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THANKS ... to LINDA for the use of you little of PC computer and for helping with the printing costs. Also my thanks go out to Carl for the enthusiasm to get me to sit down and get on with it! Only about 10% of this guide book was produced using a computer. The rest was done entirely by hand. For instance, the title page is made up of 14 different images. (What do you mean, you can tell?), if there

....to The Complete PC Engine Guide Book.

In this guide we have tried to include as much infomation concerning the PC Engine as possible. This is because there is so little information available about the machine. Whether you are an owner of long experience or if you are new to the 'Engine, you will find something of interest in this quide.

In this guide we have a full hardware section detailing all the different types of machines and CD Rom devices available. You will also find information covering the wide range of accessories for your console. We have also put together the largest number of game reviews ever seen in a fanzine, over 250 of them covering card and CD games. So if you hear a title of a game but don't know what to expect, you can look through our reviews section for the full lowdown.

Many of you will remember my last fanzine which gave details of over 250 cheats for more than 100 games. Well, we have now improved that section. It now contains over 350 cheats for more than 160 games. Not only that but we have also corrected the incorrect cheats printed in the last publication. I hope you will enjoy this guide and find it useful. Please get in touch with me if you want some help with hardware or games or if you just want a chat. So now read on and good luck

from a fellow Engine freak!! Written and Published by Richard Gibbs. Additional Material by Iteve Gould. Original Artwork by Steff Mills. Copyright (C) Richard Gibbs 1993. SO HO OHE HAD BETTER CORY ANYTHING OR I'LL SEND THE BOYS ROUNG!!

# The PC Engine File

Below, are all the specifications for the standard PC Engine. Most of the specifications will relate to most of the different types of machines available.

### CENTRAL PROCESSOR

Most people are suprised to learn that the PC Engine uses an 8-bit processing chip. The processor (CPU) is in fact a Z-80, 8 bit chip running at a respectable 7.16 MHz. This is fast enough for most games.

However, although the chip is quite powerful, it still needs help from other custom chips to be able to run some of the more complicated sames.

### THE GRAPHICS

Although the Engine uses only an 8-bit CPU. This alone is not capable of producing the high quality of graphics and sound needed. So the Engine also incorporates a powerful, 16-bit video chip.

This chip takes the strain off the main 8-bit chip. It is capable of producing quality scrolling and sprites, 512 colours are available with 16 on screen at once. Up to 64 sprites can appear on screen at the same time (8 on a line) and the chip can produce large animated sprites.

Screen resolution is 256ax x 216ax.

To store the graphic data, the Engine has 64k of video ram. There is also Sk of work or buffer ram.

All this is enough to produce some wonderful games with oclourful and fast graphics, like, Devil Crash and Final Soldier.

### THE SOUND

A small custom chip produces the S channel stereo sound. Check out games like Gunhed and Dragon Spirit to hear the chip at it's best.

### PAL OR SCHRTZ

There are two versions of the Engine, PAL and Scart. When the machine is imported into the UK, it will only work on Japanese TVs. This is because in Japan they use a different TV system called NTSC. All PC Engines must be converted to work on our PAL system.

A PAL Engine will plug into the back of a british television in the same socket that you use for your main ariel. This can produce a slightly grainly picture. Also, to be able to run the machine in PAI, the machine must be converted to 50htz which is the picture update speed of the pal system. This meens that because the machine was manufactured to be used on a TV at 60htz, the games played on the machine will run 17% slower than the manufacturer would want. Also there will be a black border on top and bottom of the screen.

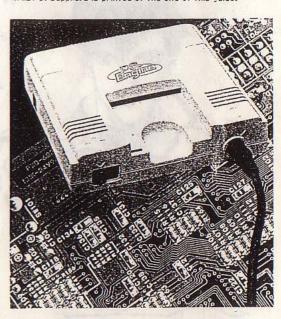
The SCART version. If you have a modern television, you may find a strange looking socket in the back. This is the SCART input. If you buy a SCART version of the PC Engine, you will be able to hook the machine up to the TV using this connector. You will find that because the signal from the Engine does not have to go through the PAL electronics, you will get a clearer picture which will fill the whole screen and run a the speed the manufacturer indended.

Clearly, the SCART version is the best choice. If your television has not got this input, you will have to buy the PAL version.

### SOPPLIERS

It is best to check the mail order adverts in various video game magazines. Companies such as Console Concepts, Raven Games and Dream Machines 2 are a good place to start. They offer an excellent service and stock most hardware and software.

A list of suppliers is printed at the end of this quide.



AL

### THE HISTORY

On the 10th October 1987 the Japanese electronics giant, NEC launched a ( at that time ) powerful video games system which they named the PC Engine HE System.

It was to be the centre ( or engine ) of a much larger entertainment system incorperating keyboard, disc drive and printer. However, in the first few months the new system did not appear to be very popular. NEC shelved the idea of making the machine the centre of a home entertainment system and consentrated their time and resorces in marketing the machine as a games only system.

Still, it took time for the new machine to be widely excepted in Japan. The Nintendo NES was still the market leader with 3 in 5 Japanese homes owning one.

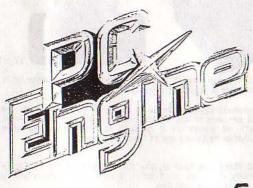
It was not until game producers such as Hudson Soft and irem started to produce quality software that the Japanese public started to take notice. Games such as Chan and Chan were now being produced. In particular it was a same called R-Type which started the now tremendous popularity of the system. From the beginning of 1988 the FC Engine became the second most popular games system in Japan.

A year later NEO released the CD Rom drive. From this point the popularity of the system was asured with many other software companies such as Namoo and Taito producing games on both card and CD format.



