

THE ULTIMATE UN-OFFICIAL CONSOLE FANZINE FOR NEW AGE GAMERS

Electric Brain

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Late Xmas & New year Issue!

In this issue:
Yuzo Koshiro Interview

MEGA GAME REVIEWS:-

- Spriggan
- Lemmings
- Rolling Thunder 2
- BattleToads
- Turtles 2
- Castlevania
- Madden '92
- Gradius
- Salamander and more....

Hong Kong Report!

MEGA TIPS!!!

Mega News: Street Fighter II, New Final Fight, Crude Busters, Splatter House Part 2, Spriggan Mark II... and more coming to your Console!!

E.B.

ELECTRIC BRAIN

Editor/Art Editor:

Onn Lee

Contributions:

Dan.. the Man

Tai Ono

Marc Foord

James Dobson

Special Thanks to:

Console Concepts (0782)

712759

Megaware (091) 549 3007

Konsole Krazy (0422)

342901

Tsuyoshi Yamashita (Japan)

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Happy New Year!!

Well, again, this issue is late... due to myself been in Hong Kong for a couple of Weeks on my Hols., and Christmas bugging up everything, but I hope you enjoy this fun packed issue. Well, it's certainly better than all the rubbish that's currently available and have recently appeared like TOTAL (Total crap alright - what happen to the Super Famicom, and why only official stuff), and then there's Sega Force and MegaTech... again crap - more old news, and yet again mostly official stuff than import (and only for the MD). In fact, the only decent mag. is Game Zone from the Zero guys (although Zero seem to have gone down hill because of the split), and only mag. featuring machines like the PC Engine, although the mag. still is not bang up to date with what's going on (review of Image Fight in last issue - ermm.. bit old eh?), and suffers from the old Zero syndrome of being trying to be too funny... going over the top and short reviews, although the free water pistol on the cover of the latest issue was a rather cool idea, even though Dan's didn't work, and mine dripped more water down my arm than out the right end! Certainly beats the horrid stickers like Mean Machines/C+VG.

Incidentally, to make E.B. better - should you wish to help write reviews, have some exclusives, Mega Tips and hints, and so on, then we sure love to hear from you. Also, a few people are missing the high-scores chart - so from next issue, we will start doing it again - but please don't send scores for games that can easily clock by cheating or not, ie. Super Shinobi, The Kung Fu, etc. Please also include other info. when sending in scores, like time taken, level difficulty, etc. We do prefer if you send in scores playing in the hardest mode. Has anyone completed GunHed in God of Game?

Favorite games this month'ish has got to be BattleToads - not only on the Gameboy, but on the 8-bit Famicom (NES). It's so challenging and 'ruddy difficult! For a change, another brill game that's been keeping me up into the early hours is Bullfrog's Populous II on the Amiga... it's so addictive! I'm currently up to map 240.. has anyone gone further. That another reason why the mags slightly late!

Oh yeah... I've been asked to say a big hello to 'GEO' of Console Concepts. There... I've given you a mention. Now cough up the money!

Well, the next issue will hopefully arrive in time... and it will be a special issue, as we will be reviewing the latest CD-Roms... Sega Mega-CD upgrade, and NEC's Super System Card V3.0 and the CD games for the machines. We will have a special report on CD-Rom and other CD formats, like the latest CD-I machines from Philips, Sony, etc. And what of the Super Famicom CD-Rom?

Of course, there will the usual mega news, game reviews, tips and cheats, and lots, lots more!! So don't miss it!

Onn

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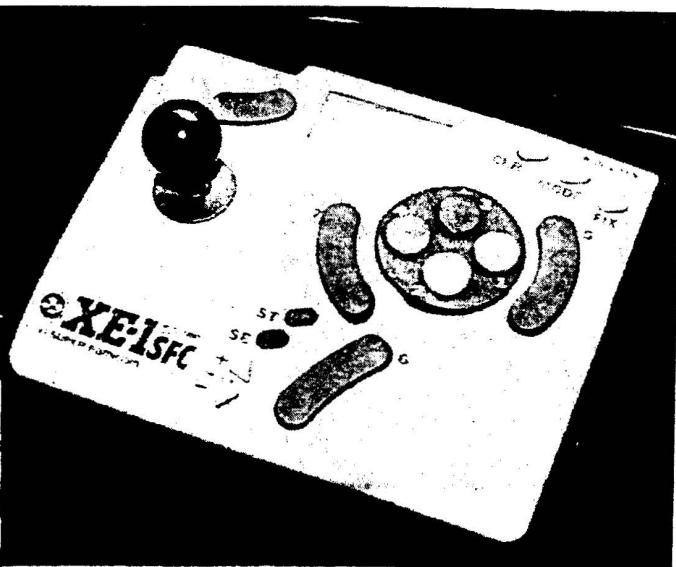
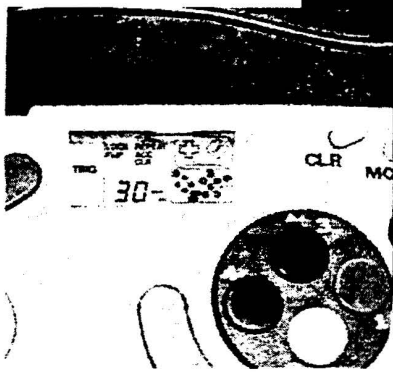
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Joy with XE-1SFC

If you own a Super Famicom, then you definitely need a joystick playing Soccer of Tennis with the pad is a pain in the fingers!

The JB King has been around for some time, but you can now get your hands on the super duper XE-1SFC joystick. This one is mega, with a LED display that lets you configurate all the buttons and the stick to suit your game style. The joystick is a little more expensive than the JB King, so should it become available ovr here, you could be

paying quite a bit considering some importers are charging between £65 - £80 for the King! Hopefully, we will be putting the XE to the test in future issue.



THE XE-1SFC... MORE FUNCTIONS THAN A KENWOOD MULTI-CHEF.

Hyper Now Out!!!

WE reported it in the last issue about Konami's Hyperboy, and it is now available in Japan. As you can see from the picture below, the Hyperboy is actually quite a large unit... a lot bigger than most of us was expecting but if it really improves the gameboy, especially with the joystick, this unit should be considered getting.

Because of the size of the thing, it's certainly not a thing you want to carry around with you, so best left at home to play! Again, watch for a full test of the Hyper soon.



THE "SMALL" HYPERBOY UPGRADE UNIT.

PC ENGINE LAPTOP

NEC's new machine, the PC Engine LapTop (or LT) was released in Japan on Friday 13th December last year. The machine's casing is based on the PC 98 LT series, with all the spec. of the standard engine but with it's only colour screen, etc. Unfortunately, the price is too much at an incredible £400... only for the very rich!!

Second Hand Nintendo

In Japan, there are a large number of second hand Nintendo/Console shops and chains, and many of them have got together and after negotiations have got a package deal with Nintendo. Big chains (Wanpaku, Chamelon Club, FRG, Bloot, TV Panic), started their contract on the 1st June 1991, and this allows the stores to use Nintendo licenced logo's like Mario and put it where ever they like on the shop (not possible before!) Some 2000 shops that specialise in second hand software and hardware for consoles are in existence and over the past couple of years, all sorts of nasty things like unfair (high) rental rates, unreliability, unfair trading, etc. has come up, and this contract invalidates things like that. In the past, if your gadget (soft/hardware) broke, you returned it to Nintendo for repairs. Now there's a famicom hospital and repairs can be arranged at a local second hand shop!

NEW CD-ROM MACHINE

A new CD-Rom based machine has been revealed by Panasonic, with help from Taito. As yet, not much is known about it, but the machine, called the 'WOWOW', looks one ace unit, and Taito have produced a range of games for it, including Darius II, and Rainbow Islands. More news when we get more info. Watch this space!!



PANASONIC'S CD-ROM WOWOW MACHINE.

Super Famicom News



AXELAY... LOOKING ACE!

* Having just released Castlevania for the SF, Konami has gone back to what they do best - shoot 'em ups, and their next game looks fantastic. AXELAY has touches of Salamanda, as it not only scrolls horizontally but vertically... although the latter is said to be 3D!! The 8meg game should hit japan in January '92 - so is quite near completion. As you might expect - there are lots of obstacles and aliens to dodge and shoot, different types of weapons to collect and some

rather big nasty bosses to obliterate. We can't wait!

Konami will also be producing Contra on 8meg cart. for Feb. '92.... and it looks great. The game is NOT a direct conversion from the coin-op, but a new version, but like the coin-op, the game will be dual play, as you move left to right while you're attacked by enemy robots, tanks, and some very big nasty creatures... and I mean nasty! And, ofcourse, there are extra weapons to collect from standard bullets, multi-way fire, and lasers. The game also has the plan-view sections, but on this version, you not only have a single screen - but at times, if you play as two - the screen splits. As you might expect too from a SF game, there are levels where the whole screen rotates around!

* If you're after the ultimate racing game, then G-Amusements/A-Company's forth coming Formula 1 race game could be the one - called F1 Super Driving, the game is viewed behind the car, and has totally awesome arcade quality graphics. In a one player game, you get the full screen, but in a two player game, it's split screen like Final Lap Twin. Like most F1 race game, you can go for the full 16 track Grand Prix or race against the clock. There's also the usual car configuration from a choice of engines V8 to V12, tyres, etc. On 8meg cart., but no release dates.

* Nintendo have Legend of Zelda, which should be already out as you read this, and selling like hot cakes in Japan as you might expect, and stocks are very low... infact, difficult to get over here, although being an arcade RPG, it's going to get tough to play unless you can read japanese.... hopefully the US version will be converted soon.

Word is, that Nintendo are to produce a new Mario game - Super Mario Bros. 5, and hopefully include complete version of their previous hit games on the 8-bit machine... even, ALL of the first 3. Hopefully the game will be an improvement over Super Mario World as I didn't think it was a patch on Mario Bros. 3, and didn't take many of the SF's special features.



F1 SUPER DRIVING - TWO PLAYER RACING!

* After Simcity from Imagineer, the sequel - Sim Earth will be hitting the SF in December on 8meg cart. Unfortunately, Sim Earth is a much more complex game than the original, and unless you've play it before... you're unlikely to suss it out very easily. I'll wait for the US version!

Imagineer's conversion of EA's excellent PGA Tour Golf is looking to be the best golf game for your SF. As you might expect on the SF, the courses are generated using the SF's 3D hardware routines giving very realistic views even if they are rather flat. If Imagineer can speed up the updates unlike other SF golf games, the PGA is certainly a must. On 4meg, out in March '92.

Imagineer's version of EA's John Madden Football is also coming along nicely, but as you might have guessed, the japanese company have decided to change the name to Pro Football. So now you know - so don't get confused!! The game is expected to hit the streets in jan '92. It's likely we will see more 'PRO' games for the SF from Imagineer in the near future.

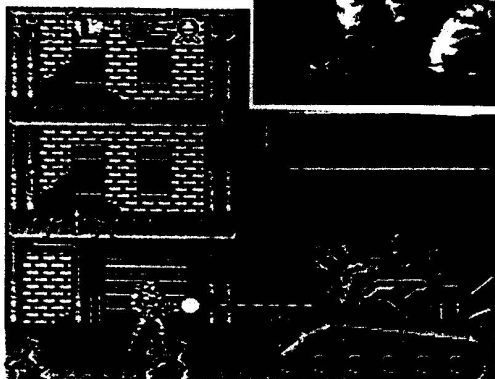
* From Namco, their first game for the SF will be that rather naff Game Gear

game WAGAN, featuring that small green dragon creatures. Super Wagan will be on 8meg cart., and is an arcade adventure with lots of sub. puzzle game, hopefully it'll be better than the GG version.

Namco are also to convert their very old 1986 coin-op baseball game for the SF - Super Stadium, and should be out in March '92.

* Prince of Persia - that great Broderbund arcade action game will be converted to the SF too and it's looking real ace with super graphics and extra levels set in caves not in the computer version. Alas, no release dates.

* Mention Telenet, and the game you automatically think is Valis - and no surprise - the famous girl in the sailor outfit will be making her way to the SF in the original title of Super Valis, although it'll be based the Valis IV which doesn't actually feature the



CONTRA COMING TO A SF NEAR YOU!



AXELAY

Sailor girl as the main character. As the game goes, it looks very much like the engine version... on 8meg... no release dates.

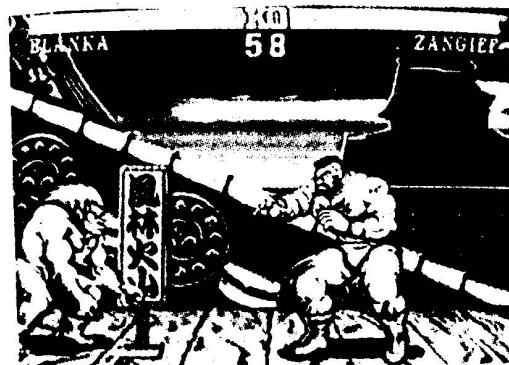
* The first Origin Systems game to hit the SF will be Ultima VI on 8meg cart. The Japanese RPG game will be available sometime in '92, but hopefully, the US version will be available before.

* More football can be got from another company - Jaleco, with Super Cup Soccer which should be available in the new year around Feb. The 4meg game is similar to Tecmo's World Cup '90, played angled side-on with small graphics, although when it comes to penalties, you get to see from behind the goal - we'll just have to wait to see how it plays.

* Capcom's next release - Magic Sword will unfortunately be single player yet again, although, it's easier to play in one player mode I suppose as there isn't enough food or level up hearts to supply both players. However, the conversion looks to be a very good translation from the coin-op with excellent detailed graphics. As yet, there are no release dates for the game. It is now official - Street Fighter II will definitely be converted to the Super Famicom by Capcom, although I can't say when the game will be released, however, it seems to be the best machine to convert it to considering it's the only machine with 6 fire buttons. Don't believe crappy

Mean Machines which stated that it won't be converted to the SF but the the Mega-CD.... they don't know what they are talking about!!

BUT, the biggest surprise, and rather ridiculous, has to be the news of a new version of Final Fight to be released in March '92. The only difference in the new version will be the inclusion on the third coin-op guy - GUY. But, there won't be three characters to choose from (as far as I can tell), as Cody (the best guy) looks like getting the boot. So, don't expect big things when it re-appears!!



FAR LEFT: THE NEW FINAL FIGHT WITH GUY.

RIGHT: THE COIN-OP VERSION ON STREET FIGHTER II SOON TO BE ON THE S.F.

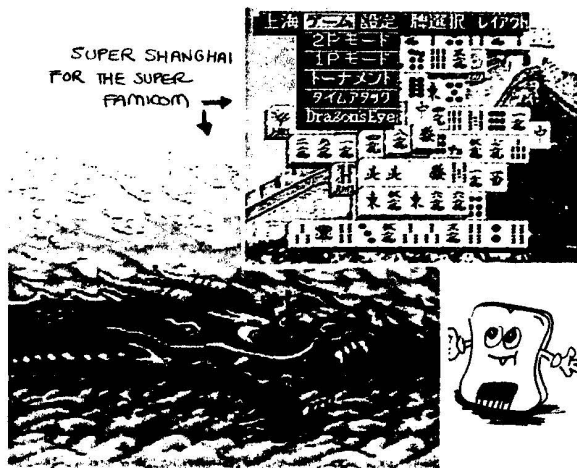
* First there's Area 88 from Capcom, then Jaleco followed with a similar game - Super E.D.F. (see review), and soon, there will be Phalanx - The Enforce Fighter A-144 - again, a horizontally scrolling shoot'em up in the same theme. The game is a conversion from the Sharp X68000 machine.... hopefully it'll be better than Super E.D.F.

* T&E Soft are also to re-release another version of their golf game on 8meg cart. But no release dates either. The game looks identical to their first attempt, but very likely featuring more well known golf course. Hopefully, they will improve the update as it was one thing that let the game down.

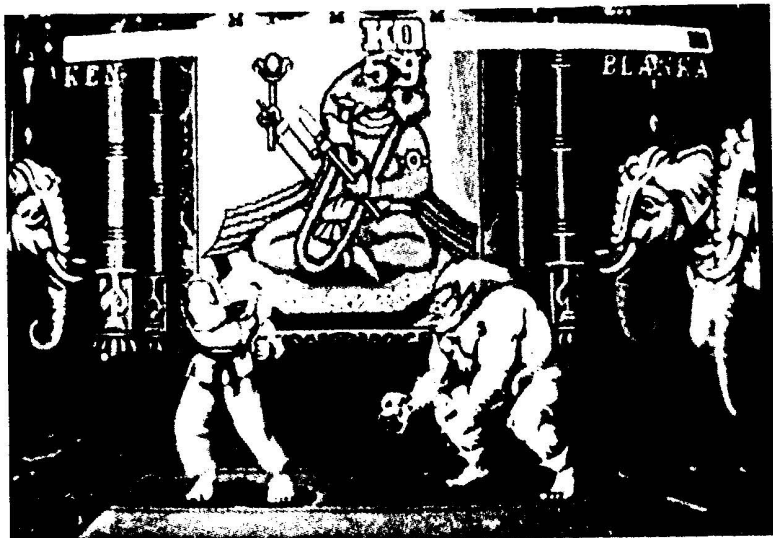
* From Interplay Productions/Victor Musical Ind. is R.P.M. Racing on 4meg cart. As Interplay is an US company, the game should be out soon, with the Japanese version out in March '92. The game is a one or two player truck racing game - very much like Rare's Super R.C. Pro Am... in fact, looks identical, although in two player mode, you have a split screen. There's also lots of items to bolt onto your vehicle - including bodies, engines, suspension, and the all important explosive bits!! Looks real hot - hopefully a full review soon!!

* Apart from the Konami games, the other SF game on my Shopping List is Hudson's Adventure Island which is looking well out and out. The game's graphics are totally awesome, and looks likely to push Mario of his top spot. Out mid. January '92, so order your copy now.

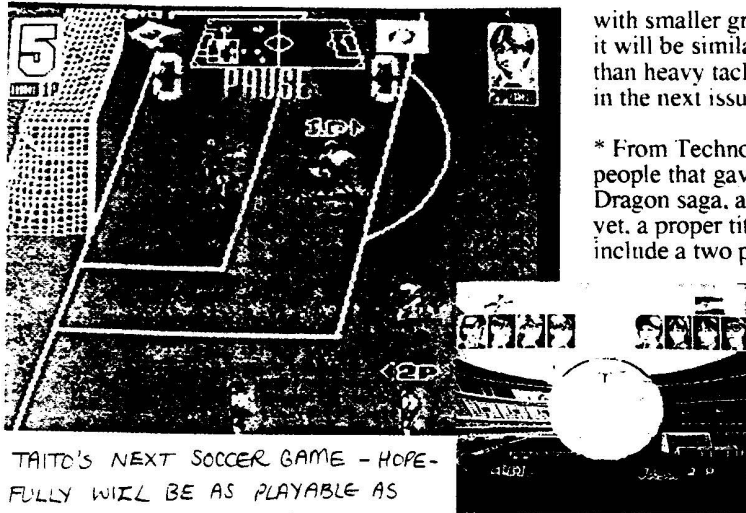
* What game has appeared on just about every machine from the power PCs, Amiga, to the MD. Engine, Gamegear, etc. and uses those funny Chinese blocks? Yep! Shanghai will be making it's way to your SF under the very predictable title... (All Together Now...) - Super Shanghai. Out on 8meg (yep! 8meg!!) at the end of January.



↑ ADVENTURE ISLAND... SWIMMING HERO!



COIN-OP STREET FIGHTING



TAITO'S NEXT SOCCER GAME - HOPEFULLY WILL BE AS PLAYABLE AS FOOTBALL CHAMP!

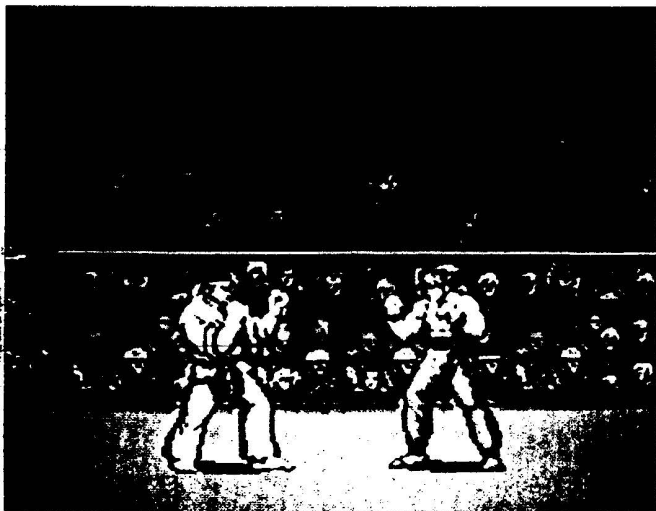
with smaller graphics.... hopefully it will be similar with all the more than heavy tackles!! More on this in the next issue!

* From Technos Japan Corp., the people that gave you the Double Dragon saga, are to release a Double Dragon style game for the SF. As yet, a proper title have yet to be announced or a release date, but it will include a two player simultaneous action, and it if's as good as D.D. then should be worth checking out if and when it finally appears.

* From Asmik, who produced the rather awful Dimension Force (see Next issue for a full review), there's Xardion on 8meg cart. for a March release. The game's an arcade action game as you control a robot who can change form into a dog.

