Boxing.....	38
King Arthur's World	25
Kirby's Dream Land.....	33
LHX Attack Chopper	17
Magical Quest.....	19
Monopoly	36
Mystic Quest.....	15
NBA Championship Basketball.....	13
Photographer.....	28
Q-Bert	24
Ramparts.....	17
RBI Baseball 4	27
Road Riot.....	37
Shape Shifter.....	25
Snatcher	36
Sonic 2	26
Super Batter Up	27
Super Double Dragon.....	34
Super High Impact	14
Super HQ	29
Super NBA Basketball.....	13
Test Drive 2.....	22
Warrior of Rome II.....	32
World Of Illusions	18
WWF Super Wrestle Mania	24
Xenon 2	29

A BAR CODED GAMEBOY

There have been some strange additions for the Gameboy in the past but Namco have taken it another step further with the Barcode Boy. This unit plugs into the cartridge port on the Gameboy with a lead that connects to the Gameboy's communication (multi-play) socket at the side.

What's a Barcode Boy?

Well before I explain what it is... over in Japan you can buy a stand alone unit called a Barcode Battler. This square electronic block, slightly bigger than a large size match box, has a small LCD

display, a few buttons and a barcode slot; you get games on barcode cards which slide into the unit. As you might expect these games are quite simple — generally role play or strategy war games.

Barcode Battler costs quite a bit of money. But Namco's adaptor, which doesn't require any memory, extra control buttons or an LCD display (as it'll use the Gameboy's) will cost considerably less (Y8300). The unit also comes with a game called Battle Space, a

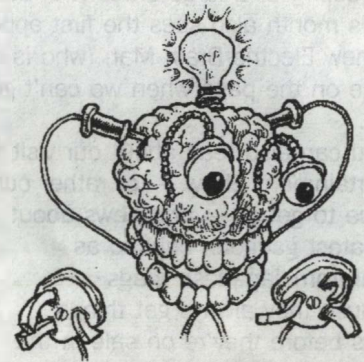
space war RPG. Worth getting? Not really... yet. As all games for the Barcode Battler are in Japanese they will be unplayable. We hope to give you some more info on the Barcode Battler in future issues.



LEFT: NAMCO'S BARCODE BOY
ABOVE: HOW THE UNIT CONNECTS TO YOUR GAMEBOY

EURO DUO

It's been a few years — but now it's official: the PC Engine DUO will officially hit Europe this year, probably around June, although the exact price hasn't been settled yet. Hopefully, NEC will sell the unit at the same price as in the US, instead of the double pricing of Nintendo and Sega goods. If they do, it will sure be a killer seller, especially if they can release all the US games at the same time!



FOUR TO EIGHT

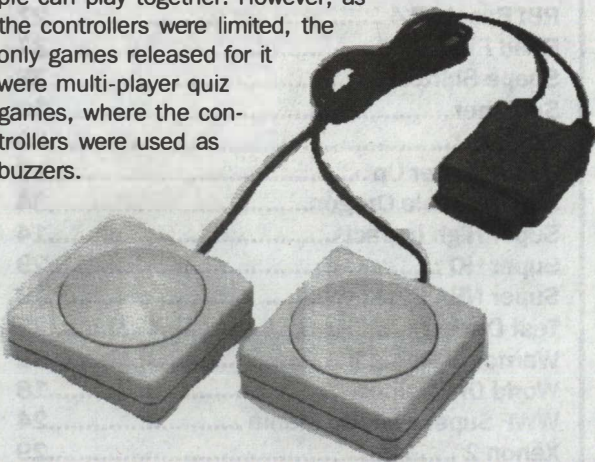
Last month we revealed that both Hudson Soft and a second company, Party Room 21, have produced four-player adaptors for the Super Famicom. Now Party Room 21 have gone one step further with a Party Tap for the SF.

Readers of EB will have read about the Party Tap for the 8-bit Famicom. This unit enables six single-button controllers to be attached to the 8-bitter so that six people can play together. However, as the controllers were limited, the only games released for it were multi-player quiz games, where the controllers were used as buzzers.

The Super Famicom version (called the Twin Tap) is slightly different. Instead of an adaptor that plugs into the machine and enables six single-button controllers to be plugged into the adaptor, the Twin Tap consists of two single-button pads connected to one control SF socket. So by buying just one these lets two people play — buy two and four people can play on a standard Super Famicom. But if you have the four-player multi-adaptor too, up to four twin-taps can be plugged in — enabling eight players to compete!!

Before you ask why another Twin Tap can't be plugged into the other port for ten players... I haven't a clue. Maybe the Super Famicom will blow up?

Okay... with the Twin Tap on sale just before Christmas for Y1850 each, are there any games that will use them? Well it just so happens that Party Room 21 are to release a quiz game for the SF where up to eight players can challenge each other. Mind you the questions are in Japanese. Hmmm!



PARTY ROOM 21'S TWIN TAP..... SINGLE BUTTON CONTROLLERS FOR THE SF!

3DO'S MEGA CD MACHINE

As mentioned some time ago, the former SMSG — now called 3DO (comprising Electronic Arts, Matsushita, Time Warner and Klein Perkins) — have come up with a CD-based 32-bit machine, which the group hopes to sell in the States for around \$700.

The system is unlikely to be available there until late 1993, although a number of software developers are already writing material for it, including the Sales Curve with Lawnmower Man II, based on the sequel to the VR movie. Unfortunately the 3DO group are keeping the machine's specifications a secret, with software houses also keeping a tight lip in accordance with the terms of their non-disclosure contracts!

It's also expected that the machine will be used in conjunction with cable TV, enabling users to order shopping, send faxes and all sorts of things. Rumour has it that the machine might even be rented by the cable companies to let users download games directly.

More news on this system when we have more!

COMMAND FIGHT

Well they can't stop Hori from releasing new joypads: just out from the company is the Fighting Commander. As you can guess from the "Fighting" title, it's a pad for the Super Famicom, featuring six buttons instead of four on the right hand side. As with most pads, it also has rapid-fire buttons and a slow-motion control. In Japan it costs ¥2,680 (about £14 — quite a bargain!). However I don't particularly like the pad itself as it's the cross-type, which is extremely difficult to rotate when you need those all important fireballs and Dragon punches!



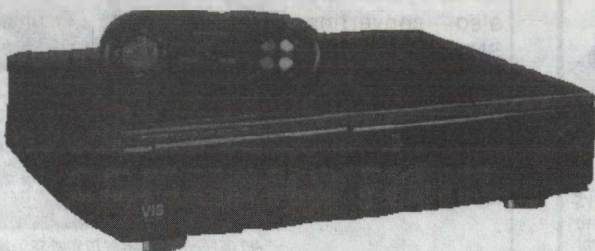
COIN-OPS

SEGA: Sega's newest venture last year in coin-ops was the hologram machine, featuring their game Time Traveller. This wasn't a success, due to it's very limited Dragon's Lair style gameplay. Well Sega have come up with a new hologram game called Holoiseum. This one's a Street Fighter style beat 'em up, and, strangely enough, it doesn't use live video action but standard computer graphics instead. If the game plays as well as Street Fighter II then this will be a winner. But I can't see it myself, can you?

Sega's amazing Virtua Racing is certainly the best racing simulation around. Not only does it look and play well but it feels like you're driving too as it shifts you around — not to mention that it digs into you when you hit something!! Wouldn't it be great if Sega produced a two-player version so that players could compete against each other as well as against the computer controlled cars? Well the news is that Sega is doing exactly that. Called Virtua Racing Twin (original, eh?!), hopefully it will hit our shores soon.

TANDY CD-I

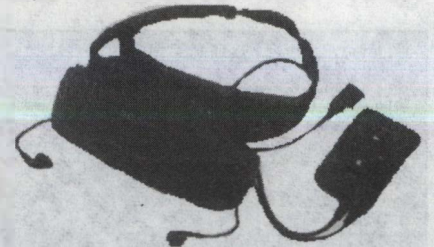
Tandy, together with Memorex, have produced a brand new CD-I machine which is likely to be compatible with the Philips model. As you can see the machine looks like the Philips machine and comes with a Super Famicom-style joystick



SONY ON YOUR HEAD

Televisions are getting better and more advanced these days: there's Philips trying to sell a TV that runs at 100Hz, there's wide-screen, NICAM and (hopefully in the not too distant future) high definition. But Sony have taken a different approach to TV with their new invention, the Visortron. As you can guess from the name the unit is a headset-type TV (like a Virtual Reality headset but a lot smaller), which gives the same vision as watching a 33-inch monitor.

The headset weighs 250g, which is quite light — so no neck aches. As it uses different monitors for each eye, it's capable of showing 3D vision, making VR a real possibility. Unfortunately the Visortron won't be on sale for sometime, as Sony haven't thought up a use for it yet!



JAPAN SOCCER

Last Issue we mentioned Sega's support of football in Japan in the form of their sponsorship of one of the top teams. Anyway here's some information you might like to know about the Japanese League, strangely called the "J League".

The first match of the season kicked off on 1st October with a crowd of 36,274 supporters attending. Football, as you might expect, isn't Japan's favourite sport. Hence there are not many teams in the league, only ten in fact: the Kashima Antlers, the Red Diamonds, JEF United (JR East Furukawa Football Club, as sponsored by Sega), Verdy Yomiuri, Nissan FC (Yokohama Marinos), AS Flugels, Shimizu S Pulse, Nagoya Grampus Eight, Panasonic Gamba and the SanFrecce (Hiroshima FC).

As you can see by these names, they are very much like American Football teams — not surprisingly each team has its own cartoon character mascot! Also the teams are owned by big companies, unlike in the UK. JEF United is actually owned by Furukawa Electronics and Japan Railway East. No wonder the Japanese can afford to buy Gary Lineker!

Meanwhile if you are interested in getting a full Japanese footie kit it will set you back around £50.

GAME MUSIC

Well, strangely enough, game music is becoming more popular in the UK — probably due to the terrible versions of the Gameboy tunes in the British charts. The Tetris tune was just about bearable, but Super Mario Land is just... Aaaarrgggh! Come on, which one of you went out and bought the single? It's much more pleasant listening to the original tune through your headphones while playing the game. To top it all another Mario tune is in the pipeline.

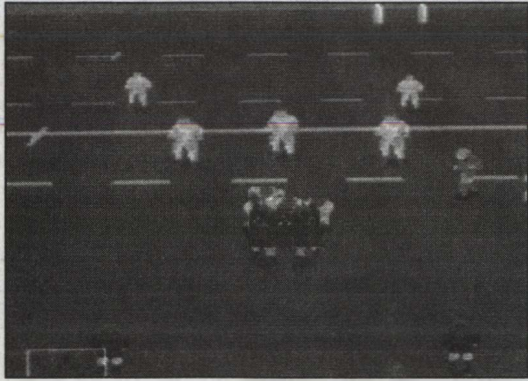
If these rearranged (or should that be deranged) soundtracks can so easily climb the music charts, it shows just how bad the state of the music industry is. If Yuzo Koshiro (of Bare Knuckle, Actraiser, etc. fame) were living here, he'd no doubt be number one! And the likes of Konami, SST Band, Alfa Lyra and the other Japanese bands would surely clean up too.

Latest game music from SNK is Art of Fighting on the Scitron label.

SUPER FAMICOM NEWS

MISAWA ENTERTAINMENT

Licensed by Audiogenic Ltd, Misawa are to release World Class Rugby for the SF some time around now. The 4meg game is a conversion of the Amiga game of the same name but, like Human's Super Formation Soccer, it will be in 3D using the SF's Mode 7



AUDIOGENIC'S RUGBY...HERE THE TEAMS GET INTO A SCRUM...VERY SAUCY STUFF EH?

JALECO

After rushing out Beat Run (see review in next EB), Jaleco is continuing the beat 'em up theme with Dead Dance. Once again the game is a one or two player final fight style game and will be on 12meg. The game itself looks very much like Rushing Beat. Should be out in March.

Jaleco also have two sport games in the works for the Super Famicom, called Golf and Ice Hockey. These titles are of course provisional and will no doubt change. Expected to hit the streets in Feb and March respectively.

MICRO WORLD

The first Micro World game for the SF will be Loricel's conversion of Davis Cup, the split screen tennis game. The game doesn't look too bad, but will it beat the two other tennis games reviewed in this issue? Available on 8meg cart around March.

IGS

Sold in the US and UK by Activision, the new IGS game Aliens vs Predator is looking well ace. The game's a final fight style beat 'em up. You play the part of the Predator to save the earth from the invading Aliens. Like most games of this type there is an extra option for two player action, where one person plays the Predator, the other an Alien — like an SFII beat 'em up. Out on 8meg.



PREDATOR VS ALIEN IN TWO PLAYER MODE

PARTY ROOM 21

As mentioned in the news section, Party Room 21 has just released a Japanese quiz game for the SF. The game can be played by up to five people with their multi-adaptor, or by up to eight players using the adaptor and the twin-taps. As the game is all in Japanese, it's not worth getting until an English version becomes available (unless of course you speak Japanese!).



PARTY ROOM'S MULTI-PLAY TV QUIZ GAME

ABSOLUTE

Absolute's next big game is Toys, based on the new movie of the same name which stars Robin Williams. The game is as mysterious as the trailer for the film!

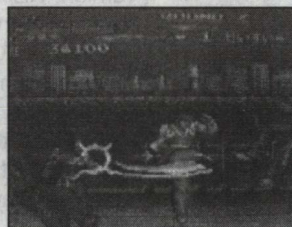
ENIX

The good news from Enix US is that they are actually going to convert the biggest selling game in Japan, Dragon Quest V, to the SNES, under the title Dragon Warrior 5. With English text you will be able to judge for yourself why you should queue outside a software store for hours on end to get a copy of the game! Word is too that Enix are soon to release Actraiser 2.

NAMCO

If you think E Honda in SFII is a rather cool dude, then you should check out Namco's next game, Super Sumo Wrestling — it should be available as as you read this. The game is viewed side-on like SFII but all the fighters are Sumo wrestlers (as you might expect). There are a host of moves: punch, slap, push, grab, throw, etc.

CULTURE BRAIN



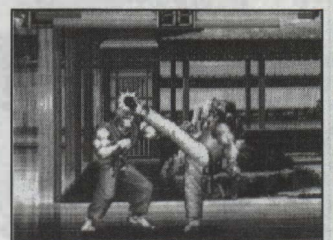
CULTURE BRAIN'S GOLDEN FIGHTER RETURNS...FOR BETTER...FOR WORSE?

After the terrible Golden Fighter, Culture Brain are to re-release a faster version (apparently 200% faster) called Golden Fighter Hyper Version. As the original was very slow, this could only be an improvement. Hopefully they will also improve the animation and other disappointing features of the original game. Released any day now on 12 meg.

TAKARA AMUSEMENT

As well as Namco's Sumo game, Takara has a similar new game called Sumo Wrestling on 8meg. This one looks a tad more complicated than Namco's version.

As well as King of the Monsters and the soon to be released Fatal Fury (check out next EB for full review), Takara are also converting SNK's latest beat 'em up, Art of Fighting, for the SF. Early screen shots of the game looks promising.



ART OF FIGHTING COMING TO YOUR SF SOON.

SEGA'S NEW LINE-UP

Last issue we gave you the low down from the NEC Camp, so here's what SEGA is up to in Japan.

Sega have recently unveiled the Fighting Pad 6B, a joyypad like the one available with the Mega Drive but with six buttons. The three extra buttons are situated above the standard buttons —



LEFT: THE SIX BUTTON MEGA DRIVE PAD FROM SEGA.
RIGHT: THE MEGA DRIVE MOUSE/TRACKBALL.

could this mean Sega are gearing up for the release of Street Fighter II soon for the MD?

As yet there's no release date or price for the joyypad, but we'll keep you posted.

Sega also have a mouse/trackball in the works, to be called none other than the Mega Drive Mouse! The mouse (as you would expect) will be all in black and will have the now conventional two buttons. The rodent should hit the streets around March by which time there will probably be a number of games that can use it, mostly role play and adventure games.

After Tengen announced and showed off their multi-player adaptor for their forthcoming Gauntlet game, Sega are also set to produce a multi adaptor that will enable four pads to be connected to the Mega Drive. No release date on this as yet. Maybe Sega have plans to convert some of their multi-player coin-ops to the MegaDrive. Alien Syndrome? Quartet?

Sega also recently showed off a hardware add-on for the Mega-CD, making it up to the same specifications as the Wonder Mega (combined Mega Drive and CD-ROM). The new piece of kit, called the Mega CD Karaoke, is a square block which incorporates extras like two microphone sockets (so it can use the growing number of Karaoke CDs available in Japan), volume and balance control dials, LED key control display and more.

However it costs a hefty 19,800 Japanese yen (equivalent to about £86).

Karaoke CDs are CD-Gs that put up the song lyrics on screen as they play. Victor have produced a number of Karaoke CDs specially for the Mega Drive. They have better graphics and highlight the exact words as they're

played. Hopefully, US/UK Karaoke discs will soon be available. Then again perhaps not.

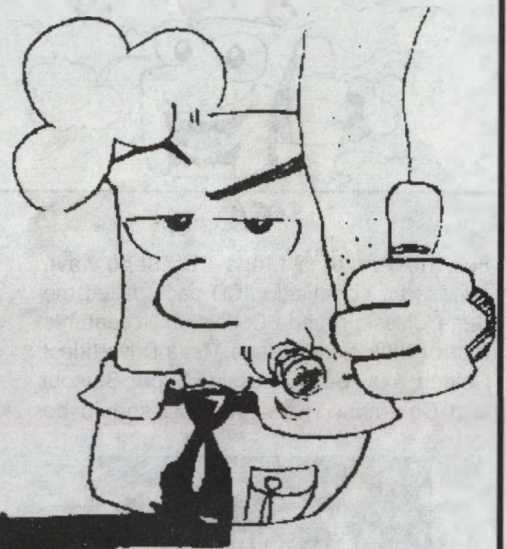
A new Mega Drive is to be released in the spring of 1993. It won't be any different in terms of it's electronic hardware, but

there will be cosmetic changes — like the very ugly Master System 2.

The Mega Drive 2 is likely to be a tad smaller, mainly to reduce manufacturing costs. As the internals will remain the same, all existing games and gadgets will work with the new costume MD.

But because the Mega-CD bolts on to the original machine, the new one is expected to attach to the CD-Rom side-by-side instead of piggy backing. With the machine costing less to produce does this mean the new machine will cost less to you and me? You must be kidding!!

Over in the US, it's been rumoured that a company are set to release a new modem for the Genesis. As you may know, Sega have already released one for the machine, which sold fairly well in Japan. But it never took off in the US, mainly because it was too slow and there wasn't enough software. We'll see how long the new one lasts!

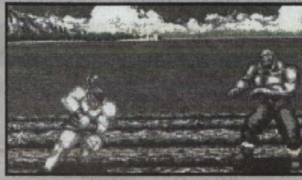


SEGA'S NEW CD ADD-ON - THE MEGA-CD KARAOKE - NOW YOU CAN SING ALONG WITH YOUR MEGA DRIVE!!!!

MEGA DRIVE NEWS

NAMCO

After Splatter House Part 2 Namco are about to start work on Part 3. I wonder if the Splatter House saga will last as long as the Friday the 13th series!



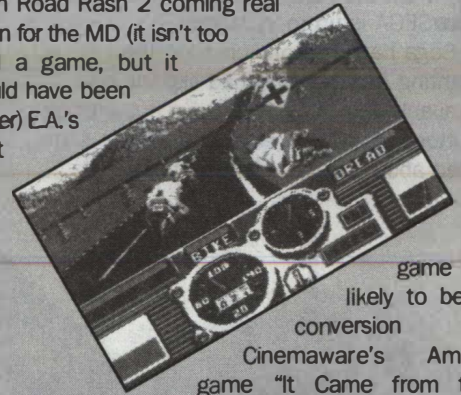
KANEKO'S POWER ATHLETE... HMMMM SF??

TAKARA

The people who converted King of the Monsters to the Super Famicom and who are about to release Fatal Fury, are set to convert both Neo Geo games to the Mega Drive too! Judging by what they have achieved on the SF, the MD games should be very much identical to the SF versions.

ELECTRONIC ARTS

With Road Rash 2 coming real soon for the MD (it isn't too bad a game, but it could have been better) E.A.'s next

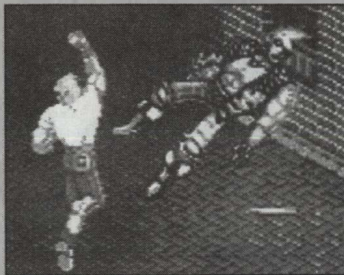


game is likely to be a conversion of Cinemaware's Amiga game "It Came from the Desert". As yet there's not much news on this but, unlike the Engine version, it's likely to appear on cartridge format.