The original Engine is today still one of the most popular with thousands sold both here in the UK and Europe. It is very small, measuring only 135 x140 x40mm, this being part of it's charm to a lot of people. White in colour, it looked like no other games console either then or since and can be purchased second hand for as little as 80 pounds.

Care should be tacken when buying on of these early models as some of them could be getting on for 5 years old.



### PC ENGINE CORE GRAFX

In late 1989 NEC released this model. Although it has a . different name and a dark gray color sceme, it is still



esentually a white PC Engine. If you are looking for a second hand Engine, then this one should be on top of your list mainly because they are not as old as the white ones and because the image quality tends to be a little better.

You should be able to get hold of these for under 100 pounds.

### PC ENGINE SUPER GRAPHIX

Then in 1990 NEC produced a shock with the launch of the all new Super Graphx. This machine was much larger than it's brothers and incorperated a much more powerful graphics chip and enhanced video and working ram.

Also to be released soon after was a perripheral which would cover the machine. On this would be a steering wheel that could be used in both driving and flying games. Unfortunatly this piece of hardware did not materielize leaving many angry owners with a slightly more powerful system at sometimes a huge cost. When it was released, it cost 280 bounds in the UK.

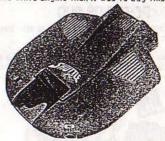


What the Super Graphy could do was to play much larger games with more graphic gower. However only six games have been produced for the new system making if the least popular of the family.

if you do come across on of these machines, remember that it can play all existing PC Engine software.

### PC ENGINE SHUTTLE

The Shuttle was supposed to be the aimed at the younger player. It was an utter flop, Mainly because it was cheaper to buy the white Engine than it was to buy this model.



### PC EDGINE GT HANDHELD



Using some of NEC's vast experience in LCD television technology they produced one of the best hand held games machines.

It's main feature was a superb quality LCD screen. Unlike many other handhelds the screen image was as good as a TV or monitor. The design of the unit is a little large for small hands to use but has comfortable finger resesses and controls.

One of the main advantages of this handheld machine is the fact that unlike other sytems, this one could use the same game cards as it's bigger brothers. This meant that at its release, there was already a large list of software available for it.

Add to that the ability to join a TV reciever to the side of the GT meant that it became a huge success.

The US version of this machine is called the Turbo Express.

Most retailers stock these handheld machines and cost about 180 pounds. The TV adapter is also available at 50 to 70 sounds.

### TORF GEAPHY 7

Yet again NEC have redesigned their most popular model. The differences between this and others are very small.

This is the model you are most likely to find in the shops or mail order lists. Normally at about 140 pounds.

If you want a high quality but compact games system, then

this one would suit you. 従来のも のから領下 け。価格は 1万9800円 (5000円 安くなった)。性能はコアグラフィックスと まったく間じ。

PC ENGINE DUO

Possibly the ultimate PC Engine, this model is also known as the Turbo Duo in the states.

in one stylish box unit it contains the hardware of a normal Engine and a CD Rom. Not to mention the game back up facility.

The CD controling software is completely built in, so there are no system cards to lose or damage. Card games load from a small covered card slot in the front.

If you can afford the dosh ( about 350 pounds ) then go for this machine. It is compatable with all existing cards and CDs and can play the new Super System CD games.

Not only that, but soon there will be attachments to link the machine up to a PC or Macintosh computer. Thus making the Duo into a serious CD based machine.

Also in the not to distant future, NEC plan to release a device called NID. When fitted it will be possible to run CD's with upto 70 minutes of full motion video. Both these devices will help to extend the life of the machine into the future.

### PC ENGINE LT

The LT is a laptop PC Engine. About the same size of a normal Engine the LT has a fold down 5 inch LCD screen.

The quality of the screen is superbly detailed and sharp.

The only drawback is the price. At 650 pounds it will not be the most popular Engine around. Only for those of you with very deep pockets.



### TURBO GRAPHX 16

The Turbo Graphx 16 is the US version of the standard PC Engine, it was released in 1990 and was not a great success.

This was mainly due to three main factors. 1, the Sega and Mintendo machines are very popular in the states, 2, the design of the Turbo Graphx and its periferals was badly done. The Turbo Graphx 16 looks dead boring compared with the other consoles and lastly because there weren't

enough games released for it.



TC,-16

As you can see, it is a very ugly machine. However, it is available in the UK at about 120 pounds.

Japanese games do not work on the TG 16. You must use the US versions or buy an adapter. Some adapters do not work with all games so it is best to tread carefully when considering buying one of these machines.

So there you have it, the full rundown of the PC Engine family. It is, you must agree, a very diverse range with a machine to suit any one.

DUO

Test

# Street Fighter 2 Six Button Joypads

Street Fighter 2 was prohibly the biggest game on the PC Engine in 1993. The conversion was a resounding success in the UK as well as in Japan.

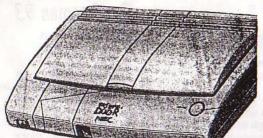
Although it is quite possible to play the game using a two button joypad or even the GT it is advisable to invest in a

six button pad.

There are two versions available. Hudson Soft/NEC were the first with a striking looking pad, Nicely shaped and with the six buttons in perfect position. State grey in colour with blue stripes it may not be to everyone esthetic taste but the main thing is that the pad works well.

Soon after the NEC made pad came a third party version called the Fighting Commander Pro. Like the NEC model this also had the six buttons laid out well but unlike the NEC pad the pro is much smaller.

Both pads retail at about 25 pounds each and although they were designed to be used with one game they are quite compatible with all other Engine titles.



# NEC DUO -

Why did NEC produce anew and slightly cheaper DUO when the first machine is so escellent. The new machine is slightly more rounded and larger and has no ear phone port or expantion port. The only other real difference is that the DUO - R is white in colour rather than the grey or black. The cost is around the 250 pounds mark fifty pounds cheaper than the original.