* The game that we're all waiting for - Naxat's Super Famicom version of Pinball is looking real

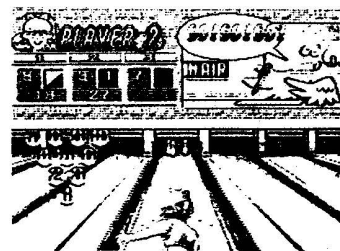
hot. The rather large 8megabit cartridge features all the alien and devilish graphics of Alien Crush and Devil Crash with the main table around three screens long, plus extra bonus tables. One of the bonus screens look especially good with a fiery screen that wobbles and a devil face that moves around the screen together with a nasty long dragon....both of which must be hit I presume. Unfortunately, no release dates given.



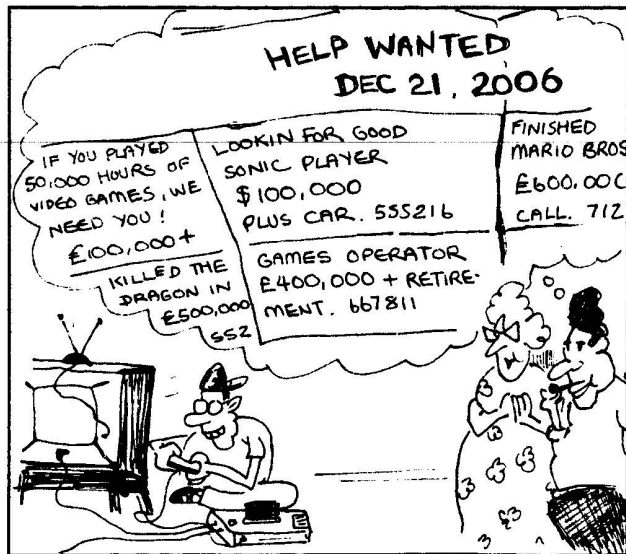
12 MEGABITS OF FIGHTING ACTION SOON TO HIT THE SF.

* From Athena, there's Super Bowling (provisional title) on 4meg cartridge for an April release. The game looks great with fabbo graphics and four modes of play - Turkey Bowl (Standard ten-pin Bowling), Golf Mode, Gamble Mode, and Lucky Turkey Mode... what type of Bowling the latter three are like, you'll have to wait and see. As you can see, the game features a bit more than the usual with a touch of Turkey! Bernard Matthews might be sponsoring the game?! Up to four players can play, and if it's anywhere as good as Access' 10th Frame, then it should certainly well worth checking out.

* From Taito, which haven't done many great games for the SF, are to release a Soccer game for it on 4meg for the end of March. The game looks a bit like Taito's own recent coin-op game Football Champ.. but



SUPER BOWLING ON S.F.



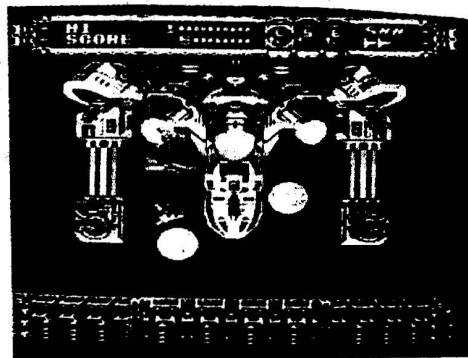
HOPEFUL PARENTS

PC Engine News

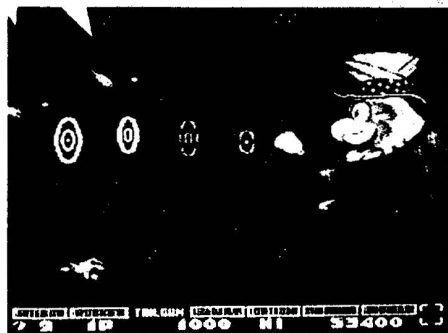
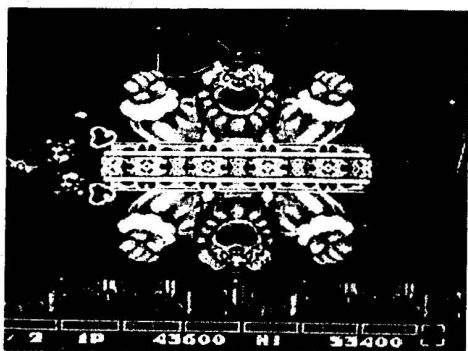
Well, new wares means new software for it... and it seems that, all the PC Engine software producers have decided to go full out and write games for the Super CD-Rom format. So, if you own a PC Engine, it's time you got a CD-Rom with a Super System Card - or better still get yourself a PC Engine DUO!!

* How news is, the graphic designer of top sci-movies - 'Syd Mead', is to help develop a space shoot 'em up for the PC Engine on Super CD format. Syd designed all the ace vehicles in all those movies - from the strange flying police crafts and Harrison Ford's non-flying one in Blade Runner to the giant 2010 space station, and will be designing all of the crafts, backdrops and things for the Engine game. Should be out around April, and to be released by Right Staff, and will be a horizontally scrolling shoot 'em up! More news if and when, only from Electric Brain ofcourse!

* NEC Avenue have a long list of licenses under their big belts, but are taking their time in releasing them - ie. Wardner, Rainbow Islands, Strider, Bonanza Bros., etc. and yet again, NEC have taken out their wallet and have got the license to another Sega game - that of Gain Ground - the not too great vertical (although single screen) commando style shoot 'em up. And NEC has plans to convert it on Super CD-Rom format. Work has already started on the game and it's not too bad - but with bigger graphics... expect to see it... ermm... in the next decade probably. Why can't they forget all these crap games, and complete the better ones. Their next release should be Forgotten Worlds and it looks well awesome... I suppose they do great conversions.... but take their bloody time about it.



HUDSON'S GATES OF THUNDER... RED HOT ACTION.



KONAMI RETURNS WITH PARODIUS / 8MEG!

* Hudson soft have also got their wallet out, and have snapped up Tecmo's Ninja Gaiden... which now appears on just about every format... expect it soon on the MD and SF. The game is based on the first 8-bit famicom version - with the small sprites. Hudson expect to finish the game by the end of January '92 on 4meg card.

Hudson are also to release Gate of Thunder - a brilliant looking horizontally scrolling shoot 'em up featuring awesome graphics, multiple levels, mass destructive weaponry to collect, myriad of enemy fighters, devious traps and defenses, and mega enemy bosses to destroy. The game is currently being developed by Red (the people responsible for PC Kid) and will be released on Super CD-Rom. A Definite Must!!

Hudson's other game - the sequel to Doraman should be available as you read this on 4meg card (full review in next issue), and 6meg Raiden too.

* Tonkin House, who had converted Technos' Dodgeball to the engine will be re-releasing the game in a different form, featuring six different time ages. There's the Cyber Stadium - set in the future where you have robots to control, plus other levels with ninjas, monsters, and so on. On 4meg card out for December.

* Ballistix, Psygnosis' strange crossfire-like game will be out on 2meg card before the new year from Coconuts Japan. The original ST/Amiga versions wasn't that good a game, and the engine one doesn't look too hot either. (Full review next issue)

* Talking of Psygnosis, Shadow of the Beast from Victor

Musical Ind. looks like a better game to get your hands on, and should be available around March on Super CD-Rom format. Hopefully, the game will be improved as it looks like it was converted by the Japanese and not Psygnosis' programming team... but time will tell. One thing is, the sound's gonna be better any how! Hopefully we'll have the MD version to compare it before we get the engine version.

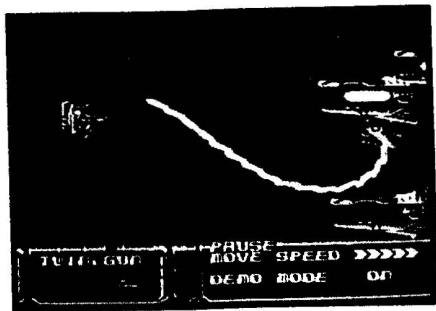
Victor are also converting another foreign game in the form of Stratego for Accolade, which is a strategy board game, and will be on 2meg Hucard, but no release dates on the game. And then there's conversions of Lord of the Rising Sun for release at the end of Feb. on CD, and Sorcerian on Super CD-Rom for March - but neither of these games will be playable as they contain a lot of Japanese. Other stuff



DUAL PLAY TWIN BEE ON THE ENGINE

Victor are involved with, includes Loom, CD version of TV Sports Football, It Came for the Desert, and Alshark, plus of course, the CD magazine Ultra Box 6.

* Biggest surprise on the Engine was the announcement of Konami that they were to convert games to the machine. Their first release was Gradius & Salamanda (see review in this issue), and following close behind will be Parodius which could be released on a whooping 8meg card, and out in February. Parodius is looking mega - and will surely kick all other shoot'em ups in the teeth. Because it's on 8meg cad, it'll be sold at a mega bucks price, but it does feature some totally awesome graphics, some like the dancing girl stands full screen high! One game noit to be missed.



NAXAT'S SPRIGGAN MARK II !

Also to be released at the end of Feb. or early March, will be Konami's fourth conversion. Another shoot'em up, but in the form of Twin Bee, the two player vertical blaster. This again looks great - just about identical as the coin-op with bright colourful graphic and will be on 4meg card.

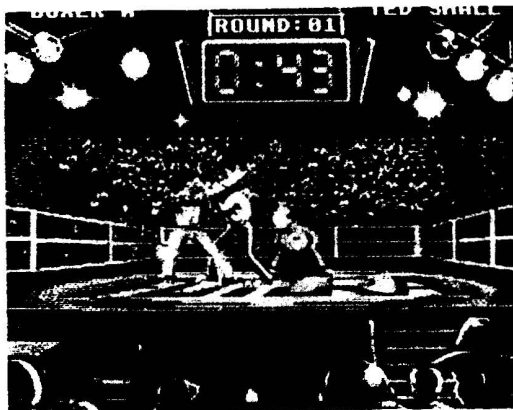
With four games to be released in four months, it looks like Konami are aiming for a game a month - I hope so! If Konami continues to write games for the Engine, it will be the best machine to have as Konami is certainly the best games writers these days but have only written games for two very slow machines - the 8-bit Famicom (NES) and Super Famicom - both not that well suited for fast action arcade games. Hopefully we will see the likes of Gryzor, Contra, Ninja Turtles, Castlevania, Vendetta, and so forth. Another bonus is the four player adaptor!

* The Bitmap Brothers has already graced the MD with Speedball 2 (we haven't seen this yet - has anyone got a copy of this game?) but what about the engine? Their first release for the little machine on CD will be GODS. I have to say the Amiga version was one of my favorite games - but atleast it was too easy and not enough levels... hopefully they will improve it. However, you'll have a long wait as it's not planned to be released until around july '92!! The game will also appear for the Mega-CD too.

* From Riot (Telenet), there's 'Coman - the Boy in Future' on Super CD-Rom. The game's a arcade adventure featuring tons of animated frames. The game is based on a japanese comic/anime video by Nippon Animation co. Ltd.

After Valis II, II, & IV... what next? No, not V, but the first Valis... Valis - the Fantasm Soldier. The new game should be completed by March '92 on Super CD format. Hopefully with the 2meg ram, they can reduce the loading time with the animated scenes.

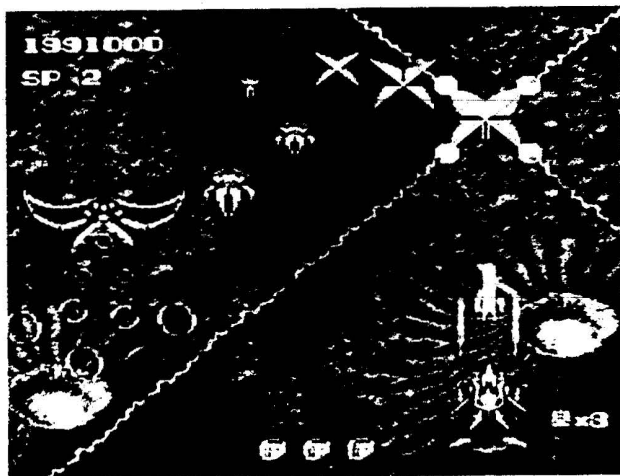
* Naxat have a number of CD-Rom games in the pipeline - in fact all three are on Super CD format... so it looks like it definitely the time to get the Super System Card quick. First up is Technos' Footie game which should be out as you read this. Next is an adventure game for jan. '92 so we won't be seeing that, and lastly, Spriggan Mark 2 - but this time it's horizontally scrolling shoot'em up in the side-arms mould as you control a jet packed bloke. It also has touches of Assault Suit Leynos as you have a operator that reports details to you at the bottom of the screen, different types of weapons, and big enemy ships to destroy.



THE KICK BOXING COMING SOON !

* From NCS, there's Mr. Shibibi Man 3, on CD format, and this one looks brilliant with ace graphics. The game's a traditional arcade adventure.... and will be out around February. Even more Super CD-Rom shoot'em up action, is Macross. Yep! The name sounds quite familiar - it's those strange transformer robots that can change into a fighter crafts, etc. The game's a horizontally scrolling blaster and is looking good. More news on this when we get it.

* And just to add to the queue, another horizontally scrolling shoot'em up is in the works from I'Max called The Lost Sunheart, but this time on 4meg HuCard. Incidentally, the game should be released as you read this. The game doesn't look too bad - featuring some really wierd creatures to blow up.



NIHON BUSSAN'S NEW TERA CRESTA GAME !

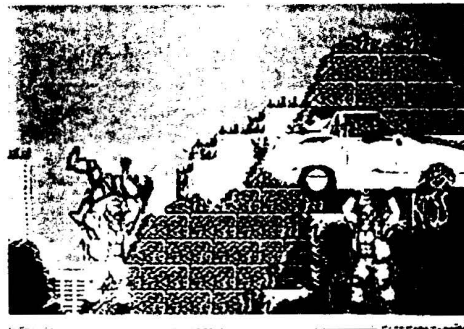
* Lasersoft - under the new label of Navigator are also to release a vertical blaster (again on Super CD-Rom) called Psychic Storm, and should be out mid. March. This looks real neat, and has similarities to Musha Aleste on the Megadrive!

* The two french games from Loriciel - Panza Kick Boxing and Tennis will be out on Super CD-Rom in Feb. from Micro World. Both games looks terrific, and as a special bonus, Davis Cup Tennis can be played by up to four players in doubles.... real ace!

* From Nihon Bussan Co. Ltd., they are to release a new version of Tera Cresta/Tera Nova on 4meg card. The new game again will be vertical scrolling shoot'em up, and your crfat will be able to collect extra parts to increase fire power, and eventually turn into a firebird. As yet, no release dates for this game.

MegaDrive News

* One of the best and funniest beat'em up coin-op games - Crude Busters will be converted to the Megadrive thanks to DataEast. The totally crazy game, where two tough guys so on the rampage to take out the street gangs featuring superb speech and excellent range of moves where you can pick up just about anything and throw it. Crude Busters should hit the Megadrive around March '92 on 8meg cart. Current screen shots of the game looks promising, and the two player option will be left intact.



CRUDE BUSTERS BUSTING OUT ON MD.

* Sunsoft's conversion of Psygnosis' Lemmings is coming along well, and looks as good as the Super Famicom version (hopefully, they won't bodge up the control method like Imagineer). It also includes a new animated introduction sequence different from the computer one, and will be on 8meg cart., but no release dates as yet.

* If you liked Super Monaco GP, then you'll be glad to hear, Sega will be releasing the sequel in April with a bit of help by the world formula one champ Ayrton Senna. The game, called Ayrton Senna's Super Monaco GP II (Are Sega

trying to beat the longest title for a game I wonder? Also very original!), will be on 8meg cart. and feature some spectacular digitised pics of the man himself, while the game will be more or less like the original.

After Outrun, there's got to be a sequel, and Sega's Turbo Outrun should be out around March on 4meg cart. The game looks great, but I can't say, Turbo is a great deal different from the original. The game also features the SST Band playing the music!



SENNA ON THE MD IN NEW MONACO GP. WITH LOTS OF DIGITISED PICS OF THE CHAMP!



SEGA WITH TURBO OUTRUN - WHY BOTHER ?

* One of the best computer sport games is Tennis, but the MD have been left behind - until now that is, as Telenet are to produce a Tennis game for the machine and should be available around March on 4meg cart. Unfortunately, there are no screen shots of the game, so can comment.

All we need is Sega to release a four player adaptor!

After Valis III on the MD, Telenet have released another (available now). The game looks like all other Valis games although you have a host of better weapons including multi-way bullets, lasers, arrows cutter and grenades, plus magic powers including Earth Quake, Tornado, and Flame Ring. Check out review, hopefully in the next issue!

On CD format, one of the first non-japanese games to be released will be Rise of the Dragon - A Blade Hunter Mystery, from US company Dynamix, although will be released by Sega. The game's a massive graphic adventure (taking up around 10 disks on the Amiga!!), based in

the year 2053... so all you arcade freaks should stay away... then again, how many of you have a Mega-CD!?

Toki (or JuJu) should be available at the end of Jan '92 or more likely early Feb '92 from Sega. I quite liked the coin-op arcade adventure game, although found it rather difficult. The conversion looks very close to the coin-op like most Sega releases, but like Mercs, Sega seems to have added extra levels to the game... either that, or the Amiga version (which I completed with a bit of cheating) didn't include all the levels!

* The Bitmap Brother's ace arcade adventure GODS should hit the Megadrive at around July on Cd-Rom format!



TENGEN'S ROADBLASTERS LOOKS GOOD !

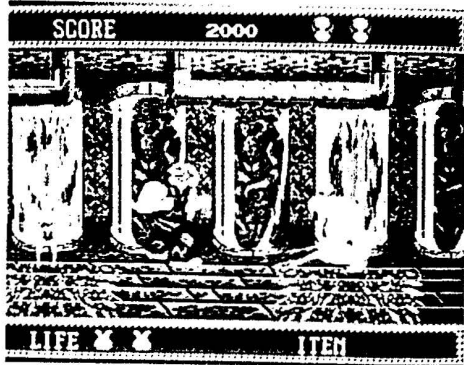


* Sim's conversion of Tecmo's World Cup '92 should be out at the end of January on 2meg Cart., and should be worth waiting for, especially as there hasn't been a decent soccer game for the machine yet, although with Anco's Kick Off 2 in the works... Sim's certainly can't hold the title for long.

* Alisa Dragon, the rather good looking arcade adventure has now been put back and should now appear around March '92 on 8meg cart.

* From Hot-B, there's Bouomen - bizarre arkanoid type game - although it doesn't feature any brick, but a lot of super graphics. Out in March.

* Another racing game is F1 grand Prix by Varie. The game's on 8meg cart. and should be out before Xmas. The game itself is very much like F1 Circus, but with larger graphics.



(MORE CREEPY BIT IN SPLATTERHOUSE SEQUEL



SPLATTERHOUSE PART II - HE'S BACK AND GHOST BUSTING!

* Talking of F1 Circus, F1 Circus MD should also be available before the new year, and will be on 4meg cart., plus backup ram. Now all MD owners can experience the speed F1 racing... or crashing!

* Biggest news from the Namco stables is that, they are to produce the sequel to their ace Slash 'em up Splatterhouse in the form of Splatterhouse Part 2. The game will appear on 8meg cart. But no release dates given yet.



RISE OF THE DRAGON

The 1988 original game has been beefed up, but you still control your muscle bound ice-hockey player up against ghouls, ghosts, zombies, and other very nasty nasties. It seems you must also rescue a girl, and take her to safety. Looks great with some wierd effects... more on it when we get a release date.

* From Kaneko, who will soon release a dual player platform game in the Space Panic mould but with ace cute graphics and featuring Aligators, are also to release Super Qix for the Megadrive. Yep! The old painting game, will be converted to your MD... but feature more effects, including some nice piccies.

* On the CD-Rom front, things aren't looking too promising for the Mega-CD if you don't understand Japanese, as just about every other planned game for it are either Role play games, adventures or strategy games. From Sega, There's Sim Earth - the sequel to the highly successful Sim City.



MARIO'S GOT A NEW CAR!

8-bit Famicom News

* From Taito, the garden gnomes are back - Don Doko Don 2 is in the works and if it's as good as the original, it should be worth checking out! Unfortunately it won't appear until the new year. The game's not a straight forward single screen platform game like the original - but a giant arcade adventure in the same style as Mario. On 3meg cart.

Coming a lot sooner from Taito, will be Jin Sei Geki Joh 3... ermm.. yes! Looks very much like Mah Jong... Out on 20th Dec.

* However, make way - make way as Rockman 4 will be busting on the 8-bit famicom from Capcom - and should be out in japan as you read this. The game will also be on a whopping 4meg cart. with 64k backup ram!! This means more money, and cost 7,800 yen. Oh yeah, Rockman's doggy friend will again make an appearance and Rockman has also got himself weapons that powerup and can now beam up to produce a powerful fireball. Rockman 4 looks terrific, and you



can be sure I'll be getting my mitts on it real soon!

Also from Capcom is the conversion of the Gameboy game - Gargoyles Quest - although it's actually the sequel - called Gargoyles Quest 2. Like the GB version, the game lets you control a flapping gargoyle in a side-on arcade adventure,



NEW NINTENDO PUZZLE GAME

plus the usual RPG style bits thrown in. G.Q.2 looks great and for a FC game, looks real ace... certainly the best I've seen. The game should be out between March-April '92.

* After Mario Bros., Super Mario Bros', Dr. Mario.... the short italian plumber returns on the 8-bit Famicom in another puzzle game similar to Hatris/Spinpair, but featuring characters from



GARGOYLES QUEST 2 ON THE FAMICOM.