SEGA

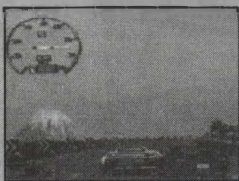
For those with a Mega-CD, Sega have released a compilation CD pack called the Sega Classic Arcade Collection. It features four of their classic Sega Mega Drive titles: Golden Axe, Bare Knuckle, Super Shinobi and Columns. The 4-in-1 CD should be



AXEL'S DRAGON PUNCH? SFII RIP-OFF

available as you read this, probably at the same price as a standard CD-Rom game. The reason for releasing this is obvious: all the games have sequels coming out or already available. If this takes off, Sega may release more compilation titles in the future.

Sega are also set to release a CD-Rom baseball game called Super League CD. The game doesn't look any different from their previous cartridge games, apart from digitised pictures of actual baseball players (Japanese ones that is), and you can expect a lot of sampled

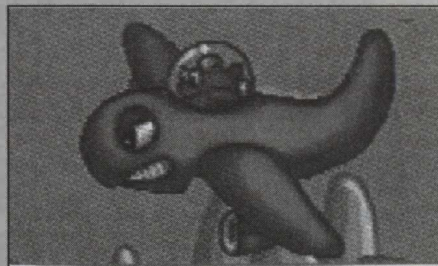


CORE...WHAT A CAR RACE!

sound effects, music and speech. No release date set.

Sega has also licensed the blue cartoon hamburger-eating cat from Japanese television (two games based on the character have already appeared on the Engine by Hudson). This character is to star in a 4meg platform game in the Robocod theme. The game's real cute and looks ace. Again, no release date yet.

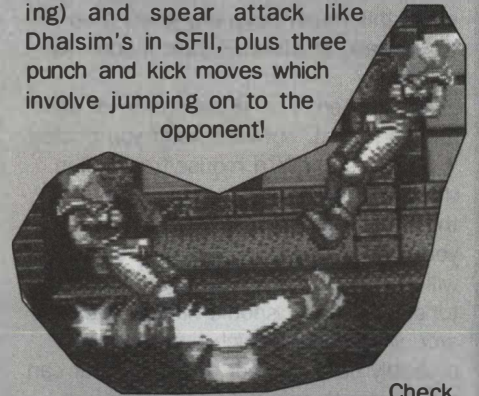
Bare Knuckle II (Streets of Rage II) is looking well ace and, if you watched the first showing of Bad Influence on the box, you would have seen it in action. The major changes from the original are of course the bigger graphics and the extra two characters (with Adam given the boot). Also the helpful special police have been removed so that the extra button can instead be used for different moves. Each character



SEGA'S CRAZY GADGET TWINS...THIS IS THE BADDY!

now has a number of special moves: Max has a two-fisted punch and a charging elbow, together with a flying feet kick, suplex and slide attack; Axel has an SF-style dragon punch and a dragon-flame punch, as well as a head-butt, backdrop and upper-cut; Blaze has a back-flip-kick and a multi-hand-punch, plus air-throw, backdrop

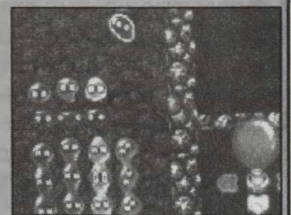
and jumping punch; last but not least Eddie has a head-spin-kick (break-dancing) and spear attack like Dhalsim's in SFII, plus three punch and kick moves which involve jumping on to the opponent!



Check out the game now.

A number of magazines have announced that Sega are to bring out a Street Fighter II

Championship Edition for the Mega Drive. They say it's expected to be available around March '93. We think



this is highly unlikely! The original game for the Super Famicom is one of Nintendo's biggest selling points, so Nintendo would lose a large number of buyers of their machine if a Mega Drive version of the game were to be released. However, with Sega about to release a six-button pad (see Sega Hardware News), SFII might be on the cards — but probably not until later in the year! We'll of course give you the info if it does make it to the MD.

VIRGIN

If you had a super duper powerful PC, then one of the best golf games was Links, which featured eight amazing famous courses (fully digitised in all their glory), plus a host of other options! Well it seems Virgin are to convert the game for the Mega-CD — although it certainly won't look as good, as the MD can only display 64 colours on screen instead of the 256 colours of the PC. Virgin also have the licence to Terminator V's Robocop comic and they are expected to release a game based on it. But it's unlikely to hit the streets until late '93. The comic itself is not that brilliant.

CAMERICA

Also known as Code Masters in the UK, the budget programming team's first game for the MD will be their conversion of their 8-bit NES game Micro Machine. The NES version is a rather average race/shoot 'em up game with nothing terribly brilliant about it, so it has to be improved if it's to succeed on the 16-bit machine.

MICRO WORLD

As on the Engine, Micro World have signed up Loriciel's conversion of Panza Kick Boxing for the Mega Drive. But as on the SF it will be called Best of the Best. The game looks identical to the other versions and will be available any day now on 8meg cartridge.



KONAMI

Konami's new Turtle game, called Return of the Shredder, is looking to be a real hit when it's released. In fact check out the full review next issue! The game will be very much like Turtle IV (Turtles in Time) on the SF with some levels the same, plus some bits from the NES game and some new ones thrown in

GAMETEK

GameTek has three very interesting new games for the SF. First there's the American Gladiators, which should do well over here considering the popularity of the TV show. The game's a one- or two-player multi-sport type game based on the show — it looks pretty good! Secondly there's The Humans, a conversion of the Amiga game (see Sneakers). The third game is Jeopardy, based on the word game of the same name; hopefully it'll be better than Wheel of Fortune!

HAND HELD NEWS

There's not too much happening on the hand held scene at the moment, but look out for:

GB/Irem

Soon to hit the streets officially in the UK will be R-Type II for the Gameboy, although the news is that it will only be available in Woolworths stores!

GB/Ocean

From the excellent PC Engine version of Parasol Stars, Ocean are set to convert the game to the Gameboy — this looks well awesome!

GB/Varie

Wrestling fans who aren't getting enough from WWF can get hold of Varie's newly released wrestling game. The game's very much on the WWF theme.

GB/Kemco

Kemco's Disney games for the GB haven't been spectacular in the past, but they have just released a new Disney game featuring Mickey Mouse. This one looks real great, with Mickey taking to the sea in a speed boat.

GB/Anco

After Kick Off for the Gameboy, Anco are soon to release their Tip-off basketball game for the mono machine too.

GB/Nintendo

After Dr. Mario and Yoshi, Nintendo brings out another puzzle game for the GB, featuring Biscuits! A nice touch is that it can be linked — not just to two but to four players. The Japanese press have given this game fairly high ratings, so it should be worth checking out. We hope to have a full review in the next EB. Incidentally, the game is also available for the 8-bit Famicom.

GG/Sega

Shinobi for the Game Gear looks like one game you shouldn't miss; it's available around now. Meanwhile the Game Gear versions of Shining and the Darkness look brilliant, but they will be tough to play in Japanese — so wait for the US versions.

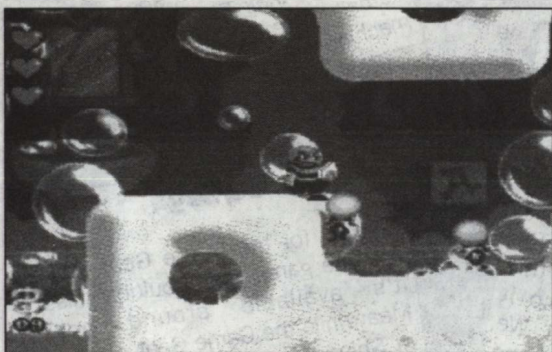


SNEAKERS!

Once again the EB crew put on their dark shades and take a sneak preview of some of the up and coming games for the SF and MD.

The Addams Family: Pugsley's Scavenger Hunt Super Famicom by Ocean

Jason: The most impressive game I've seen recently has to be this follow-up from Ocean. No, honestly I'm not kidding. Ocean seem to have really pulled up their socks with this one — it's slick, playable and immensely attractive. Three level multi-directional parallax has been done before on the Super NES, but this effectively? Naaaahhh.

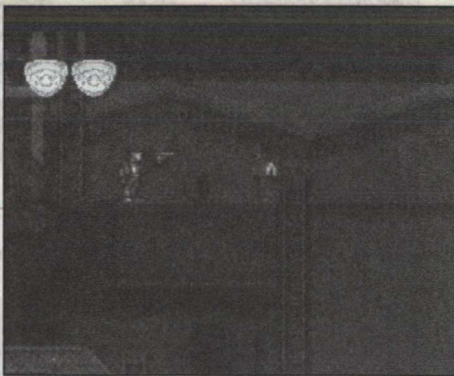


THE WICKED LOOKING SEQUEL TO ADDAMS... GREAT GRAPHICS

While I was never a huge fan of the original Addams SNES game, it was undeniably very popular, if a little short-lived. Things have certainly progressed since then in the graphics department; meanwhile the new game still retains the bouncy feel of the original with some nice humorous touches thrown in. Packed with colour and some clever visual effects, this will be one to look out for.

Lethal Weapon Super Famicom by Ocean

Jason: I'm no fan of the Lethal Weapon series — they're just a collection of for-



LETHAL WEAPON ON THE SF... IS THE GAME MORE LETHAL?

mulaic, tongue-in-cheek thrillers that have been bettered a million times before. Perhaps that's why this game held my interest for the sum total of one minute. It's very like Hudson Hawk on the Amiga (if anyone remembers that) and when compared to the new Addams Family game it looks primitive — to say the least.

I think Ocean only have one group of really talented programmers and they certainly didn't work on this! God only knows why NMS thought it was worthy of the cover treatment (and what a c*** boring cover it was too!). Cutsy platform antics don't suit this licence either and the graphics are rather poor too. I wouldn't get too excited if I were you, even if you're mad on the films.

Mr Nuts Super Famicom by Ocean

Jason: A new Viz character destined for the Ocean conversion treatment? No, actually it's a stunningly beautiful er... platform game (where do they get their ideas from, eh?) following the exploits of a squirrel and — oh God, you don't want to know the plot, do you? Good.

Mr Nuts was actually developed by Ocean France, who used to do the decent Amiga stuff like Pang (brill conversion).



CAN YOU GUESS HOW MANY NUTS HE HAS IN STORAGE?

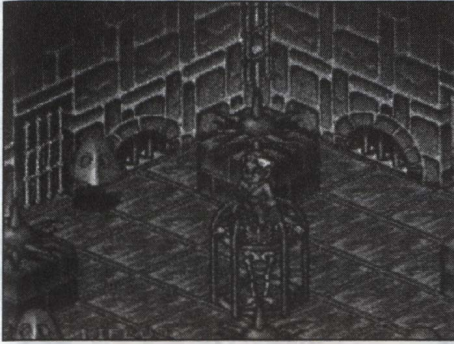
Talent shows, well it does in the graphics department anyway. Probably even prettier than the new Addams Family game, Mr Nuts is cute and extremely well drawn. What is most apparent is the lovely three-layer parallax with tons of colour and a main sprite that looks like Two-Tails in Sonic 2. When I played it recently there was virtually no gameplay, apart from just jumping around from platform to platform. But it was in its early stages of development so any criticism would be pointless and unfair.

The big question is, however, can you survive another platform game?

Equinox Super Famicom by Sony Imagesoft (developed by Software Creations)

Jason: I played the finished version of Equinox back in August last year when I visited Software Creations in Manchester and I liked it very much. The game had previously been hyped for its clever mode 7 rotation on the scrolling map section — and it works quite well, even if it isn't as impressive as I'd hoped. Atmosphere is one of the major ingredients of this arcade adventure, helped along no end by some very spooky music from top musician Tim Follin. The game follows on from Solstice, the popular NES isometric adventure from a few years back and, of course, the graphics have been dramatically improved, with some great colours and effective shading. Controls are tricky as in most games of this type — the diagonal movement being tackled by the

standard up/down/left/right on the joypad is something I found to be quite tiresome, although I guess this gets easier with practice. Keys, weapons, tokens and a hoard of other things are waiting to be collected and there are many scrolling



3D ISOMETRIC ACT'N... IN EQUINOX WHERE'S THE EXIT?

(and flick screen) dungeons to be explored and bosses to kill.

Since I've only played the game briefly I can't really form an opinion. But it's certainly slick and engrossing and will probably do well when it's released this month in Japan, followed by the States and Europe.

Terminator 2
Mega Drive by Flying Edge

Dan: The arcade game Terminator 2 was very mediocre. It was nothing but a cash in on the film's popularity, as the game itself was an Op Wolf clone — s** all to do with the film in my opinion.

The MD version is a passable enough rendition of the coin-op, though the lack of a plastic gun (unless you actually buy a Menacer) takes away most of the game's appeal. Basically, this is just a case of blasting away at the Terminators and enemy aircraft, while trying to avoid killing your human chums. The graphics are okay and the sound's fairly nice, but the game just doesn't seem to be worthwhile. (A bug in the preview copy made it very difficult to get far, but I think I'd seen enough at this point anyway.)

Not a game I'm looking forward to.

Super Shinobi 2
Mega Drive By Sega

Dan: The original Super Shinobi is an all time classic game and still better than 99% of current Mega Drive software, so I've been eagerly awaiting the sequel. The



THE T2 HEADS TOWARDS YOU... 'GOT A LIGHT MATE?'

preview version we saw is shaping up pretty well.

The game is pretty much the same as the original — jump around and shoot baddies — but a few improvements have been made. The control method is better and Joe (if indeed it is good old Mr Musashi inside the suit) is now able to run, do a running jump and slash, climb along scaffolding, perform a nifty double backflip, block shurikens and bullets, do a jumping kick and use a new type of magic which makes him turn blue, for some reason (I wonder if he's any good at writing reviews. Ed).



JOE'S BACK IN SUPER SHINOBI 2

The bad-dies have been beefed up a little, with huge guys possessing tele-

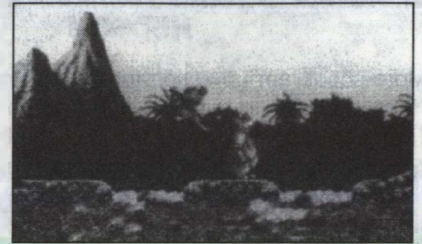
scopic arms, Tigers and Armoured guys with guns — very tough. The game looks and sounds fairly similar to the original, although the sound doesn't have quite the same appeal (but then the brilliant Super Shinobi music is a pretty tough act to follow). The gameplay looks to have been a little improved. The only problem it would seem is that the main character moves a little too slowly. Still, this fault aside, Super Shinobi 2 should be a game to look out for.

Tail Spin
Mega Drive by Sega

Onn: Based on the cartoon featuring Kit & Baloo (Baloo is better known as the bear in Jungle Book), the two characters have entered a round-the-world flying contest in their cargo filled Sea Duck. Unfortunately the nasty Don Kamage and his legion of Air Pirates are up to their tricks to stop them. Like World of Illusions, it can be played by one or two players in a Donald Duck style platform arcade game. In stage one your cargo of ten crates has been scattered around the jungle and caves, so it's up to you to find them quickly. You'll have to negotiate the landscape, hopping on to rocks, swinging on vines, avoiding (and shaking off) monkeys and other enemies. As well as all this arcade action, you can pick up useful items to be used in certain locations; there are shops too.

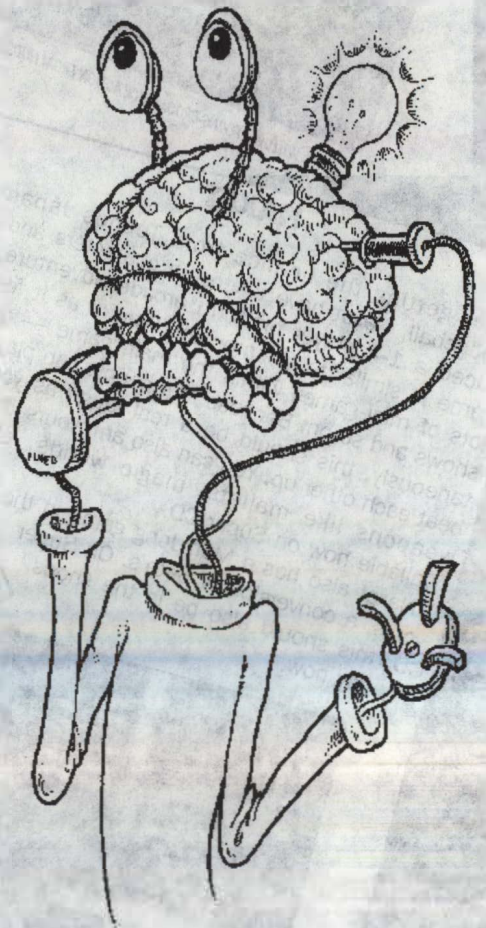
The game features cartoon style graphics, as you might expect, which animate quite nicely, accompanied by some jolly

music. The game I played was a very early version with only the first couple of stages working. But it was very playable, although rather too easy, so it seems this is really aimed at the younger generation (well the Tail Spin cartoon is for kiddies!).



TAIL SPIN - BALOO AND KIT SET OFF ON THEIR ADVENTURE.

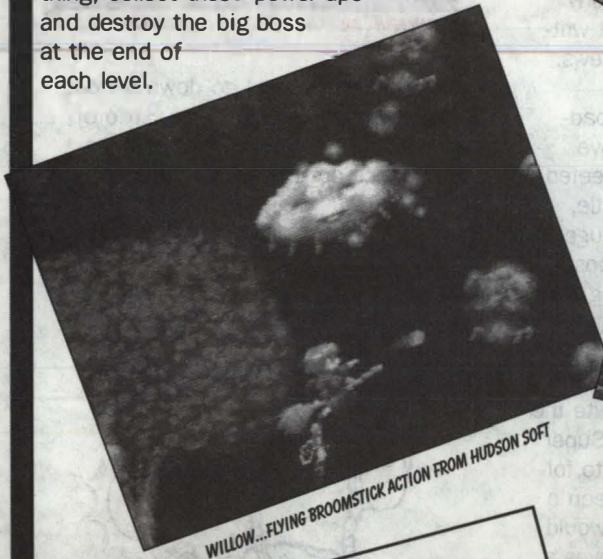
All in all, this should go down a treat, being very much in the Disney style of games already available for the Mega Drive. Check out the full game soon!



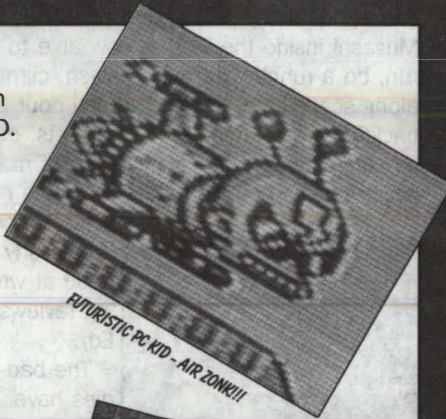
PC ENGINE NEWS

HUDSON

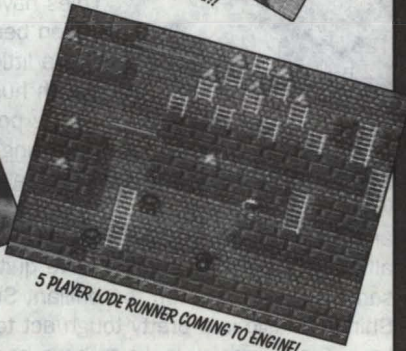
More shoot 'em up action for the PC Engine from Hudson comes in the form of Willow on Super CD. The game puts you in control of a good witch on her broomstick in the usual horizontal blaster theme. Fly right, shoot or dodge everything, collect those power-ups and destroy the big boss at the end of each level.



WILLOW...FLYING BROOMSTICK ACTION FROM HUDSON SOFT



FUTURISTIC PC KID - AIR ZONK!!!



5 PLAYER LODERUNNER COMING TO ENGINE!

NIHON BUSSAN

Nihon has a new game in the works that for once is not an updated version of F-1 Circus. The game, which hasn't got a title yet, is a slash 'em up arcade adventure on the Shinobi theme. The game looks brilliant. It will be out on HuCard, but as yet there is no release date.

IREM

A bit of bad news from the Irem Camp, as their next release for the Engine on Super CD is a strategy War game of the Koei style. In our opinion, one to avoid!