# **NEC Laser Active** Laser Disk System

The Laser Disk (LD) system never really took off in this country, mainly due to the higher cost of the machines over conventural video recorders. In Japan and the US however the format is a great success mainly due to the superb quality of the films is far superior to video.

For those of you who have never heard of laser disk, here

is a short discription.

Laser Disks are 12 inch versions of CDs that we use for music. Because they are much larger they can be used to store images as well as music and because they are stored digitally it means that the quality is as good and sometimes better than anything you would find in a cinema. Well that's the discription over with. So what has all this

got to do with the Engine?

Thanks to technology made possible by Pioneer, NEC has produced a laser disk system that can be used as a laser disk player but with the adition of a small box which fits into the machine, can also play PC Engine card and CD games. There is also another add-on which allows Sega Megadrive/Genesis carts and CD games to be played. Not only that but games useing the laser disk technology are starting to appear. These games use full motion video and detailed polygon graphics.

So, is this the ultimate PC Engine? Well, at a retail price of around 800 pounds I dought if it will be the most popular machine on the market, even in Japan. But if you are thinking about buying a top class entertainment system to add to your nicam TV gear then the Laser Active player

should be on top of your list.



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ACTIVE FIRST CAME

## Cotton

Super CD ROM Hudson Soft

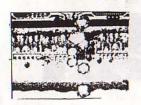
Cute! That's the only word to describe this unusual shoot-em-up.

shoot-em-up.
You control a young witch
on her broom as she
travels through six levels
to defeat the 'Evil Mist' to
save her fairy friend.
Although the cute nature of
this shooter may put some
off buying the shear
playability of the game will
always get a following.

RATING







## Gradius 3

Super CD Rom Konami

At last, one of the best arcade shooters of all time has arrived for the Engine. This is an almost pixel for pixel copy of the original. As with most Gradius games you can collect power-ups and increase your fighters firepower.

The graphics are superb with great animation of sprites and wonderful CD sound track.

If you are a shoot-em-up tan, do not miss this.

RATING

# lmage Fight 2

Super CD Rom Irem Corp

Yet another CD based shooter. An upscreen blast that although isn't as difficult to complete as some other games, the graphics and music add up to a superb experience with digitised explosions and speech.

A game that is well worth the asking price if you can track it down.

RATING

# Lords of Thunder

Super CD Rom Hudson Soft

I think we should call this the shoot-em-up column. This is the sequel to the popular Gate of Thunder game.

This time the game is set in an ancient time when gods and monsters roamed the Earth.

When you start the game you can choose which level to play first and the type of power up to use. From here on in the action becomes frantic, not letting up for a moment.

Some people prefere this game to Gate of Thunder.

Personally, I liked Gates but

that isn't to say the Lord of

Thunder isn't a good

RATING 8

shooter.

# Bomberman 93

4 meg card Hudson Soft

The original Bomberman puzzle game was a tour de force in gameplay, Many consider it one of the best games on any system. The 93 version has more puzzle fields and power-ups and more importantly you can now play the Engine as well as other human players. Gameplay is still essentially the same with your charactor having to clear . the screen of the opposition by placing bombs in strategic positions.

The original game was good, this is brilliant.

RATING

9





# Street Fighter 2 Champion Edition

20 meg hu card NEC Avenue

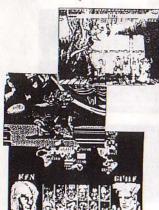
New card games are quite rare on the Engine these days because most games are produced on Super CD format.

Thankfully NEC decided to produce their conversion of one of the worlds great games on the card format which allows people who don't own a CD Rom or who own G1 handheld machines to reap the enjoyment of such a great game.

Street Fighter 2 has been the most popular areade game for the last two years.

The PC Engine version comes on a huge 20 meg card and incorperates everything that the arcade original had, great gameplay, superb graphics and slaughterouse action. The only letdown with the Engine version is the slightly weady music. Everything clse to make a great game is there, all you have to do is buy it!!!

RATING



# Riot Zone Crest of Wolf

Super CD ROM Hudson Soft

Until this beat-em-up game came out there was only onw other choppsockey game for the PC Engine and that one was over three years old.

Riot Zone plays more like Final Fight than SF2. Yours charactor walks along the mean streets fighting even meaner skin heads, grunts and punks.

The graphics are suprisingly good for this type of game with eccellent sound effects and music. The only trouble is that the gameplay does not vary much and so you could see yourself getting bored very quickly. Some nice graphical touches is not enough to

RATING 6

save this game.

# Dungeon Master Theron's Quest

**Hudson Soft** The original Dungeon Master game first appeared on the Atari ST many years ago. Your main task is to explore the creepy dungeons to find treasure and to escape with your life and as many limbs intact as possible. The Super CD Dungeon Master game is a cut down and slightly simplified version of the original. Saying that. The Engine version will keep you glued to the TV for night after

night. Cast spells, destroy monsters and solve intricate puzzles. There are not enough games of this type on the Engine so it's three cheers for Dungeon Master.

RATING 8

# PC KID 3

6 meg card Hudson Soft

One of the stars of the platform genre of games returns for his third adventure.

Those of you who have played the other games will know that out little PC Kid charactor (called BONK in the US) just loves butting the nasties and saving the princess.

This games compared to the rest is even more enjoyable and funny as the others. Some of the scrapes that PC Kid gets into will have you stuck to your screen for hours. A platformers delight.

RATING



# Castlevania X

Super CD Rom Konami 1993

To many game players, the name Castlevania simply means a good hard and exciting platform romp.

This PC Engine version is no different. Your task is to rescue your girlfriend Maria who has been captured by the

demons of evil.

The levels are very long and unlike many platform based games there are more than one route to explore to complete a level. Graphics are dark and menacing and the animation is superb.