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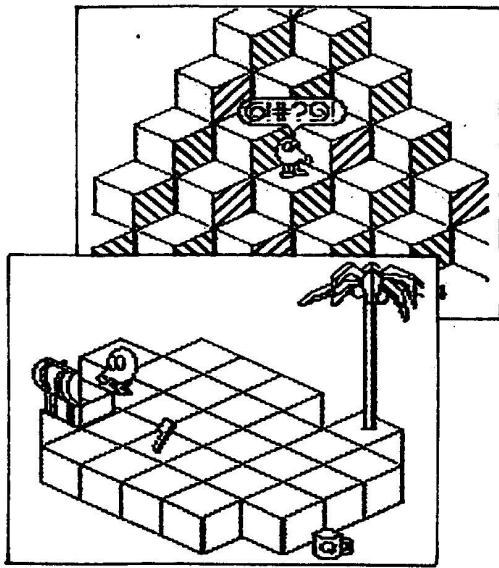
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Gameboy News

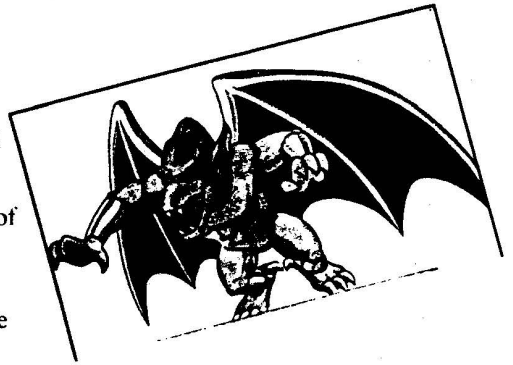


Q-BERT ON THE GAMEBOY!

* One of the weirdest and cheekiest arcade games released in 19983 was Mystar Electronic's Q-Bert - where you control a strange creature with a big hooter who has to jump about on pyramids of blocks to change their colours. The game is to be converted by JVW Electronics and will be released by Jaleco Ltd. on 1meg cart in January. The game will have all the gameplay of the original, with Q-Bert swearing, the ever following curly snake, colour changers, spinning teleport discs, and so forth. The GB version will be slightly improved with different shaped mazes that scroll in all directions.

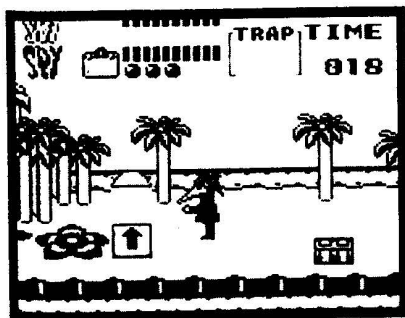
* Square's next game for the GB will be Saga 3, the third in the Saga... saga. The game should be available in mid December. Hopefully, the previous games will appear soon in US/UK format.

* Taito's Sagaia... the GB version of Darius is looking terrific with superb graphics especially the end of level boss sea creatures which still include the first blue fish of the original game, plus the whale, seahorse, and Turtle.... some from the sequel like the big crab, and then



there are some new ones. The main game looks great too with laser shooting satellites, missile firing tanks, and so on. On one meg cart.

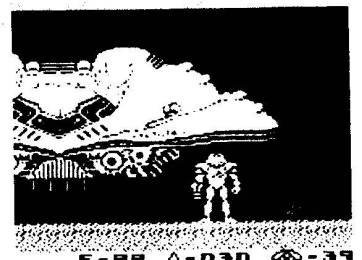
* The GB version of Anco's (Dino Dini's) Kick Off should be available in Japanese format in Feb. '92, although it's very likely the US/UK version will be available much sooner. If it's anywhere as good as Tokin House's Footie game, then it should certainly be worth dishing your money out for.



ONE SPY OF SPY VS SPY... TIME TO SET A DEADLY TRAP!

* It seems Gremlin Graphics are really going console mad, as the team not only are producing games for the Engine and Super Famicom, but also for the Gameboy... and their latest is Dirty Racer - a sort of Toyota Celica but in a four wheel drive buggy instead. If Gremlins can make the game play better than Toyota, and as fun as Lotus, then I'll be queuing up to get my copy. Expected to be released by mid. 1992.

* From Kemco, the people who are to release Gremlin's Top Racer for the SF, there's Spy Vs Spy World on 1meg cart for the end of March. The game plays the same as all the Spy Vs Spy games by finding all the required bits before your opponent's spy, then go for the exit. You can of course plant all those wonderful traps. The difference between this and other versions is, it is set in six different locations including on a desert island (as in Spy Vs Spy 2) and Egypt.



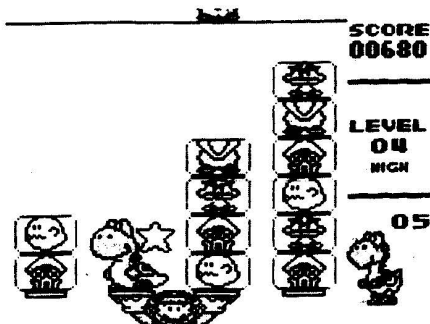
NINENDO'S ARCADE ADVENTURE

* Nintendo have 2 games in the works. One should already be released and is a puzzle game in the Tetris/Hatris/Spinpair mould. As usual, there are falling blocks which you must manoeuvre. The game as you might expect, is linkable. Look out for a review soon!

The other game is a side-on arcade adventure game where you control an astronaut which lands on an alien planet. As you can expect - there's some wierd and nasty aliens, extra weapons, etc. Out at the end on January on 2meg.

* One of my fav. games, are multi-sport games like Track & Field, Hyper Sports, Decathlon, Summer Games, etc.... And it seems a Track & Field type game is about to hit the GB with the pole vault, 100m sprint, hurdles, etc. The game is been put together by Interplay, the people who brought you Battle Chess, Chinese Chess, etc... Should be out at the end of January.

* Hudson haven't done many games for the GB, but their next is going to make a stir, as they are to convert their hit NES title Adventure Island 2 to the mono-machine. Although the graphics aren't as good as Konami, Capcom or Rare's standards, the game should hopefully be as good as the NES version. On one meg cart. out early March '92.



NINENDO'S NEW TETRIS - LIKE GAME WHICH IS BOUND TO BE A HIT!

... From PAGE 11

HOOK... COMING TO FAMICOM



Super Mario World (from the SF game), that fall from the top of the screen, although the game also has extra features.. ie/ get two halves of a egg to match up and the dinosaur will hatch out. The game features two types of games like GB Tetris, plus 5 different levels, and two speeds, and there's also a two player link-up option too. Out mid. December.

* Hook, the new movie based on Peter Pan will be converted to the 8-bit Famicom (NES) real soon, and is a arcade adventure game... and looks real ace.

* Batman returns on the Famicom (out now!) from Sunsoft and looks better than it's prequel with better backdrops, and bigger and more well defined characters... certainly the best looking famicom game I've seen.

* T.M.N.T. 2 from Konami should now available on a whopping 4meg cart! Yep! Those 8-bit Famicom games are certainly getting bigger and bigger! And Turtles 2 looks great, with each of the heroes having different moves, and with the two player option, should be a real laugh.

* Electronic Arts are soon to release their rather ace 3D arcade adventure game - Immortal to the aging machine... this I would love to see, considering how complex the 16-bit versions are.

* Nihon Bussan Co. Ltd. first produced the brilliant F1 Circus for the PC Engine. It was so good, it was then converted to the MD, and now the company are to release it for the 8-bit machine for a Feb. release. But - can it handle the speed I wonder?

Game Gear NEWS

* Sim's conversion of Sega's Alien Syndrome should be available in March '92 on 1meg cart. Judging by the graphic screen shots, the game looks pretty terrible.. but as it contains all the levels, hopefully it will play as well as the coin-op.

Their other Sega conversion - Heavy Weight Champ will come out a lot sooner - infact, should be out now, again on 1meg. One nice feature to the game is the inclusion of a Versus Game to link two Game Gears together.

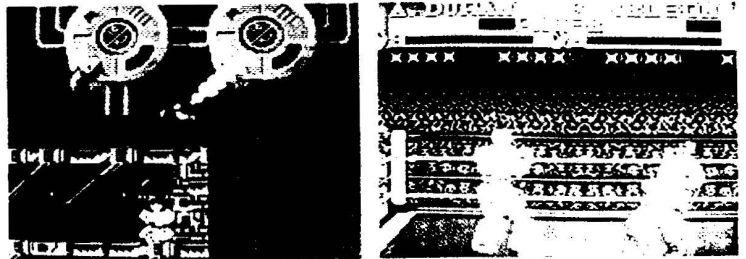
* Sega have two main games, Sonic the Hedgehog and Lucky Dime (starring Donald Duck), both of which are now available. As you might expect, both games will be the same as the Master System versions as the two machines are so similar.

As for Space Harrier, it should also be available as you read this, but it looks rather terrible, just like the Master System version with the yukky block graphics!

As for the GG version of Ayrton Senna's Super Monaco GP II, you'll have to wait until june for the game on 2meg cart. Hopefully, Sega will produced a proper in-the-seat version, instead of the original version been like Pole Position.

Sega are also release a RPG game for the Game Gear. but out on japanese format. so not worth getting.

* From Riverhill Soft, there's Buster Ball - a futuristic sports game. In other words, a cross between Speedball, Pinball, and Ballblazer. ie. The game's like Speedball but with craft



ALIEN SYNDROME AND CHAMP. BOXING FROM SIMS FOR THE G.G.

crafts instead and played on a playing area with bumpers, and other pinball-like obstacles. The game should be on 1meg cart., and should be out in late March '92. The game's linkable too.

* Namco are also to produced a Mah Jong game for the GG for a July release... well... 'nuff about that. Anyone out there play Mah Jong?

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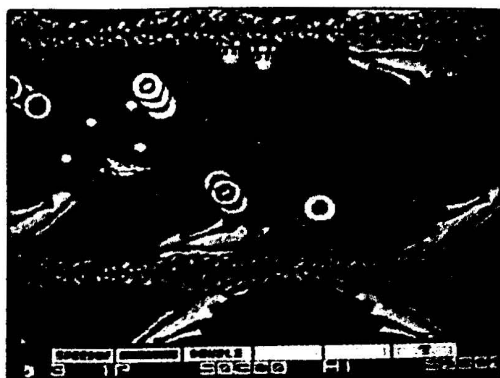
GRADIUS

PC Engine by Konami - 2meg - Supplied by Console Concepts

Well, hands up who doesn't know what this game is about? If your hand is up, then you must be a very new video games player.

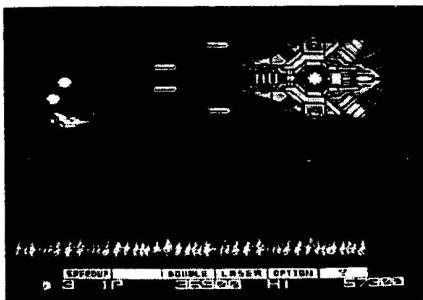
Just to jog your memory, you control this space craft - the Vic Viper, in a multi-level horizontally scrolling shoot 'em up. The objective is to fly through the enemies' defenses packed to the teeth with gun turrets, swirling

ships, volcanoes that spew out boulders, easter island heads that fire energy rings at you, and so forth... collect pods to gain extra weapons inc. speed ups, missiles, lasers, multiples, and shields, and destroy the enemy mother ship at the end of each level... plus the ultimate aim - the brain at the very end.



THE HEAD LEVEL OF GRADIUS!

Onn: At long last. Konami has decided to write for the PC Engine, and their first release, Gradius, is nothing short of brilliant, capturing all the gameplay of the coin-op... in fact is better.



THE BOSS... EASY PEASY!!

I must have wasted a few quid on the coin-op version and this is the closest conversion I have seen featuring all the levels, plus as extra addition squeezed between stage four and five... and of course, there are a few secret bonus levels too!

Graphically, the game's identical apart from the slight colour difference (it looks a bit on the pale side), and the very slight up/down scrolling like Darius and R-Type on the engine.

Soundwise - all the tunes are present although as you might expect, but doesn't sound as good on the engine, but what can you expect - it's still great.

However, it's the gameplay that matters, and if you stuck this in a coin-op cabinet - you'd be hard pressed to tell the difference as Gradius plays as good as the jamma board version. Of course, there is the extra level featuring big skeletal remains which if you shoot, sends bones flying all over the place

requiring you to dodge them, and skulls that fire wiggly blue lasers - quite tricky to dodge!

Apart from the few minor differences, Engine Gradius is a must buy. There is one major flaw and that is, there's no option screen to select difficulty level as completing it is quite easy (if you've done the coin-op) and it's not until the second time around that's more challenging. I suppose there is a cheat in the game to do this (I hope!).

I can't wait for Salamanda and Parodius! With Konami producing games for the engine, it makes the machine the best console to own (the Super Famicom would have been if Nintendo had stuck in a decent processor).

SALAMANDER

PC Engine by Konami - 2meg - Supplied Console Concepts

After the highly successful Gradius (Nemesis) coin-op. Konami produced the even more highly successful Salamander year later. Although the game featured the same ship, and similar game play, although it wasn't a proper sequel as it had quite a few differences.

Firstly, it had a two player option - so you can help

each other battle against the enemy hordes, or in most cases push the other into the jaws of death! The weapon systems have been simplified, by collecting the actual weapons themselves, and then there's the vertical scrolling on every even level... from six levels.

Each level is more varied too.

You start flying left to right with formations of enemy ships floating towards you. Shoot all of the formations and weapons will be left behind for you

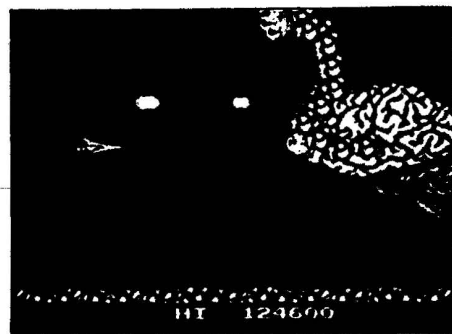
to collect. Weapons includes speed-ups, missiles, standard lasers, ripple lasers, multiples (maximum of four on screen - so if in two player mode, one can get all four and the other none, or two each, etc.), and shields.

You must then fend off tentacles, floating blobs, shoot through red spongy stuff, avoid moving tusks, shoot through red strands and expando blobs, then go against the enemy boss at the end - a floating brain with tentacles... all in the first stage.

Level two, and it's up screen - where you are out in space and in a meteorite shower! Dodge the rocks, shoot a flashing space ship, and destroy the nasty four-arm ship! Level 3 is

between seas of roaring flames....

Onn: Apart from R-Type, Salamander is one shoot 'em up coin-op I've played quite a lot of, and certainly one of the



best blasters around, so you can guess that I was certainly looking forward to this game! So what's the verdict? Amazingly, Konami has done an incredible job with about 98% of the coin-op squeezed into the 2meg card. As you can guess, the graphics are



LEVEL ONE... DODGE THE TUSKS...

THE NEW BONES LEVEL!



identical to the coin-op, with an amazing amount of objects on screen which hardly slows down at all. (though of course things do get a little flickery but this does not detract from the game too much.)

Gradius is a MUST!! Don't delay, get it today!!

- Visuals - 95%
- Audio - 93%
- Playability - 95%
- Lastability - 92%

Overall - 93%

Dan: At last, the classic coin-op gets converted to one of the most powerful consoles, and the result is actually better than the coin-op, with an additional stage, several hidden stages and a proper ending!

Graphically speaking, Nemesis is great - nearly

graphically speaking, the game is just as good as the original. The tunes sound different, as you would expect with the engine's sound chip, but great nonetheless.

Overall, I have to say, 'Buy this game!'. It's taken a long time for Konami to start producing software for NEC's machine, but now they have we can all look forward to some pretty amazing games.

- Visuals - 91%
- Audio - 90%
- Playability - 92%
- Lastability - 87%

Overall - 93%

nearly identical as possible to the coin-op - real awesome. The amount of objects on screen is totally amazing, especially when playing in dual mode... and still the engine doesn't slow down... although it flickers a little!

Sound is also great, with the same brilliant tunes of the arcade, and explosive sound FX. Unfortunately no speech.

As for playability, it's great and plays like a

dream - certainly one of the best shoot 'em ups around. Although it only has six stages, all are varied, and with two difficulty levels... you won't be bored too quickly.

There are a few minor things missing, like you can't bomb when moving up-screen, no speech, and you can't push the other player in dual mode... but overall, Salamander is a brilliant game, and a game all engine owners

Here are some cheats for Gradius:

* For 30 lives when you start the game - on the title screen, press LEFT, SELECT, Hold UP and press button II three times, and press RUN to start the game. You should now have 29 lives plus the one you're playing with.

* The standard Konami cheat also works for this game - Pause the game, and then press Up, Up, Down, Down, Left, Right, Left, Right, Button II, Button I, and unpause game for full weapons apart from speed, and laser/double.

* The game also features a few bonus levels. The first can be found on stage two by entering the small gap in the wall just before shooting the pink blob things.

The second and third can be entered by entering between two heads on stage three. There is a platform with two heads on top and two on the underside. DO NOT shoot 'em, go between the top ones for one bonus level, and the other for the other. You can go to both, by killing yourself at the end of one, where you'll come back before the heads and enter the other.

The next, we couldn't get to, so I can't confirm it's there or not. But, it on stage seven at the end, somewhere at the very bottom.

shouldn't be without!!

- Visuals - 95%
- Audio - 95%
- Playability - 95%
- Lastability - 93%

Overall - 94%

Dan: Finally, after five years, the greatest shoot-em-up ever is converted to the engine. And what a brilliant conversion it is!

Whilst this is not quite such a brilliant conversion as Nemesis is, it is still better than anyone could have reasonably hoped for. There are no additional levels (at least to the best of our knowledge at the time of writing.) and one or two small points (such as the speech) are missing, but the main game (including the two player option) is there in it's entirety and is just as enjoyable as it was back in 1986.

Salamander is yet another game which proves that the Engine is still THE Console to own. It may have been surpassed in terms of hardware by the three 16-bit consoles, but the simple fact of the matter is that, it still has the most playable software.

All you engine owning shoot-em-up freaks - buy Salamander. All you non Engine owners - buy an Engine and a copy of Salamander.

- Visuals - 92%
- Audio - 91%
- Playability - 94%
- Lastability - 95%

Overall - 95%



THE FIRE STAGE... DODGE THE FIRE WAVE

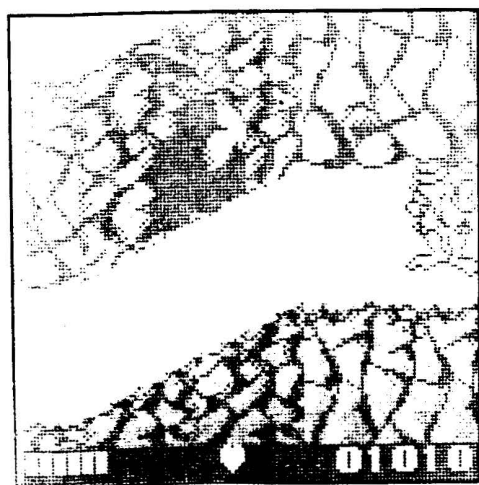


BATTLE TOADS

Gameboy by Rare/Tradewest - Supplied by Console Concepts

While partying on Lost Vega, a deep-space leisure station, the three Battletoads - Zitz, Rash and Pimple, get pleasantly side-tracked by a Thallian Thorax Dancer. Unfortunately, the dancer isn't what she appears to be - and soon reveals herself as the evil Dark Queen!

The 'toads fight valiantly against overwhelming odds, but are eventually overpowered. Yet, all is not lost!



FOUND THAT ARM IN!

Although Rash and Pimple are taken prisoner, Zitz makes it to the Toadster and burns space back to the Vulture and Professor T. Bird, the Battletoads' mentor.

Rash and Pimple are taken away in the Gargantua to the planet Armagedda, but luckily Zitz and the Professor are hot

on their trail...

So there's the situation, Zitz. The Dark Queen's 'toad-napped your best buddies - what're you gonna do about it?

You're gonna get real MAD, that's what you're gonna do - and then you're gonna get EVEN!

Professor Bird's gonna set you down on Armagedda, but from then on it's up to you. You've got a long way to go, Zitz - into caverns, across

swamps, and even through the belly of the dreaded Wurm. And ultimately, of course,

you're gonna have to defeat the terrible, the towering, the truly 'toad-splating Robo-Manus mutant!

Have you got what it takes to be a bona-fide Battletoad? We'll soon see, one way or another...

As soon as Zitz sets 'toadfoot on Armagedda, the awesome action begins! There's no time for plannin' - just get your greeb hide motorvatin'!

Don't expect a friendly welcome on Armagedda - it's eerie mountains, dark chasms and stickin' swamps are full of treacherous obstacles and

are crawling with the Dark Queen's mutant hordes.

Before you can get to the Gargantua and release Rash and Pimple, you're gonna have to zap each beastly baddy and overcome every trouble - some trap they've set for you.

Luckily, you've got a 'toad-ally awesome arsenal at your disposal - a cool, green head, acornucopia of punches, slams and kicks! Couple these with weapons picked up along the way and there's no excuse for backin' down from the bad guys!

Although you're a real fast mover and your fist and feet'll get you around most obstacles, on several levels, you're gonna need-to-speed, 'toad - so jump on a Jet Ski, strap on a Jet Pack or leap on a Turbo Wing and burn space to your buddies!