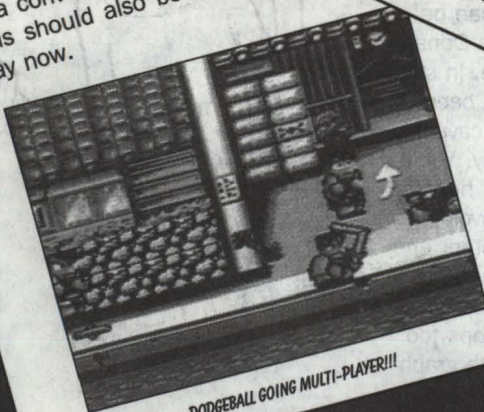
RIOT

As Super CD becomes more popular, more and more role play games are being produced for it. Riot has a new one called Xak I + II. The game does have Japanese text, but even so it should be quite playable.

NAXAT

After getting the licence from Tecnos Japan for Dodgeball, Naxat have taken the characters and produced a 1-4 player platform arcade adventure. The game is similar to Goemon the Warrior as it features lots of mini-games within the main game — quizzes, shows and so on. Because four people can play simultaneously, this should be a real laugh as you can beat each other up. You can also arm yourself with weapons like mallets, magic wands, etc.

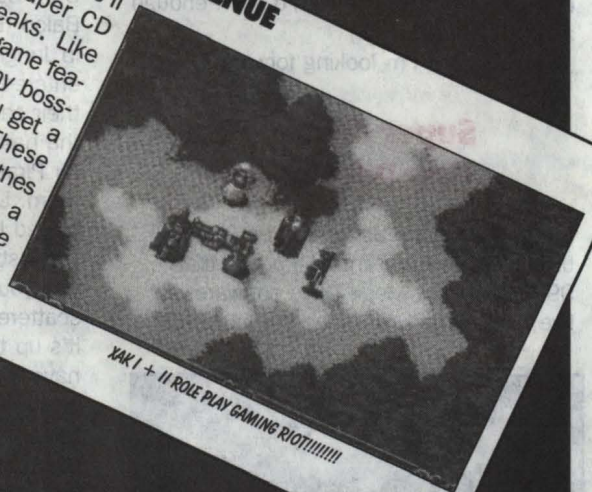
Available now on Super CD. Naxat also has a Mah Jong game in the works, a conversion of Seta's. On Super CD, this should also be in the shops any day now.



DODGEBALL GOING MULTI-PLAYER!!!

NEC AVENUE

Avenue's conversion of Taito's Darius II looks to be the ultimate Super CD game for shoot 'em up freaks. Like their original conversion, the game features a host of brand new fishy bosses — so unlike the coin-op you get a different one on each level. These include a blue sea-snake that breathes fire, a pink armoured fish and a strange shell fish. The game will be one player only and, amazingly, has a Top 50 high score table!



XAK I + II ROLE PLAY GAMING RIOT!!!!!!!

SUPER NBA BASKETBALL

SUPER FAMICOM BY TECMO

Nick: It has to be said that basketball isn't one of my favourite games, but after playing this game I must admit I'm hooked. Although it doesn't feature superlative graphics or sound, it has a certain something that makes this it very playable — particularly in two player mode.

The game starts off with a little intro of some blokes playing basketball. Then you are attacked by a wealth of options, ranging from a pre-season game to an extremely long basketball season, which stars all the top players — Michael “£150 trainers” Jordan and the talented “Magic” Johnson, amongst others.

Super NBA Basketball is played side-on. It starts with the ball being thrown into the air and then the game really gets underway. The players, as I said, are not brilliantly drawn but they are well animated and serve their purpose. The game speed can be controlled — I love playing it in “fast” mode, in which the players dash about at super speed! But I recommend you to play the game in slow mode first to get used to the controls.

After playing it for a bit in one player mode, I found it a little tedious. But then along came my brother with his traditional

saying: “Wot's this then? Gimme a go!” So then we started the two player game. Wow! Does the game improve in this mode, or what? There is always a certain something that brings a game to life in two player mode — just look at Mario



Kart. Your players can all do spectacular shots, ranging from the simple two-pointer to the great gorilla slam! As I don't normally follow basketball I wouldn't know what each star's personal move is, but I think they all have their own spectacular slam dunk.

The control method is reasonable but takes getting used to. You can push people by pressing L or R on top of the pad, but the ref always calls a foul. His speech is clear and you understand every word spoken. Every so often when you perform a move a little animated sequence pops up, showing you the spectacular play in

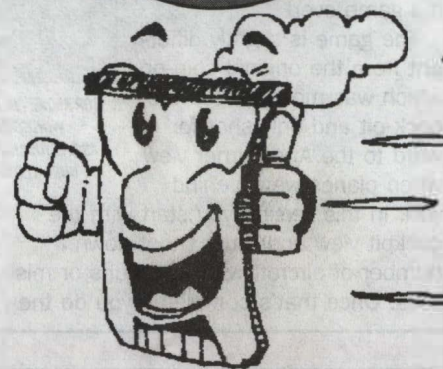
cinematic form. The music is average but you hardly notice it when playing.

All in all, a reasonable game that becomes a great laugh in two player mode. Rob — come here and I'll beat you this time!

SCORE

Video	78%
Audio	70%
Playability	85%
Lastability	80%

79%



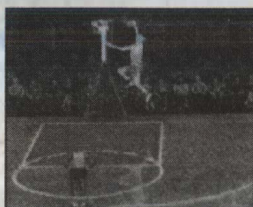
NBA CHAMPIONSHIP BASKETBALL

SUPER FAMICOM BY LJN

Onn: Another basketball game for the SF with a similar name But which is better? Well, it's like comparing EA's Bulls Vs Lakers to Jordan Vs Bird. Yep! LJN's offering is not a full blown basketball game, but a one-on-one style game with a number of different options.

Like Jordan Vs Bird you can play on your own or against a friend, either in a normal one-on-

one match (where you play by time or try to be first to get a certain number of points), or in a full-blown one-on-one knockout tournament.



Like most LJN games, the graphics aren't exactly brilliant — in fact they are pretty shabby, with not much detail — they really show how bad low-res on the SF can be. But there is one thing going for it: the shadow of the players reflecting

off the wooden court — looks brilliant! Soundwise it's not bad, but nothing brilliant — although the speech is fairly good.

As for gameplay it's fairly simple stuff. Run around, jump and hit the button at the highest points and you'll launch the ball at the basket, with a fair chance of it going in. In



defence you can jump around to try the block or go for the steal. Dunking is limited and not a patch on Jordan Vs Bird. This I think is the main downfall of LJN's offering, as EA's Jordan's dunking mode was certainly the best bit in that game.

The penalty and free throws are generally very boring. But the “Horse” bit isn't too bad. Here each player takes turns to get the ball in the basket. When a player gets one in the second player must try to get it in at the same position as the first

(a cross marks the spot). If the second player succeeds the game continues. If, on the other hand, he or she fails, the letter H lights up on the score board. The loser is the one that has the word complete word HORSE lit up — i.e. they can't match their opponent's shots.

All in all, this is a rather average game and I certainly can't recommend it. If you want basketball go for Tecmo's or HAL's, which is also a lot better.

SCORE

Video	50%
Audio	70%
Playability	40%
Lastability	35%

45%

G-LOC MEGA DRIVE BY SEGA - 8MEG

Onn: In 1990 Sega followed up their successful arcade coin-op Afterburner with G-LOC, a very impressive arcade flight simulator. Now Sega gives you the Megadrive version of the game.

On inserting the cartridge you get a very impressive intro with a rather nice ray-traced Sega logo (even if it's in low-res) and some nice music.

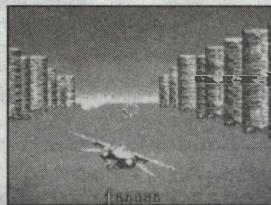
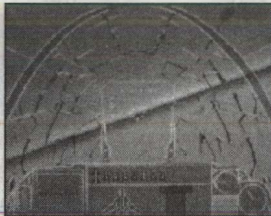
The game differs slightly to Afterburner as each mission entails shooting/blowing up a set number of targets within a set time — fail to complete the mission in time and it's game over!

The game is slightly different from the original coin-op, which was mostly set in the cockpit and only shot forward to the Afterburner view when planes were behind you. In this version you start with the cockpit view and must shoot down a number of aircraft with your guns or missiles. Once that's completed you do the

same from the third-person perspective view. The canyon run is the same as in Afterburner. After a number of these you must land back on the carrier for your second mission. But before you set off again you can equip your aircraft with extra weapons and armour (that's if you have a lot of dosh, based on your score!!). So if you are looking for a big score you shouldn't buy many add-ons. But then again will you survive without them?!

The 3D scrolling graphics of the aircrafts, landscape and canyon, and the sound are no better than those of Afterburner. But because of the more challenging and varied gameplay G-LOC has much more appeal.

There is one annoying feature: the control of the aircraft during certain stages! Before you start you can select "auto-centering on/off". This means that when you move left or right you circle round a centre point, which is not very realistic flying — not to mention that it's very awk-



TOP ABOVE: - IN THE COCKPIT WITH THE WINDSCREEN CRACKING UP!
ABOVE: JUST LIKE AFTERBURNER.....THE UNREALISTIC CANYON RUN!!!!!!!

ward to control your plane and stupid on the canyon runs!! So the best method is to turn it off; then when you press left/right the craft banks. However: on certain stages it automatically switches to auto-centering and really b*****s up your game! Why it does this is beyond me. Strangely it only does it once every two stages or so — weird!!

So what's the verdict? Well if you love Afterburner or the coin-op version of G-LOC, I would say this one is worth getting. I personally found Afterburner not a game worth purchasing as it gets too repetitive too quickly — a few goes and the novelty wears thin. G-LOC is the same. If you are in doubt, try before you buy!

SCORE

Video	85%
Audio	85%
Playability	80%
Lastability	65%

75%

SUPER HIGH IMPACT MEGA DRIVE BY ARENA

Onn: This is a conversion of a coin-op game, which I have to say I've never seen before. And if this is identical to the coin-op, then I'm glad I've never seen it!

Super High Impact is certainly the worst American footie game for the Megadrive — even worse than Mike Dikta's and that's saying something!

The game can be played by one or two people in various ways (one person vs computer, two people vs computer) with three levels of difficulty. It's played side-on (TV view) with fairly good graphics,

although the sprites are rather small. Sound effects are okay.

When you start it looks fairly impressive. But when the play action formation options are presented (only thirteen in all) you find out

SCORE

Video	80%
Audio	78%
Playability	55%
Lastability	25%

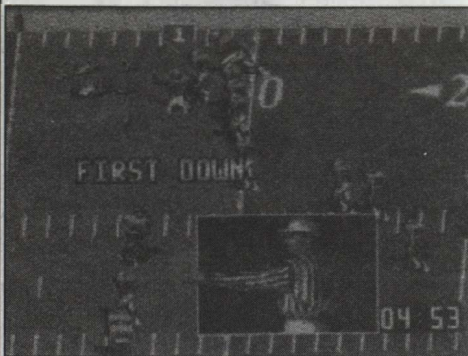
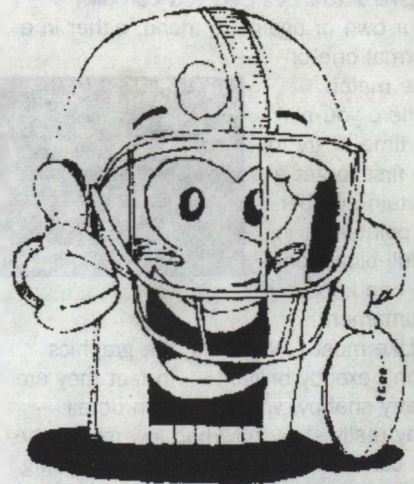
35%

that this is a very simple game. If you are going for a rush attack, then get the ball and run like hell — although passing requires a bit of luck! The game is called Super High Impact as fights break out quite regularly between teams; then you have to pound away at the buttons as fast

as possible to inflict damage on your opponent — not very thrilling!!

The two player option is not much better either, although the violence makes it quite fun at first.

Overall there's certainly no reason to buy this game when there are so many better American Footie games about. Then again I bet you already have some version of John Madden Football, which is ten times better!



FIRST DOWN... BUT THE MAN DOWN IS A BIT BATTERED

MYSTIC QUEST SUPER FAMICOM BY SQUARE

Nick: The Final Fantasy series went down a treat on the normal Nintendo and I thoroughly enjoyed Final Fantasy II on the SNES. So when this cart arrived at EB Towers Executive Suite (West Wing) I eagerly awaited the magic of a role-playing game that Square do so well.

Mystic Quest starts off with a little intro about some crystals that have been snatched by some bloke. (What is it with Square and crystals?) When you start to play the game you think it's a little too easy for hardened role-players. But it gets better. The storyline is beautifully told as per usual and it's not corny.

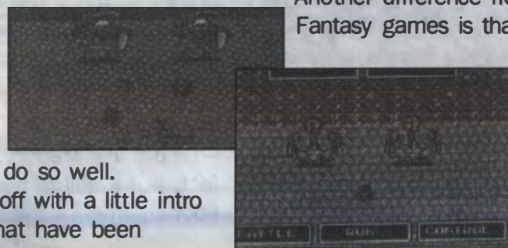
At a certain point in the game your team mate suddenly falls ill. You must then get the potion that will cure her.

Another difference from the Final Fantasy games is that you can only have one team member with you at a time — I remember having up to five team members in FFII.

The graphics are good, well defined and have nice touches. For example when something strange happens, the hero will shrug his shoulders in amazement! The music is atmospheric and changes according to

the mood of the game.

The control method is cool and you will be casting spells, killing monsters and rooting through treasure chests in no time. I myself would not buy the game as I have been playing RPG's for too many years. But if you're a beginner, this one could last you ages.



SCORE

Video	88%
Audio	82%
Playability	84%
Lastability	76%

84%

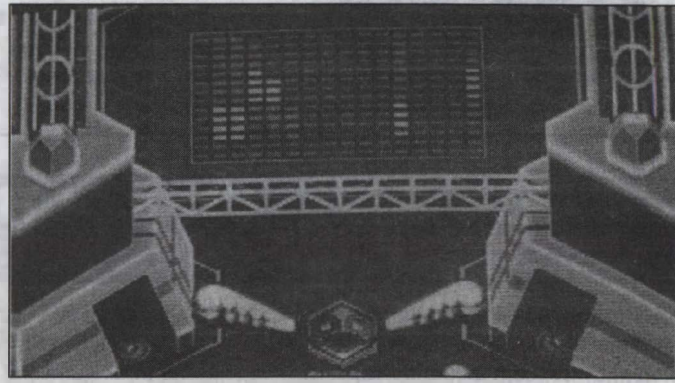
CRUE BALL MEGA DRIVE BY ELECTRONIC ARTS

Onn: Basically, this is a pinball simulation — and a pretty boring one at that. The game is called Crue Ball because it actually uses some sound tracks by Motley Crue. Not being a Motley Crue fan (are there any?), I can't say this impressed me at all.

As well as these tracks I was hoping that Rob Hubbard would be in there, banging away at the synths. But no luck: some other composer has done the biz, using drums and electric guitars that constantly repeat — very dull.

Dull is also the word I'd use to describe the actual game.

The table is around three screens long and scrolls along with the ball. The layout of the table is really awful and has very small targets to hit. As soon as you start, you only have two targets in the middle part of the table and two targets in the bottom part. Hit



these and you'll get another target. Yes, this is the most linear pintable I have ever played; there just isn't enough to do in it. After hitting a few targets you can get the ball to the top and send it around a control dial, thus changing part of the table. You can also enter a bonus level, which is as boring as playing pong!

Graphically the game's a shambles, with very plain layouts. Even the sprites are badly defined and animated; the ball doesn't animate at all.

Overall this is the worst pinball game around. It makes the Simpson's pinball table (which I think is terrible) play like a dream. Another game to avoid at all costs — especially when you have the excellent Devil Crash to play instead.

SCORE

Video	65%
Audio	75%
Playability	40%
Lastability	30%

45%

DRAGON QUEST FEVER!

You all read about how Dragon Quest V became the top game in Japan, with thousands of people queueing up to be one of the first to own a copy — it sure beat the so called "Sonic 2 Day". There were even rumours of muggings by people who were desperate to get the game.

If you actually play Dragon Quest V you'll find it includes a horse racing type game, although it's not horses that race but strange blob things! Well the news is that Enix have just released a board game for 1-5 players based on this. Dragon Quest fever shows no signs of letting up.

CRAZY SONIC 2 ADVERT

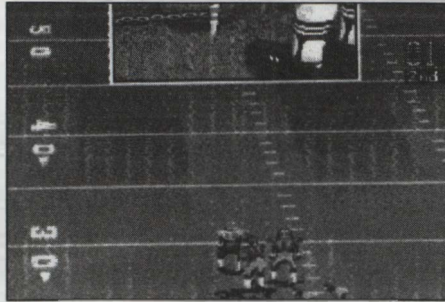
Talking of Sonic 2 (and who wasn't at the end of last year?), in the UK there wasn't that much hype about the game on the telly before its worldwide launch. But over in Japan Sega produced a wicked advertisement to attract potential buyers. They set up a complete model track of loops, spirals, etc. and sent a mini-camera along it, giving an amazing 3D effect. The 30-second commercial was first shown on 7th November. How effective it was is anyone's guess, but it looked great!

JOHN MADDEN FOOTBALL '93

MEGA DRIVE BY E.A.

Onn: John Madden Football was brilliant, John Madden Football '92 was even better and now E.A. gives us John Madden Football '93. Is it worth getting this new version you ask?

Basically, like the original and the sequel, the game hasn't changed much — only very minor graphical touches are different and the menu system has changed slightly. The game plays identical to the previous two games. The only real difference, apart



OOH!!! THE BALL JUST MAKES THE REQUIRED 10 YARDS!

from it being a bit tougher than '92, is the addition of sample speech from the commentators. For example, if your quarterback gets sacked by the opposing team, you'll probably get: "He won't forget that number in a hurry."

Overall, Madden '93 is another excellent football game. But if you already have '92 this one is not worth buying just for the additional extra touches. If on the other hand you don't have '92, then why not? In that case '93 is a must.

UPDATE: SF VERSION

Last month I previewed Madden '93 for the SF. Now that I have got my hands on the full working game, I can say it's brilliant — but not a patch on the MD version. The graphics are not as detailed and play and presentation aren't as slick or as smooth. There's very little sample sound — more like Madden '92 on the MD in fact. But it still remains the best American Football game for the SF.

SCORE

Video	94%
Audio	96%
Playability	96%
Lastability	95%

95%

SCORE

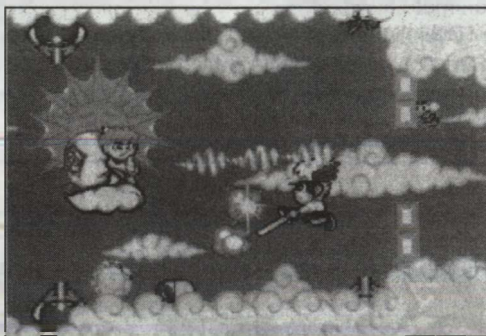
Video	88%
Audio	90%
Playability	90%
Lastability	90%

89%

CHIKI CHIKI BOYS*

MEGA DRIVE BY SEGA - 8MEG (ORIGINAL GAME BY CAPCOM)

Onn: I first played this on the Amiga and wasn't impressed. So can Sega do any better with Capcom's coin-op version? If you haven't seen or played it before, the game is a Wonderboy-style platform arcade adventure, where you play one of the Chiki Boys, armed with sword and shield against the nasty fat clown and his minors who havetaken over the peaceful land. Like Wonderboy you must trek forward, cutting down those nasty (but cute) broad beans of death, furry flumps and other strange animated creatures. Your kid only has one life, but a reasonable energy bar which can sustain a few hits. You can continue once only,



HERE OUR HERO FACES THE CLOUD BOSS... TIME TO SLASH!!!

which is more like an extra life because you can buy another continue at the shops if you use the first one up.

Killing the nasties gives you coins; hitting certain objects will also give you coins. Plus there are hidden chests which contain even more coins, as well as other

useful items like clams, energy pills, limited invincibility, etc.

As in all games of this type you must negotiate the landscape, reach the end and take out the boss at the end of the level before you can progress. The bosses are real neat — from a two-headed, fire- and egg-breathing dragon to a fat farmer-like guy who throws out animated broad beans and seeds.

As for the game itself, the graphics are brilliant (as you might expect from a Capcom game): nice parallax scrolling with rippling effects on some levels, and well animated sprites. Sound is okay and suits the game but it's nothing special — very Wonderboy again.

As for gameplay, it's fun. And because it's quite easy it's fairly addictive, although anyone who has completed the likes of PC Kid and Wonderboy would probably complete this within an hour of getting it. The main problem is that although the

baddies come in thick and fast on later levels, most of their bullets can be taken out with your sword. So keep pounding the button and hardly anything will touch you!