This game really shows the world why CD based games are the future and why the Engine will be around for a

while yet.

Rating



# Bomberman '94

4 meg card Hudson Soft

Bomberman '93 was good but somehow Hudson Soft have made a classic game even better. The graphics are simple but effective and colourful and the music is as boppy as ever. So what is the difference? The levels

are much more imaginative and harder to complete with even a cute pet on which Somberman can ride and use special power-ups to defeat the

The Battle Mode has also been improved with now the ability for players to form teams and so help each other out.

All in all this is one of the best Engine card games available and should not be missed.

Rating





# John Madden's CD Football

Super CD Rom

John Madden's American Football has become the definative football game for a number of systems.

The PC Engine version starts off with a great intro sequence. You zoom upto a football stadium and then fly into the gates.

If you have played the other versions you will be right at home here with more or less the same control system. Because the game is stored on disk the music and sound FX are better and also there are quite a few pieces of

full mation video. This is not a small game and many of the options will take time to learn but the end result will be well worth the

effort. If you like to watch the football on Channel Four on a Sunday night and think you could do better than the real life coaches then this title should not be missed. A touchdown I think.



Super CD Rom T.T.I.

Steadily but surely the amount of RPG games available in English are increasing, thanks mainly to TTI in America.

Exile is one of those hybrid games which incorperate arcade levels as well as the RPG parts. This fact makes this game more interesting than other RPGs.

The graphics are good without being special and the gameplay can be a little frustrating at times but if the player persists he will find a great little game here. By the way the music is fantastic.

Rating

# Dungeon Explorer

Super CD Rom T.T.I.

It has taken some time to produce a sequel to the ever popular card version released some years ago. As a hack and slash exploration game it proved to be very popular then. Now the Super CD version has arrived Being on CD format it would be natura to assume that the gameplay and graphics would be greatly enhanced. Unfortunately this isn't the case. Although the graphics and sound are slightly better (particularly the music they are not a vast improvement on the older card game.

There is a very nice intro sequence but you don't shell out 40 pounds for a bit of animation. On the whole this is a case of programmers not bothering to enhance and extend the gameplay. The result is a missed chanc.

# Martial Champions

Super CD Rom

Street Fighter 2 was the first really good beat-em-up for the PC Engine but some people still moaned that it should have been produced on the CD format. Martial Champions may not be in the same league as SF2 but it is no

The game plays a lot like SF2 and has detailed backgrounds and sprites and the whole thing moves very quickly. There isn't a lot more one can say about this game, it has lots of charectors and the moves, although perhaps not as exciting as SF2 it still has a place in your games collection. The music is very good and all together Martial Champions is an above average beat-em-up.

Rating



# ACCESSORIES

Here is a quick rundown of all those bits and pieces that you can buy for your PC Engine to make game playing life a lot easier, from joypads to copy units. It's all here!

JOYPADS

If you own an old joy pad, you will probibly want to get a joypad that has the autofire feature and save the wear and tear on your thumbs.

There are quite a few of them around. The first type is simply the original NEC pad with autofire included in the design. Many of them also have a slow

motion facility. They cost between 15 to 20 pounds.

The newer types of joypads you can buy are called the 'Avenue Pad 3' and the 'Zapper Pad'. Both these pads have one thing in common. That is instead of only having two fire buttons, they have three. This is because some games use the RUN button to change options or to use special moves during game play. The extra button can be programmed to be used as a RUN, SELECT or FIRE button. Normally priced at around £20

JOYSTICKS
Many people prefere to use a joystick instead of the pads. Quite offen this is because they may be used to using one in the arcades.

Again, there is quite a range to choose from. They are all quite large in size and should be used on a table top or knee. Like the joy pads, they feature things like autofire, slowmo', ect. One of the newer joysticks to be released is called the 'APOLLO'. This is a really meaty stick with six buttons instead of the usual two. This is because the stick comes wih an adapter to use the stick with Sega and Nintendo machines as well as the PC Engine and most home computers. Real value for money if you own more than one stystem. Price £60. A/V ADAPTERS

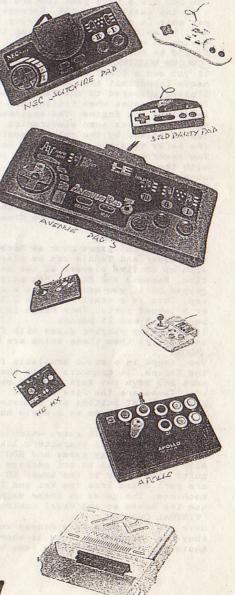
The AV adapter is a little device which plugs into the back of the white Engine or Core Graphics. At the back of the unit are outputs for video and stereo sound. This way you can run some leads from the adapter to a stereo system. Quite hard to find these days but should only cost about £10.

MEMORY SAVE UNIT

These are very hard to find in this country. What they do is to save game positions and high scores on games which offer this feature.

They can be very useful in games like F1 Circus and RPG's ect.





BACK UP UNIT 128 This device is very much like the memory save unit eccept that it can only be used on the DUO or Turbo DUO. It connects up to the joypad port and comprises of a small box. The joypad is then plugged into the save unit. What the device offers is upto 128k of memory to save game positions and high scores. The DUO has a save game feature but t is too small, only 48K. Because the new unit is powered by batteries you will be able to plug and unplug the device at will.

Should be out in March/April 93.

COLOUR BOOSTERS

If you own a SCART PC Engine you may haqve found that the colours are quite limited compared to the PAL versions. This is because when fitting the scart lead into the Engine. The engineer (ha ha ha) bypasses some electronics. This can be solved by the colour booster. The early versions were little boxes. The newer ones are simply scart leads with the electronics in the plug. You connect one end of the unit up to your TV and the other up to your scart lead fro the Engine.