Once you've battled your way to the top of the Gargantua, you've got a date with fate, 'toad - 'cuz the Robo-Manus mutant is headin' straight for ya', and he's looking meaner than a Zildan Brackvurst with a toothache.

And that's mean, 'toad!

So, let's do it! Let's get mad an' bad an' crazy, 'toad - let's

EAT!

Dan: It's amazing how Rare always produce such excellent games, and Battletoads is no exception. The NES version of Battletoads is one hell of a game, but the GB version blows it away! (the levels are actually rather different, so if you have the NES version, this one's still worth buying).

Graphically, this is one of the best GB games around. The graphics are really excellent - highly detailed, full of character and brilliantly animated. (The scrolling on the maze section is easily the best seen on the machine). Soundwise, Battletoads is great, too. The music is ace and suits the game very well. (Sadly, it's still not up to Konami Standards, but then, not much is these days, is it?) Game play is where Battletoads scores highest. The game is varied and there is more challenge here than in most other games of this type.

Battletoads is an absolute must!

Visuals - 95%
Audio - 88%
Playability - 92%
Lastability - 90%



Overall - 91%

BATTLE TOADS

Famicom (8-Bit NES) by Rare/Tradewest - Bought in Hong Kong

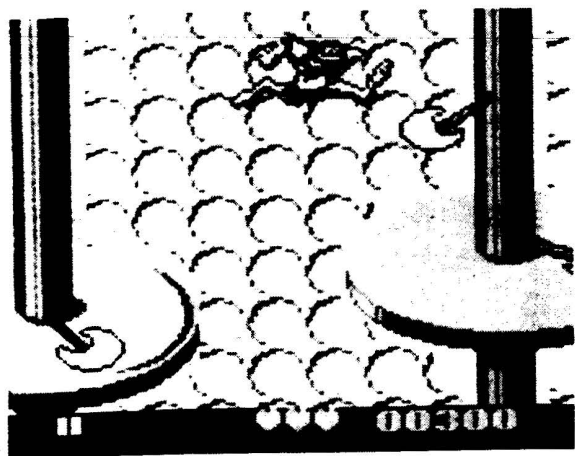
The Toads are the latest cool characters to hit the Computer scene and these guys kick the Turtles for six.. and seven. The story goes: One of the Toads - Pimple, was out cruising with his girl Angelica, in his trendy space craft when out of the black, the evil dark queen captures both of them, and heads for a nearby planet. As one of the remaining two toads of the famous Battle Toads (or in a two player game - both of 'em - Rash or Zitz), you set off to rescue your friends.

When you start, you land on the planet, and instantly attacked by two rodent creatures. Your toad can

combination punch resulting with a massive power punch, pick up opponent and throw them, or charge at them, Golden Axe style.

Of course, the opponent can pound at you too. Dispose of the baddies, and a long legged mechanical beast strides in and tries to kick you to death. Deck the daddy-long-leg and it breaks into pieces... head and legs, where you can pick them up and use as weapons. Then there are more baddies to dispose of.

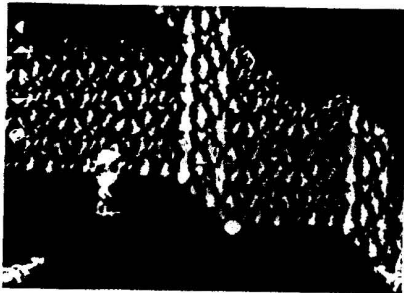
Extra energy can be gained by eating flies that fly around - snapped up with your long sticky tongue. Reach the end of the level, and the screen goes red, and a gun sight appears to shoot you. Avoid the gunsight, pick up the



JUMP ACROSS - BUT WATCH THE SWINGING AXE!

boulder it launches and throw it at the shooter a few times and it's onto the next level.

Level two is down a hole. Hanging on a rope, you must descend down the chasm fending of birds, toad-eating plants, and electrical-mechanical units.



END OF LEVEL ONE !

Here, the toad can punch, kick, swing a power kick, and even turn into a bell to knock opponent senseless.

Level three is at the bottom of the chasm, where there are more baddies to deck, islands to hop on, and ride on jetbikes similar to those in Return of the Jedi, as you avoid /jump stone blocks, jump ramps, avoid deadly missiles... at lighting speed!

Later levels... you'll have to descend a slippery ice cavern with snowball throwing snowmen, and ride a river on a surfboard avoiding logs, and dangerous whirlpools.

Onn: After reading how good Battletoads is in the now defuncted RAZE mag., I was desperate to get this cart. Luckily, there was a pirated 8-in-1 cart., containing the game in Hong Kong, so I quickly snapped it up at a bargain £15.

So, what's it like - Hyper or What? Well, it seems Rare have done it again, as Battletoads is brilliant. At first, it doesn't seem too interesting, as there aren't as many moves as I hoped it would have (as Raze described it

similar to Final Fight), but this isn't too bad as the range of moves vary from level to level and brilliantly animated they are too. When you punch someone, it punches normally, but the final blow is such a whopper, the toad's hands is enlarged four folds... really humorous.

The graphics are something else too, for the NES. The backdrops are nicely defined, although too much stipple graphics sends the screen fuzzy, but there are some nice parallax scrolling too. The sprites however are brilliantly done, and animation superb... some really funny. ie. When you reach the end of stage one and the giant boss strides in, the toad freaks - his eyes bulges and jaw drops to the ground, and when on the jetbikes, you have him



LEVEL 2... DOWN A HOLE...

hanging on the handles while his legs flap behind!

Sound is great too, and best I've heard on the NES with some great toons especially the drums and sound FX, plus a funky beat when you pause the game.

And play - well, it's great fun. Infact, I've been playing it more than anything on the MD, Engine, or SF... including Castlevania. Also, NES games are usually easy - but this is rock solid -

stage 3 is really tough... not even Dan could get pass it, and it took me about a week to do with the next levels... been near impossible! The only flaw in the game is in two player mode, as should one toad die, both have to restart the level again, and there really should have been a password system.

Overall, Battletoads is a MUST buy if you own a NES (compatible), in fact, it's so cool, it's worth buy a NES to play it!!

Visuals - 92%
Audio - 90%
Playability - 92%
Lastability - 90%

Overall - 91%



TURRICAN

Gameboy by Accolade - Bought from Software Plus

Basically, Turrican is a side-on arcade adventure blaster as you control a Turrican - a mutant warrior, based on the excellent Amiga game.

Dan: Being an extremely avid fan of the Amiga version, I was eagerly awaiting this game. Disappointment was the order of the day. Although everything from the original version is in there, the game simply doesn't work well on the GB. The graphics look very indistinct, the music is less

than great, and the control method is very dodgy (to fire an energy line, SELECT must be pressed twice followed by button B. This does not work well, and many frustrating deaths can occur whilst pressing the SELECT button.) If Accolade had made some attempt to change the game to better suit the GB's capabilities (as Konami do with their conversions.) then this could have been a great game, but as it stands it's very average and certainly no match for the classic Amiga original.

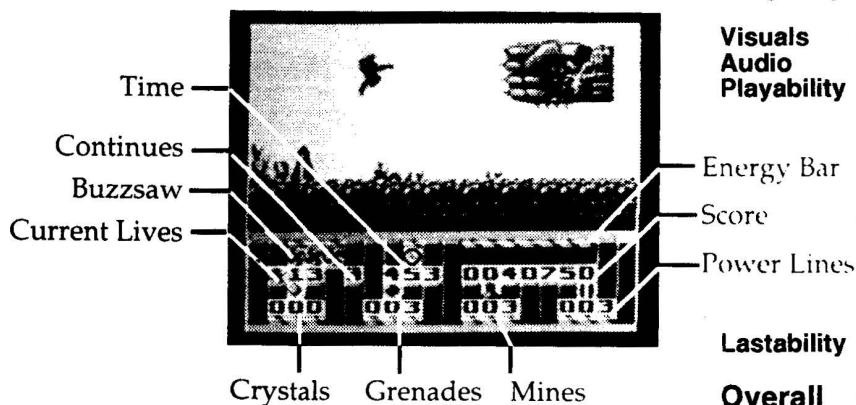
Visuals - 65%
Audio - 50%
Playability - 75%

Lastability - 60%

Overall - 60%



ZITZ



TURRICAN : WATCH THAT HAND !

LEMMINGS

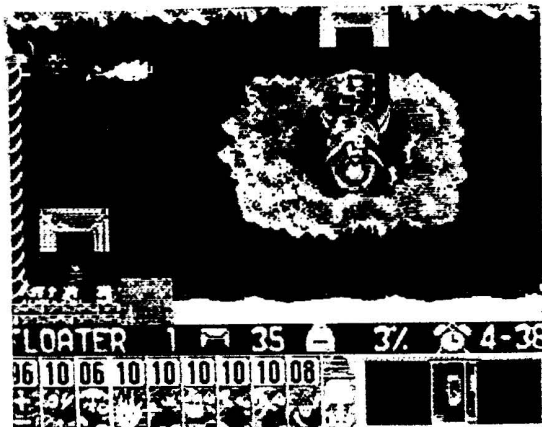
Super Famicom by Sunsoft - Supplied by Konsole Krazy

Lemmings are stupid creatures.. they wander about aimlessly , and kill themselves if there is no one to help them. It just happens that you are the helper and must save the lemmings from extinction. If you haven't played the Amiga , ST or PC versions.. then here's the low down.

The game's played side-on with a 'drop point' where your lemmings fall out off, and will continuously walk right along the landscape. Your objective is to get all or

for the followers. Should your lemmings head to a cliff, which they will fall and die, you can get the first lemming to build a bridge, and the second one to stop and block the rest from following on.

The game features around 160 levels, starting off really easy, to extremely difficult. Each level is different requiring you to rescue a certain percentage of the lemming population in allotted time. Fail, and you have to redo that level again. Each level, once completed, give



NOW... HOW TO GET THOSE LEMMINGS ON THE LEFT.....

most of the lemmings into a building.... using quite far away through a mass of obstacles. To get the lemmings to their destination, you have a set of action icons at the bottom of the screen, which you can select and activate on certain lemmings by clicking on them. If there is a large rock blocking the lemmings' way, you can select 'Dig Across' and activate it when a lemming reaches the rock, and he'll dig through making a path

you a password, you can continue at a later date.

Onn: Lemmings on the Amiga is one of my favorite games of all time, so you can guess that I was looking forward to seeing the SF version, especially as playing with a Mouse is the only way to play the game - a joystick/pad will be real difficult.

Firstly, on switching on, you're presented with a

brilliant animation sequence (I hope there will be more of these if it ever gets converted to CD-Rom format, like in Splash Lake on the engine), and then you get the title screen. Unfortunately, there are only three options ... a one or two player game or password. You cannot select higher difficulty levels... which is a pain in the butt, as FUN level is so boring!

Graphically, the game's like the Amiga version apart from the icon graphics which are a bit confusing, but enough play and you'll pick 'em up easily... so overall, very good.

Sound on the other hand is rather poor. Although the game features all the fun tunes of the original, like "How much is that doggie in the window", they are terribly reproduced and sound awful!! The sample too are not as clear either, although the sound effects like the builder when he's about to stop is made louder - which is an improvement.

Game play as you might expect is the same and

just as fun, although playing with the pad/stick is very difficult when on later levels where you require fast action and precise movements. Control can be played with just one button like the Amiga, or all the buttons with the other buttons assigned to scrolling the screen, selecting the icons, and action.

There are a few flaws to the game. One of the most annoying is, you can't get a whole lot of lemmings to do something quickly, ie. when building a bridge, and you try to continuously click the button to get your followers to bulding a bridge too (on the bridge), it just doesn't work!! The non-difficulty select is a bummer too.

Overall, Lemmings is great if you don't have the computer versions. If you already have the computer version, then forget it - apart from the quirks in the game - Lemmings isn't that as playable when not using a mouse.

Visuals - 90%
Audio - 72%
Playability - 85%
Lastability - 85%

Overall - 85%



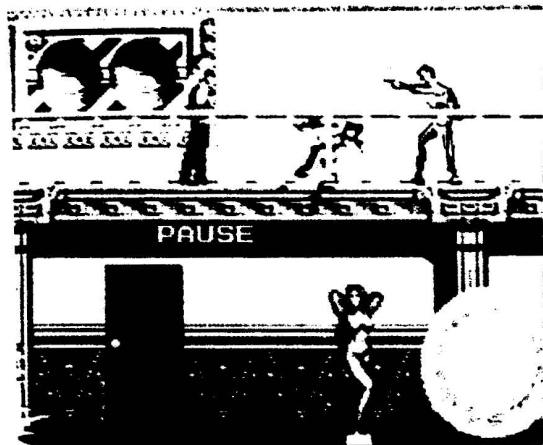
LEMMINGS ON VACATION



ROLLING THUNDER 2

Megadrive by Namco - 8meg - Supplied by Console Concepts

WARNING: The Japanese version of this game will only work on a Japanese text scart Megadrive. ie. If you stick in Streets of Rage - you should have Bare Knuckle on the title screen. Infact, it's actually a good idea to leave your MD especially if more companies start doing this, and should Sega start a clamp down.



ROLLING ON THE TOP FLOOR... ARMED & DANGEROUS

Rolling Thunder 2 is basically the same as the original apart from a few new features added here and there. The main feature is the added two player option, as you can now play a male or female spy, although both are the same with no extra strengths or weaknesses.

The game as I mentioned, plays the same as the original, as you move left to right armed with a hand gun with limited ammo. The enemies attack you from both sides, plus above on platforms dropping bombs, and popping out of doors. The devious devils also hide behind crates taking the occasional pot shot at you, and there are also pouncing panthers to contend with.

Making it through each level requires split second action to shoot the baddies, and dodge their fire. Occasionally, there are doors to enter to gain extra ammo or weapons, including the original machine gun, and a flame thrower.

Another new feature is an end

of level boss on some stages. The first is a giant robot that fire an energy ball at you, and require several hits to destroy... luckily you get a flame thrower just before you face it.

Onn: The original Rolling Thunder was a great coin-op in it's day, and still a very

playable one, and this new version is quite a good sequel, although I had expected a little bit more.

The 'out-of-game' graphic animated sequences are quite neat, and so are the

in-game ones, although it has the usual 'not-too-detailed' namco style look, although I suppose it suits the game. Sound is great with some neat jazzy tunes and appropriate sound effects.

Being quite a fan of the original coin-op, I liked Rolling Thunder 2, although I did find it rather tough, especially when you reach stage 4-5. However, one major trouble with the game is - it's too samey.. each stage is too similar but at a different location and more enemies. Compared to the like of Super Shinobi, it's very plain.

Overall, Rolling Thunder 2 is a great game, but could have been a lot better. If you have a japanese scart MD (or should the UK/US game appear), then RT2 is certainly worth checking out.

Visuals - 87%
Sound - 88%
Playability - 87%
Lastability - 85%

Overall - 87%



CRAZY CASTLES II

Gameboy by Kemco/Seika - Supplied by Console Concepts

Crazy Castles 2 Bugs is back on the Gameboy, and his Hunny Bunny has been nabbed again by Witch Hazel. You must hunt through 28 huge, multi-level rooms to help Bugs rescue his main squeeze. But watch out. Your search for potions, carrots and incredible devices will be stymied by Looney Tunes characters lurking in every corridor.

The game is played side on... infact, the game's very much like the original game... instead of collecting carrots, you must collect keys, etc. to make it to the next level. However, chasing you and getting in the way are a load of rascals including Daffy Duck, Foghorn Leghorn, Tweety, Wile E. Coyote, Yosemite Sam (the cowboy), and Sylvester the cat. Touching them, and it's one Bugs less and you'll have to



ONE TRICKY LEVEL...

Onn: Well, what'd you know - this is exactly the same as the original game with different graphics and objective.

The graphics are quite good and you can recognize all the crazy characters in it... but the scrolling is very jerky and so is the animation, and gets on your wit. Sound effects are minimal, and the ditties are very basic... short and repeated, and gets on your nerves again.

Gameplay wise, is not a bad puzzle arcade game, and it's also quite tough... infact, although I haven't played it much, I only reached stage four... good job there's a password mode built in - although I can't see many people attempting to complete all the levels!! Overall, Crazy Castle II isn't that great a game... it's too boring and simple for the real arcade gamers amongst us, and rather too tough for the kiddies requiring extreme timing!

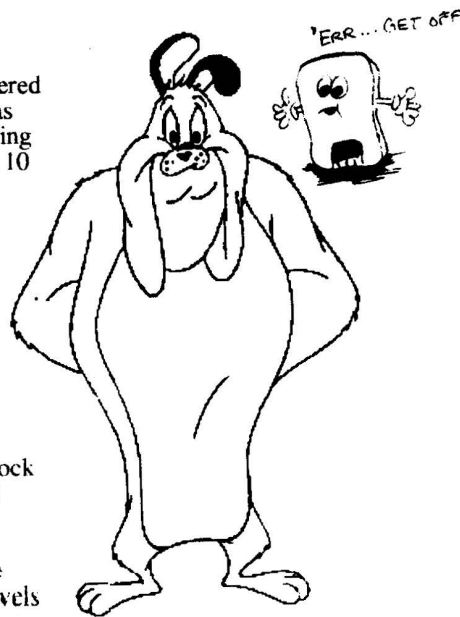
Visuals - 65%
Audio - 50%
Playability - 65%
Lastability - 55%

Overall - 60%

restart the level!

Help is at hand, as scattered around the level, as well as keys, are weapons including Bow and arrows, bombs, 10 ton weights, and chests to take the baddies out. Other items you can collect includes a hammer which can be used to remove obstructions or pick axes to climb over them, Shield (protect bugs from rascals for a short time), Magic potions (invincibility), clock (slows down rascals) and Carrot - extra lives.

As you progress, levels become bigger, and more rascals are present and levels vary with tightropes to cross, warps, catapults and pipes.



Marc Antony

Simon Belmont is back and after Dracula's bloody in a new game on the Super Famicom.

Although the game has appeared in NES, coin-op and Gameboy format, the SF version is based more

CASTLEVANIA

Super Famicom by Konami - 8meg - Supplied by Console Concepts

candles, and the count's nasty minors - all out to stop you from reaching your goal.



SIMON ENTERS THE MEAN MACHINE OFFICES!

The nasties range from skeletons with swords, flapping bats, snaking serpents, armoured clad knights, to skelebobs with whips, floating dancers, and strange shimmering... errmm... blobs! Getting through the levels with the nasties about isn't too difficult - but for the obstructions and deadly traps - platforms that crumble away or flip around, stone rocks that drop from the ceiling, whip and swing across gaps, and so forth, are another matter.

Reaching the end (although mid-level on some levels) and you'll face a boss. The first is a skelebob on a skele-horse, which spit fire at you. Whip or

Onn: Apart from Super G 'n' G, Castlevania was one game I've been waiting for on the SF, especially after the GB version. Super G 'n' G was a good game, but not an outstanding one... so what about Castlevania?

When I first saw and played the game at Console Concepts - I was well impressed, especially as it seemed well hard.

The graphics are real ace, very well defined, although the colour scheme are a bit on the dark side... on some levels, you have to turn up the brightness control to see everything, and sometimes it's difficult to see what's what (although Dan always say I have the brightness down too low... what does he know!?!).

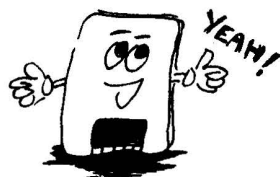
Sound on the other hand is great, with atmospheric tunes, and good sound FX... although they certainly could be a lot better.

As the game goes, Castlevania plays really well... at first it's seems quite hard, but once you've sussed out how to use your whip plus what's what, it's fairly easy to get right into it. Because the game is huge, with many levels, and several stages per level, it's not a game you'll complete in a few days unless you're a maniac games player! Although the later levels are mega tough! Unfortunately, 'cos the levels are rather large, it can be quite boring, especially the first few levels... it's not until the later on that things gets interesting.

There are a few flaws to the game however... like the stairs. Because you can go up and down them, PLUS through/pass them, it's very easy for Simon to go up them when you don't want, and vice versa.... especially a pain in the arse when you want to jump onto them, and you find yourself going right through them! There's also the usual SFSD (Super Famicom Slow Down)....

Overall, Castlevania is a great arcade adventure and fans of this type should rush out and get it (although again, expensive!), although it's not a mega game, which I hoped it would have been.

Visuals - 89 %
Audio - 89 %
Playability - 89 %
Lastability - 87 %
Overall - 89 %



on the recent Castlevania II on the GB with additional bits.

Our whip-lashing hero must travel through around 6 dangerous levels of the count's grounds, before entering the master's castle comprising of even more deadly levels - and them confronting the count himself.

Each level comprises of several stages, and filled with obstructions, platforms, deadly obstacles, useful

Your start the game outside the grounds, in the forest, armed with a leather whip. As always, around the place are a number of candles, which if you whip, will reveal useful items - it's funny how those little candles can hide so much in them!! The first will always be a whip power-up, and others includes small and big hearts (the more you collect, the more extra weapon uses you gain),

Marc: The latest installment of the mega-selling Castlevania series of games arrives on Nintendo's box of tricks and what was such a big deal on 8 bit?

Quite a lot going by this version!!!

The game starts off with a spooky Dracula style intro and some superb visual effects (nice clouds!!!).

However, once you have started off the graphics seem, a little, er, crap! The colours are severely lacking and everything seems quite poorly drawn. Have they ported over from the NES?!!!