Overall, this is definitely one for the kiddies, unless you are pretty hopeless at platform games. It certainly won't be must for ardent Wonderboy fans. Great game, shame about its failure to have any lasting interest.

* BETTER KNOWN AS MEGA TWINS!

SCORE

Video	78%
Audio	70%
Playability	85%
Lastability	80%

79%

LHX ATTACK CHOPPER MEGA DRIVE BY ELECTRONIC ARTS - 8MEG

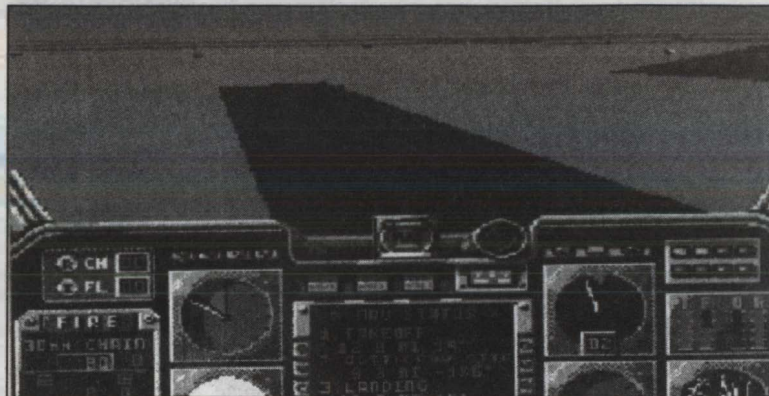
Onn: When I saw pictures of this game I thought: "Great, maybe EA have produced a flight sim like F-22 but with the gameplay of Desert Strike." In a way EA have done just that, as LHX Attack Chopper puts you in the hot seat of either the LHX Attack Chopper (so that's where they got the title from!) or the famous AH-64 Gunship (as used in the Gulf). It doesn't matter which you pick as they both play the same.

This time the game is set against the Libyans, with 30 missions of ten types for you to perform. Missions include picking up a downed pilot, destroying a pack of Russian tanks, destroying some oil tankers and rescuing some CIA agents held captive in enemy territory.

As you might expect controlling a helicopter is a tad trickier than a plane. But it's not too difficult and is achieved by using combinations of pad, start button and the three main buttons. Weapons are like those in Desert Strike: a 20mm Chain cannon, Sidewinders and Hellfires with auto targetting. Plus you have auto chaff and flares.

Generally the game plays like this. You are first given your orders (take note of what you have to do). Then, when you are in your chopper, you take off and head for the target waypoint. When you get there you do your biz and then return

home for the next mission. Simple!! Although (I forgot to mention!), there are lots of SAM sites, tanks, men with weapons, more cannons, radar towers and the highly dangerous camels!



IN YOUR CHOPPER - AS YOU TAKE OFF FROM THE AIRSTRIP - I THOUGHT HELIS LAND ON THE HELIPADS

So what's the game like? As you might expect from the Mega Drive (which is not the best machine for fast filled in vectors) the 3D isn't very fast or smooth, but it's not too bad. Hopefully EA will convert it to the Mega-CD and use the faster processor and 3D routines. Sound is generally great with some okay tunes and very impressive sound effects — explosions, missiles flying, etc. But the speech is awful — like the days of the Spectrum. YUK!!

As for gameplay, LHX is much more playable than F-22 as it's more involved and the missions are more varied. So if you are into arcade flight simulations this is certainly worth checking out! Personally

I have my doubts about this game. I really like flight sims but I found the slow update a bit off-putting (then again I do have a 40mhz Amiga where things really fly). It's okay, but Desert Strike is much more playable. There are a few minor things which spoil the game which annoyed me. The actual targets you are heading for either don't appear on the radar or, if they do, appear as the same colour dots as everything else, making them dam difficult to locate at times. Also — most annoyingly — if you complete your mission, there's no "congratulations" or anything telling you that you have done it. This is a right b***** when you have to take out a group of tanks, as you have to fly around to make sure you haven't missed any before you head back home.

Overall: very good but not brilliant. Worth getting? Yes, if you don't have a computer, are into flight simulations and like other games like Wings, F-22 and Gunship.

SCORE

Video	75%
Audio	79%
Playability	80%
Lastability	77%

80%

RAMPARTS

MEGA DRIVE BY TENGEN - 8 MEG

Onn: Ramparts has also been converted to the SF (as reviewed in last months' EB) so can Tengen do the biz for the Mega Drive?

I am quite impressed as this conversion is extremely good, a lot better than the computer and Super Famicom versions. First the Mega Drive game has a lot more options. Although the graphics are identical to other versions, the speed is a lot faster making it a lot more playable. Plus there are two control methods. Sound is usually dire on Atari games but, amazingly, they have included some great funky tunes on this one,



READY.....FIRE!!!! TAKE OUT THOSE SHIPS MIGHTY QUICKLY OR ELSE!!!!

as well as great sound effects and samples.

Overall, Ramparts is real fun and is certainly the best version of the game I've played. However, like other versions (including the coin-op), after a few goes it doesn't really grab you enough to play it again.

SCORE

Video	75%
Audio	75%
Playability	75%
Lastability	50%

70%

WORLD OF ILLUSIONS
MEGA DRIVE BY SEGA - 8MEG

Mickey and Donald are back. In this new game the two are performing a magic show in front of their friends when they find a strange cabinet on the stage — maybe it's a magic cabinet? So Donald (being a nosey Duck) enters and magically disappears!

Well Mickey couldn't let his friend go without him so he hops in too. Just like in *The Time Tunnel*, they fall — and fall — and fall — and drop into the World of Illusions.



HERE MICKEY IS IN A BUBBLE UNDERWATER, ATTACKED BY A TIGER FISH, LOOKS GREAT.... BUT MICKEY TRAVELS AT THE SAME SPEED AS A SNAIL.....BORING!!

Then it's up to you to get the characters back into their own world. This involves getting through the many stages of Illusion and ultimately taking out the end boss.

The game is a platform game (like *Fantasia*) and can be played by one or two players. Stage one starts in the forest where you have to negotiate the vegeta-

tion: hopping on moving leaves, jumping on log sea-saws, being thrown around by red bulbs, etc. Then there are the cute nasties: army ants (with helmets and spears) and horrible weeds, which can take down your energy. But Mickey (Donald) carries a big hanky which he can whisk out to cover his opponents with magic dust, turning them into non-violent flowers or butterflies. Half way through stage one you have to hop on to a multitude of webs, inhabited by nasty spiders. At the end of this stage

you confront the big spider! Dispose of it and you gain a chest, which reveals a bit of magic to help your quest, in this case a flying magic carpet.

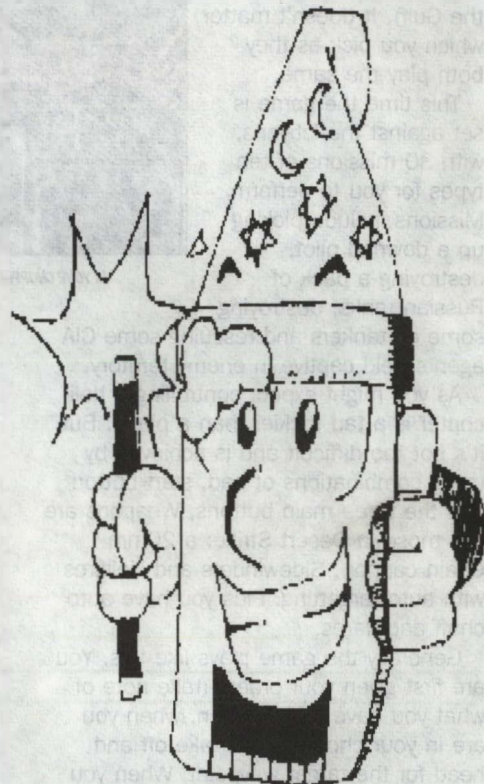
Now you get the chance to ride your magic carpet up into the clouds, avoid-

ing birds and such like. You also have to get through flooded caves and, in later levels, hop from island to island as your journey takes you through a range of wacky places.

So that's what the game looks like. But what's it like to play? Read on for the definitive EB review...



MICKEY AND DONALD ARRIVE ON LEVEL ONE... HMMM... THIS IS A STRANGE PLACE!



Onn: After the brilliant *Castle of Illusions I* was eager to lay my hands on the sequel, especially as it looks twice as good — with both Mickey and Donald for you and a friend to control.

However, after playing it for some time, I do feel this isn't as great as its prequel... the main problem is that most of the levels are rather repetitive, and a bit boring on certain stages. The game graphics are absolutely brilliant with excellent parallax scrolling backdrops, and extremely well animated sprites. Sound is as good as *Castle of Illusions* with jolly tunes in the Disney style.. the sort of thing that won't be out of place around Christmas... and sound FX are great.

The game is rather tricky, especially as the jumping ability of the two characters are a bit iffy, and the magic dust the characters throw out from their colour hankies is not easy when things are flying all over the place.

Although some of the stages are rather boring.. like the underwater stage where Mickey/Donald are in a bubble.. and move around real slow and can take several minutes to complete the level.. other stages are fabalous... especially the giant stage, where everything is massive as you spring on staplers, climb the 'staircase' of books.. and best of all when you enter a pop-up book which is very impressive!

Overall... *World of Illusion* is a pretty good arcade platform adventure, and certainly better than most, but it's definitely no where as fun and exciting as the original... especially as you can't 'bottom bounce' your opponents! Definitely worth checking out, but don't hold your breath hoping for anything amazing!

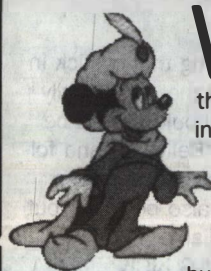
SCORE

Video	95%
Audio	90%
Playability	85%
Lastability	80%

85%

THE MAGICAL QUEST

SUPER FAMILCOM BY CAPCOM - SMEG



Well, what do you know — Mickey Mouse is here again. Not content with invading the Mega Drive twice (and then France), he comes to the Super Famicom in this new game from Capcom.

This time his trusty hound, Pluto, has mysteriously disappeared after falling off a cliff chasing a ball. Personally I think he has hit the deck and splattered into a million pieces, but you know Mickey — he's determined to find the mutt whatever happens. The game itself is a cross between Sega's Castle of Illusions and Capcom's own Ghouls 'n' Ghosts.

Magical Quest consists of six levels, with each comprising a number of short stages. In the Dark Forest Mickey encounters a host of cute but nasty creatures who are out to stop him reaching the castle where Pluto is held captive by the evil Emperor Pete. As with Castle of Illusion, Mickey can jump on the creatures to dispose of them or pick up coloured blocks to hurl at his opponents. Getting around the forest is quite a tricky task, as you have to negotiate demonic trees, swim around inside them, ride giant red tomatos, hop on to drifting leaves and — when you do manage to reach the end — face the giant spider!

Other levels include a fire level (just like in Ghouls 'n' Ghosts), an ice level and a mountainous level, where Mickey has to do a spot of climbing.

As well as Standard Mickey, completing certain levels gains you costumes. The Magic costume lets Mickey fire energy bolts

(great for bosses) and command magic carpets. The Fireman suit gives Mickey a hose to shoot a jet of water — again great for bosses and useful

for moving blocks that get in your way. Finally there's the Climbing suit; Climbing Mickey is armed with a grappling hook to climb and swing on ledges.

Along the way Mickey can collect useful items, like extra hearts and gold coins. These coins are used to purchase items in secret shops.

Now read what EB's Dan and Marc have to say about playing this game...



MICKEY MEETS THE NASTY SNAKE BOSS...THROW THAT BLOCK AT THE UGLY B*****

Marc: This is actually a rehash of Castle of Illusion on the MD, but with spruced up graphics and sound in the best Capcom traditions.

A nice little intro starts things off with Mickey, Donald and Pluto playing ball, followed by a short scene-setting story. The idea of the game is of course very simple. Mickey must rescue Pluto from the evil etc., etc. To do it you must see him through various levels of platform/arcade adventure action.

Mickey, being the non-violent Disney character that he is, doesn't carry a weapon. So you either pick up useful items to throw at oncoming enemies or use the familiar jump and squash technique seen in the MD game.

Graphics are top-notch and well up to Capcom's expected standards. Loads of colour and detail and some really nicely drawn sprites throughout. Some quite imaginative end-of-level bosses have been created and these are equally as well done.

Sound is also pretty good, with some bouncy little tunes to accompany the game and some above average sound effects.

The all important gameplay is quite enjoyable but nothing exactly groundbreaking. Really the only thing that makes this any different from all the other platform games is the outstanding presentation and some lovely touches here and there (e.g. grabbing

plant seeds and twirling them allows Mickey to catch a lift up to higher areas).

Even on the easy setting this isn't too much of a push-over. Some of the later levels get pretty involved and you have to be on the look out for the less obvious ways of progressing. Also the bosses can be a real pain!

It has to be said, there is some slow down when you encounter the end-of-level bosses and when you roll down a level on a large tomato! So either this is Capcom being a bit slack or the SF being pushed to its limits.

Anyway, Mickey Mouse is a cut above the usual SF releases we've been seeing recently and well worth a look. Beware though, the better gamers will not take too long to see their way through this.

SCORE

Video	90%
Audio	85%
Playability	87%
Lastability	82%

87%

SCORE

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

79%

Dan: He's back! The rodent's rodent is back in yet another platform game. Can it beat the classic Castle of Illusion? The answer must be a resounding "maybe".

When I first played this game I thought it was a very boring rip-off of Illusion, as the first level looks and plays very like that game — but not so well.

Persevering, however, I found the game improves considerably, as it starts to develop a style of its own. Different hats enable Mickey to use various powers (it's not like Kid Chameleon, thank goodness), such as acquiring mountain climbing gear and a hose pipe. The game begins to get a more Ghouls 'n' Ghosts type feel as you go on to later levels, with lots of hazardous terrain to negotiate; the result is a very playable game.

Magical Quest does not have the same cartoon feel and look that Illusion had, which initially seems to be its failing. However, the gameplay itself is less repetitive and some of the sections are really quite good — particularly later on in the game.

Castle of Illusion beater? Hmm... I'm really not sure. This game is growing on me pretty quickly but whether it will have the staying power of the MD classic remains to be seen.

Well worth a look.

STREET FIGHTER II -

As Street Fighter II is one of the most popular games on any machine, including coin-ops, and as it's been out for the SF for some time, EB decided to give you a definitive guide to some of the game's main characters.

This month Dan the Man reveals the secrets of the fat man himself — E. Honda.

E. Honda

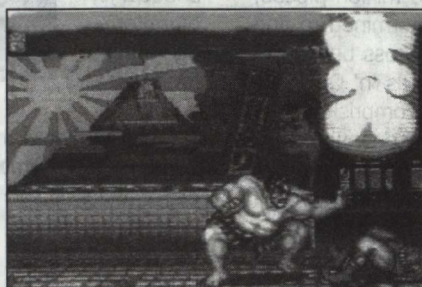


Though most people would hardly guess it, Honda is one of the very best characters in SFII for several reasons:

- He has the most powerful attacks.
- He has the largest number of double-hitting attacks.
- He can take a lot of energy from an opponent who is blocking.
- He has one of the longest kicks in the game. (Does anyone remember when Mean Machines stated that his kicks lack range? Hah!
- He can almost always win in the air (even against Vega.)
- He has the single most powerful attack in the game, in normal use. Finally he can always hit characters who try to attack from the air, without himself being hit.

These oplus points are offset by three big disadvantages:

- He has no missile weapon.
- His jumping ability is terrible.
- He's a right fat b*****d.



HONDA USES THE 'HAR HAR HAR' MOVE TO TAKE OUT ZANGIEF WITH EASE!!!

His first name is very silly (and not terribly Japanese sounding really).

Honda's punches are slightly more powerful than his kicks and are best used in single attacks, whereas his kicks (three of which are double hitters) are best used in combinations. Honda's strong punch is the single most powerful single hitting non-special move of all the eight characters. His weak attacks are much more powerful than most.

Whenever possible look to use a double hitting kick. The medium knee is actually more powerful than the strong kick so this should generally be used instead, though the strong kick has slightly better range.



HONDA'S DEVASTATING SQUEEZE

Two examples of double hit combinations:

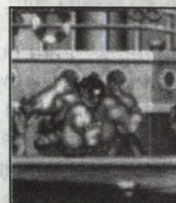
NECK KICK

The neck kick is the same as Ryu's, i.e. you have to jump slightly over your opponent's head (best done as he is getting up from the floor) and press kick. The kick will hit the opponent's neck and may

only be blocked by pushing the joystick in the opposite direction to the one usually used for blocking. This should always be done with medium kick (Bellyflop) and followed up with medium sweep (medium knee or strong kick can also be used, but these are a little less reliable).

FLYING KICK — STRONG KICK

Best used when opponent is releasing a fireball etc. Jump into opponent and quickly press strong kick twice. The opponent should be hit three times and completely dizzied.



HONDA'S WACKO BOT-TOM BOUNCE

Although the hundred hand slap will not often hit an opponent, it will often be possible to hit him with it while he is blocking, thus

draining a few pixels from his energy bar. Though the damage is slight, if this is done whenever possible the damage will soon mount up — it can make the difference between winning and losing. Try to use this move every time your opponent is knocked or thrown down. If an opponent jumps (or walks) close to you and starts hitting you with multiple weak kicks (or similar), it is possible to start a hundred hand slap by quickly tapping the punch button, but Honda should still continue to block. Then, when they stop attacking... HUR HUR HUR! (No, he doesn't laugh at them. It's not easy think of ways to write sound FX in English, you know!).

Honda will hit the opponent at least once with a hundred hand slap and probably drain a few pixels as they block. This takes a little practice but is a very handy trick against certain opponents.

Although Honda has a big problem getting past Hurricane punches and the like, his standing sweep can be very helpful in doing this. It has such a long range that it can often score a surprise hit on oppo-



ONE OF HONDA'S POWER COMBINATIONS - JUMPING SPASH, FOLLOWED BY A DOUBLE KNEE TO QUICKLY DIZZY BLANKA!!

HONDA'S POWER MOVES

nents — including those who are standing up and think they are outside the range of the kick. This can often be used on opponents as they launch a missile attack, particularly at the start of the round.

Above all, remember not to use the crouching strong sweep, as this is a terrible move with very short range and a terribly slow recovery. It's very easy for most characters to throw Honda if he misses with this move. Medium sweep is much better.

Although Honda does not seem terribly good in the air, his flying weak punch allows him to win there every time, as long as his opponent is not above him.

times possible to deal twice the normal damage to an opponent, such as when Blanka is rolling) and having a good chance of dizzying the opponent. The move should always be followed by a strong chop, as this is not only a very safe combination (it is very difficult for an opponent to retaliate or jump away from the chop) but it also takes a hell of a lot of energy and will dizzy your opponent.

If this combination is again performed correctly on the dizzy opponent he will often be dizzyed again (if he has any energy left) and can then easily be finished off. Here we see Honda's true power: one chance is all he needs.

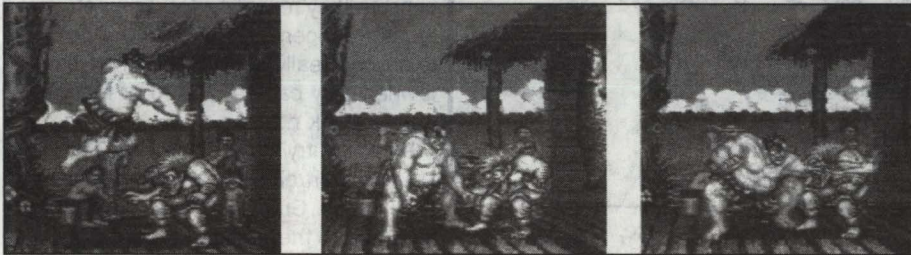


medium or strong, though).

This means that, as a character jumps towards him, he can do a weak killer head ram, go through their kick and knock them out of the air. Indeed it is possible to hit them just as they land, in which case they may be hit twice! The difficult part of this technique is the timing: the move must be performed at the very last moment, as the period of invulnerability is very brief.

If the above is born in mind, Honda can be used to defeat most characters with ease. Not all has been revealed, but using this info, all Honda's other deadly tricks can be discovered with a little further experimentation.

Thanks to YAT for discovering and sharing with me much of the above.



ANOTHER COMBO - FLYING SLAP. FOLLOWED BY A QUICK HUNDRED HAND SLAP TO PUT BLANKA IN A BAD SITUATION

Armed with this knowledge it's easy to crush the likes of Chun Li and Vega.

Honda's double medium knee is the most powerful move in the Super Famicom version of this game, taking a little over a third of the opponent's energy in normal usage (meaning that it is some-

A well placed double knee will often allow Honda to finish his opponent off with no further possible retaliation.