You will find that the difference in colour and contrast is quite dramatic. Price, a hefty £35.

MULTI PLAYER TAPS

Some wonderful games such as Bomberman, Motoroader and Tennis can be played with up to five players at the same time. Because the Engine has only one joypad port, you must connect a multi tap. This is a small box with 2,3,4 or 5 joypad ports. They range in price between 15 and 25 pounds.

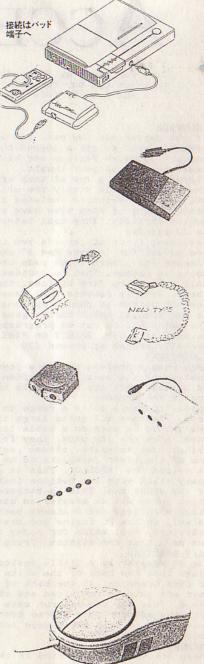
If you enjoy playing games with friends and family, then these units are a boon!

MOUSE

Yes, there is a mouse available for the Engine. It connects up to the joypad port and have two main buttons on the top. These are the fire bottons. The RUN and SELET buttons are situated on the side. The mouse as a whole has been designed very well.

You can use them in games which use a curser to conrol characters like Populous, strategy games and RPG's. Also there may be an art package released quite soon. Many of the newer CD games are port overs from the Mac and IBM machines. The games on these machine use the mouse as the usual control method VIRTUAL CUSHION

Have you ever been to a cinema where they use sensoround. This is where the seats are connected to the base speakers.



When you seen car chases or explosions, the sound makes the seats vibrate. Sounds wierd I know, but it works. You feel

a lot closer to the action.

The virtual cushion works in the same way. It comprises of a large cushion and a small control box with a lead. You connect the lead to the sound output port on whatever Engine you own, then sit on the cushion.

As you play the games, the music and sound FX will make the cushion vibrate depending on the harshness of the sound. Explosions for example with vibrate the cushion more than, say music. The human bodey reacts to stimuli. So if you crash your plane or car you will feel a jolt, which because you are concentrating on the game, will seem very real.

How much it will cost when it come out in March is unknown. It can be used with any games system. Also you can hook it up to the stereo and let

Motorhead move you!!!!



### MAGIC SUPER GRIFFIN

This unusual looking device isn't another version of a PC Engine, but a game copying machine.

It slots into the card port on any Engine. It has it's own power supply and an external 3% high dencity disk drive. When turned on in conjunction with the PC Engine a menue screen appears. Here you can format disks, erase files and of course copy game cards.

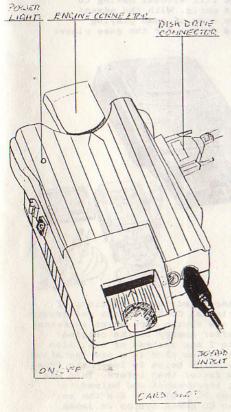
It can copy any game card down to 3½ HD disks. The game can then be loaded into the Engine via the disk drive. Once loaded the game works in the same way as a normal game card. It takes about 20 seconds to

load most games.

The advantage of this system is that you can easily collect a huge amount of games in a very short time, with games only costing you the price of the disks. You may think that a machine like this is quite ilegal, well, it is and it isn't. It is quite legal, in the UK, to buy and use these copiers, so long as you do not sell the software.

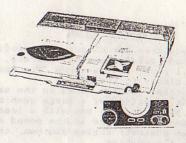
On the down side, the Griffin (why it's called the Griffin, [ have no idea) can cost as much as £250. This is mainly because they are imported from Hong Kong and because the pound has recently gone down the toilet.

In my opinion, part of the charm of the PC Engine is collecting the original games by buying them new or swapping them with friends. At £250 the Griffin is just too expensive to make it worth it. (In my opinion anyway). After all, if you have enough money to buy a Griffin you could probibly afford to but the games new. Anyway, it is up to you.



MAGIC SEIDER CREIFFIN

# ithal% (Desided ainment) CDFF COMP



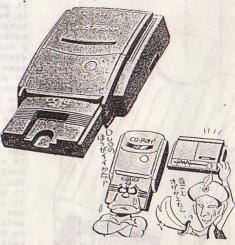
The fist CD rom unit for the PC Engine was released in Japan in 1988. It was the first CD rom unit for any console. Although thousands of CD roms were sold, the quality of the games were on the whole, quite poor. Many of them were games you would normally see on card format with CD quality music and a bit of animation.

The problem with this first unit was that the RAM memory was quite small. Only 64k in fact, this was a great limitation on many programmers. Towards the end of 1990 this limitation was becoming less because of the new programming skills which managed to get round this problem by compacting the data down to 20% of its original size.

Why do we need a CD Rom system? Unlike cards or carts, CD's can hold a huge amount of infomation. In fact one CD can hold up to 640,000,000K of infomation as well as normall CD quality sound and music. This means that more comlex games can be devised because there is enough space on CD for a programer to express themselves to the full without having to restrict their talents to the limited memory in carts. With the advent of digital video images stored on CD, the whole area of game playing will soon change fo ever, with more realism and detail for the game player

NEC then produced a completely new CD Rom unit called the Super CD System Unlike the original unit, this one fitted directly to the rear of the Engine and is manufactured to a higher standard with a dual Digital/Analogue





NEC aknowleged the limitations of the original CD Rom system and brought out a new system card which increases the buffer memory of the original unit to 2 meg instead of 64K. Also on the system card is a new operating system which helps to load data from the CD faster than before. This was a vast improvement and helped to make the PC Engine CD Rom the most popular CD games system in Japan.

Soon after the release of the new Super System CD Rom unit, NEC released their latest CD based machine It is a sleek looking console which incorperates a PC Engine with the usual card slot and the newer Super CD Rom System in one unit. The new machne is called the 'PC Engine Duo' in japan and the 'Turbo Duo' in the United States.