Hold on....persevere for a few levels and everything starts looking much better and you get used to the odd graphic style.

Later on there are some brilliant ideas superbly executed (just wait 'til you see the rotating barrel effect - incredible!-, the chandeliers swinging and the screen rotation etc. Bear with it, it's worth the effort.

The sound is, again, a little odd but the sampled instruments (bongos, piano etc) are very clear and the music is in a medieval style which is extremely atmospheric.

The playability is where Castlevania really shines. The game is a platform/arcade adventure/beat 'em up all in one and the interesting levels really make this an incredibly addictive and enjoyable game. Controlling the whip which is essential to success takes a while, but you'll soon be swinging around without too much difficulty.

This is a large game, and each level has a lot of exploration to be done - there is never just one route out of a level. All are pretty long, challenging (very hard later on!) and varied. The password scheme is welcome.

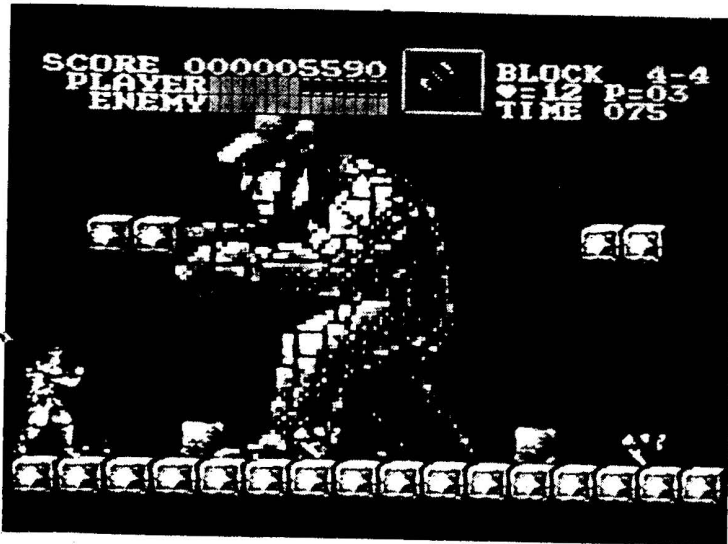
It's a shame the graphics couldn't have been a bit better overall - if a few more colours were used and with some tidying up of sprites etc, this could've been spectacular. In the long run though, it's the gameplay that counts and Castlevania has more than it's fair share. Anyway, those graphics grow on you after a while.....

Visuals - 88 %
Audio - 91 %
Playability - 94 %
Lastability - 90 %
Overall - 92 %



food to increase health, extra man, smart bomb, and extra weapons - Battle Axe, Holy water, Knives, and Cross Boomerang.

throw your extra weapons at the animal's head a few times and it'll be no more. The Skelebob will then jump about to stab you with his sword - but a few whips and he's a



CASTLEVANIA: THIS IS THE GIANT BOSS ON STAGE 4. WHIP HIM AND HE WILL BECOME SMALLER AND SMALLER...

gonna too - no problemo!
 Later levels are more tougher with rushing water to wade through, moving

blocks to rise up and avoid getting crushed, a screen that rotates where you have to avoid the deadly

spikes like in Super G 'n' G, plus more nastier bosses - a two headed serpent, a



- Visuals - 87%
- Audio - 92%
- Playability - 88%
- Lastability - 82%
- Overall - 85%

giant golem, and Frankenstein!



RUNARK

Megadrive by Taito - 4meg - Supplied by Console Concepts

RUNARK, or Growl as it was known was one of the worst Taito games I seen. It's a Double Dragon style beat'em up, but instead of street gangs, you control an Indiana style bloke, up against the poachers who are capturing all the wild animals.

Like DD, the game is played angled side-on although the game scrolls in all directions at time. And your hero can jump, punch and kick, and the thing that makes the game different from other games, is that, using the various weapons really is essential to get anywhere. These includes throwing barrels, knives, whips, rifle, dynamite, and a rocket launcher.

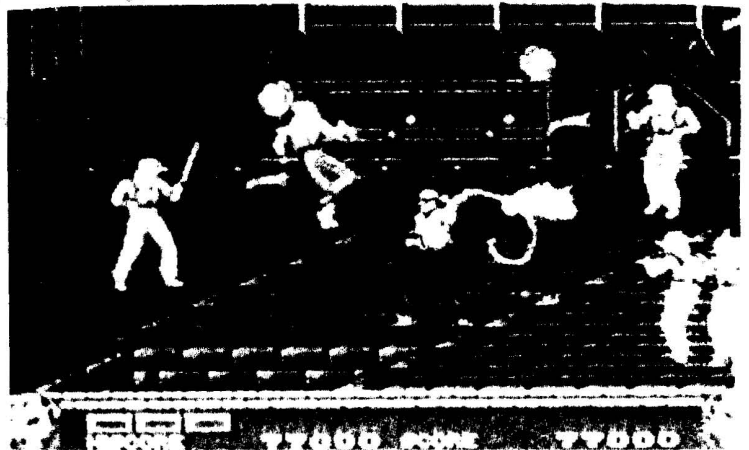
There are tons of nasty poachers who are out to stop you - beefy men, unarmed and armed, women with devastating kicks and whips, arabs, etc..

A nice to the game, is when you rescue the animals, as they come and

help you. Save the elephants, and a baby elephant will help you on the next level by charging into the baddies... quite funny. Save the eagle, and it comes along and peck and claw the baddies!

Onn: Growl was a terrible coin-op game... it had really basic graphics with dreadful animation. rather naff sound, and minimal effects, and very boring gameplay... not to mention too difficult, although there are some funny scenes. ie. When you rescue the elephants - it help you by charging at the opponents killing the off, and the way you throw a grenade, then dive for the ground covering your head before it explodes is hilarious, especially as you sometimes actually dive ONTO the grenade... but it doesn't hurt you!

So to make the MD version respectable, Taito would take a lot of reprogramming.



WHIPPING ACTION IN RUNARK!

Unfortunately, Taito haven't made many changes to the game... thus still retains all the awful graphics, sound, and playability. unless you are one in a million who liked the coin-op, you would best stay clear of Runark... this is one of Taito's worst... Kabuki is a hundred times better.

- Visuals - 45%
- Audio - 45%
- Playability - 40%
- Lastability - 25%

Overall - 40%



E.B. TIPS

DO YOURSELF A FAVOR, DON'T PLUG YOURSELF INTO A SEGA



Donald Duck hits the MD after the success of Mickey in Castle of Illusions (I won't mention the other froggy game), but this duck is after treasure.. and lots of it!

QUACK SHOT

Starring Donald Duck

Megadrive by Sega - 4meg - Supplied by Console Concepts & Megaware.

You first start with a map and begin the game at Duckville, where you must make your way to the far right to meet someone. But between you and your goal are a host of bully guys that try to shoot you, snakes that pop out of garbage cans, boxing tortoises, etc., and obstacles to get pass.

As well as shooting plungers, if Donald eats enough red chillies, he'll freak out and run forward at mega speed and won't get hurt by anyone for a few seconds - just like PC Kid.

Should you reach the end, you'll get an item and a clue, and Donald will plant a green flag where he can call his plane piloted by his nephews, where

Dan: The various screenshots of this game that have been going around for some time now certainly caught my eye, and we've been eagerly awaiting this one. Thankfully the game lives up to our expectations (unlike a certain other Walt Disney character game, programmed by a certain team of French dipturds, which did not.)

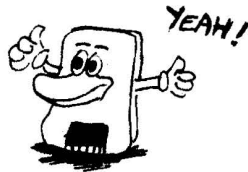
Graphically, Quackshot is excellent. The sprites are well defined and superbly animated, with lots of character (the way Donald waddles is great, and his quack attacks are hilarious! (Hmm.. judging by that last sentence I think I must have been reading too much of the shite they print in Mean Machines. The quack attacks are vaguely amusing, but I didn't exactly crap myself laughing.))

The backdrops are also very good, although some of the parallax is not so great. Sound wise, Quackshot scores highly as well. The music is very good and suits the game well, as do the sound fx (although some of the latter are blatantly ripped from Castle of Illusions).

Gameplay is also very good. Quackshot plays rather similarly to Castle of Illusions, but with a little more thought required. To be honest, I can't say I enjoyed this game as much as Castle of Illusions, but it is one I would recommend nonetheless.

Visuals - 93%
audio - 88%
Playability - 90%
Lastability - 85%

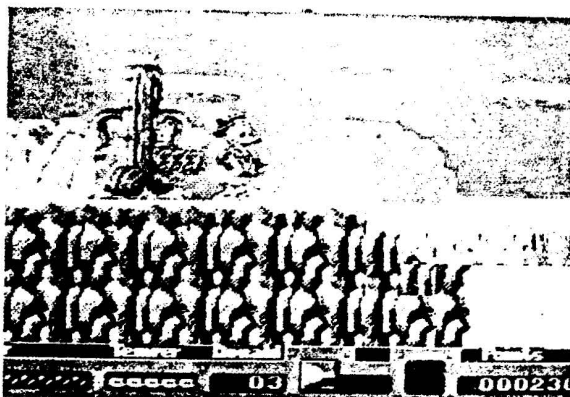
Overall - 89%



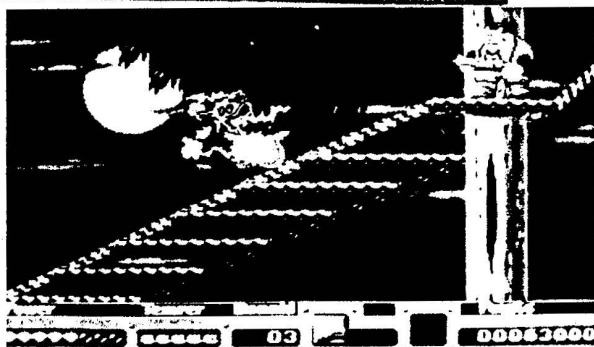
The game plays very much like Illusions, but require a bit of thought and some back tracking. Being a Disney game, violence is out, so Donald is armed with the latest in high tech weaponry - a 45 calibre plunger shooting magnum, which can stun his enemies for a few seconds, so he can pass by harmlessly. You can also slide along the floor for extra speed.



DONALD MEETS GOOFY....



LEFT : WATCH OUT FOR THE CACTUS PLANTS!
 BELOW : ENEMY SHOT ARE DANGEROUS FOR DUCKS ALIKE!



Onn: Castle of Illusion was brilliant, Fantasia was pretty naff, and Quack Shot... well good, but not fantastic.

The first thing you notice about the game are the ace graphics which are extremely detailed, and the characters in it are brilliantly animated... the way Donald waddles as he walks is great and when he freaks out is awesome... it really looks like a cartoon... definitely a par with Illusions.

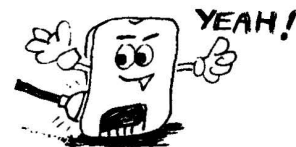
The game plays well enough... shooting plungers at the baddies is quite a change, and with different levels having different things to do from the usual dodging and jumping to keeping ahead of rushing water, riding an electric power-lines, flying over a canyon with the aid of a passing vulture and split second timing jumps required on a level of moving platforms and traps is pretty well put together, and quite a challenge.

The sound is a mixed bag, at times featuring some great tunes fitting to the game, while at other times, boring and repetitive, although sound FX are great if a little sparse.

All in all, Quack Shot is a worthy title to follow Castle of Illusions, but because of the slightly less frantic pace of the game, and some rather boring bits here and there, it's not as good, but certainly worth checking out!

Visuals - 94%
Audio - 80%
Playability - 85%
Lastability - 85%

Overall - 85%



you can go to a different location.

You can head for Mexico where you have to jump gaps and hop onto moving rocks, dodge/shoot cactus, tortoises, etc... and avoid deadly explosions. Then there are other locations where you must face pirates, ghosts, penguins, flames, vultures, some devious traps and a roaring tiger!

Donald can also equip himself with popcorn, bubblegum, and red plungers that stick onto anything so you can climb on to.

Some thinking is required to get pass certain places.. ie. To get across a canyon, you have to get the red plunger by completing a certain location, where you can shoot at a flying vulture, then hop on so it can carry you across.



Marc: Obviously a lot was expected of Quackshot after the quality of the first Mickey Mouse game and some very nice looking screenshots being shown in the mags. So is this Castle of Illusion with Donald Duck? Well...No!

A nice little intro kicks off the game and sets the scene, telling the story. A point to note is that the text within the game is fairly vital to help you get through the levels and so if you're machine still has Jap text, you might find it a little confusing!!

Quackshot is a platform game like Mickey Mouse, but with some added 'strategy' elements to it. Don't let that put you off - the strategy part is really just collecting objects and then finding the person/part of the game which they allow you to get past.

The graphics are excellent - bigger sprites than Mickey, with a good splashing of colour and some nice animation thrown in as well!! Donald looks, well, FAT!!! but that's about the only fault on the visual side.

The music is good and bounces along nicely with the game and the sound effects are well suited (even though some of them were pinched from a certain other game!!!).

The gameplay is basically a matter of finding Disney characters and collecting items from them. These items then allow Donald to get past previously un-passable parts. The characters are often located in mazes or in very hard to get to places and the problem is, once you found them, you have to go all the way back to the flag where you can be picked up by plane and flown to another level!! This can sometimes be a real pain and be very boring to have to re-trace your steps again.

There are some nice ideas in Quackshot - the 'roller-coaster' style ride around pylons is a great idea and the bubblegum weapon is fairly original too.

This is a large game and is by no means easy. However, despite the size, the lasting interest seems doubtful. This is an excellent game to sit down with for a couple of hours and make your way through. But, after doing that I think going back through the boring early levels just to get to the interesting later ones might be a bit off-putting. Passwords would have been a good idea here.

Graphics	-	90%	Sound	-	85%	Overall	-	88%
Playability	-	89%	Lastability	-	80%			

SUPER E.D.F.

Super Famicom by Jaleco - Supplied by Console Concepts

After the awful Big Run, and the very average Super Pro. Baseball, Jaleco comes up with a horizontally scrolling shoot 'em up. The game is a conversion of their coin-op which none of us have seen or played before, so what's it like.

The game is very simple - before you start, you get to choose the weapon you wish to use on that level. There are 8 to choose from - all with three attributes... speed, power

and fire rate - graded A, B and C. There's normal vulcan fire, power laser & grenades, homing blobs or best of all - the S-Laser. Choose whichever suits you - the atomic weapon is the most powerful of the lot, but can only fire one at a time and forward only, while the Homing releases streams of blobs, homing in on anything, but is very weak... it can take several minutes to kill a boss with this weapon!

Because you choose your



THAT'S BETTER LASERS!
THIS BOSS SHIP WILL BE NO MORE IN A FEW MINUTES!

weapon first, there are nothing to collect during the game... just shoot everything that moves and not, and dodge everything that looks dangerous and not! You do however have two multiple pods attached to your ship. The pods can put into two modes at the start. Attached - they combine the weapons to produce a powerful main weapon, while loose, they rotate round your ship firing, and protecting you from enemies and their fire.

Each level is set in a different location from up in the clouds, over the sea, in outer space, and finally the enemy's space craft... all with multi-parallax scrolling and additional expansion graphic

scenery.

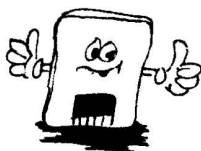
The alien crafts appear in different forms from small swirling pods that wiz around the screen, medium size crafts that fire lasers at you and shoot out flames, to the mid. level enemy crafts that require thousands of shots to destroy, and dodge it's fire too.

Power-ups are gained by shooting enough enemies. The more and bigger they are, the more the power-up bar increases until it reaches maximum, flashes and increases your weapon's power. Every two power-ups, you get an extra multiple pod formation - Gradus-like trailing pods, and homing pods.

Reach the end of the level, and you'll meet the boss!!!



YOU PICKED THE WORST WEAPON AND WON'T SURVIVE LEVEL ONE!



Onn: Firstly, I was looking forward to this game as the only decent shoot'em up for the SF is Capcom's Area 88 (Gradius III isn't too bad), and pics of it looked very similar.

At first things looked promising, with a rather nice intro, and then with the ace parallax scrolling in game, and rather ace enemies that blast all over the place and quite difficult too!

Unfortunately, once you've sussed out the correct weapon to use (S-Laser), I managed to

get to the end of the game with out too much trouble. Infact, the game's very average... having one weapon a level is rather a let down, and as weapons improve, the game actually get easier - with the homing pods in action, firing powerful lasers, all you have to do is dodge around, although the end boss is extremely tough!

Graphics are good with well defined grey-white enemy crafts and ace Bosses, and the parallax scrolling is brill, not

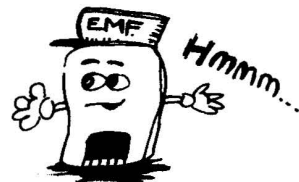
to mention the excellent giant planet that zooms in on level 5. Sound is average - the tunes aren't too bad, but nothing to write about, and SFX are average.

Overall, Jaleco has produced a good shoot'em up... but a normal one with no special thrills (even Scramble is more exciting), just shoot the hordes or enemy crafts that charge in at different formations. Super E.D.F. is worth checking out but certainly not Super, I'll wait

for Konami's Axelay instead which looks more interesting.

Visuals - 85%
Audio - 80%
Playability - 73%
Lastability - 55%

Overall - 78%



VALIS IV

PC Engine by Telenet - CD-Rom - Supplied by Console Concepts

Here we go again, Valis returns... or in this case doesn't really, as you don't actually control Yuko, the blue haired school girl-come phantasm soldier.

In the year 199X, in our world, a strange thing happens - from out of the ocean rises a giant crystal column, and atop of it - the army of the phantasm world who have come to destroy all who dwell in it... and rid their most dangerous foe.. Yuko. She was put into a bubble and placed into a world of open space.. never to return to fight the evil hordes again.

Back in the phantasm world, the sorceress from the last adventure was also captured, but the horned elf escaped, and has recruited two new young girls to fight the enemy forces and rescue the sorceress and their people... and so the adventure begins.

The game plays very much like Valis III, as you control one of the girls, by pressing Run, and you can switch to the other. Both of them are needed at certain situations as the older not only has a powerful Valis-like sword, but can slide too to get under obstacles, while the younger has a longer range but weaker boomerang

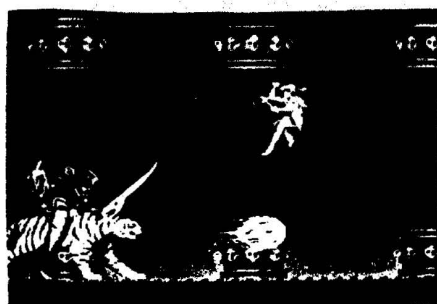
weapon, and can double somersault, like Super Shinobi, so can climb higher or jump over obstacles easier.

Like previous games, you are attacked by all manner of strange creatures... pulsating blobs, men with spears, serpents, wizards, etc... negotiate platforms, rolling boulders, and so on. You can also collect extra items on the way to increase your health, weapon or magic

power. Magic is like Golden Axe.. each character has different types, and the more magic orbs you collect, the more powerful the magic is, from measly lighting to Turrigan outward lasers.

At the end of the level, you'll meet the boss.. on stage 1, there's a gladiator on a giant tiger that leaps around and require a number of hits to destroy!

Once you've killed the



ATTACKED BY A NASTY TIGER

boss., you'll get some animated scenes in the usual Telenet style, where you are joined by a third member... one of the opposition's giant robot-like characters. This guy is big, armoured and fires powerful beams... but also slow and naff at jumping!

Then it's onto level 2....

Onn: The original Valis (Valis II that is) was great, especially as it was the first real arcade adventure on CD-Rom, Valis III was even better with the three heroes, but now Valis IV is even better - and bloody tougher too!

First off - the animation scenes have really improved with great action sequences... just like watching a real anime-movie, but the start-stop loading is a pain... hopefully with the 2meg card, this will be the last of this!

The game itself is much the same as Valis III, but with more emphasis on choosing the correct character to get past each stage, whereas the previous game, you could virtually use any of the three.

The game's graphics, as always, are excellently de-

fined and shaded although animation isn't too hot, again as usual. On the sound front, sound FX are great, and the CD tunes are really ace too and fit well with the game. The best improvement is in the bosses which have to be seen - from the mounted leaping tiger

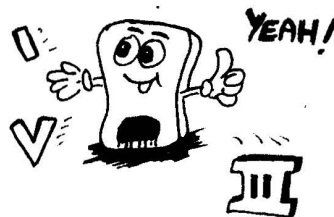
on stage 1 and the giant side bald head and moving hands on stage 2 to other giant creatures and wizards. A lot better than the boring big creatures of the original.

Each of the levels are varied, and quite tough! In fact, the bosses are so tough, I didn't get very far in to the game... although some of the levels themselves are very tricky indeed, requiring pixel perfect jumping especially when moving up platforms... one slip up and it's right back down again.

Overall, Valis IV is well ace, if a bit samey as it's previous game but if you liked III, then IV is a must if you want more of a challenge. The game's not as good as Super Shinobi, but worth a bash.

Visuals - 85%
Sound - 90%
Playability - 89%
Lastability - 87%

Overall - 88%



JOE AND MAC

Super Famicom by DataEast - 8meg

Marc: This is the Famicom version of the coin-op Caveman Ninja and a very faithful conversion it is too...

The idea of the game is a simple (and familiar) one - make your way to the end of the level, killing anything in



JOE SHOWS WHO'S BOSS - THE DINOSAUR!

your way and face a large guardian at the end of it. Nothing exactly earth shattering there!!!