The most remarkable (and probably least known) thing about Honda is his short period of invulnerability when he performs a weak killer head ram (NOT

SWAPLINE

Swapline is totally free to the public — so if you want to sell your old gear, want something or desperately need a swap, then write your advert on a piece of paper and send it to the usual EB address. No trade ads pretending to be private ads, please!

SCART PC ENGINE, JOYPAD, POWER SUPPLY. 2 GAMES INC. GUNHED. EXCELLENT CONDITION. £85. TEL: 0443-430042. ASK FOR CRAIG.

PC ENGINE FOR SALE + 5 GAMES £100. ALSO ENGINE CARDS R-TYPE, W.C.TENNIS, VICTORY RUN, ETC. £10 - £15, 5 PLAY-TAP £15. ASCII ARCADE STICK £15 (ALL BOXED). EVERYTHING MUST GO. WRITE TO: STUART FORD, 93 HOLGATE ROAD, SHEFFIELD. S5 9LH. TEL: 0742 464545.

TEST DRIVE 2: THE DUEL

SUPER FAMICOM BY ACCOLADE/BALLISTIC

can select to drive and/or

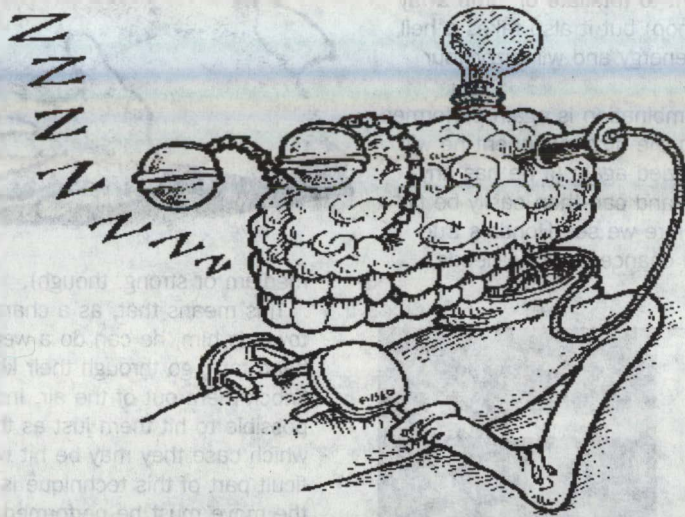


Test Drive puts you in control of a top sports car in a race against the clock or a computer opponent through one of four circuits. The game is viewed in first person's perspective (i.e. in the car) and your object is to reach each of the check points (garages) as fast as possible without getting stopped by the police or crashing.

There is a choice of three cars: a Porsche 959, a Lamborghini Diablo and a Ferrari F-40, each of which you

race against. The circuits vary, some having four lanes, some with two. Cars and bikes run in both directions — you have to avoid these. You also have to contend with rain and night driving!

But what was the verdict? Find out what three hard-driving members of the EB team have to say...



Nick: I remember the original Test Drive begin really good on a powerful PC and I enjoyed playing it. Test Drive II on the SNES is good — well that's what I thought when I first started playing the game. But disappointment followed.

At the start you are struck by some sampled speech saying "Test Drive II: The

Next you choose your course. Then the game starts. The controls are well laid



YOU ARE DRIVING DOWN AN INFINITE ROAD...WHERE TIME AND SPACE ARE INSIGNIFICANT...THEN YOU ARE ENTERING THE...

out and you are soon bumin' down the streets. There are lots of cars, trucks and other obstacles you have to overcome. The graphics are poor in places — for example, we thought that the white splats that appear on the windscreen were bird droppings until we found out they were meant to be flies splatting against the glass! The sound is uninspired — the usual "broom broom".

After a while the game gets pretty boring, as the cars are easy to dodge. But I must admit it's a laugh when you smash into your opponent's rear bumper.

All in all, Test Drive II is an average game that could have been good if a split-screen, two player option had been included..

Marc: Hold on a second, isn't this the original Test Drive ported over from the Commodore 64? I remember it well on good old '64 and this looks virtually identical. What's going on?

Yes, it's happening on the SF! Loads of shameless companies mass producing their tired old games on to new machines, hoping to cash in and paying no attention to the capabilities of the console they're writing for. Why, oh why must it happen? And what's the point? Is anyone really going to buy Test Drive II when they can get F-Zero or Mario Kart? I think not.

What I'm trying to say is that Test Drive II is an absolute waste of time and money. Graphics are absolutely abysmal — the update on cars coming towards you is about one frame of animation per hour, so a Robin Reliant in the distance suddenly blows up into a juggernaut within a second!

The 3D (?) update is also pretty slow and the effect of supposedly doing 200 mph is unbelievable to say the least. The audio tops it off nicely: music is horribly tinny and the sound effects are just laughable. Answer me this: does a Ferrari F40's hooter really sound like one that a kiddy has on his bike?!

I really can't tell you how bad Test Drive II actually is. All I can say is, seeing this side by side with Mario Kart, you'd swear they could NEVER be running on the same machine. Avoid like the plague!

SCORE

Video	45%
Audio	70%
Playability	50%
Lastability	40%

50%

Duel", which is very clear. You then have the option to change the difficulty setting and the controls, before selecting your car. You have a choice of the Porsche 911, Lamboghini Diablo (easily the best!) or the F-40.

After selecting your car you choose to race against the clock or another car. If you want a challenge, put the game on "hard" and select the Lamborghini as you opponent!

SCORE

Video	50%
Audio	45%
Playability	52%
Lastability	40%

48%

COLIN'S CONSOLE



YES!... I'VE FINALLY GOT LASER WARRIOR PAST THE SUMO GORILLA AND ONTO LEVEL FIVE....

BEEP!
BUZZ!
CLICK!

PHEW!... I'LL TAKE A BREAK FOR MY DINNER....

INSIDE THE CONSOLE...

THANK GOODNESS! HE'S BEEN ON LEVEL 4 FOR DAYS! I'M COVERED IN BRUISES!

NO ENTRY WHEN GAME IS IN PROGRESS

COSTUME ROOM

SCENERY STORE

ME TOO! I'M FED UP WITH THE WHOLE GAME! ALL THAT JUMPING AROUND, ZAPPING PEOPLE... I SEE MYSELF IN A MORE CARING, SOCIALLY-RESPONSIBLE ROLE...

... I FEEL I'M BEING TYPE-CAST AS THE DUMB GUY... I'M GOING TO SEE IF MY AGENT CAN GET ME INTO A GAME WITH A BIT MORE OF A MENTAL CHALLENGE...

IF YOU FEEL LIKE A MENTAL CHALLENGE, HOW ABOUT GETTING US SOME FOOD? I'M STARVING!

HELLO, ECO-WOMAN... WHY DON'T YOU GO TO THE CANTEEN FOR SOME FOOD?

BECAUSE OUR CANTEEN GOT ACCIDENTALLY ZAPPED BY A STRAY MISSILE FROM THE GULF WAR GAME COLIN WAS PLAYING THIS MORNING.

OH, THAT'S AWFUL! THEY SHOULD BAN THESE AGGRESSIVE WAR-GAMES... WAS ANYONE HURT?

I DON'T KNOW... ALL I KNOW IS THAT I'M STARVING AND SO IS EVERYONE ELSE!

YES, I CAN FEEL MY RIBS ALREADY!

IF I DON'T GET SOME FOOD SOON I'M GOING TO GET ANGRY... AND YOU WON'T LIKE ME WHEN I'M...

ALRIGHT! ALRIGHT! LOOK, I HEARD COLIN SAY HE WAS GOING TO HAVE HIS DINNER... WHY DON'T I NIP OUT AND NICK SOME?

HMMPH! WELL I SUPPOSE IF YOU COULD BRING BACK A COUPLE OF FISH FINGERS THAT WOULD BE BETTER THAN NOTHING...

OOH YES! JUST A FEW DOZEN CHIPS FOR ME, PLEASE... AND ME! AND DON'T FORGET THE SALT, OR ELSE...

... DON'T FORGET I'M A VEGETARIAN...

I'LL COME AND HELP YOU WORK OUT HOW TO GET THE FOOD...

O.K.

OUTSIDE...

WELL, I RECKON THE FOOD'S UP ON THIS TABLE... BUT I DON'T THINK I'M PROGRAMMED TO JUMP THAT FAR.

LET ME HAVE A GO WITH YOUR ROPE-GUN...

I'VE ALWAYS WANTED TO HAVE A GO WITH THIS THING...

POW!

CLUNK!

GOOD SHOT!

TOMATO KETCHUP

SEE?... IT'S JUST A QUESTION OF APPLYING A BIT OF INTELLIGENCE AND SKILL... SHALL I CLIMB FIRST?...

?

TOMATO KETCHUP

!

HOW DID THAT HAPPEN?!

QUICK, SUMO GORILLA... GET BACK INTO THE CONSOLE BEFORE HE SEES US!

SPLAT!

OH NO! IT'S GONE ALL OVER MY CONSOLE!... LET'S HOPE NONE WENT INSIDE...

IS THIS YOUR IDEA OF A JOKE?!

GRRR!... NOW I REALLY AM ANGRY!

OH! COME BACK HERE!

YOU BIG THICK APE!... PUFF!... PANT!... PERHAPS YOU COULD APPLY YOUR INTELLIGENCE AND SKILL TO PACIFYING THIS VIOLENTLY DISPOSED CROWD OF KETCHUP-COVERED CONSOLE CHARACTERS...

Q-BERT 3 SUPER FAMICOM BY NTVC

Marc: Talk about recycling old games! Q-Bert 3 is virtually one of the original arcade games and is based on one of the simplest ideas.

For anyone who doesn't know, the idea of Q-Bert is to fill in all the squares by moving your character over them. Various creatures and traps are forever after you and so you need to be quick on your feet.

Q-Bert 3 could really be called Q-Bert '93 — it's no great departure from any of the previous Q-Bert games. It just has better graphics and sound to bring it a bit more up to date.

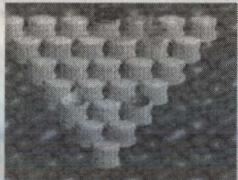
The programmers have made some effort to make use of the hardware: there are some really nice backdrop effects (i.e. spinning coloured cubes) and the main sprite is much larger than in previous versions.

The real pain with Q-Bert was always the control method. Here you are given the option to use one of about 6 different pad configurations, so there should be one that you feel comfortable with (although you still end up pushing the wrong way on the pad when you get into tight spots!). Full marks for giving the control some thought though.

Q-Bert is a very simple game, so there is really a limit on how far you can mod-

emise it. However the programmers have done well here and the overall effect is quite nice. Q-Bert is one of those games that you either become hopelessly addicted to or you can't play for longer than 2 minutes without getting totally wound up! Due to its simple nature you can get into it quite easily. But as there isn't much difference between each level, before long I did find myself getting bored with the whole thing.

Fans of the original will no doubt be quite impressed with this version as it is very well done — time and effort has been made to bring Q-Bert as up to date as is humanely possible. For non-fans there's really nothing new or particularly exciting here to warrant a purchase.

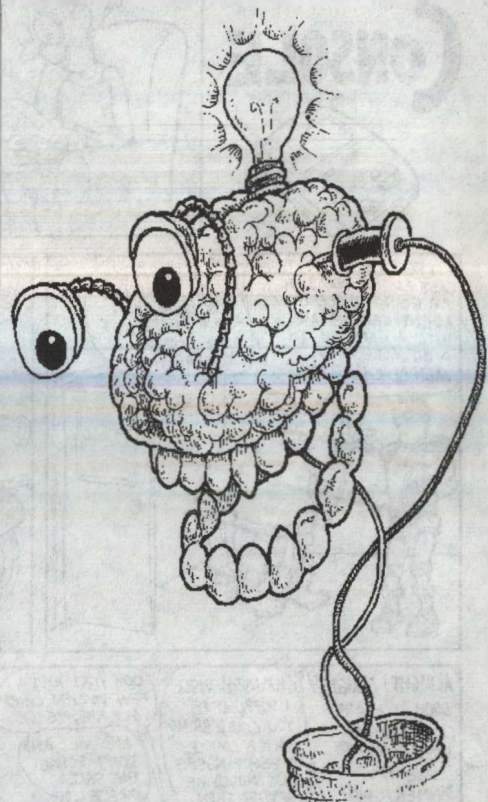


HERE Q-BERT STARTS ON AN UPSIDE-DOWN PYRAMID!

SCORE

Video	80%
Audio	75%
Playability	80%
Lastability	70%

77%



WWF SUPER WRESTLE MANIA MEGA DRIVE BY FLYING EDGE

Onn: This is basically a conversion of the Super Famicom game of the same name and, as you might expect from other Acclaim conversions from SF to MD (Smash TV and Krusty's Fun House), this isn't as good as the original game.

First, the graphics are extremely poor when you compare them to the SF version. Whereas the original had very detailed digitised pictures of Hulk Hogan and the other characters, these look poorly drawn, mainly due to the Mega Drive's on-screen palette. Sound isn't too spectacular either. There are some changes to the original game — different wrestlers, including the British Bulldog, Irwin R. Schyster, Papa Shango and Shawn Michaels; the Tag Teams of the original have been given the boot. Speech is limited to just the count of the referee. As for the gameplay, it's basically the

same, with no special moves per wrestler — so it doesn't matter which character you select in the first place.

Overall, the game remains the same as the SF version with only cosmetic differences. I thought the original was pretty poor, and (in my opinion) this is no better. Only worth getting it you are a WWF fan.

SCORE

Video	75%
Audio	75%
Playability	77%
Lastability	65%

73%

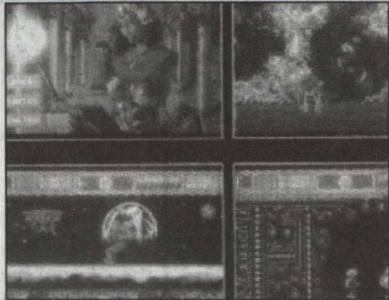
**HAVE YOU
SUBSCRIBED
YET?**

If not there must be something wrong with you. But you can remedy this problem right now. Just turn to the back cover and fill in the subscription form

SHAPE SHIFTER PC ENGINE BY TTI - SUPER CD-ROM

Richard: First of all, I must say thanks to Steven Henry for letting me borrow this game.

The Dark One, an entity of evil, has taken hostage the five wizards who have protected the land of Krelion for a thousand years. You are Lykos the Brave (or Stupid!) who must find the wizards and kill the Dark One. Not an easy task when there are thousands of nasty, revolting creatures after your hide. But with the help of your shape shifting abilities you — and only you — have a chance.



This is the latest TTI game to come from the USA. It is fundamentally a platform hack and slash game, where you must get to the end of each level to defeat the big boss. I'm not sure how many levels there are because I am stuck on level four!

In many ways it plays like an RPG in that your character is quite safe if he stays in a village, talking to people and buying supplies. But as soon as you show your face outside you are faced by hordes of nasties. You have to be quick on the

joypad as the nasties come at you from all directions.

To be able to beat some particular enemies you must change your shape. There are four shapes you can change to: Black Panther, Psinic Shark, Rock Troll and Golden Dragon. To change you must collect gems which enemies leave behind after they have been killed. It is also possible to find gold, which is used for buying equipment.

At the end of each level is the usual boss monster. Some of these are really big, sometimes filling half the screen (although not all the boss is animated).

As you would expect from a Super CD ROM game on the Engine, the graphics are superb — colourful and detailed. The sprites are also well drawn, with good use of colour and shading to help make them stand out against the background.

Unfortunately, they are not as well animated as you would expect from a game made in Japan.

Games of this sort have been around for a very long time. Shape Shifter is not one of the best but it does offer an inter-

esting character changing system and detailed graphics. Where it falls down is in the gameplay. It just isn't different enough from other games of this sort.

What help make this game enjoyable are the graphics and the excellent sound. You get superb CD-quality music throughout the game, some of it very, very good. Also many of the sound effects are digitised, giving the game immense atmosphere. When you converse with people in the villages they talk in digitised voices. Quite novel for a game of this ilk.

Although the gameplay isn't anything new (you may find it frustrating after a while), it still has a lot going for it. There are not many hack and slash games on CD ROM. So if you feel a little blood thirsty I recommend you give this one a go. But try before you buy!

SCORE

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

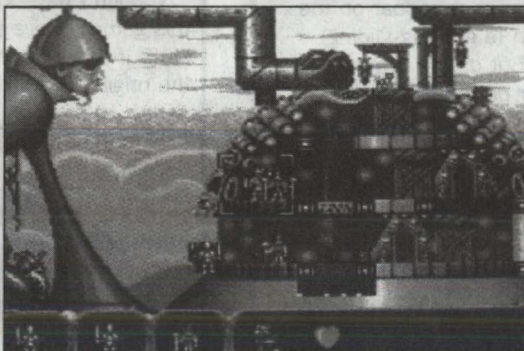
86%

KING ARTHUR'S WORLD SUPER FAMICOM BY JALECO

Dan: Watcher mate! Ow's it goin'? Squeeze me a lemon mate an' I'll tell you about this slag King Arfur. Yep, a real slaag — an' no mistake squire. Anyways Arfur was... (Hmmm! S** this! Let's try something a bit more conventional.

Lemmings was quite an innovative game, wasn't it? Innovative games tend to breed imitators — particularly when they're as successful as Lemmings. But for some reason there were never many clones of that particular game.

Now at last the Japanese (the game's actually developed by Argonaut Software, a British firm. Ed.) have tried their hand at a Lemmings-esque game and in the process they've produced quite an inter-



esting product.

The important aspect in producing a game of this type is the control method and, sadly, this is a big failing of King

Arthur. Apart from the slow pace of the game, controlling two or more characters at a time can be a trifle silly when the enemy are attacking your troops, particularly wizards

who can be killed very quickly if you don't get them to do what you wish. Despite this the game is very playable, as it's great fun deploying your various troops. These include archers, who rain your enemy with arrows, and the siege engineers who can construct battering rams

and catapults. The game also has some nice humorous touches, such as the screams of the dying men and the exploding barrel layers.

King Arthur is a very tough game and should prove to have great lasting interest. At the time of writing I've hardly got anywhere yet.

Technically King Arthur is similar to Lemmings: functional backdrops, small but appealing sprites, as well as pleasant music and SFX.

King Arthur is well worth a look, particularly to all you Lemmings fans.

SCORE

Video	75%
Audio	85%
Playability	80%
Lastability	93%

85%

SONIC 2

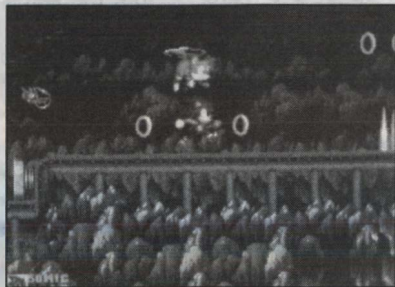
MEGA DRIVE BY SEGA - SMEG

What's blue, spikey and mega fast? As everyone on the entire planet knows by now, the Hedgehog is back in another high speed platform adventure game. (As we went to press, sales of Sonic 2 were reported to be in excess of 750,000!)

This time Sonic has brought a friend with him in the form of a two-tailed fox, called — surprise, surprise — Tails.

This means the game can now be played by one or two players. In the one player game it's very much like the original — lots of speedy action: running, jumping, bouncing on springs, collecting rings and so on. But now tagging behind you is your foxy friend; he can help you or, in some cases, get in your way!

Sonic 2 features a ton of different levels and a number of bonus stages in which you enter a 3D tunnel where you have to collect rings, while dodging mines. And when you reach the end of each level you must take out the same old boss as the origi-



nal, Robonik, although this time he's a bit trickier.

In two player mode, you can select a number of levels at which to challenge your opponent, including 3D bonus levels. The bonus levels are played as in the one player game but with both characters on screen; the winner is the one with the most rings when you reach the end. The standard levels, however, are played in split-screen interlace (flickery) mode: Sonic plays on the top screen while Tails plays on the bottom. The winner is based on time taken, amount of rings collected, bonuses, etc.

So does Sonic 2 live up to the mass hysteria that greeted its release at the end of last year? Read what two top EB reviewers have to say...

Dan: The sequel to the most successful (if slightly overrated) MD game ever is finally released — and what a good game it is.

Sonic 2, it has to be said, is rather similar (in fact too similar) to the original, but a few alterations have been made. The bonus stages have been changed, sadly for the worse. Whereas the original had an unusual and frustratingly playable bonus stage, Sonic 2 has a rather boring toboggan run with rings-type bonus game, which is very tedious and simply doesn't look good.