The Duo's Super System card, unlike earlier machines was built in. As you can see from the picture of the Duo, it is a real handsome beast. As well as working in the same way as a normal PC Engine and CD Rom unit, it is also capable of being connected to a IBM PC, Macintosh or Amiga computer. This will mean that you will be able to play IBM PC CD's as well as Engine ones.

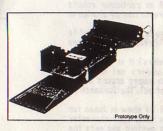






Also soon to appear for the Duo is an add on unit which will make it possible to store up to one hour of braordcast quality video on a single CD.

So, as you can see, the future of the PC Engine CD system is assured with now more than 75% of all Engine games now on the CD format.





Here are some features that all PC Engine CD Rom units offer. They all have a built-in battery back up were you can save game positions. Many different game positions and high scores can be held within the unit. This is very useful for many games such as RPG's and large platform games.

Another feature that all the PC Engine CD Rom units have is that they can play music CD's. There is a special screen which allows you to choose which track you want to hear and many other features that you would normally only find on the most expensive CD players such as fade in/ fade out, intro, multi time, random and CDG. Some music CD; s also have graphics on them. They are called CDG CD's.

So you can see that the future of PC Engine gameing for the future

So you can see that the future of PC Engine gameing for the future lies with the CD format. Better graphics and sound than can be found on cards together with real video CD's and compatability with other machines will help make the new CD system a market leader in both Japan and the USA.

# MANGA MANIER

If you are a PC Engine games freak like me, you will have probably come across some games were you have wondered were the programmers have got the idea for the game of the characters in the game. Some game plots are so wierd, like the CD game Ranma. This is a sort of beat-em-up type game but one which also has a large portion of animation and story. The main characters, the boy Ranma and his father, if touched by cold water can turn into a giant panda if it is the father or a young girl if Ranma has the missfortune to get wet. Real strange eh!!

This is just one example of a game where the story and characters have come from Japanese comics (called Manga in Japan) and animated films, known as anime (ah-nee-may). Both manga and anime are very popular in Japan, so it is no suprise that game companies cash in on this popularity.

In most manga and anime stories, you will find three recurring tendancies. They are CUTE, VIOLENCE and TECHNOLOGY.

Many story characters are young girls normally with super human strenth or super human cuteness. They are portrayed as being silly, fluffy but with nerves and hearts of oure steel. They fight against evil to save the world or

Tokyo from mass destruction.

Vicience seems to be a prerequisite of almost all manga and anime, whether the plot or character is cute or not. In some anime films like Fist of the North Star the screen is filled with blood with heads exploding all over the place.

Tokyo seems to get more than it's fair share of destruction, normally from nuclear explosions or alien

invasion.

As you would expect from Japan, the other great love is for technology. Space ships, cities and in particular robots seam to feature heavily in a large preportion of stories in manga books or anime movies and TV.

So, cuteness, violence and technology is what is needed to make something popular in Japan. Preferablly all three

should feature.

What has all this to do with video games? It is from these mange and anime media that programmers get ideas for games. Just as we in the west make games around smash hit films and TV shows like Terminator ect, the Japanese do

the same.

City Hunter has been a top animated TV show in Japan for over five years. It is about a James Bond type charecter who solves crimes and generally kills nasties and gets the girls. A sort of animated Saint character. It has been available as a game on the PC Engine for some time and in

many ways looks and feels like the TV show.

Although there are many card games which are based on manga or anime shows, most games are on the CD format. This is because the makers of the games want to put as much detail of the films or comics into the games as possible so as to increase the atraction of the title. To do this they normally incorperate animated sequences into the game, which means that the programmers need a lot more memory papacity to store the extra data. This is almost impossable on the card format with most memory space used for the games. However, because the CD format can store a huge amount more including music as well as animation it is the media the game makers prefere to use.



One of the most popular shoot-em-up games on the PC Engine is called Gunhed. Most of you will already know the game quite well. Those of you who don't, the game is an upwards scrolling shooter with great speed and graphics and very powerful power-ups.

The game was published by Hudson Soft in 1990 and was

originally called Star Soldier.

At the time there was a popular feature film doing the rounds in Japan called Gunhed. It was a live action film featuring both Japanese and English speaking actors. Strangely, the Japanese actors spoke in japanese and the English actors replied in English. A novel idea but can be confusing.

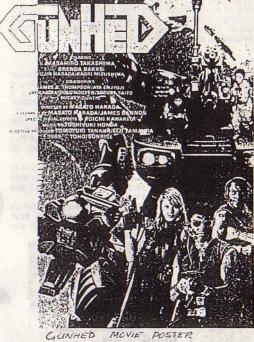
The film is about a huge computer situated on an island in the middle of the Pacific who tries to take over the world by infiltrating into every computer in the world. The Gunhed battalion, a group of highly advanced battle robots are sent to destroy the master computer. After a great battle they fail to beat the main defending robot (Airobot) but do enough damage to close down the computer. Airobot destroys the last Gunhed before it itself becomes inactive. Sixty four years pass and the island is kept isolated from the rest of the world until a group of bandits land on the island in their ship to find Gunhed parts which they can sell. At the same time the roque computer is just beginning to become active and in the insueing fight most of the bandit crew are killed.

Only our hero Brooklan and a female Texas Ranger are left. Realizing that they must get out of the complex, they find a

dismantled Gunhed and begin to build it.

The rest of the film concerns their travels through the many levels of the complex with the Gunhed battle machine. Like Aliens, this film is set in a Cyber- punk style. The Gunhed and other robots and technology are presented with flare and attention to detail making for an enjoyable film which has become something of a culf in both Japan and the United States.