The game starts off with a pleasant tune and the two cavemen parading around the screen. The usual options are available to fiddle with, should you wish.

There is a one player, two



JOE & MAC PREPARES FOR LUNCH!

player (simultaneous) and two player super game (where you can hit each other!). I'd advise not to play the latter as two player mode is annoying and confusing enough without getting clobbered by the other player!!!

The gameplay is an interesting combination of platform and beat 'em up to start off with but its shallow nature soon shows through

and it all becomes very tedious and boring far too soon. There are a lot of annoying bits to the game (eg when you die you float around as an angel and sometimes you drop back to your death before you know what has happened!!)

The graphics are top notch Famicom stuff - large sprites, loads of colours, beautifully drawn and no noticable slow-down!!!! You'd be very sharp-eyed to spot any significant difference from this and its arcade daddy.

The music is nicely done too..loads of very clear sampled sounds and some great sound effects. However, the music doesn't vary very much and the it does get very repetitive and grates after a while.

A lot of importers are asking a lot of money for this at present (60-65 pounds is not uncommon!!!), and for that price I don't think it's unfair to expect a lot more game than this. However, even at normal SF prices, I tend to think that Joe and Mac will only hold most people's

interest for a couple of days. Try before you buy!!!

Graphics - 94%
Sound - 88%
Playability - 82%
Lastability - 75%

Overall - 82%



HOME ALONE

Gameboy - Supplied by Console Concepts

Home Alone was a huge hit on the big screen, and also doing well on video format especially as it's very Christmas'y. The Gameboy game is based very loosely on the movie. You are Kevin

To get the goodies, you must move around from room to room, and search in cupboards, on shelves, and hidden in other furniture... but must avoid the bad guys. You however, can stun them with your catapult or water pistol if you can find them, or

lay traps to dispose of them, although don't get trapped yourself!

Onn: Looking at the screen shots at the back of the box - I thought it looked rather crap, and on playing the game - it didn't change my mind!

Graphics are really awful with very basic graphics and hardly any shading, and animation of the characters are

terrible, and the sound isn't much better either.

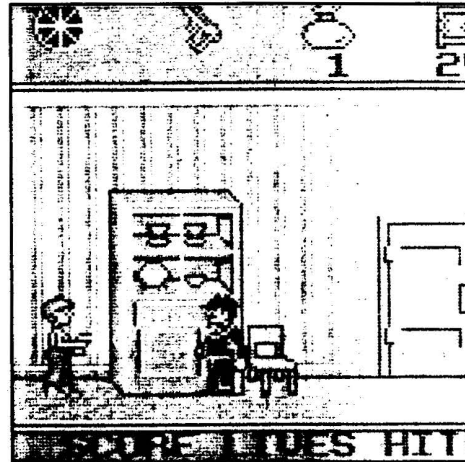
This wouldn't be so bad if the game play was better - as moving from room to room collecting the goodies isn't too exciting, and because the graphics are big, there's not much action and dodging the baddies is quite difficult at times especially the bullies that chase

after you. In fact, the game itself is quite difficult overall especially when you enter the basement as some rather crucial timing moves are required to get through the obstructions... namely spiders and rats. As I didn't get past level one, I can't say what the other levels are like, but I can't see it been any different... it doesn't mention it in the manual - but I have to say, I got

bored with it after a few goes. All in all, avoid the game... you're better off buying the video, it's a lot more fun and half the price!

Visuals - 30%
Audio - 40%
Playability - 45%
Lastability - 30%

Overall - 39%



KEVIN MUST GET PAST MR. BAD TO THE DOOR!

McCallisters.. all alone in his home after the rest of the McCallisters have gone on holiday, and must defend his home and outwit the burglars by waging war in the only way he knows how...

Unlike the movie where there are only two burglars - in the GB game, there are



infact three gangs of robbers out to get your goods... and you!

The game is played side-on and you must collect all the valuable items in the house before the robbers do, and chuck 'em down the laundry chute... once done, you must find the key and you can then enter the basement and face your most terrible fear...

TIME CRUISE II

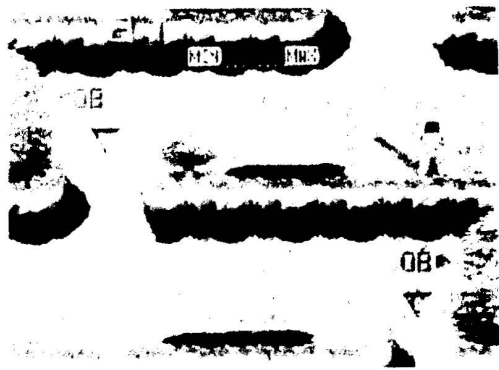
PC Engine by Face - 4meg - Supplied by Console Concepts

TIME Cruise II is a pinball game, and quite different from the majority of pinball games around as the main table comprises of seven screens (separate pinball tables) all linked together. The set-up is one table at the bottom, then three across above, and three across above that again.

The table, apart from the brickwork like Devil Crash's, is same as normal tables with drop chutes, spinners, bumpers, etc. However, like more modern video pin games - there are bonus tables to access. These are entered by hitting graphic equalizer-

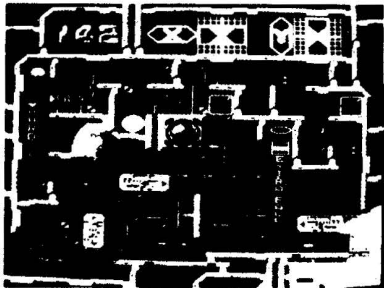
featuring parallax scrolling where you have to hit a moving multiplier and dancing jelly fishes! Two features two screen long tables - one you have to hit chests of gold and swords, and the other swirling roman numeral sprites and bouncing numbers.

The other bonus tables are quite different.. and I mean different! There's a stone age golf game where you have to hit the ball over lakes and down a hole to the next platform, viewed side on, until you reach the final hole at the bottom - where you can



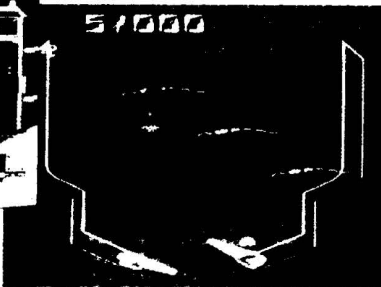
TIME
CRUISE 2.

THIS IS
THE BONUS
GOLF
SECTION



.. AND THE WIERD
PARALLAX SCROLL
TABLE!

← THE VERY DIFFICULT
MARBLE MADNESS LIKE TABLE



looking sliders at the top of each screen. Hitting them enough times lights up the teleporter which if you can get the ball into, warps you to a bonus table. There are six of these, and all different.

One is a single screen table

gain an extra ball. You however have to do this within a time limit, and if the ball hits a large bush, it back up a level!

The other two bonus screens can gain you extra balls too - one is like marble madness as

Dan: Console pinball games are usually good, and Time Cruise II is no exception. Whilst the graphics are nowhere near the standard of Naxat's two pinball games, they are functional and the game as a whole is fairly pleasing to the eye (though a little unimaginative). Sound is up to the high standards we've come to expect from the machine, with good SFX and some great music (particularly the main theme, which is very catchy). Technical accomplishments are of course immaterial, if the gameplay is not up to scratch, and thankfully Time Cruise II is extremely playable. The game has a very offbeat approach, as the table scrolls both vertically and horizontally, and some of the bonus screens are a little unusual (particularly the golf game!). This is not to the detriment of the game though, as these touches help distinguish Time Cruise II from the run-of-the-mill pinball games available.

Time Cruise II certainly isn't as good as Devil Crash, but it sits quite nicely in second place.

Visuals - 80%
Audio - 89%
Playability - 84%
Lastability - 80%

Overall - 85%



you manoeuvre a ball through a maze (with a lot of inertia) and getting a ball down a chute by tilting rods.

Onn: Time Cruise II is one ace Pinball game - and the multi-screen table is quite a novel touch, not to mention the wierd bonus screens. I especially like the stone age golf - simple but great fun, although the marble madness one is near impossible to do!

Graphically, the game is very average with some nice bits on the main table, but some very awful graphics on some of the bonus ones... and the multi-colour colour cycle is off putting at places. Sound is good with some neat tunes and effective sound effects... but not a patch on Naxat's stuff.

The ball movement is good and realistic, if a bit on the heavy side. And the whole game is fun to play, although rather easy... with seven screens, by trying to stay on the top six tables, you won't ever lose a ball... which is fairly easy to do... plus, doing some of the bonus screens and you can gain a few extra balls quite easily. On my second go on the game, I lasted around three quarters of an hour, and had a score of over 32 million points.

Time Cruise II is not as good as Devil Crash as you might expect, but is quite a different pinball game and worth checking out.

Visuals - 77%
Playability - 78%

Audio - 70%
Lastability - 73%

Overall - 76%



T.M.N.T. 2

Gameboy by Konami - Supplied by Console Concepts

The Heroes in a half shell are back and up against the familiar arch enemies of Krang, Baxter Stockman, Shredder, and the rest of the hordes.

The game is similar to the first as you have the four turtles to choose from and must get through several multi-stage levels packed with enemy minors, obstacles and traps, and a nasty boss at the end to defeat. Stage one is set down

Dan: The original Turtles game was excellent (though a little easy), and it's good to see the sequel is just as good (and a damn sight harder!) Graphically Turtles II is great. Similar in style to the original, but a touch more detailed (and better scrolling than last time, thank god!) Musically, Turtles II is also good (as are all Konami games) though in my opinion not quite as good as the original. (the music on section 2 of level 1 on the original is absolutely the best music I've heard on the GB.)

Gameplay in Turtles II is similar to the original, but with a little more variety which adds a lot to the game. The main difference is the bosses - laughably easy on the original, bloody hard on the sequel. Overall Turtles II is a great game, and is well up to the incredibly high standards we've come to expect of Konami.

Visuals - 92% Audio - 90%
 Playability - 89% Lastability - 87% Overall - 89%

the sewers and out in the streets, and view (one plane) side-on like the original. As you walk right, enemy foot

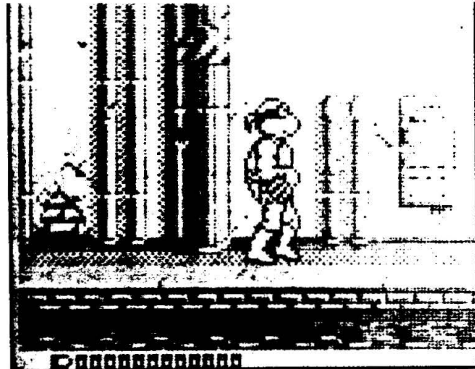
but occasionally, pizza can be gained!

Should you reach the end of the level, then you have to take out Rock Steady whose armed with a gun. Complete the level, and you enter a bonus stage where you have to collect pizzas within a set time limit.

Stage 2 is a lot different, as your turtle gets on his skateboard, and the game plays like D.J. Boy as you must take out foot soldiers also on boards, jump/dodge rolling oil drums, jump and kick floating boxes, and then meet face to face with

Bebop... also armed with a machine gun, and bounces all over the place... real tough.

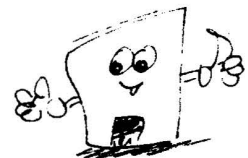
Should you lose a turtle or two, you can also enter bonus levels to release the



THERE'S A TURTLE IN THE SEWERS...

soldiers attack you from both sides, plus dropping from ladders and popping out of manholes hurling the covers at you, and some even throw bombs! As one of the turtles, you can hit them with your weapon or punch/kick them. Should any of the enemies touch you, then your energy goes down.

captured heroes by destroy a robot in a set time limit - again real tough.



Onn: I thought the first Turtles game was really great... ace graphics, ace sound, ace playability, but lacking in lasting appeal as it was too easy... I completed it within a day.

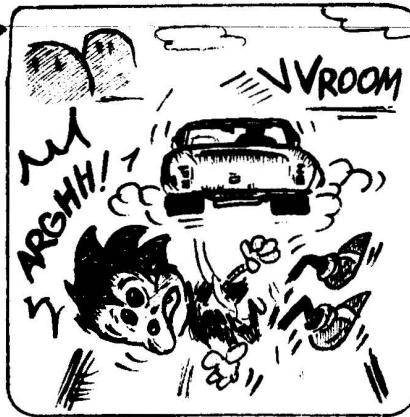
Turtles 2 however is a lot tougher especially the end of level bosses making lastability a more long term. The graphics are as good as the original starting with a superb animated intro sequence, and the in game graphics are just as good with well defined backdrops and sprites, and good animation even if the main turtle walks rather stupidly.

Sound is well ace with a good rendition of the turtles theme playing on some levels, plus other good tunes, good sound effects and the 'Cowabunga' speech is great, although the 'Pizza Time' speech is awful.

With six levels, all of which are quite different and fairly long, and quite challenging, in fact, some of the later levels are near impossible to get through without losing a few lives. Turtles 2 is a great sequel for the gameboy, and is amongst the best games for the machine.

However, compared to the BattleToads, it's not quite as good... the toads just have the edge. So if you are after a good beat 'em up adventure - go for the toads first, then if you have some spare cash, the turtles 2 too!

Visuals - 90% Audio - 85%
 Playability - 87% Lastability - 87%
 Overall - 87%



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BURNING FIGHT SENGUKO CYBER T.I.P
RAGY LEAGUE BOWLING NAM 1975

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FIGHTING MASTERS

Megadrive by Treco - 4meg - Supplied by Console Concepts

Fighting Masters is a one-on-one Street Fighter type game with one difference - all the characters are different, ranging from normal humans (although normal isn't the word, as they stand around 54ft and weigh 154lb!) to a man chomping plant, a robot, green dragon, and a cyclops with boxing gloves.

Each opponent has two types of moves...an attack and a suplex... the latter is more devastating. Each character have different attack and suplex



IT'S ONE ALL. CAN TOMAHAWK BEAT ZRYGUNTE ?

moves rather like Street Fighter II.

For example, the dragon can attack by breathing fire on opponent, plus kick and whip with his tail, while the human girl can punch, kick, or dive forward at opponent. To suplex, you must attack and stun opponent, then go in for the kill... you have to do this real quick! The Human bloke can grab and do a proper back suplex, plus take opponent up in the air and crash them into the walls, then send them to the ground for more damage. While the big fat blue blob called Medusa can throw you around the screen, or give you a number of head blows, and the boxing cyclops can rapidly punch you, give you an extendo power blow or a super upper cut. As well as normal attacks, each also have a

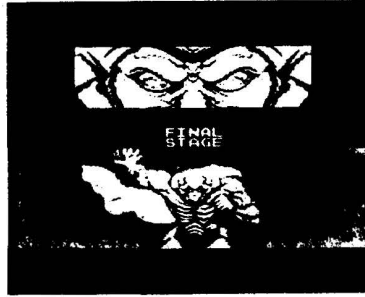
special attack move. Medusa can roll up into a ball and launch himself at you, while the robot can preform a roto-spin across the arena like the chinese woman in Street Fighter II.

The game can be played by one or two people.. but in a one player game, you have to defeat 11 opponents, then the final evil baddie... a giant hairy big-foot character. In a two player mode, it's best out of three matches!

Onn: A Treco game... erm... well... could they produce a decent game I asked?! Surely they couldn't do any worst than Street Smart?!

Well, amazingly, Fighting Master is quite a good beat'em up although there are quite a few flaws to it. The range of characters to play is very well thought of, and the different attack moves they can preform is well smart. The way you can crash opponents into the walls a few times to drain their energy and dive to the ground to further reduce energy is great fun.

The backdrop graphics are rather boring and static, and there are only three of them plus one for the final stage. The characters however are more better defined and



THE FINAL BOSS TO KILL

animated, but not a patch on Street Fighter II.

Sound - there are only four tunes corresponding to the backdrops, and they aren't bad, while the sound FX are up to scratch for beat'em ups.

The main flaw however, is in the fighting. The attack moves are ok, but as the suplex move is the most devastating and because the way the suplex move requires you to stun the opponent first means the first person to get the opponent, they can rush in and suplex them... which can be very boring. It would have been nice if more attack moves were features too, plus some defensive ones... especially as the 'A' button isn't used in the game.

Overall, Fighting Master is currently the best 'proper' one-on-one beat'em up on the MD, and worth checking out if you're desperate for such a game.

but I have to say, it's good, but not an essential game for your collection... beating each other up in Bare Knuckle is nearly as fun!

Visuals - 80%
Audio - 75%
Playability - 80%
Lastability - 80%

Overall - 80%

Dan: With Street Fight II being the hottest coin-op around at the moment, it was inevitable that a number of clones would start to appear. Fighting Masters is obviously one of these, and while it doesn't touch S.F.II it is quite an entertaining game in two player mode.

Graphically FM is certainly imaginative. The characters are very well drawn and coloured, which gives a nice effect, but this is all spoiled by the rather poor animation.

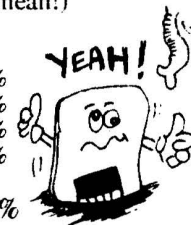
Sonically, FM is fairly average, with reasonable tunes and strange FX.



Playability is what makes this game what it is, as the two player game is great fun. (Although there is lots of opportunity to use some very unfair moves - players of SFII will know what I mean!)

Worth a look.

Visuals - 82%
Audio - 70%
Playability - 90%
Lastability - 75%

Overall - 85%



PLAYER TWO		LARRY
	MORIN	ELEPHA
	54ft 154lb	FLAMER
	ATTACK 5t	MORIN
	SUPLEX 31t	BEOWOLF
		GOLDROCK
		TOMAHAWK
	DRAGON	ZRYGUNTE
	72ft 309lb	MEDUSA
	ATTACK 5t	DRAGON
	SUPLEX 45t	D I O
		EYESIGHT

THE 12 CHARACTERS YOU CAN TAKE FROM LARRY THE HUMAN WRESTLER TO THE ONE-EYE BOXER, EYESIGHT!

KABUKI

Megadrive by Taito - 4meg - Supplied by Console Concepts

How can I describe this game? A bit like Double Dragon? Similar to Final Fight? Touch of Streets of Rage? A sprinkle of Vengeance? Comparable to Golden Axe? Have you sussed it out yet... it's that type of

they can punch and kick, grab and throw; swing them around, and pile driver them! Items can also be collected on the way.... including a fan which you can throw and take out a line of baddies, and a

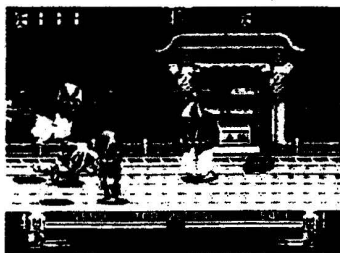


YOU'RE THE LONG HAIR GUY ON THE RIGHT... THERE TWO SUMOS HERE TO TAKE YOU OUT.

game, but based in ancient japan where Men were men... and these men wear lots of make up, have very long hair and wear dresses!

Up against you, (and who wouldn't wearing all that stuff!?) are a load of baddies including big fat sumo wrestlers that can pile driver you, samurai warriors with swords, speedy ninjas with shurikans, plus other nasties!

But this guy (or guys if you play with a friend) are meaner than they look, as



ATTACKED BY MEN WITH BIG HATS.

sword for added slicing power!

You can also get items to increase your health, or boost your magic power. Magic is similar to Golden Axe - the more you get the more powerful your magic is when you use it. This range from a giant pounding bell, to a giant demon on a cloud that wobbles onto the screen!

Like all these types of game, you have to make it through the level, beat all the baddies up, reach the end (and enter any secret rooms there are) and destroy the boss at the end.. so you can continue your quest!

Onn: Kabuki is one wacko game. Although it's a Final Fight Clone, Taito have produced a fascinating game. The graphics are pretty

shoddy... with lots of ugly stipple graphics and terrible colour scheme making the game very dark looking... it's really strange how Taito always seems to bodge up on most of their games that are not cute platform game, especially on the Megadrive. Bobble Bubble, Rainbow Islands, Don Doko Don, New Zealand Story, etc.. are brill...

but Thunder Fox, Runark, and that P47 like game were all terrible.. and so is this.

However, the sound is pretty Okay, with oriental tunes and wierd sound effects.

As for game play, Kabuki plays extremely well... the range of

moves you have is great, and plays as good as Streets of Rage. The levels however aren't that long, and it's fairly easy to reach the last level, although that level is quite difficult...

especially the end boss which is near impossible!

All in all, Kabuki is great

fun, but let down by the graphics and a little something else. The game's certainly worth checking out, and if Streets of Rage wasn't available, then I would whole heartily recommend it, but as the case maybe, you should play before you purchase.

Visuals - 70%
Audio - 85%
Playability - 87%
Lastability - 80%

Overall - 85%

Dan: 'Hmmm, another Final Fight clone'. is probably most people's first thought upon seeing this game. Although it's true to say that this is basically another FF clone, with different graphics, it's also a damned good game.

Graphically Kabuki is above average, but certainly won't be winning any awards. Similarly, sound is fairly good but didn't really have me wetting my pants (well, the tune on level three may have caused a little moistness, but..) [errmm.. I do recommend Pampers Dan!! ...Onn). Obviously, gameplay is what counts, and Kabuki has plenty. (It also has a simultaneous two player option, so you can have lots of fun beating up a human companion.) Kabuki is not the best beat-em-up on the MD, but violence fans should enjoy it.