The actual levels themselves have been changed for the better, however, with lots of new features like an aeroplane, lifts and vines. The changes are mostly cosmetic but they do add a little variety to the proceedings.

Of particular note is the casino level. This has lots of pinball bumpers, drop targets, etc. (as in the original game), but is greatly improved by the flippers. These can be activated by pressing one of the jump buttons, allowing a little more control over Sonic bouncing around.

Graphically Sonic 2 is very similar to the original, but better parallax scrolling has been implemented, giving everything a little more depth. The sound is very similar to the original, but not as good: the tunes simply aren't as catchy.

Though I have lots of misgivings about this game, I have to say it's still good stuff. If this had been released instead of the original I would have raved about it. As it is, it's simply a good game that fails to improve significantly upon its predecessor.

Onn: After last month's preview of Sonic 2, the full version arrived and I have to say it's brilliant. As mentioned in the preview, the game is basically the same as the original, but with extra items and landscapes, plus the wicked 3D Stun-Runner-like bonus stages.

The gameplay is as good as the original, with some well wicked levels. Most are very devious, with water flooding in — so you have to be fast enough not to get a lungful of water! Each level comprises only two stages, but each stage is now around twice as large as the original ones. The new levels have you shooting around the screen in suction tubes, negotiating a mine and prancing around on oil platforms. Best of all is the Casino level where Sonic (and Tails) bounce around stages set out like pintables, with bumpers, flipper, drop chutes, drop targets and more.

The 3D bonus levels are great fun. In fact it's worth getting Sonic 2 just for these!

The game can be played by one or two players. In one player mode it's the same as the original. But in two player mode you get an interlaced (flickery) split screen, allowing one player to play Sonic in the top half while the other plays Tails in the lower half. In this mode you don't play the game as normal; instead you select from one of three levels; then each player must try to reach the end of the stage before the other. Each of the screens has been compressed so it doesn't look as good. But this doesn't affect the fast speed and playability of the full-screen mode. And it

doesn't slow down — not that is until you hit something and all rings fly. S-L-O-W!

Graphically, it's superb — if you thought the original was good, you ain't seen nothing yet. The game has fabulous scenery with multi-parallax scrolling in all directions and tons of animation all over the place. The sprites are even better, with cute enemy creatures that are amazingly detailed. And of course there's Sonic and Tails. Well, what can I say? Sound is not forgotten either, with some well wicked music scores — some taken from the original and some new ones which are as jolly as ever. And great sound effects to match.

All in all, Sonic 2 is just mega. OK, so the game isn't that different from the original and I was fairly disappointed that some of the extra features that appear on the Game Gear version (e.g. hang-gilding) weren't included. But on its own merit — forgetting you ever played the original — Sonic 2 is certainly the best Mega Drive game ever. A MUST!

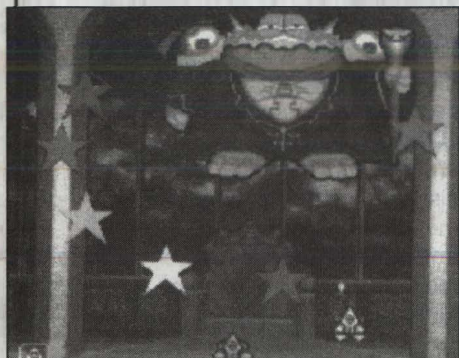
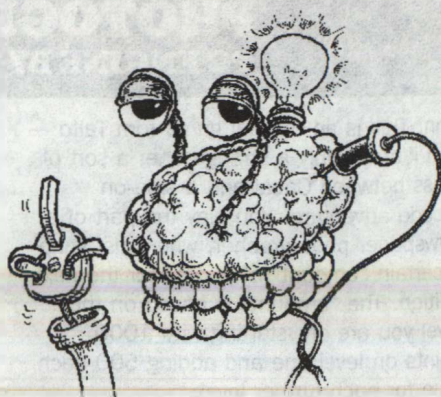


COSMO GANG SUPER FAMICOM BY NAMCO

Onn: This is another coin-op conversion from Namco which I have never seen before (has anyone?), based on the old

just blasting those aliens as fast as possible (and getting extra weapons) before they can get you. It's sure a lot more fun than some of the recent blasters being produced for the SF.

The programming of the game is real slick with colourful and nicely animated sprites and jolly sound tracks. And although each level is very much the



THE LAST LEVEL...AGAINST THE FINAL BOSS...THIS GUY IS TOUGH!

Galaxian theme but with bubbly cartoon style graphics. As the old Galaxian game is one of my favourites this game works extremely well. It's simple game play of

same it sure isn't boring — although the bonus stages are!

Unfortunately Cosmo Gang has only six levels and can easily be completed on Easy and Normal mode and — with enough practice — on Hard.

All in all Cosmo Gang is one great game. It doesn't have anything special but it's highly playable — only let down by being extremely easy. Most of you should find it no trouble in completing it in a day!!

SCORE

Video	85%
Audio	80%
Playability	87%
Lastability	20%

50%

RBI BASEBALL 4 MEGA DRIVE BY TENGEN

Onn: When you look at the graphics for this game, it's pretty terrible — horrid dark colours and chunky sprites and not terribly good animation either. As for the sound, that's not too hot either, the usual basic Atari stuff!



YOUR BATTER GETS READY TO BAT...BUT WHAT'S THIS? COACH IS WAVING HIS ARMS - MAKING A BET OR SOMETHING!!!

However, while audio and video slip downhill, the game itself plays extremely well. In fact I could say it's the most playable baseball game on the Mega Drive. The thing that RBI 4 has which others lack is speed. Where most baseball games have your fielders fielding in slow motion, these guys really pack a punch, giving it much more excitement. So this game plays close to the best baseball game around

— SNK's Baseball Stars — although without quite the same thrills!

RBI 4 does have competition from Sega Sport's Talk Baseball, which looks and sounds more stunning, but it's a tad less playable. So if you're after a baseball game try both and decide which one you prefer.

SCORE

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

85%

SUPER BATTER UP SUPER FAMICOM BY NAMCO - SMEG

Onn: When I heard that the American version of Namco's baseball game was to be released, I thought it would be the cartoon-style game — but I was wrong. This version is totally different, with normal looking characters. So what's it like?

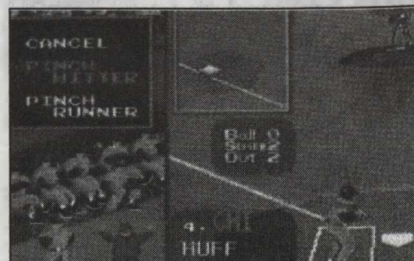
As with most baseball games, it has the usual set of options from one to two players, different teams, different stadiums and so forth.

On the graphics side this one stinks — it's worse than RBI 4, with very basic pitch and ill-defined sprites of the teams. Animation is just about bearable. Even so this is almost like playing an 8-bit game!

Sound is average with the usual annoying baseball organ tunes and okay sound effects of the ball whizzing around, crowd cheering, as well as samples like "play ball" and "out".

On the gameplay: it's no better than any other baseball game on the SF, which isn't saying much as there really isn't a decent baseball game available for the machine.

Verdict: I can't really say anything good about it that would make it worth buying. If you really want a baseball game for the SF get something other than Super Batter Up — it will probably play just as bad, but it will sure look better!



SCORE

Video	35%
Audio	40%
Playability	55%
Lastability	40%

50%

PHOTOGRAPHER*
PC ENGINE BY TAITO - 4 MEG

Onn: This is an original game from Taito — and it's certainly a strange one: a sort of cross between Cabal and a side-on arcade adventure. You play the part of a newspaper photographer, who must snap a certain "amount" of photos for the next edition. The "amount" is based on the level you are on, starting with 1000 points on level one and adding 500 each time for each further level.

The game is played side-on with the screen scrolling along. Moving the joystick



HERE OUR PHOTOGRAPHER IS UNDERWATER...WATCH THE SHELL!

moves your bloke and your camera sight around (as in Cabal/Nam 1975), while one button is used to jump to avoid any-

thing heading your way. The other button is used to snap the photos. You start the game with a limited number of films, so you must make your snap shots count. If anything hits you you lose some film, so it's essential that you avoid everything!

Points are gained by shooting events that happen along the way — the more strange and shocking they are, the more points you get. Snapping away at a bloke walking down the street will give you minimal points, but snap a picture of the same bloke slipping on a banana skin and you'll get more. So speed is not always essential, what matters is your timing to get the best shots. There are a host of crazy things that happen: Superman flying, Moonwalking Jacko, UFOs, a couple kissing, Amie (who when you snap will turn into the Terminator for another snap), a girl undressing, plane crashes, a person jumping out of a burning skyscraper and lots more.

Although you only get limited film stock, shooting certain objects gives you extra film or other useful items like a bigger camera sight or speed up. The game ends

when you run out of film or you don't meet the points target!

I have to say I really love this game. Although it's not very original, it's clever in the way that it combines platform-like action with camera shooting in quite a complex way. The graphics are cartoon drawn and not very detailed, but they suit the game. Sound is well done too, although more sound effects would have been nice (this would be great on CD-Rom!).

The game is great fun and very tough on later levels — in fact this is what put me off, as once I got to around level 5 it became so tough that I couldn't get any further!

* THIS IS NOT THE OFFICIAL NAME FOR THE GAME

SCORE

Video	85%
Audio	75%
Playability	85%
Lastability	70%

80%

GEMFIRE
MEGA DRIVE BY KOEI

Onn: This is a game by Koei, the top Japanese strategy game producer — and it's certainly better than the rest of their games that I've played. As usual with their strategy games, you have a country which is split up into several states and ruled by approx six leaders. I say "approx" because this game features a number of maps, so if you complete one you still have a few more to tackle — although it's going to take a while!

The game can be played by one or two people and, as you might expect, you start the game with only about three states with the computer opposition taking up larger chunks of the map. Your objective is to conquer all, although you can make allies with other armies — but generally they tend to break friendships sooner or later!

To play the game you have "turns", where you can do all sorts of things — recruit men to your army, attack a state, trade, invest in food production or protection, hire a monster (essential to win wars!), view opponent's states, conduct sabotage, etc.

All this (well, most of this) is required to build up your population and an army to strike the opponents. Should you attack another state (or should an enemy attack one of your states), the game goes into the battle scene which plays like Nectaris

SCORE

Video	85%
Audio	70%
Playability	75%
Lastability	70%

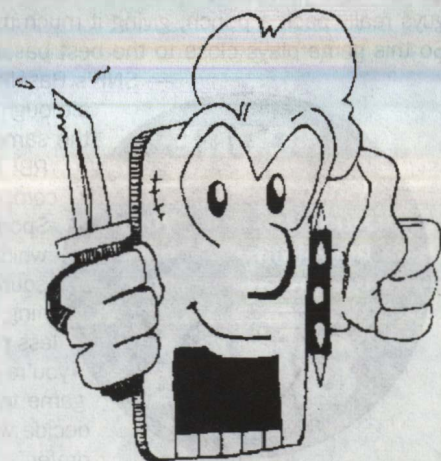
73%

and other war simulations. One army starts on one side and the opposing army on the other; you then have turns to move your men. Each character can only move a certain amount — and some have to fight up close while others fight from a distance. Battles are won and lost depending on how many are in each column, the type of attackers and so on.

As well as all this, there are lots of other things like storms, disease, fires, wild monsters and creatures that go on

the rampage across the country — plus good things like sunny weather to improve harvests.

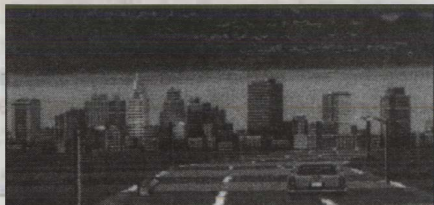
All in all Gemfire is a pretty good game with very good graphics. The slick presentation means you know what's going on and can access commands and information easily. Sound is just as effective. As it's a strategy war game, it certainly won't suit everyone. But if you like war games like Centurion you'll probably enjoy this. I have to say I found it very difficult — I only managed to take a few states before getting wiped out by the dominating army. Real Tough!



SUPER HQ MEGA DRIVE BY TAITO

Onn: Taito's latest game for the Mega Drive is Super HQ. As you can figure out this is based on their original driving game, Chase HQ.

In this version Taito have taken the original game (you still have to chase a criminal vehicle and then bash it to bits to stop it), used the circuits of their sequel, SCI (roads that are raised and crossroads where jumps are essential), and then added different cars for you to drive and chase. And that's basically it.



YOU CATCH THE YELLOW CAR... BASH IT!!!!

After Nancy gives you the info on the criminal vehicle, you can choose to drive a fast Ferrari, a 4x4 truck or the powerful juggernaut. Of course you'll pick the Ferrari if you are after another fast sports car. But if you are after a standard vehicle along rough terrain then the 4x4 is your best bet. If there's a heavy armoured vehicle to take out then you should go for the juggernaut.

Like the original, points are awarded by passing vehicles you don't hit; each vehicle is equipped with three turbo boosts and you have a time limit in which to stop the crime.

After seeing what Sega have done with Outrun you'd expect something terrific from Super HQ. But Taito have really mucked things up, with rather jerky 3D scrolling and average graphics. In fact the PC Engine version of Chase HQ is probably better! And the sound

isn't anywhere near as good as the original.

As for gameplay, the car handles fairly reasonable on the straights and slight curves — but tight comers are very tricky. The worst features in SCI were the raised roads, which had me constantly falling off — unfortunately those have been incorporated here too.

Overall, Super HQ isn't my cup of tea. The first few goes were quite fun. But later levels were more frustrating, as getting the vehicle to stay on the track was difficult enough — never mind catching the bandit and bashing him in! As race games go, stick with Outrun — or better still wait for Lotus Challenge.

SCORE

Video	78%
Audio	75%
Playability	75%
Lastability	70%

72%

XENON 2 MEGA DRIVE BY MINDSCAPE



Onn: This is only a quick review as I've only just got this and haven't actually played it much. But

the obvious question is: is this as good as the Amiga version? Well, not really.

First, the version I've got only works on a 50hz machine, which meant that I had to borrow my friend's (Lee's) Mega Drive. That of course meant borders galore, making the game really awful; Xenon 2 really should have a long tall screen, being an up screen shoot 'em up.

Graphically the game's as good as the Amiga version, although the sound isn't as explosive. The Bomb the Bass soundtrack on the Amiga really gave the game that extra energy.

The game itself remains very much the same — which is pretty good, but generally I always

thought the original was hyped too much. It's a nice blaster but not a very action packed game; and there are few surprises. There are some nice touches, like the weapons shop, and some very nice animated enemies. But the slow scrolling makes the game less playable.

Overall, Xenon 2 is still a very playable game, certainly better than some and well worth considering.

SCORE

Video	90%
Audio	85%
Playability	83%
Lastability	70%

85%

COMPUTER TRANSFER

This new section will be looking at games on other machines (computers) that are to be converted to game console versions in the near future. This month we look at a game that has just been released for the Amiga, which is to be converted for both the Super Famicom and the Mega Drive — The Humans.

The Humans has been in development for some time and is loosely based on those rather thick creatures, Lemmings. The game has you controlling a set of stone age "Humans" in a whole set of different levels. Whereas on Lemmings you had generally one objective — to get all the little critters home in the quickest time and by whichever means — Humans is much more complicated.

Each stage sets you a different task, from just inventing a spear (basically, locating a spear and picking it up), to getting a group of the blighters up a set of ledges, and rescuing another Human that's tied up. You'll also be springing from ledge to ledge, getting a ride on a terradactyl, fending off man-eating dinosaurs and lots more!

This is all great stuff — however the control method is a bit of a downer. It requires a joystick to control your men and the use of the keyboard to select the fellas and choose the required options — this is very fiddly indeed.

Another bad feature of the game is that you can only control one character at a time — and it's S-L-O-W! If you thought waiting for a Lemming to walk from one side of the screen to the other was slow, wait till you see these Humans — I'm sure they must have descended from tortoises! The main trouble on the Amiga is that it takes absolutely ages to load (including between levels). All in all, Humans is a great game, but just too slow for my liking and not as addictive as Lemmings.

FUTURE SHOWING

After four hours of sleep Onn Lee reflects on the 1992 computer show of all shows...or was it?

A sleepy Sunday morning in the closing stages of 1992: the Nottingham EB Team (myself, Dan the Man, Lee Scum and the MT Kid) set forth to the so-called computer event of the year, the Future Entertainment Show at London's Earls Court.

After speeding down the M1 in the Kid's bright red 1.1 Metro (we travel in style you see!), an hour's sightseeing around London (i.e. we got totally lost), we managed to find the place. In fact we found the very convenient car park nearby which wasn't exactly full, but even so they wouldn't let us in (I wonder why?). So finding a sneaky parking space was the order of the day.

Armed with free tickets supplied by Mr Jason "I work for Future Publishing" Brookes, we headed for Earls Court 2 — only to find that it was hosting a ski show! I was wondering why so many computer games fans would be wandering around in ski jackets!

Once we'd located the proper entrance to the proper show, we were told to join the queue. Queue? This was not a queue — more a world record attempt to circle the globe by people standing behind each other. I was expecting Roy Castle to jump out and announce we were the millionth or so people in line. Now I know what it's like queueing for Dragon Quest V in Japan. The record attempt line stretched down the tunnel, out into the street and snaked around Earls

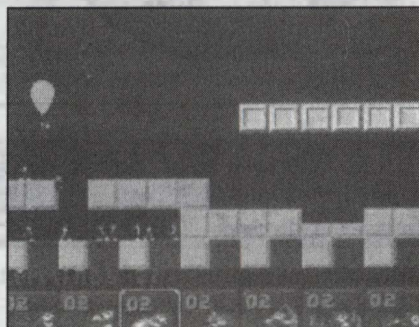
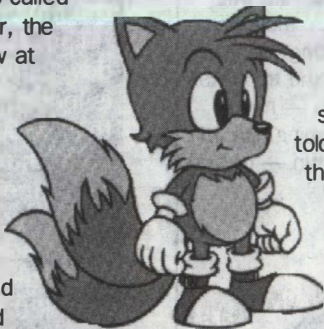
Court, down some stairs leading to the car park, multi-zig-zagging in an orderly way around the car park, then up the

fire escape and into the back entrance of the show itself.

Quicker than you can get to Elite status on Elite, we were out of the tunnel. Amazingly it was still day light, but we couldn't tell if it was still Sunday!

When we did manage to get to the top of the fire escape (I did wonder what would happen if Earls Court suddenly caught fire), we were told by one of the security guards that it had been even worse on the Saturday as a lot of people weren't let in!

After handing over the tickets, we strolled in and right in front of us was a towering Helter Skelter. So we were in the ski show after all! But no, this WAS the Future Show and the fairground attraction was Ocean's. What has Ocean got to do with a Helter Skelter (or was it a Light House in disguise)? Answers on a postcard please.



LEMMINGS 2 - BALDOVING FUN...

The show itself was split into two halls: the games section and the hard man's box-shifters section.

Armed with riot gear to chop down the irritating little screaming kids, we fought our way through the crowd to the nearest exhibitor. We passed by the Ocean stand, we passed the Sega stand, we passed the Nintendo stand, we passed the Psygnosis stand (stopping to get a copy of the Tomato Game demo and trying to swipe a poster from under their noses — unsuccessfully) and we passed the Gremlin stand. In fact so far we hadn't seen anything that we hadn't seen before — especially as most of the new games were sequels.

Nintendo were showing off Steet Fighter II (SNES). Bought it six months ago, played it and, anyway, who wants to play the ultra-slow official game?

Sega had Sonic II (Mega Drive). A great sequel, but much like the original (see full review this issue).

Gremlin featured Lotus III and Zool (Amiga). Got it, played it and decided that Nigel Mansell doesn't look very impressive.

Electronic Arts had Road Rash 2 (not a great difference from the original) and Lotus for the MD, as well as some SF titles, conversions from the MD.

Commodore was there to show off its two new machines: the A1200 and A4000. Considering neither machine had anything written specifically for it, they weren't too impressive. You'd have thought Commodore would have got some major software firm to produce a game or something to show off the machines' screen colours, etc.

Philips once again showed off their CD-I product. Unless you are a golf freak or into education — forget it

With hopes running low we decided to enter the second hall of cheap disks, cheap games and computer hardware. But getting to Hall Two was more difficult than we had hoped. Although the two halls were connected by, well, a "hallway" as wide as a lorry, the security guards insisted that you could enter Hall One from Hall Two, but not vice versa. Therefore we were forced to leave the building, taking a sharp right and tum



COMMODORE'S AMIGA 4000



back into the building further round to get to the promised land of Hall Two.