Seeing this popularity Mudson Soft simply changed the name of their forthcoming game to Gunned to cash in.



If you want more details of the whole manga and anime scene, I have printed below some addresses you can write to.

So the next time you buy a game with a completely wierd character or story line, there may be some sort of TV program or movie which acompanies it.

The whole world of manga and anime is so huge, you can spend a pleasant life time discovering different characters and stories. The Japanese imagination seems to be infinate. The anime films themselves are getting better with more of them using computer aided design.

You will have to see them to believe them. Only the Japanese have the experience or the enthusiasm to

well as children. You wouldn't see company executives on the 8.45 train to London reading comics. But in Japan they do. Although their whole life style is quite different to ours, their enthusiasm and imagination are present in almost



for those people who are interested in learning more about cananese anime. I have listed below some of the better

Frown films and TV shows.

Yang of them are currently being released on 'sell through' of Manga video in the UK. Others are more difficult to get hold of. Clubs and magazines exist which can guide through the complex manga and anime world.

### AKIRA

Akira is without dought the most copular and well known anime film in the UK. It sold in its thousands, mainly due to the coverage it recleved on TV and because it had a reputation for violence. It was also, the most expensive Japanese animated film in history.

Set in a cyber-punk, Neo Tokyo setting, it charts the

orogress of two biker gang friends. They like nothing cetter than to race round the crumbling streets of Neo Tokyo on their suoped up bikes, bresking the heads of

anyone who get in their way.

One of the friends is captured by the secret police and is used in experiments into ESP. He becomes incredibly sowerful, able to kill and destroy at will. His friend looks for him and tries to help but it is too late.

To write everything about this film here would not be far on you. You must see it to believe it. The animation is first rate as is the sound and music. If you only manage to see

one anime film, then see this one.



if you would like to watch a film which is cute, violent and funny at once, then you should give Project A-KO a go.

4-KO is a school girl with super human powers and her friend, B-KO is another school girl with super human cuteness. Their adversery is another school girl called C-KO (getting confused yet?) who is a mental genius who builds huge robots overnight.

C-KO is allways trying to get one over on A-KO so that she can become the friend of B-KO, many robots and half the countryside is smashed up in the insueing battle between

the two girls for the effections of B-KO.

Then the plot is then enlivened up by the appearance of an stien chip, it seams that 8-KO is in fact the aliens princess and they fight the Earth defence forces to get he back.

R-KO and C-KO combine to try to defeat the alien menace in

the only way they know how.

The film is chock-a-block of cute humour and lots of destruction. The plot is in fact quite easy to follow (compared to Akira anyway). The animation is great with some spectacular effects. Go see it!

### FIST OF THE NORTHSTAR

Protibly one of the most violent films I have ever seen. The whole movie is packed with heads exploding and intestines flying about the screen. Not for the soweemish!!

in fact, apart from the intence violence, this film does not offer very much else. The animation is only average and the story is very confusing. A film only for those of you who likes the sight of splattering blood.



### WARRIORS of the WINU

One of the best anime films you will over see. The characterization, animation, sound and plot are all first rate.

It is about a princess (again) who must save her home valley from invasion of waring tribes and the advancing toxic

jungie.

The film has many sub plots which help to the depth of the film and characters. This is one of those rare anime films were robots are not featured. Instead there are tanks, air ships and giant jungle monsters.

Warriors of the Wind is quite simply a pleasure to watch.



Below is a list of other anime films which I would recomend to you. Some are violent or cute or funny or sometimes all three. All of them however are great fun to watch.

### CRYING FREEMAN

A Japanese mafia assasin story with loads of blod and guts. BUBBLE GUM CRISIS

Cute girls in battle suits fight Cyborg robots in future Tokyo,

### ROBOT CARNIVAL

They asked ten Japanese animators to produce a short story each about robots. The end result is a magnificent sampler to the world of anime.

### LAPUTER: ISLAND in the SKY

One of the best anime films of all time. Heart stepping action and good story make this a film not to be missed.

### **BLACK WARIC WRE**

A suspenceful and fast paced film set in the far future. Androids abound with the usual destruction.

### · CONTRCT ·

If you would like more infomation about the incredible world of anime and manga, try these addresses.

ANIME KYO UK FAN CLUB 4 St. PETERS STREET, SYSTON< LEICESTERSHIRE. 0533 600338

> ANIME UK MAGAZINE TO MORTIMER STREET, LONDON WI

# ARCADE CARD

There are two versions of the Arcade Card. First there is

the DUO version with 16 mag on board and when loaded into

increase the buffer memory to 18 meg. The other is card is

for those people who have the older system linked to their PC Engine or Core Graphx. Those carda have the full 18 mes

games. The first thing to hit you is how close to the origina

these games look. There are many more colours on screen

than you would expect with large detailed sprites and some

Other games are also in the pipe line not just Neo Geo ones

amazing effects. In fact Japanese magazines have been

printing Neo Geo and Engine screen shots together to

with 15 other third party developers getting in on the

the DUO it works with the 2 meg aiready on board to

Well, so far I have only seen the screen shots of these

stored on the cards.

But what do these games look like?

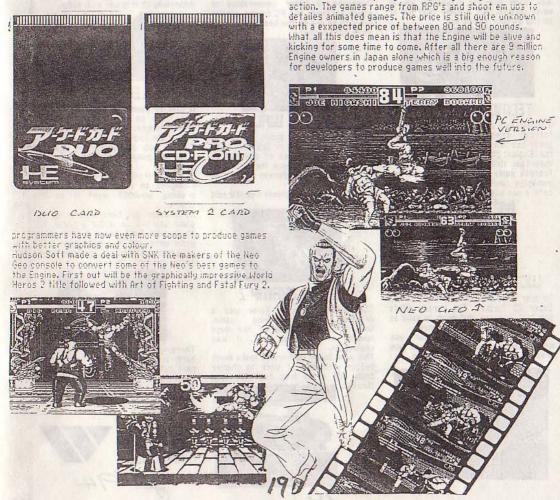
demonstrate their closeness.