Visuals - 75%
Audio - 86%
Playability - 90%
Lastability - 85%

Overall - 88%

US Super NES

The Super NES is selling like hot cakes in America, and is actually selling more units than individual games, bundled with Super Mario World. In Fact, the US have converted a number of japanese games for the Super NES including Super R-Type, Area 88 (U.N. Squadron), Hole in One Golf, Final Fight, Actraiser (definitely worth getting 'cos of the english), and even Final Fantasy IV... a game I hope they will import into this country soon!

However, a number of non-japanese games have also recently appeared, including Paperboy, Home Alone, R.P.M. Racing, and E.A.'s excellent John Madden Football. Unfortunately, the first two are rather crap, R.P.M. is below par, and as for Madden, we haven't seen yet... but surely it can't be bad. If you have a jap. machine... it's certainly worth getting a converter, as more games are... released in US.

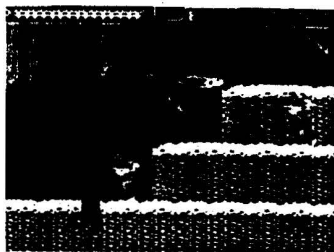
Onn Checks out some Briefs. "Here are some short reviews that don't deserve a long description... 'cos I'm a bloody lazy sod!!"

Ninja Gaiden
Game Gear - Supplied by Console Concepts

Ninja Gaiden is based on the old 8-bit Nintendo game, and plays a little like Shinobi. You're this ninja, right, and must move left to right, armed with your sword taking all manner of enemies. This would be quite difficult apart from the extra weapons you can collect on the way including fireballs, three way fire, shield, smart bombs, etc.. making getting through the levels rather easy. The



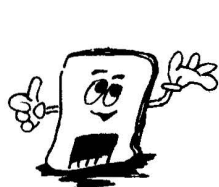
NINJA MAGIC....



IN NINJA GAIDEN

Bosses are rather easy too with such arsenal, although as you progress, the levels become more interesting and a little more tougher, with one where you scale a building.

Graphics are rather average, but then again pretty good for a gamegear but not a patch on GG Shinobi... which also is the same for the sound. Overall, Ninja Gaiden is a worthy arcade action game and certainly worth getting if you're fed up with GG Shinobi. even if it's not as challenging. The game also



BRIEFS



contains a password system so it shouldn't take long to complete.

Overall : 80%

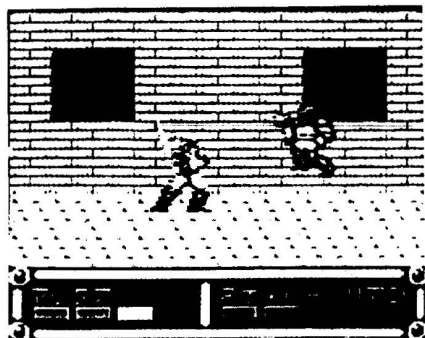
Ax Battler
Game Gear - Supplied by Console Concepts

Okay.. Golden Axe of the Game Gear - BUT... it NOT really Golden Axe!! This is an arcade style RPG, so unless you like RPGs and can read Japanese, then Ax Battler is not a game you'll rush out and buy.

Like most Japanese RPGs, you can get away without knowing Japanese to a certain extent, but getting far is not going to be easy.. if at all. The game starts out in traditional RPG view as you take control of

a small bloke and can walk around the map, where he can enter the city, converse with people, buy items, etc. Money is gained by killing monsters and other creatures which attack you in the open plains, forests, etc.

When they attack you, a side-view shot appears and you must hit the opponent (characters from coin-op Golden Axe) before the enemy hits



AX BATTLE FIGHT SCREEN

you... most deadly are the skeletons. One hit from the baddies, and you've lost.. although the enemies sometimes require a few hits to die!

You start with only a couple of moves, and you must train in special houses (if you have the money) for extra moves, like back swings, lunges, etc.. some of which are essential to get through the game. ie. You have to train to jump higher to get past a cave section like a platform game.

The game is set out really well, with a nice touch for the fight section, plus arcade action sections, all within a rather good RPG. Unfortunately, there's only the Japanese version, so I wouldn't recommend it at all unless a US/UK version appears, as after half an hour's play or more, we got hopelessly lost as to where to go or what to do next.

Overall : 75% if in English

Altered Space
Gameboy - Supplied by Console Concepts

Altered Space is a 3D arcade adventure in the Alien 8, Batman, Knight Lore, Head over Heels... type of game. Humphrey, our hero in this game must escape from this space station, but must solve a set of tricky puzzles to do so.. not to mention avoid the dangerous, and some irritating, robots in the complexes, find

the key to the exit for each level, and watch your oxygen supply which decreases each few seconds.. faster when you are hit! Luckily, oxygen tanks can be found scattered all over the station.

A 3D isometric world on a gameboy is hard to achieve because the amount and difference in colour of the machine is not too hot, and the small size of the screen limits the size of each room and lack of detail.

Like other isometric adventures, you have to avoid moving nasties, pickup blocks - and drop them so you can climb higher to reach useful objects, jump onto moving blocks, avoid deadly spikes, use certain objects in selected situations, and so on.

This at first works quite well on the gameboy, but unfortunately, because there is a need for precision and a lot of timing in jumps, etc. it's rather difficult... in fact, too difficult, as neither myself (Onn) or Dan could manage to get out of the first level!

Therefore, unless you are a hard nutter who think you can master all 3D isometric games - I wouldn't recommend Altered Space... it's more frustrating than fun to play... had it been a little easier, then worth checking out.

Overall : 70%



Hong Kong Report

The Editor, Onn Lee, heads east to the land of Electronic, mass population, and fake goods to give you the low down on what's going on in the console scene.

Hong Kong is a speck on the world map, not much bigger than London, but several times the population living on it. It's split into three zones... The New Territories - most of which didn't exist until they knocked down a few mountains and plonked it into the sea (quite remarkable... eh?) - and where I stayed; Kowloon... the place to get all your goods; and Hong Kong Island... where the very rich people live and work!

Computers/Consoles

If you are into consoles and/or computers, then Hong Kong is the place to be (apart from Japan of course), as there are masses of shops and prices are very cheap... plus Hong Kong sells items not available anywhere else... more on these later.

Although computer/console shops can be found all over the place... ie. where I stayed

with my relatives in Tai Po, just one of the shopping centers opposite had at least four of them... each selling the full range of console equipment from gameboys, right up to the Neo Geo and arcade jamma set-ups.

But, the real place to be is to catch a train/tube to a place called ShamShuiPo in Kowloon, where there is a place called the Golden Computer Center.

Here, there are three floors of computer related stores.. each floor is like a market place... in fact, like walking around a computer show. The three floors are set up quite differently.

The basement is dedicated to computer books and software... although you can even pick-up photocopies of manuals for not only serious stuff like MS-Dos manuals, reference books, etc... but also games like Silent service, Police Quest, and so

on! Not much console stuff here, but there are a number of places selling PC hardware too.

Pirate Gear

The ground floor is different and is mainly console game stores mixed with odds and ends stores selling food,

MD/PC games are about £25-£30 each. If you have a 8-bit famicom however, you can pick up a number of pirated games. These range from single cartridge games for only a few quid, to multiple game cartridges - range from two games on one cartridge, right up to a whopping 250 games on one cart!!



STREET FIGHTER II ... GET IT FOR YOUR COMBO!

clothes, cutlery, etc.

As you'd expect, you can purchase the usual stuff... Megadrives, PC Engines, Gameboys, Neo Geos, Gamegears, etc... and all the games... all a little bit cheaper than they sell here, although not a great deal cheaper.

I managed to pick up two carts... an 8-in-1 cart, cost about £13 featuring Battle Toads, several versions of Twing Eagle, and Terra Cresta; and a 190-in-1 cart, costing about £45 featuring games like Mario Bros., Super Mario Bros., Dig

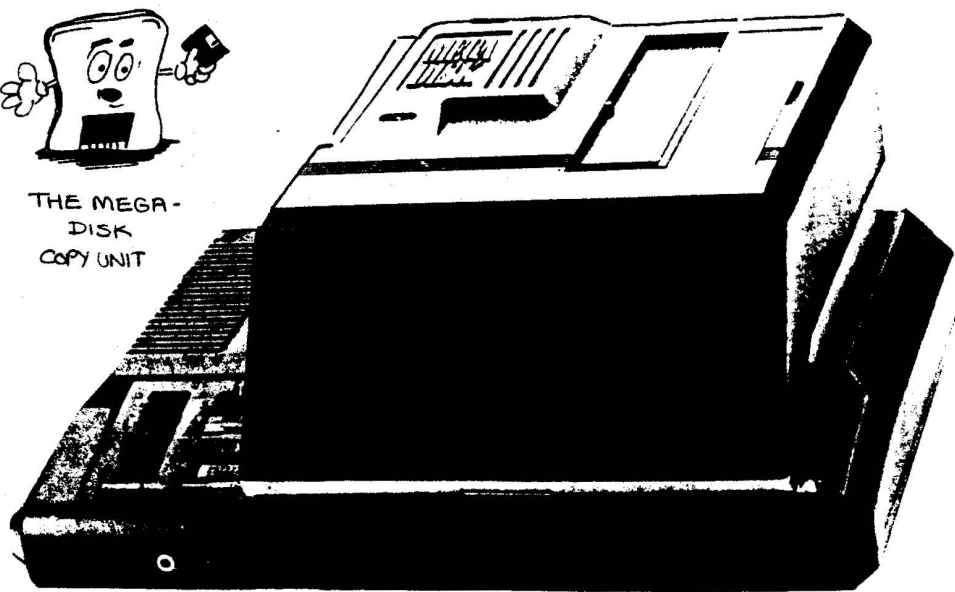
Dug, Pooyan, Gradius, Donkey Kong, 1942, Xevious, Bomber Man, and other.. although it didn't really have 190 different games as half of them were repeated so you can increase lives, etc.

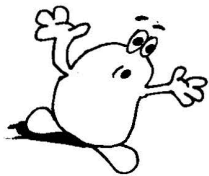
But upstairs is the biz. Here it's split into two categories - around the outside... the stores are dedicated to computers, mainly serious machines.. table top PCs, laptops, portables, plus add-ons boards of all types, leads, printers, and so forth... all at real low prices. If you can't find a machine here, then you might as well jump off a cliff! Although, anyone looking for Amigas or STs would have to look really hard! But, then again, when you can pick up a powerful PC with VGA graphics, etc. at about the same price as an Amiga...

But for console stuff.. you can again pick up all the latest gear from the gameboy to combo-units that run arcade jamma boards including Street Fighter II. There's also joyboards for sale featuring six fire buttons plus Start and Select and can be used on the combo-unit as well as other consoles including the

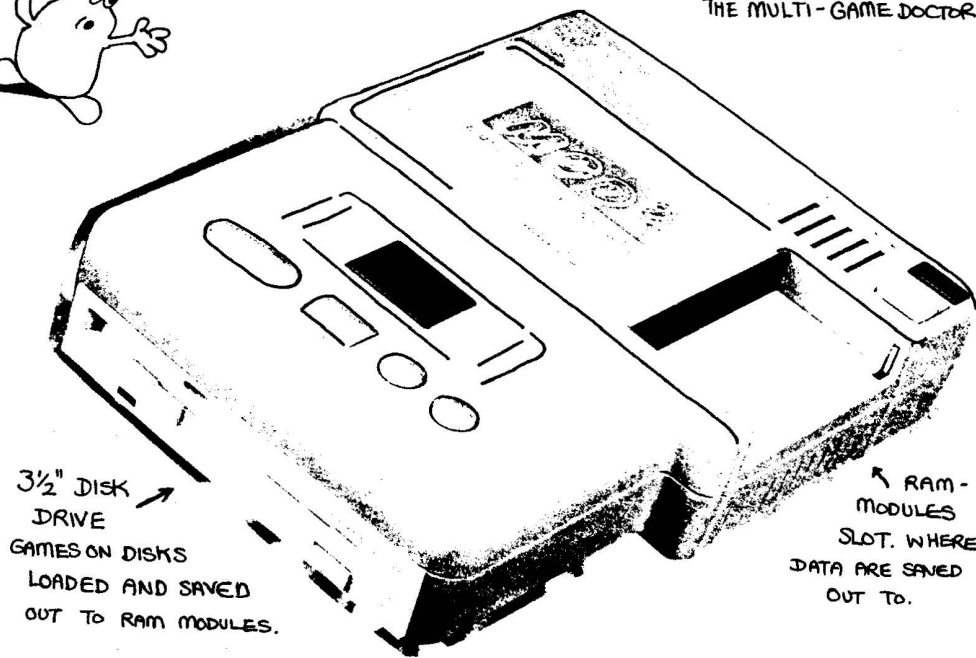


THE MEGA-DISK COPY UNIT





THE MULTI-GAME DOCTOR 2



3 1/2" DISK DRIVE
GAMES ON DISKS
LOADED AND SAVED
OUT TO RAM MODULES.

RAM-MODULES
SLOT. WHERE
DATA ARE SAVED
OUT TO.

Engine, Megadrive, Neo Geo, and Super Famicom!

As well as the pirated 8-bit famicom games in the ground floor, you can pick them up here too, as well as other formats... gameboy, gamegear and megadrive.

There are quite a few gameboy ones featuring two games on one cartridge, right up to a 12-in-1 cart. I bought a 6-in-1 one featuring F1 Formula One racing, Alligator Pinball, Pacman, Gremlins II, Super Mario Land, and Bubble Bobble for about £30! Quite a barging, considering that the cheapest games over here are about £20. There was only one Gamegear compilation cart. that I saw - and bought - and this again featured six games on it - containing G-Loc, Woody Pop, Super Monaco GP, Shanghai, Pacman, and Columns.

As well as pirated cartridges.. there were pirating gear for sale for just about all machines, although the MD seems to be the most popular.

There are two types of hardware - dedicated units and Multi-units... although the latter doesn't seem to be able to copy cartridges.

MD Copy

For the Megadrive, there are two copy units - one is the Magic Drive and the other is the Mega Disk.

Both look different - but basically what they are, are units containing 8meg of memory with some special circuitry which plugs into the Megadrive cartridge slot, and a disk drive attached to it.

The unit has a normal cartridge slot on the top, so you can slot in a cartridge,

and use it as normal. However, you can also save out the contents of the cartridge to a specially formatted disk in the drive, and to play the game, just load the game from the disk into the unit's memory which acts like a cartridge. In Hong Kong, you can also purchase games on disk at a fraction of

the costs of cartridges, so these units are quite popular. The units also have a 25-pin I/O connector on the back, so you can hook it up to a PC Computer thus you can alter the code in the game, etc.

As well as the Megadrive, you can get units for other machines including the Super Famicom.

Game Doctor

Multi-units... also called Multi-Game Doctors are

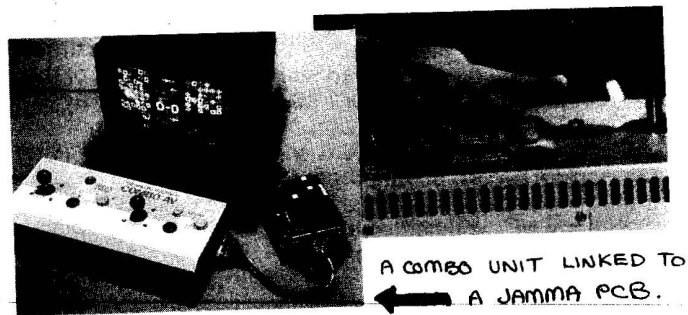
dedicated units, have a communication port for connection to computers.

The latest Multi-game Doctor, is the Multi-game Doctor II, and this unit can be linked to just about all consoles - the Megadrive, PC Engine, Super Famicom, Gameboy and Gamegear. The Doctor II works slightly different as it contains no ram. You have to buy small ram cartridges for it... from 1meg to 8meg (8 of course is better.. but more expensive). The ram cartridges slots into the unit, and games on disk are transferred to the ram cart. You must then buy a bare cartridge for your machine, which the ram cart (which contains your game) slots into, and now you have a cartridge with your game on!

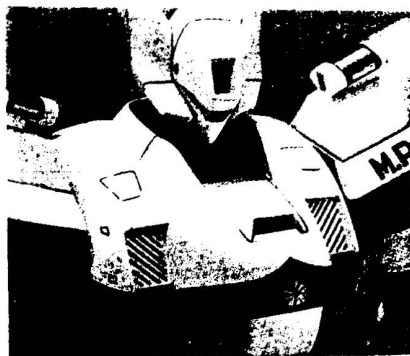
Goodies

Console related merchandise is also popular over in Hong Kong. You might have seen the Gameboy key rings which actually cost over £1 in Hong Kong (I bought quite a few of these) and you can also get Power packs that look like gameboys and gamegears too! You can also get lots of models based on japanese films, cartoons and video games.

Well.. this is only a sample of Hong Kong... but if you happen to go there, you now know where to go!!!

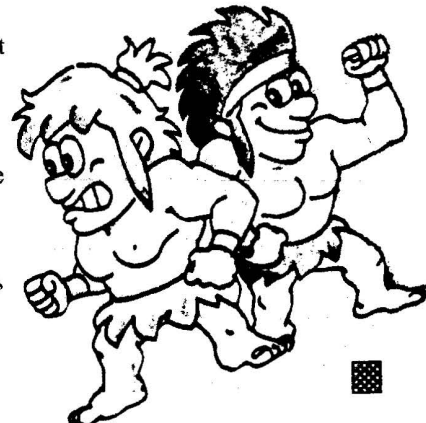


A GAMEBOY UNIT LINKED TO A JAMMA PCB.



ROBOT MODELS

similar to dedicated units, but as far as I can tell can not copy games. This isn't much of a problem as games on disk cost so cheap, you still save a packet. Multi-units are also not all in one units, and you'll have to buy specific connector to link up the machine you own... however, they can be connected to lots of different machines, so worth getting if you have a few consoles, and like the



The Mystery Machine

I entered the public house and was immediately engulfed in a cloud of smoke. I half closed my eyes as I tried to make out the bar - which soon became visible. My feet carried me over. A tall man stood in the far corner behind the bar polishing chrome trimmings. He saw me..... kept polishing a little longer and finally put down his cloth and walked over to me. I half looked up, "I hear a rumour that you've got one of these Sega Multi-play machines".

"Rumours are a dangerous thing, who wants to know?", said the bar man.

"I do".

The barman moved closer, "What's it worth?"

I looked him in the eyes, "Do you like your face?", I questioned.

He took a few paces back, his head turned, "Around the corner there".

I raised my head, nodded and made my way through a crowd of people. The smoke lifted slightly as I turned round the corner and sat at a vacant table. A quiet electronic beat came from the wall. My eyes darted across to where the sound came from and there it was. I got up from my seat and walked over to the machine. As I had hoped, there was a jangle of loose coins in my pocket.

On close examination I discovered it was thirty pence a play or two credits for fifty pence. Also was a choice of games; seven in total - Shadow Dancer, Super Monaco GP, Crackdown, Columns, Ghouls 'n' Ghosts, Moonwalker, World Champ, Soccer, and Arnold Palmer Golf. It was eight titles in reality, but I discounted one of them when I saw the sign 'Credits buy time'. This meant that for each thirty pence I would receive a massive total of three minutes - Arnold wasn't worth the change. 'How far will thirty pence get me on Shadow Dancer?', I thought to myself. Reaching into my pocket, I found I found thirty pence and inserted it into the machine. What? The three minutes had started on the game select screen... I hadn't even started the game. I just killed the first end of level guardian... 'Insert More Coins'.. it suggested. I thought otherwise.

The Sega Megatech machine didn't look as impressive all of a sudden. I moved away from the machine. It proceeded to go through the list of games, showing a demonstration of each. Okay, so the joystick/stick and buttons (3 of them) were comfortable, but it sure was an expensive way of playing Megadrive games and not that an amazing selection anyway. I decided it was a good idea for trying out games before buying them for your Megadrive. I took one last glance at the Sega Megatech system as I walked to the exit of the establishment.

'UUUUUMMMMMM', I thought.

..By James Dobson.

Tera-Net

Latest news on the Tera-drive is. Sega have set up TERA-NET, a bulleting board for the Wonder 2 CPU machine. Like for the Megadrive with the Tel-Tel modem, you can get the latest info.. play single or multi-play games including Phantasy Star II, etc. The baud rate however is rather slow at 2400 bps.

S.F. FACTS

The Super Famicom is a 16-bit machine, and stated by Nintendo that it's 65C186 CPU can run up to 3.58Mhz. Apparently, the truth of the matter is, it can't! According to top programmers, and other sources... the Super Famicom can only clock up to 2.4Mhz, which makes the SF even slower... and shows why games really slows!!

SWAPLINE

● Engine Games for Sale - Tiger Heli, £15, P-47, £13, Ordynne £15, Final Lap Twin £14. GunHed, R-Type PT II and Splatter House - Open to Offers. VHS original Videos - Gremlins £5, Harlem Nights £6, Dead Ringers £6, Working Girl £5. Others available - Call 0278 - 780796 for further details.

● 25 MD games for sale. Prices £10-20 (eg. Curse £10, EA Hockey £18). Also Lynx for sale £40. Gamegear for sale £50. Various Lynx and Gamegear games £15 each. 6 in 1 Gamegear cart £45. Ring (0602) 202295 and ask for Dan.

● Mercs (MD) £25, Flicky (MD) £15, Devil Crash (MD) £25, Gargoyles Quest £11. Tel: 0443 430042. Wanted Splatter House (PC Engine) Will pay good price.