This turned out to be the usual run-of-the-mill spend spend spend case. Lots of small and fair size companies were dishing out blank disks, disk boxes, computer and consoles games at knock down prices, as well as machines, add-ons and gadgets. I actually went to the show to purchase a GVP A530 for my Amiga (a speedy 80meg Hard Drive with 40mhz 68030 accelerator and 4meg of 32-bit RAM). Only one company there had this

got more bull than a cattle ranch. So we gave up.

Next stop was the Computer Games Championship. As expected the winner was a guy from Nottingham! We would have entered ourselves, but there wasn't a qualifying store in the Nottingham area — the nearest was in Brum.

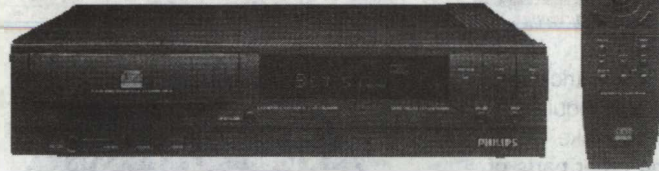
Then we heard that WWF star Hacksaw Jim Duggan was about to appear at the show. So we left.

Well then, was the Future Entertainment Show worth attending?

Future did do quite a good job at putting up everything, but generally it was let down by the exhibitors' lack of new products to show the public. It was also too commercialised. In fact I have to say computer shows have steadily gone down

hill from one year to the next.

The news is that this year the Future Entertainment Show will be moving to Olympia as Earls Court was just too small — thank heavens!



PHILIPS CD-I MACHINE... THE GOLF GAME LOOKS WELL IMPRESSIVE... BUT...

— and that company was Silica, the people handling all GVP products in the UK. So we popped over to their stand, waited several minutes for some attention, asked an assistant about the unit and eventually



ASPARAGUS TIPS

Chuck Rock (Mega Drive)

When you have the band playing on the title screen, enter ABRACADABRA using the correct buttons and pad directions (R=Right, D=Down). Do it correctly and the guitar guy will smile; now press A, B and C simultaneously and he'll smile again. Start the game and press UP while holding A to skip a level, or press Right and A to skip a stage. Alternatively press Down and A to go back a level, or Left and A to go back a stage.

Sonic 2 (Mega Drive)

To get Sonic to become Super Yellow (and invincible) you must get all seven chaos emeralds. During the game collect 50 rings, then hit a lamp post and enter the magic loop to get a 3D bonus round. Then collect as many rings as possible — succeed to get an emerald. Then collect 50 rings and he'll jump up and scream — to become Super Duper Yellow Sonic. Unfortunately as soon as this happens your ring counter goes down; when it reaches zero, you're back to normal.

Warrior Of Rome II (Mega Drive)

If you actually bought this game (if not, check out the review in this issue), you can actually play a silly two player tug-of-war version too. Start a new game and press Start on pad one. Go to Load Data and move the pointer to the right of it (to the end of the highlight). Then on pad two hold Start and on pad one press button A — behold, tug-of-war is at your disposal. Press Start on pad one to start; you must press button C on each pad to get the guys to pull — the more presses, the harder they pull.

Twinkle Tale (Mega Drive)

If you want Stage Select, here's what you should do. When you start the game and the story book appears, hold UP/LEFT with buttons A and C and press START. Then you'll have Stage Select. Now you can pick 9 and go straight to the last boss who's mega tough!

Sonic Blastman (Super Famicom)

If you think this game is too easy — even in hard mode — try this. On the title screen hold both L and R buttons and press START on the options. Then when you enter it, you'll have VERY HARD mode.

Splatter House Part 2 (Mega Drive)

For Stage Select, on the title screen press DOWN DOWN B DOWN DOWN C.

Wings 2 (Ace's High) (Super Famicom)

Start the game. Then continue the game; on the password screen press EXIT — and your first pilot will start with all the stats at maximum!

More great Asparagus Tips in the next EB. Have you got any juicy ones? Then send 'em in.

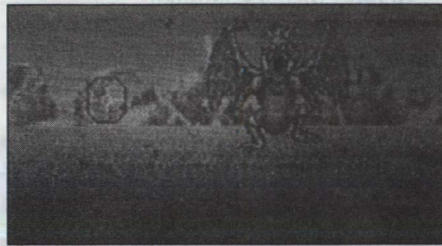
DEATH DUEL MEGA DRIVE BY RAZOR SOFT - 8MEG

Onn: At first Death Duel looks set to be one great game. By the screen shots I thought it would be like Battle Tech — or even like that Robotic Microprose coin-op. But what we have here is a one-on-one Operation Wolf style shoot 'em up.

Basically you control a robot in first person perspective, armed with three types of weapons. These weapons vary from level to level, but generally you have three grades: least powerful (you get quite a few of these), standard and well powerful (you're limited to only a handful).

Each level starts off with a hostess that introduces you to the game with some corny phrases like "Is that a laser gun in your pocket or are you glad to see me?" ...and then the game starts. Here you get a gunsight and an energy bar. In the background (which you can scroll left and right) you get a number of wall barriers. The target then appears. In stage one it's a green dragon that constantly moves left and right, hiding behind the walls, shooting at you, and also flying around. Your objective is to blow the sucker up by hitting it — thus reducing HIS energy bar

before he reduces yours. You also lose if you run out of ammo!

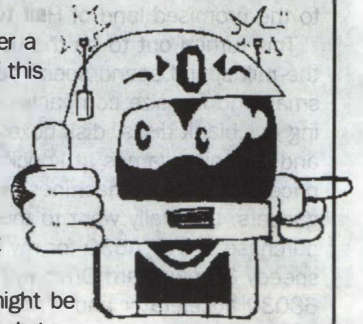


HERE THE DRAGON IS IN FULL VIEW...BLAST THE SUCKER!!!!

Taking the blighter out is very tricky as he moves about so much and requires a large number of hits. You can take off his wings so he can't fly... and other parts of his body! If you manage to dispose of it you get a bonus game, shooting lots of small creatures that run or fly across the screen. Then it's on to the next opponent, some monster creature or mechanical robot.

Well as you can tell this isn't the most exciting game around. And what with the rather average graphics and sound it

doesn't impress in audio or visually. After a few goes of this I certainly didn't want to play again — the urge to see what the next opponent might be wasn't enough to tempt me. All in all, if you want a shooting game then I would wait for Terminator 2 or the Menacer gun with the six-pack. Avoid this!!



SCORE

Video	55%
Audio	60%
Playability	50%
Lastability	30%

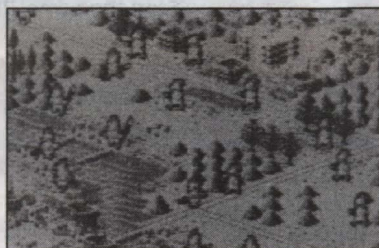
45%

WARRIOR OF ROME II MEGA DRIVE BY MICRONET

Onn: This is a rather complex strategy game, not unlike Populous. The play area is viewed in the 3D isometric style, with little houses and such like, and can be scrolled around. As Caesar, you must take over the opponent's territory before they can take yours.

Warrior of Rome II takes a different approach to most console strategy war games, borrowing ideas from computers that use a WIMP system. When

I say "WIMP", I should say "WIJP", as instead of a mouse you use a joystick. All the commands are presented in little windows which you can select with a pointer — this is where the game not only gets complicated, but also very cluttered! When you start all the windows are opened and you see very little of what's on the play area. To make matters worse, the text in the windows is rather big, so you have to enlarge the windows to read all the information! Sooner than later you'll have lots of big windows all over the place.



As mentioned, the game itself is fairly complex. As Caesar you have to command your troops for war. You can get them to build, attack, defend and so forth. As in Populous, once you assign troops to do something, you see them (well, one of them that is) carry out your orders on the play area. And when in battle, you see the little fellows fight it out — with their current stats displayed in one of the windows. The game is also very much like Centurion, as to conquer other areas you have to build ships to get your men there.

Toughness: yep! This one is very tricky indeed; in the first few minutes of play I was attacked by the opposition. Although I eventually drove them away, they had already wiped out two of my brigades! I have to admit, I found this game unnecessarily complex — not helped by the stupid set of command and information windows. Admittedly it does have a novel way of using the Populous system to convey what's going on. But generally I was not over impressed — I'll stick with Populous or Centurion.

SCORE

Video	45%
Audio	50%
Playability	45%
Lastability	40%

45%

GENOCIDE

PC ENGINE BY BRAIN GREY - SUPER CD-ROM

Derek: Genocide is a Mech-game where the main character is a large, beige robot with attitude and a mission to wipe out everything in it's path. Quite why it's so hell bent on wanton destruction beats the hell out of me, as the game starts with a lengthy amount of Jap text. Unfortunately there is no animated intro sequence to give you any clues as to your quest — but who cares when you can just get out there and kick alien butt.

The game takes the form of a sideways scrolling hack 'n' slash over various terrains, each sector being fairly short but amazingly hectic. The speed of the game is phenomenal. When you first play you'll probably die within seconds, not knowing what hit you. You must kill certain key enemies in each part of a level before you can breakthrough the barrier into the next sector. At the end of each level you have to defeat a Robo-boss to progress to the next. The first boss is an awesome hunk of metal called Rampage, who does his best to pound you into scrap.

On your side you have a plasma sabre which can inflict mega damage. You can also walk left/right, duck, jump and flip your way out of trouble. After mashing the fourth boss you get presented with a little helper — in the form of Betty, an oscillating sphere that floats above your head and protects you from enemy fire. You can also power Betty up into a ball of energy by holding down the fire button and let it fly off at the alien scum, doing them a nasty injury. The enemies you encounter include guns hanging from the ceiling, snakes, rockmen, worms, robots, aliens, etc.



YOU ARE THE WHITE 'BOT.....TIME TO USE THAT LIGHT SABRE ON THOSE NASTY ENEMY 'BOTS!

This game really does have an arcade feel about it, with meaty sound effects and atmospheric graphics. Music is also

fab, but it's drowned out to an extent by the raucous sound effects. Game play can be a bit repetitive — just slashing till your arm falls off and jumping around trying to avoid things. But once Betty is on your side things become a lot more interesting. This is a game you'll either get frustrated with very quickly, purely because it's speed makes it difficult, or like me you'll persevere. Once you get the feel of the blistering pace, you can progress steadily and acquire Betty, evening up the odds. Verdict: a game that won't suit everyone but it gets the thumbs up from me.

SCORE

Video	88%
Audio	93%
Playability	85%
Lastability	84%

87%

KIRBY'S DREAM LAND

GAMEBOY BY HAL LAB

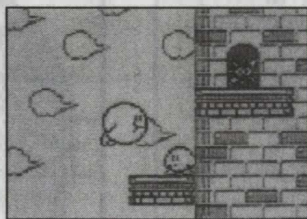
Onn: Kirby's Dream Land is one of the top selling Gameboy games in Japan. Since its release there several months ago it has stayed in the Top 20. So what's it all about?

Dream Land is in peril! An evil king has stolen the magic Twinkle Stars. If they're not recovered the people of Dream Land could starve. Meet Kirby, a roly-poly little hero, who runs, jumps and swims in search of the treasured Twinkle Stars. He'll puff his way through castles, caves, dungeons and forests. In his path are many wicked and greedy enemies — but Kirby has a special way to defeat them! It's non-stop action all the way to the top of Mt. Dedede!

Kirby's Dream Land is a side-on platform arcade adventure, very much like Super Mario Land. As Kirby you must negotiate each level, which comprises several hazardous stages full of obstacles, traps and plenty of enemies. Then you must defeat the end-of-level boss before retrieving the stolen stars!

Kirby is a strange blob that can inhale and suck creatures into his mouth; he can also blow them out to knock out any other

creatures. He can jump, duck, gulp air so as to float around the screen, dive on



KIRBY'S BLOWS UP AND TAKES TO THE SKIES!

flying birds, snails, clowns on rolling balls, mushrooms, different ghosts (these look identical to ones in Super Mario World on the SF) and lots of spiky things. Not all enemies can be inhaled, so different methods of disposing of them are required.

As you'd expect there are lots of items lying around to help Kirby: bombs which can be inhaled and launched to take out a whole lot of baddies, Microphone (a smart bomb), spicy food to fire fire pellets, 1ups, Warp Stars, etc.

Each level has a midway boss: you have to inhale weapons thrown at you and

opponents and shoot air pellets — not to mention that he can swim! The enemy comes in all forms:

launch them back at the baddy — a few shots are required to destroy it. The end bosses require a lot more hits.

The graphics are great, again very Super Mario World with dome hills, bushes, fluffy clouds, platforms etc. The sprites are nice too with good animation. Sound is pretty good — the tunes are jolly and catchy, although they get on your nerves after a while. The sound FX aren't bad. Unfortunately the whole game is let down by the very blurry scrolling.

Gameplay wise, it's quite fun to play and fairly addictive — it's very much like Mario. However it's not too difficult and has only five levels so it could be completed in a few days — definitely within a week! All in all, a nice little game and probably one for the younger generation.

SCORE

Video	85%
Audio	75%
Playability	85%
Lastability	60%

77%

SUPER DOUBLE DRAGON

SUPER FAMICOM BY TECHNOS JAPAN

If you don't already know what this game is about you should be shot! (But please not before you've renewed your EB subscription — Ed).

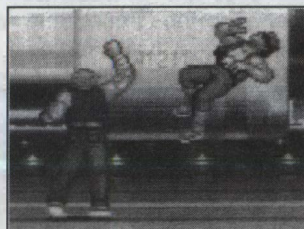
This version is very much like the previous Double Dragon games, well, the first two anyway as Double Dragon 3 was a bit naff — the characters were so terrible and limited in moves and then there was the stupid shop — eek!

This one is a two player game. As always, your girlfriend has been kidnapped. So you and your mate must set forth to rescue her from the nasty gang.

What follows is a martial arts adventure that would make Brandon Lee forget about making another movie forever.

That's the idea. What's it like to play?

Read on for two EB opinions...



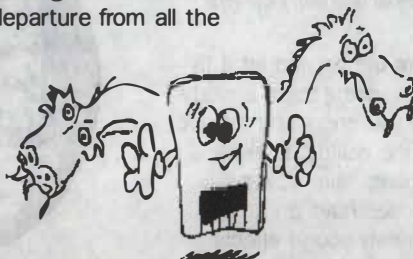
BELOW: 'ERE, WHAT'S HAPPENING 'ERE THEN? THERE'S ALL THESE GUYS FIGHTING!!!

LEFT: POW!! THAT'S WHAT I CALL A PROPER UPPERCUT!!!



Marc: Yet another in the (very) long line of Double Dragon games and no great departure from all the others in the series.

Games companies seem to tack "Super" on to any game on the SF, whether it's been suitably upgraded to warrant it or not. OK, so the graphics are better and the music's nicer. Apart from that nothing's new.



Most people would have seen or played at least one version of Double Dragon, whether in the arcade, on the Spectrum or on the Amiga. This is a straightforward two player beat 'em up with no frills. (I suppose on the SF two player games are a frill really, so that's one plus point in favour of Super Double Dragon!!)

Moves are fairly limited, with kick, punch, jumping kick and throw being the majority. You can also pick up weapons (nunchukas, bottles, bombs, staffs, etc.) and these bring some amusement.

Graphics are above average, the main characters being quite nicely drawn and animated, even if they are a little limited. Backdrops are a bit ropey in places and some of the parallax scrolling later on is very jerky but, on the whole, the graphics are not bad at all. Music is pseudo-rock style and is also quite well done (though nothing to beat, say, Streets of Rage on the MD). The sound effects are really good. Sampled sounds of hitting wood and the swipe of a staff are all decent quality (if a little silly and over the top!) but they suit the game well.

Playability is good for about five minutes. After that (particularly in two player mode) it all becomes a tedious exercise in getting through the levels. By about the fourth level there seems little point in carrying

on — you know that you could just walk right through to the end without too much difficulty, so why bother?. The lack of moves doesn't help matters — there just isn't enough variety to keep you interested.

So beat 'em up fans would probably be advised to check this out, as it's the best version of Double Dragon to date.

Everyone else might find this just a bit too limited to get much out of it.

SCORE

Video	80%
Audio	85%
Playability	83%
Lastability	75%

89%

Onn: Double Dragon was the game that spawned all the arcade beat 'em up adventures (I could have said it was Kung Fu Master, but that was viewed side-on). It also started the familiar theme: girl gets kidnapped, you have to rescue her (beating up the bad guys along the way) and dispose of Mr Big at the end.

Now the game comes to the SF and I can tell you it's pretty good — although not as action-packed as Final Fight.



The graphics are very well laid out, with streetwise scenery like Bare Knuckle and nice detailed sprites. The sound is fairly funky in both music and FX, although not spectacular.

As for gameplay, it's playable, but that's about all I can say for it. Beating up

the bad guys is quite fun but it's not in the class of Final Fight or Bare Knuckle.

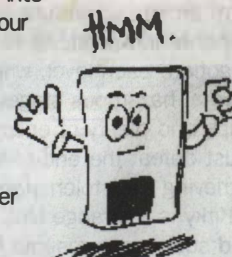
The amount of moves you can perform is quite limited and

quite awkward at times, especially the blocking/grabbing technique. And the collision detection

is way off at times. It's also

a very easy game to complete — very much like Double Dragon on the Gameboy where you just have to move up and down, and get into the correct position to pound your opponent.

Overall, "Super" Double Dragon is really "Average" Double Dragon — worth checking out but, unless you're desperate for a two player beat 'em up adventure, stick with the excellent Final Fight.



FIST OF THE NORTH STAR 6

SUPER FAMICOM BY TOEI ANIMATION - 12MEG

Onn: When you look at the screen shots of this game *Fist 6* looks totally amazing. The game is essentially a *Streetfighter II* style one-versus-one beat 'em up, and



HERE THE FAT GUY FIGHTS A BLUE HAIR GUY.....

the graphics of the characters are brilliant — large and very detailed.

However, once the game is up

and running and you've picked your game type and player (from eight), what you have are very jerky animated sprites with very bad control responses. Like *SFII* each character has a full range of moves from standard punches, kicks and different air attacks (plus blocking) to super special moves — by use of pounding the buttons, charging up an energy bar with the top buttons, amongst other combinations!

If you've watched the Anime video of *Fist of the North Star*, then you will recognise some of the strange moves in the game. The main character (Ken?) can perform a sort of hundred-hand-punch with appropriate sample yelling just like the vid — which is pretty neat, although it doesn't inflict much damage to the opponent! He can also flame up and use his hands to fire magic stars that can knock down the opponent. The other characters range from an enormous fat bloke (with a stomach so large that he looks like he's about to give birth) to a blue whale, a



number of normal looking beefcake tough guys and a short-old man with an extendable metallic claw.

Generally, this is a very poor attempt at a beat 'em up. If it had the slick programming of *SFII* this would have been an excellent game as the amount of special moves in it are pretty good. All in all, avoid this one unless you are a North Star collector!

Nick: If you haven't seen the film, you've missed out on the most blood, guts, intestines, exploding heads and other gory details ever seen in a cartoon!

Fist of the North Star is a brilliant film. So when I heard it was going to be made into a SNES game I got very excited. As soon as I received the game I slammed it in and flicked that magical power switch. On came a little Toei character, then a city scrolling and, after pressing start, up popped the ol' option screen. Since my mate had just arrived (another Anime freak) we selected the two player game. We then had a choice of eight characters, ranging from the super fast Ray (who cuts people in half with his fingers!) to the evil Raoh (Ken's brother).

So my mate picked the hero Ken and I grabbed Ray because he's rock! After the usual introduction to the fight I was surprised by the size of the characters — they were huge! Then they started moving — and that's what let the game down. Although the animation was adequate, it could have been so much smoother.

The graphics are decent with nicely drawn sprites and backgrounds. The sounds are good as well, with Ray and Ken shouting Ha! or Yap Yap! whenever they perform their special moves. If you've seen the film you will know that each character has a trademark move. For example when Ken powers up he unleashes his hundred hand punch (as I call it), leaving large

dents all over the enemy. After which they explode! So after my mate performed the move we expected to see a bit of Ray fly off — even a little blood; we waited and waited and waited, but nothing — no gore at all. You'd agree that one of the main things that makes the film great is the gore!

The characters move at an average rate, apart from Ray who speeds around the screen. In this game it's a question of who can beat the other person as fast as possible. Whoever wins the first match wins the game. If they had made it a best of three competition it would have been a lot better.

The game plays well but the controls take some take getting used to. If you are a fan of the film or just like *SFII* action I would recommend this game. But don't expect anything special.