Errrrm.. that seems to be the lot. If I missed anyone's ad.... then I appologise. Remember, these are FREE (you don't have to pay a quid or so!!) so if you have anything to sell, want, swap, etc.. send in a FREE ad.

LETTERS

Hell.... fire!?

1. What happened to the engine review of 'Hellfire' on CD-Rom a couple of issues ago. Is it better than the Megadrive version.

2. I know Don Doko Don 2 is coming out on the 8-bit Famicom, has Taito any plans for an engine conversion?

The engine game from Taito featuring the platypuss chucking water bubbles is called 'Liquid Kids', the arcade version is excellent if you like N.Z. Story.

To Access the Sound Test in Castlevania 2, the Password is four hearts.

Gavin Atkin, Huddersfield.

1. Ermm... yes. Apparently, I did do a review for Hellfire, but I forgot to print the final page out, and didn't realise it until after the mag. was released.

Soz! The game is actually more difficult than the MD version if played by your self... but quite easy with two players. There's not much between the two versions really.

2. As far as we know, there are no plans for a Engine version of Don Doko Don 2. Maybe in the future.

Thanks for letting us know about the Platypuss game name! As you've played the game, how about giving us some tips when it appears? And thanx for the Sound Test tip!!

HI-Scores

Many people have asked what happened to the hi-score table? Well, it will return in the next issue - so send your hi-scores in!

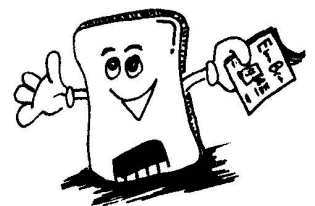
60Hz & Football

1. If you use a U.K. MD on a Scart Monitor/TV does it run at 60hz?

2. I have John Madden Football on the MD and I am still thinking about getting TV Sports Football on the Engine. Is it any good and also, with the jap. Manual is it possible to play it properly? Darren Ash, Somerset.

1. No, you won't get 60hz, but still 50hz. You'll get a better picture, but it'll still run slower and with a border! You have to change it internally.

2. John Madden is miles better than TV Sports, and I wouldn't bother with it. The only reason I would get it is to play with more than two players... although games like that means each person must master the game... difficult! Stick with Madden!!



Tai On searches high and low for these delicacy delights.

● GAIARES - MEGADRIVE

1. During play hold Left, A, C, and Pause, then Unpause after 1 second and you are invincible for that stage.

2. When getting a barrier (force field), jettison your WOZ gadget. It's strength is twice as strong.

3. When your score is over 10,000 and the best 4 digits of 10000 are 0, train your WOZ to get a rotating weapon.

Train your WOZ 128 times to get a multifire weapon.

● ULTIMATE TIGER - M.D.

On the title screen, and when the screen colour becomes green, press Up, Down, Right, Left, then press A, B, C, then Start to see the ending.

● KLAX - MEGADRIVE

On the title screen, hold LEFT, A, B, C, and play a difference mode of Klax.

● THE SHINING AND THE DARKNESS - M.D.

1. If you go to the item shop when the levels of your 3 man party add up to over 60, 70, 80 and 90, you will find the following items available in the shop.

'Hammer of the Earth' (or words to that effect)

'The Titan's Flute'

'Key of Gunpowder'

'Box of Divine Punishment'

2. Go to the repair shop with just a bit of money and ask for the repair. Not only does he repair your goods, but you will also find that your gold has increased by a couple of hundred thousands.

● SUPER AIRWOLF - M.D.

At the beginning where it has the options press A, B, C, A, C, C, B, B, A, C to become invincible.

● SPACE INVADERS '90 - M.D.

1. On the title screen, hold A, B, and press START and the screen should blank out. Then release buttons and press RIGHT, RIGHT, DOWN, for the Sound Test.

2. On the title screen, hold A, C, and press START and the screen blanks out. Then press B then A then C and now choose any stage up to 17.

● DYNAMITE DUKE - M.D.

1. Put the game level on normal and start the game. Fire a shot and wait around and see a U.F.O. appear.

ASPARAGUS TIPS

2. On the title screen press the C button 10 times before entering options, for Super Options.

● ALESTE - M.D.

After switching on, reset 10 times and on the title screen, hold LEFT-DOWN and enter options, for Round Select.

Pause during play, then:

i) B, B, C, B,B,C, Up, Down, A for Power Up.

ii) Right, Down, Right, Down, Left, Up, Left, Up, B, C, A for 5 Lives.

iii) Up x 3, Down x 3, Left x 3, Right x 3, C, C, B, A for 20 options.

● SONIC THE HEDGEHOG - M.D.

On the title screen, press Up, C, Down, C, Down, C, Down, C, Left, C, Right, then hold A, then press Start to make Sonic invincible. In this mode press B to change Sonic into a ring. Also press C for a bug.

● OUTRUN - M.D.

Complete all courses to see the ending sequence. After that on the scoreboard, enter your name as 'ENDING', to see the real ending sequence. After that, you get a extra hard mode called 'Hyper' level.

● STREET SMART - M.D.

When you turn on, you get the SEGA logo, reset 10 times, then go to options for the sound test then press Down 3 times and press A. You can alter the number of units of life.

● SAINT SWORD - M.D.

Enter the password 'TATIOZ' to start from chapter 6.

● VALIS IV - ENGINE

Plug in a 2nd joy pad. Pause during play, then hold Up-Right and Run and press I and II for an instant power-up.

For a more challenging game, on the title screen, on the 2nd pad, hold I + II and press Run for the Hard Mode.

Complete the game in the Hard mode for an extra 2 levels, but I doubt any of you lot can make it. Ha!!

To skip a level - press Pause, then press Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, I, I, II, II, then unpause.

To see animations, on title screen, press Down, Down, Left, II, I, Left, Right to see option screen.

For Round Select, on Option Screen, point cursor at 'Visual Mode', then press Select 30 times.

When you're stuck in some needles in the ground, don't move and immediately change to the robot who can't get hurt by needles.

On 9-6 immediately just before the final boss, stand in the place, wait, and kill the enemy that comes for you, kill it, and a weird face shape items should appear. This recovers you fully, and levels you up.

Instant level-up - hoop up the multi-tap, and on the 2nd joy pad press Up-Right, Run, I, II all together.

Mega Difficult stage - first, kill final boss on hard mode, then an extra stage automatically appears.

● PC KID - ENGINE

Pause during play and hold I + II and press Select to erase the words 'PAUSE'.

● 1941 - S.G.

On the screen that says 'Warning... Copyright etc...', autofire on II for a configuration mode to alter life, speed, etc.

● ADVENTURE ISLAND - ENGINE

'Human' Passwords.

1. V 2 4 M W 7 D 7 Y 5 K 6 3 G

2. M O D E F O R O O O O O O O

3. Once you get some treasure from a certain treasure box, reset, start again and the treasure box is full again.

4. When you are using a potion, autofire II, and the medicine will be used to great effect.

● 1943 - Engine

For Infinite ammo. Pause and press Right, Left, II, I, Up, Down, I, II, Up, Down, Up, Down.

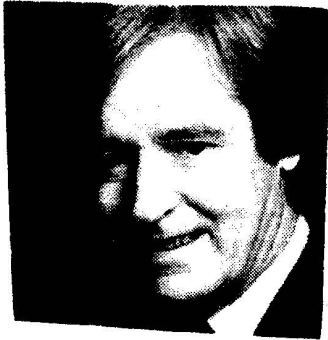
For Infinite Bombs. Pause and press Right, I, II, Left, I, II, Up, I, II, Down, I, II, Select, Up, Down.

To Choose your weapon, press Pause, then press Down, II, Left, II, Up, I, Right, I

To turn the Loop for infinity, press Pause, Up, Up, Down, Down, Right, Right, Left, Left, II

For indestructable side fighters, Pause the game, then press, Up, Right, Down, Left, Down, Right, Up, Left, I, I, II, II, Select.

The Electric Brain Challenge!!!!



Okay, this is a test of your skill. Above are three faces.

The first is the unmistakable face of Coronation Street Star - Ken Barlow.

Face number two is Mr. Sugar's baby - The Amstrad GX4000.



And last but not least, the third face of Mr. popular, the Prime Minister himself, John Major.



Give the three a hand for taking their time to come into the humble E.B. stables.

Well... here is your Challenge... which of the three is the Odd one out?

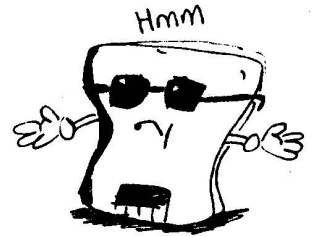
Well... you have ten seconds to figure it out

SPOT THE ODD ONE OUT

starting from now... 10... 9... 8... 7... 6... 5... 4... 3... 2... 1

Time Up!!

Answer below!



The Answer is no. 2 - Ken Barlow, because he convinced the jury that he wasn't boring!!

● NEXT ISSUE ●

Yeah, next issue will be real hot.

MEGA CD-ROM ISSUE

We'll be giving you the low down on Sega's hottest property - the Mega-CD for the Megadrive and NEC's new Super System Card V.30 for the PC Engine plus the games... Heavy Nova, Sol Fierce, Ernest Evans, R-Type Complete, Prince of Persia and more What's CD-Rom.... CD-Rom-XA.... CD-I ?

..Plus Mega Game reviews - F22 Interceptor, Super Fire Pro Wrestling, Super Formation Soccer, Robocod, Golden Axe II, Splash Lake, Fighting Run, F1 Circus MD, Double Dragon II, Dimension Force, Ballistix, and lots, lots more.

.... Plus the usual latest in HOT News, Mega Tips, Gossip, Neo Geo Round up, High Scores, etc.

So... DON'T MISS IT!



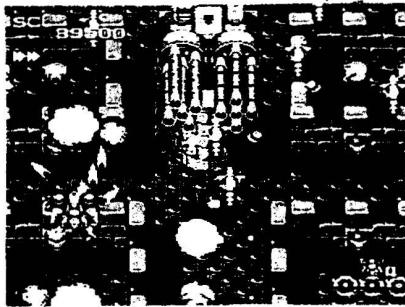
SPRIGGAN

PC Engine by Naxat - CD-Rom - Bought in Hong Kong

priggan is a vertical scrolling shoot'em up in the usual GunHed, Musha, etc. format. Like all these games... it follows the same style... make your way through several dangerous levels of enemy hordes inc. ground gun turrets, swirling formation crafts, giant mother ships, laser firing satellites, giant snakes, homing missiles, robots with guns, etc., pick up extra weapons to power-up your ship, and destroy the mid. and end of level bosses.

A number of tunes are directly from Musha, and the end boss is similar too, plus some GunHed scrolling. You actually control a robot craft like Musha Aleste, and weapons are collected by shooting coloured chests, balloons, and other objects... which release the same colour orbs. Five coloured orbs are available... red, yellow, blue and green, with a flashing one acting as a smart bomb. You can collect and keep three coloured orbs.. and depending what combination you have, gives you a set of different weapons. ie. Get two greens and a yellow, and you have rapid vulcan fire with quadruple green wide laser beams, while three red orbs, and you'll have five-way fire fire-balls. The orbs you have also acts as smart bombs, so if you are in a bad situation, you can chuck one out. Because of this, some thinking is required to collect the correct coloured

orb, and when and where to use them as bombs as this will reduce your weapon power... unless you collected a crap



AWESOME DEFENSES.

combination. The game has four difficulty levels.. from Normal... to Unbelievable!!!

Onn: I've been after this game for a few months now, and I have to say, certainly well worth it as Spriggan is one ace shoot'em up - currently the best vertical scrolling shoot'em up on the engine CD-Rom.

The graphics are absolutely brilliant - the best I've seen on the engine will well drawn parallax scrolling backdrops and excellent sprites which animated extremely well, especially the larger ones like a big ship with flapping wings, and before it lifts off.. lots of little men rush into it... well ace! The special FX are good too with smoke blowing, lighting effects, and so on.

Sound is up to the standard of the graphics with great sound effects with super CD backing

tracks... some of which sound like Compile's other games, especially Musha Aleste on the MD.

But the gameplay is what makes Spriggan, as it's one mean shoot'em up... with tons of enemy ships flying and firing all over the place, mega weapons to collect, ingenious stages from open space battle to negotiating a maze with giant rolling balls like in Dragon Spirit, and real tough bosses... it's one frantic game. Even in Normal mode, it's one tough game to complete... but try

the others, and you can forget one credit!

Spriggan is a must if you have a CD-Rom, and after another great Vertical shoot'em up to match the likes of GunHed, Super Star Soldier and Image Fight!!

The only flaw is the inbetween animation scenes which are pretty crap compared to other CD-Games like Telenet's, or the best of the bunch - NEC's Download 2.

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

Overall - 94%



JOHN MADDEN '92

Megadrive by Electronic Arts - 4meg - Supplied by Console Concepts

Onn: Ok... this is the sequel to the very successful John Madden Football and.. as it goes, it plays the same but with more than enough improvements so I won't need to go into detail of what American Football is like!

John Madden's is my favorite sports game on video format - even better than Kick Off 2 (in fact, I actually prefer Player Manager), so as you might expect, I think the sequel is one ace game!

One thing with the original was - it was too easy in one player mode - I never lost a game against the computer! So, I was surprised to lose by a fair bit on my first go - this version really have packed a punch, although I've only played it twice against Mr. Madden.

Graphically, the game's excellent, although some bits from the original have been made worst - like for example the windows for pass the ball - the indicators showing where the runners/receivers are quite difficult to see - more distinct colours should have been used instead. But the new touches like

the cheering or Boo'ing animated crowd sequence, ability to pound the opposition, etc. are great.

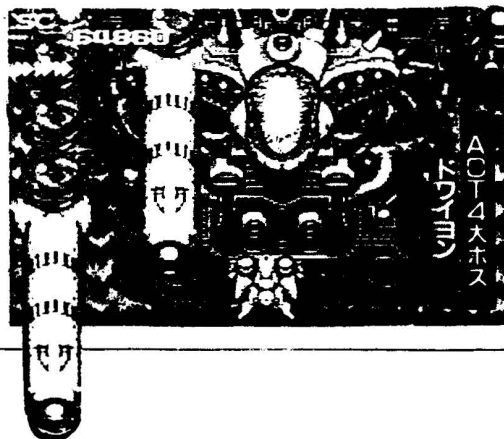
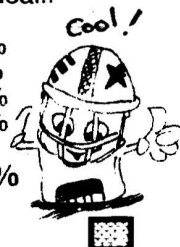
Sound is awesome with some rather good Rob Hubbard tunes, and the usual brill sound effects (grunting, body impacts, etc), and speech - although "It's Good" and "No Good" don't appear any more!

The game play is just like the original, although there are now more new passing plays, etc. some of which are great - not only in offense but defense. The new improvements like more control required for kicking the ball, fouls for roughing up opponent after a play, and fights, make Madden '92 the ultimate American Footie game.

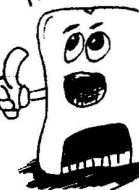
Well, there you have it - John Madden '92 should not be missed - although it is rather expensive if you already have the original game - EA should really have a part exchange deal!!

Visuals - 91%
Audio - 93%
Playability - 95%
Lastability - 94%

Overall - 94%



AWESOME!



DODGE THE MISSILES!

RUSSELL GRANT FORCASTS FOR 1992



1991 was a great year for the Games console. There was the arrival of the Super Famicom at the beginning of the year, which impressed the world with it's great games - Super Mario World, F-Zero and Pilot Wings. Unfortunately, the slow processor soon revealed itself in fast action games - making it not the dream machine everyone had hoped for, although some of the games on it are miles better than on any machine - namely Final Fight, Super Ghouls 'n' Ghosts, Goemon, etc... although this is also main due to the two incredible software companies - Capcom and Konami. What ever machine these two write far, you can put a bet that it'll be very good.

Then there was the release of many machines from NEC... the new Core Grafx II - no different from it's previous machine, but at a lower price. Then there was the Engine and CD-Rom Combined unit - the super duper PC Engine DUO... with it's extra 2meg

ram for the CD. And then the arrival of the Super System Card V3.0 for existing CD-Rom owner, and the well expensive Super CD-Rom. And lastly, the totally awesome, and again totally over priced PC Engine Laptop.

Sega only released one piece of Hardware - but what a piece - the Mega-CD, not only a CD-Rom, but a full up-grade for the Megadrive with an extra faster processor, sound chip, more memory, extra graphic chips for rotation, etc... MEGA!!

Then there was the software. Of course, the biggest game of '91 was Sonic the Hedgehog. The Blue rodent became a real star - starting off hanging from the Rad Mobile car in the arcades to major fave and one of the top selling games... hitting the number one spot even in the video games charts competing with computers!

It was also the year for Sequels and follow ups...

PC Kid II,
Turtles II,
Double Dragon II, Super Ghouls 'n' Ghosts, Super Mario. Bros. 3, Moto- Roader 2, Download 2....

BUT what of 1992.....

Well, on the



Super Famicom... we should hopefully we the release of Nintendo's CD-Rom unit, with help from Philips. They plan to release it ar around £200, the same as Sega's Mega-CD... but surely they can't consider putting in all the extra like Sega's. Hopefully, Nintendo will do the decent thing, and throw in a 68040 with the unit!!

As Philips are producing the machine, it's likely it will be CD-I compatible. Considering all CD-I machines have a 68020 processor to control the machine... such a processor could be featured in the SF CD-Rom... we wait and see!!

It's also expected that, a number of SF related hard ware will be released, like a SF+CD-Rom in one, built like a 'normal' midi hi-fi system.

Also from Nintendo, it's expected that, the colour Gameboy will be released in '92, in fact in the third quarter of the year. and with an expected price of around £130. Maybe Nintendo can fit the SF in the Gameboy case?

As for the Megadrive and

PC Engine... it's unlikely anything really spectacular will appear from NEC or Sega in the hardware stakes to accompany the machines, but with the release of the Mega-CD and 2meg CD-Rom, you can expect some pretty hot CD games for both machines. In fact, on the Mega-CD - a quarter of all games planned for the MD will be on CD-Rom, while an amazing 3/4 of future games on the engine are for CD.

However, we may see the release of the memory backup unit for the MD, and possibly the Engine Communication unit - something I can't wait for!

A MegaDrive and CD-Rom in one machine is also in the works, and this should also appear in 1992.

As for the Software... you can expect Sonic 2 to appear.... but with CD-Rom being 'big' - RPGs looks to be the games of '92.

The future sure looks good. So, put on your shade, strap yourself in, as 1992's gonna be a bigger and better year for the Games Consoles!!!



Tai Ono Report: Yuzo Koshiro Interview

The Rob Hubbard of Japan.. who is this Yuzo Koshiro? Tai Ono puts his translating skill on the ball.

YUZO Koshiro is the most noted Japanese video games musician - and has produced a number of tracks for various games - most popular been for the two Megadrive games - Super Shinobi and Streets of Rage (Bare Knuckle) for Sega, and Actraiser on the Super Famicom, although Yuzo has done quite a few for other less familiar machines. His next project is again for the Megadrive, but will be on CD format for the Mega-CD, for the vertical shoot'em up game Slap fight. So, what makes this man tick?

The Questions

Q: How and why was the music for 'Bare Knuckle' used for the Megadrive game?

Yuzo: Well, I started to work on that at around Christmas 1990. I used to go to disco's and clubs quite often, and I got my inspiration from the dance/rave tunes they played.

I thought of using 'Rock' tunes to express the aggressive atmosphere in Bare Knuckle, but I used 'House' music instead because it was a change, and I was in an experimenting mood!

Q: On your sample disc for Bare Knuckle, the music for the seventh stage seems to be completely different from that in the actual game. What was this?

Yuzo: Yeah, the 16th, 17th tunes



YUZO KOSHIRO

on the 'Bare Knuckle CD' were actually scrapped because they weren't up to standard, and you will find that the 3rd tune was put in it's place.

Q: Your other achievements include 'Slap Fight MD', and 'Super Shinobi 2'.

Yuzo: On Slap Fight MD, there are two modes, arcade and original. On the arcade mode - the music is how it was arranged by PGS of the original coin-op machine. In the original, the music is arranged my way. (No comment on Super Shinobi 2)

Q: Any comments on the Mega-CD?

Yuzo: Yes, I think that the CD's are great and I'm thinking of using this synthesizer I've got, or maybe even a full size orchestra to do my music.

Q: What are you doing now?

Yuzo: At the moment, Sonic the Hedgehog for the Game Gear is my

main concern, and it's got some of my tracks in it.

Q: Thanks!!

Compact Discs

- A quick interview, taken from MD-Fan. Nov. Edition.

Mr. Koshiro's hot some CDs out at the moment, tracks taken from the PC-8801 series,.... titles includes:

- 'Bare Knuckle'
- 'The Super Shinobi'
- 'Actraiser'
- 'Misty Blue'

If you're a fanatic, maybe you should get hold of one of these. Or similiary, get hold of MD music tapes that are available once in a while in Electric Brain.

Zelda Movie

With the release of Legend of Zelda for the Super Famicom,



THE PRINCESS IN ZELDA

work started on the Movie version of the game.. featuring all the characters, and action

from the famous game. However, the lead character - Zelda is played by a woman, and not a man! Hopefully, when the film is complete, we will be able to see it over here in some form.

The Music CDs by Game Musician Yuzo Koshiro:

Left to right - Bare Knuckle, The Super Shinobi, Actraiser and Misty Blue.



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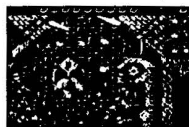
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