SCORE

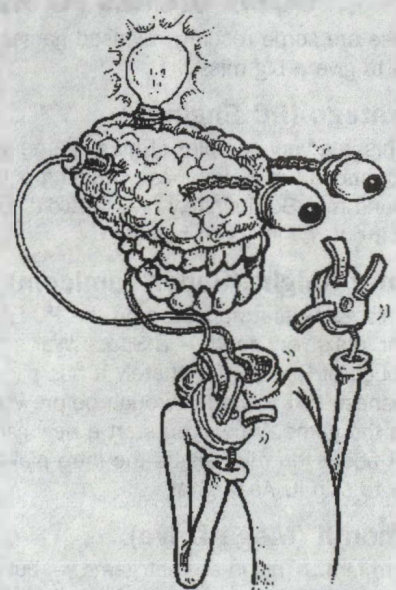
Video	80%
Audio	75%
Playability	65%
Lastability	50%

65%

SCORE

Video	85%
Audio	79%
Playability	80%
Lastability	74%

77%



SNATCHER (PILOT DISK) PC ENGINE BY KONAMI - SUPER CD-ROM

Derek: What an innovative idea from mega games company Konami, a preview CD of one of their up and coming adventure games — with a playable first level included! It would have been great if it hadn't cost half as much as a normal game CD. So what do you get for your twenty quid then I hear you ask?

First up is a list of five options, all in Japanese naturally. The first is a superb



SNATCHER - OR IS IT BLADE RUNNER?

animated intro sequence for the game with some absolutely jaw dropping graphics — very Ridley Scott/Blade Runner — and brilliant music which leads into the first level. As I said this is totally playable and takes the form of a text driven graphic adventure, which by a process of elimination you can progress steadily (Derek's real name is actually Sherlock. Ed.). You take the role of an agent of JUNKER, which stands for — wait for it —

Judgement Unimpaired Naked Kind and Execute Ranger. These Japanese are completely bonkers! Your mission is to destroy Fu Man Chu and his army of Snatchers which, apart from ripping your head off at the drop of a hat, bear a remarkable resemblance to the Terminator.

There is a shooting part in this game, which I couldn't work out. So when the text disappeared and my life bar came up — just as I was being attacked by robotic spiders — I died! GAME OVER!

Second option is a dramatic advert for the game that takes each letter of Snatcher and expands it into a word: S for Suspense, N for Nightmare, etc. — right up to R for (what else?) Romance! It shows a gorgeous animated graphic sequence for each one but — be warned — some are very gruesome indeed.

The third option introduces all the characters from the game, some who speak to you, others just have text underneath their mugshots.

Fourth option is the CD Room where you get digitised pics of the programmers talking about the game in Japanese, so not much help there.

The fifth and final option is the BGM music mode, where you can choose various tracks. Then a robotic arm puts the CD into the player for you, accompanied by a wonderful noise you just have to hear! While the music plays a small robot



A NASTY DEATH OF A GIRL WHO IS NOT EXACTLY HUMAN!!!

dances for you. Neat eh?

So really what you've got is an extraordinarily good, playable demo with very polished knobs on. But be careful: some places are trying to pass this off as a full price CD. Me, I can't wait for the American version to be released as it's all too confusing in its Japanese form.

SCORE

Video	94%
Audio	96%
Playability	70%
Lastability	75%

80%

SOME GAMES TO AVOID

These are some recently released games that we advise you to give a big miss.

Stratego (PC Engine)

This is a very complex strategy game and, as the instructions are in Japanese, working out how to play it is beyond me! So definitely one to avoid. Even if you do figure it out, it still looks boring.

Cyber Knight (Super Famicom)

This game first appeared on the PC Engine and at first sight looks very good — a Space War strategy game with a touch of RPG. Unfortunately it has piles on piles of Japanese text to wade through before you actually get into the game. When you start a new game you have to wait about ten minutes as the intro plays and there's no way to skip it. Aaaargh!

Xenon II (Mega Drive)

Erm... This is a great game — but don't buy the official version if you have a Scart 60Hz machine, as it won't work! The cartridge only works on an official European machine (50Hz). C*** or what?

MONOPOLY SUPER FAMICOM BY PARKER

Onn: Monopoly is one of the best board games ever produced. Having all that money in your hand and all those little hotels dotted around the board turns a normal person into a monster — a bank manager even.

As this game is produced in the USA the names of the places are all American, so there isn't the familiar Bond Street, Park Lane or Leicester Square. The game itself has slightly different rules too (well, they're not the rules that I play anyway!); each time you land on a street that can be bought, you either buy it straight off at the asking price or it goes into an auction and all players can bid for the place. This makes sense because if someone already owns one or two parts of the group, and they didn't actually land on the missing one they need, they still have a chance to buy it. But it also means the other players have a chance to nab it, which is quite likely, especially among computer games players.

The layout and graphics are pretty poor. Worst of all is that, when the view is on the board, you don't get to see what streets you actually own — you have to keep flipping to a separate screen. The gameplay is rather slow with naff animated graphics to mark certain events, like when you go to jail. Sound is poor too.

All in all Monopoly is a rather sad attempt to make something of the original idea — it could have been a lot better. Stick with the board game.

THQ - WE NAME THE MAN RESPONSIBLE!

Regular readers of EB will know THQ (Toys HeadQuarters) for making some of the worst games on the consoles — even though they get such amazing licences as Home Alone (Gameboy/Super Famicom) and Pit Fighter (Super Famicom). So who are these guys anyway?

Amazingly, this US software company was only formed around two and a half years ago by none other than LJN (another all licence company) founder Jack Friedman. I wonder if LJN kicked

him out for coming up with so many terrible games?

Until recently their games were only available in the States. But now THQ have teamed up with a number of firms in Europe, so you will be able to get your hands on their gear officially. Aaararrgghh!

So apart from the games already mentioned, what new has THQ got to offer us? Read on....

JAMES BOND JR. SUPER FAMICOM BY THQ

Marc: Considering the potential for a James Bond game after all those films over so many years, it's surprising that no one has ever produced a credible computer version. This, the first SF incarnation of Bond, doesn't change that situation I'm afraid.

Right from the start there's nothing special about this game. No effort has been made to create a flashy intro or any decent playing options. You're just led straight into the game.

The first level is platform based and you must get Bond through to the exit, killing anything that gets in your way. Graphics are very sub-standard right from the start; the main sprite looks pretty silly and the backdrops look like tarted up Commodore 64 jobs.

The second level is a Silkworm type effort, basically a left to right scrolling shoot 'em up to get Bond on to the next stage. This is an absolute shambles! Graphics look ridiculous and the control method is very, very poor. Sprite detection is far too iffy and often you get killed when you're nowhere near anything.

Music and sound effects grate on the ears badly. The whole game has a very shoddy look to it. Maybe the programmers should have investigated what the SF can do before writing a game for it.

Verdict: a terrible game with nothing at all to recommend it. Keep well away.

SCORE

Video	45%
Audio	50%
Playability	35%
Lastability	30%

35%

ROAD RIOT SUPER FAMICOM BY THQ

Onn: I was quite amazed to get this — I wasn't expecting the game for the SF, as Tengen already had it coming out on the Mega Drive. But to my horror this game is released by THQ... Aarggghh!!

What was an OK coin-op has been turned into the worst racing game on the SF. Firstly THQ thought they might be clever and split the screen in two so that two players can compete against each other — quite a good idea and one that would have worked well, had it not been for the awful graphics, animation and very jerky 3D scrolling. In fact you can hardly see what's going on.

Secondly the buggy cars are really small and totally uncontrollable, bouncing all over the place and toppling over very easily. The ability to shoot your opponents is useless too.

All in all I have to say avoid this game at all costs!

SCORE

Video	10%
Audio	30%
Playability	10%
Lastability	10%

10%

HOME ALONE 2: LOST IN NEW YORK SUPER FAMICOM BY THQ

Onn: The original Home Alone game from THQ for the Super Famicom was pretty terrible — so much so that we didn't actually review it. Anyway THQ now brings us the SF version of the film sequel, which hit UK cinemas at the end of last year. Sadly this is another rather naff game.

In a way it's very much the same as the original game, but instead of being in his own home Kevin is now in a posh hotel. Not only are the two bad guys after him, but also the guys' gang, the hotel detective, various hotel staff and other people staying there — not to mention animated household items like vacuum cleaners, buckets and mops.

Along the lines of the original, as Kevin, you must run around the hotel, avoid the enemy or use items (found around the hotel) to stun them for a few seconds, while you collect valuable items like coins. There are also suitcases and other items that come for you; you can either jump 'em or, if you are running, you can kneel and slide along the ground, enabling you to hit them. Silly,

but I suppose it's different. Basically, this is a rather boring game. The graphics aren't what you would call state-of-the-art stuff, in fact they're quite poor. The sound is rather awful, with an extremely annoying title tune based on the film — it's short and constantly repeats; the in-game tunes are no better. SFX are minimal.

But it's the gameplay itself that's a right bummer. All you have to do is run around, enter doors to different rooms, jump around to find items, avoid or shoot the bad guys (and ladies) — and that's about it. As bad as the original — certainly one to avoid.

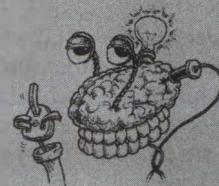
SCORE

Video	60%
Audio	55%
Playability	50%
Lastability	40%

55%

NEXT MONTH IN YOUR MEGATASTIC

**ELECTRIC
BRAIN**



Top Previews and Reviews

One-on-one SF beat 'em ups — Brass Boss, Power Athlete and Fatal Fury — which are the best? And which (if any) are up to SF standard?

SF Tennis: David Crane's Amazing Tennis vs Jimmy Conner's Tennis... EB picks the winner.

PLUS: Air Zonk, Beast 2, Blues Brothers, Bomberman '93, Darius II, EA Hockey, Human Grand Prix, Hunt for Red October, Road Rash 2, Super Kick Off, Super Mario Land 2, Wing Commander, Xenon 2 and lots more!

SPECIAL FEATURES: Dan gives you the low-down on another SFII power fighter.

Doe is back with another Mega comic strip.

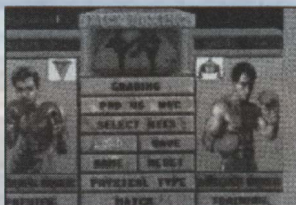
HOT NEWS on hardware and software, Mega Tips galore and all your regular faves.

SO DON'T MISS ELECTRIC BRAIN ISSUE 32

**THE KICK BOXING
PC ENGINE BY LORICIEL - SUPER CD-ROM
(BOUGHT FROM RAVEN GAMES)**

Derek: The last beat 'em up on the Engine CD was Fighting Street, way back when the Super Famicom wasn't even a twinkle in Old Man Nintendo's eye. So what delights do they give us after all this time? Fatal Fury? SFII? No, basically a port over of an old Amiga game with knobs on.

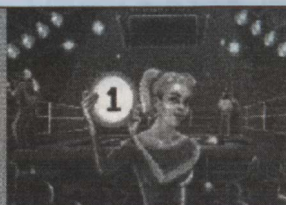
What you get first is a rotating picture of Andre Panza in a ring with Jap speech over. Then a close up of the man himself, who looks you straight in the eye and says: "Hmmm. Hey you come on. Ret's Fight!". Hilarious!! Then you get a smart title



screen with a Rocky type tune. Once into the game you can choose from several boxers. But who cloned them? They all look the same in the ring!

You can choose to fight a friend or challenge one of the computer boxers.

One thing I didn't like is that there's no specific tournament, so you don't have to fight all the computer boxers. This means that you can complete the game by having only three or four fights. There is a training option where you can build up your fighter's strength, resistance and reflexes. This is vital as you're a bit of a wimp to start with. But once you've trained up to max (and it doesn't take long) even Andre Panza is a pushover. In



fact I kicked his ass on the first day I had this game by just repeatedly side kicking him. Graphics-wise this game looks very dull on early matches as the colour palette used is too restricted, mainly shades of brown. But on later fights and previews it looks ace with very atmospheric graphics and great sound. I love the way the crowd cheers when you perform a tasty move.

The ref looks a bit like Robert Maxwell but he has a bit more life in him and counts you down in clear speech on knockdowns, etc. The fighters' animation is gut-thumpingly realistic, with very fluid movements. The kicks and punches you can perform are numerous; there are eight different selections of moves to choose from, giving you everything from axe kicks to reverse back punches. Because of the lack of a proper tournament the only long term appeal I can see is to regularly give your mates a good kick in the boxers! Overall I have mixed feelings about this game. It's great to have another CD beat 'em up on the engine, but with a bit more effort it could have been so much better.



MJC COMPUTER SUPPLIES

Suppliers of Discount Software since 1984

Educational, Local Authority and Government orders welcome. European orders please call or write for a quotation. All goods subject to availability, prices subject to change without notice. E&OE

Prices include VAT and delivery by post.
Courier delivery available on request.
Please allow 5 days for cheque clearance.

TO ORDER: Credit card orders can be placed by calling the telephone number below – or send a cheque/PO's made out to MJC Supplies to:

MJC SUPPLIES (AM2)

Unit 2 The Arches, Icknield Way, Letchworth, Herts. SG6 1UJ.

Tel: (0462) 481166 (6 lines)

AMIGA COMPUTERS

NEW – AMIGA 1200

The very latest Amiga computer – now offers twice the processing speed at 14.9 MHz, 2 Mbyte of Chip Ram as standard, the new AA enhanced chip set offering up to 1 million colours, a full 96 keys with numeric pads, Workbench 3.8 and 12 months On-site warranty.

MJC PRICE £359.00
(price includes free courier delivery)

AMIGA 600

The "portable" Amiga, features surface mount technology for greater reliability and Workbench 2. Comes complete with 12 months On-site warranty.

MJC PRICE £271.00
(price includes free courier delivery)

AMIGA 600 HD EPIC PACK

Amiga 600 with a genuine Commodore 28 Mbyte hard drive fitted. The Epic pack comes complete with four games, Deluxe Paint 3 and an Amiga Easy Text Word Processor.

MJC PRICE £429.95
(price includes free courier delivery)

PLEASE NOTE: All the above computers are genuine models with *nothing* taken out of the packs. All come with 12 months On-site warranty and free courier delivery.

AMIGA STARTER PACK

Includes: 10 discs, 40 capacity disc box, Joystick, Dust Cover and Mouse Mat.

MJC PRICE £19.95
(Just £15.95 if purchased with an Amiga)

AMIGA 600 CONTROL CENTRE

Manufactured by Premier Micros these are made of sheet steel and epoxy coated to exactly match the A600. They are precision made to fit the 600 and offer a correct base for a monitor and a shelf for your extra disc drive or peripherals.

MJC PRICE £34.95
(Or just £29.95 if purchased with an Amiga 600)

600 1 MEGABYTE EXPANSION

Increase your memory to 2 Mbytes.
Includes Clock.

MJC PRICE £44.95
(Or just £39.95 if purchased with an A600)

EDUCATIONAL SOFTWARE

THE FUN SCHOOL RANGE

Probably the best selling educational software for the Amiga. Fun School 3 and 4 also conform to the National Curriculum.

Fun School 3 for Under 5 years	£15.95
Fun School 3 for 5-7 years	£15.95
Fun School for Over 7 years	£15.95
Fun School 4 for Under 5 years	£15.95
Fun School 4 for 5-7 years	£15.95
Fun School 4 for Over 7 years	£15.95

FUN SCHOOL SPECIALS

In response to consumer demand a range of FUN SCHOOL SPECIALS have been developed to help children with specific areas of learning.

Merlin's Maths	£17.95
Spelling Fair	£17.95
Paint and Create	£17.95

LAUGH AND LEARN WITH ADI

The ADI series are aimed at being fun to use as well as being a serious educational tool. Each package is specifically designed to follow the National Curriculum for a particular school year.

ADI – English 11/12 years	£17.95
ADI – English 12/13 years	£17.95
ADI – Maths 11/12 years	£17.95
ADI – Maths 12/13 years	£17.95
ADI – French 11/12 years	£17.95
ADI – French 12/13 years	£17.95

KOSMOS SOFTWARE

Kosmos software produce a superb range of educational software including the Answerback Quiz programs and four foreign language aids as well as the hugely popular Maths Adventure.

Answerback Junior Quiz (6-11 years)	£14.95
Answerback Senior Quiz (12-Adults)	£14.95
Factfile Spelling (requires Junior Quiz)	£7.95
Factfile Arithmetic (requires Junior Quiz)	£17.95
French Mistress	£14.95
German Master	£14.95
Spanish Tutor	£14.95
Italian Tutor	£14.95
Maths Adventure	£17.95

LCL SOFTWARE

Primary Maths Course (3-12 years)	£18.95
Micro Maths (GCSE Level)	£18.95
Micro French (GCSE Level)	£18.95
Micro English (GCSE Level)	£18.95
Micro German (GCSE Level)	£18.95
Reading & Writing Course (3 years +)	£18.95

COOMBE VALLEY SOFTWARE

This is a range of excellent educational adventure games for various ages.

Maths Dragons (5-12 years)	£12.95
Cave Maze (8-13 years)	£12.95
Reasoning With Trolls (5-12 years)	£12.95
Fraction Goblins (8-13 years +)	£12.95
Picture Fractions (7-10 years)	£12.95
Tidy The House (5-9 years)	£12.95

AMIGA SERIOUS SOFTWARE

AMOS – THE CREATOR

Easy Amos – Simple but powerful	£22.95
Amos V1.2 – The original language	£31.95
Amos Compiler	£19.95
Amos 3-D	£21.95

* NEW * AMOS PROFESSIONAL

An enhanced version of the very popular Amos program. Contains over 200 new commands. 650 page brand new manual and many more new features.

MJC PRICE £47.95

MINI OFFICE AMIGA

Great new integrated package featuring a Word Processor, Database, Spreadsheet, Graphics and Disc Utilities.

MJC PRICE £39.95

VIDI AMIGA 12

Vidi Amiga 12 is the latest low cost colour digitiser from Rombo. RGB Splitter is built in and colour images can be captured in less than a second. Mono images are grabbed in real time. Features multi tasking software, composite or S-VHS input, HAM, EHB and overscan.

MJC PRICE £75.95

NEW – WORDWORTH 2

The latest version of this very popular Word Processor. Now includes 17 Compugraphic fonts, it produces silky smooth on-screen fonts at any size, Columns, New tool bar, indexing, Table of contents, Lists, Improved mail merge and many more new features.

MJC PRICE £74.95

Protex V4.3	£39.95
Pen Pal V1.4	£37.95
Kindwords 3	£32.95

MISCELLANEOUS

Pro Midi Interface	£19.95
Stereo Master	£29.95
Tachno Sound Turbo	£29.95
Rombo Magemix Master	£28.95
Rombo Take 2	£39.95
Pagesetter 2 (requires 1 Mbyte)	£39.95
Hisoft Davpac 3	£49.95
Hisoft Highspeed Pascal	£89.95
Final Copy 2	£65.95
Deluxe Paint V4.1	£54.95

FINANCIAL

Home Accounts 2	£36.95
Personal Finance Manager Plus	£29.95
Maxiplan 4	£34.95

AMIGA ACCESSORIES & ADD ONS

ACTION REPLAY MK 3

MJC PRICE £57.95

NAKSHA UPGRADE MOUSE

280 DPI quality replacement mouse - Pack includes Mouse house, Mat and Operation Stealth game.

MJC PRICE £22.95

ROBOSHIFT

Auto sensing joystick/mouse switch box.

MJC PRICE £13.95

SQUICK REPLACEMENT MOUSE

Great value replacement mouse.

MJC PRICE £12.95



Remember - prices include VAT & delivery!



JMJ COMPUTER GAMES

NEWEST AND THE BEST



ALL MAKES
OF PCs

NEO GEO

AMIGA

NINTENDO

NO MEMBERSHIP FEE
ALL MAKES OF
GAMES AVAILABLE

SEGA

Simply telephone **JMJ** on:

0920 466558

For details on this unique offer.

JMJ GAMES

9 COZENS ROAD, WARE, HERTS SG12 7HJ. Tel: 0920 466558

All
at
good
prices

Games
p&ip
£1

SUBSCRIPTIONS

Subscribe now and get **10** issues
for the price of **12** issues!

Pay £10 and get a year's subscription to your favourite magazine **ELECTRIC BRAIN** - the best! No more banging at your newsagent's door, just fill in the coupon below to guarantee your copy Send your order to: **Electric Brain, Space City, 77 Blythe Road, London W14 0HP**

ORDER FORM

Please start my subscription with the next issue

I enclose a cheque/money order for £ _____

(Do not send cash in the post. If you do and it gets lost EB cannot be held responsible)

12 issues
=
1 Year

^{Tick} United Kingdom £10

Europe & Eire £15

Overseas (air) £25

Overseas (surface) £15

Cheques and money orders made out to:

ELECTRIC BRAIN

My name is: _____

Address: _____

_____ Post code _____

Tel _____ Date _____

Signature _____