NEC's PC Engine system was the first in the world to incorporate a CD Rom add on. Although it was the first such device the small amount of buffer memory (64K) meant that the game programmer was restricted to producing games which did nothing to stretch the PC Engines capabilities. Then came the 2 meg upgrade card called the Subar CD System and the powerful DUO machine. Now programmers had more scope to develope larger and more complex games. Now CD games account for upto 80X of Engine games with a large number of huge RPG's and Anime style games which require a large amount of memory.

NEC and Hudson Soft are not ones to stop there. Comming in March is a new CD Rom system card which they have

named Arcade Cards.

instead of the poultry 2 meg memory of the Super CD cards the new system uses a huge 18 meg. This means that huge amounts of data can be loaded from disk at a time and



### F1 CIRCUS 92

This will probibly be changed to F1 Circus 93 by the time it is released in March for obvious reasons.

The game is really just an update of the original. Slightly better graphics and sound and up to date car colours are more or less the only real changes.

4meg card.



### Matamor Jupiter

A Super CD shoot-em-up. The graphics look good but not exceptional. It is a sidaways shooter with the usual powerups ect. Animated sequences look good but the playability will be what counts. Not a game that will be on top of your games list.



### TECMO WORLD CUP

A conversion of the well known arcade football game. Graphically it looks great but like many football sames on the Engine, the gameplay is the most important thing. There is yet to be a football game with gret graphics and gameplay in the same game. Try before you hand over the dosh.



### WORLD RALLY CROSS

an over head view driving game on the Super CD format. The screen shots only look everage, not even as good as some card format driving games.

We will have to see. In the game you must race against the clock as you travel across different countries.



### GUNBUSTER Vol. 1

This is a cartoon style interactive comic. In Japan Gunbuster is a popular animated series. You control Noriko, a student at the space cadet college. You must guide her through different phases of her training to become the best mech pilot on earth.

Good graphics and superb sound help this Super CD game no end.

Great fun espesially for Manga and Anime fans.



A conversion of the classic Atari arcade game.

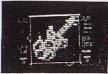
Compared to other conversions on other systems, the PC Engine version looks to be one of the best.

4meg card format.



Another 4 meg card game. This one is a sort of Break Out or Arkanoid style game, eccept instead of one bat to carch the bail you have three. One on the bottom of the screen and on on either side.

It looks graphically simple but it could be a classic.



The original Zero 4 game was a dragster style driving game. Unfortunately because of the huge amount of Japanese text, it was unplayable.

This new Super CD version looks much better with lots of cars to choose from and a lot less text to wade through.



### IMRGE FIGHT 2

Yet another sequel. This time of the three year old Image fight game. This new version is, like the original a upwards scrolling shooter game. The screen shots I saw looked really good with meaty sprites and really big explosions.

Should be out in April.



A really nice looking Ameg card shoot-em-up by Keneko.

You control your fighter up screen blasting everything in sight.

The graphics really do look great, espesially as it is not a CD game.



### LEMMINGS

It had to happen sometime. Lemmings has been on almost every system known to man. Now here it is on Super CD for the Engine.

By the look of the screen shots, it looks as good as the original Amiga version.

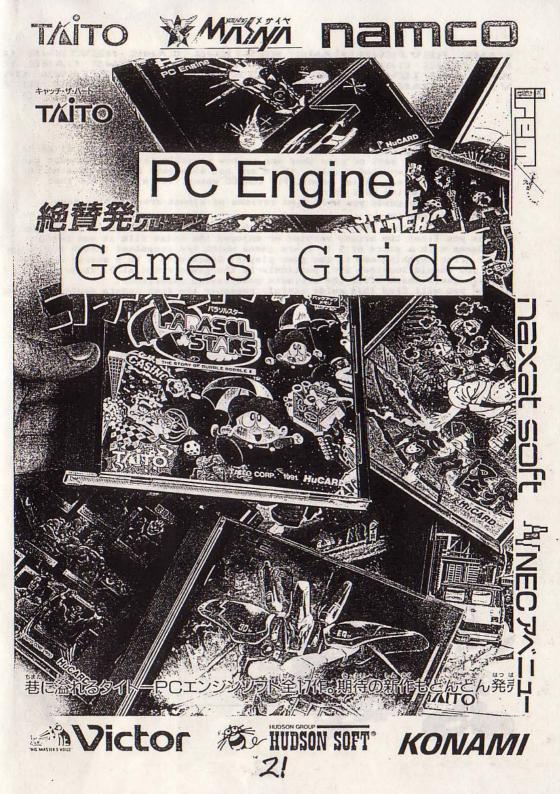
The only trouble is that if you own Lammings on a different system you probibly wouldn;t want it on the

If, however you have never seen the game you will be in for a treat. For those who don't know, it is a ouzzle game were you must guide your group of Lammings through difficult traps and obstacles.



There will be plenty more games and hardware comming from Japan in the near future. If you would like updates throughout the year, please send three SAE's to me and I will send you updates at points through the next 12 months free.





GAME REVIEWS GAME REVIEWS GAME REVIEWS G REVIEWS GAME REVIEWS GAME R AME REVIEWS GAME REVIEWS GA VIEWS GAME REVIEWS GAME REVIEWS GAME REV

I'm sure you have come across game titles with unusual names like KI KA KA and wondered what sort of game they are or how playable they are. Because the PC Engine is an imported machine, there are not many game reviews printed in national console magazines, especially the CD games. It is this fact that prompted me to write this guide.

In this software guide you will find reviews of almost every Engine game

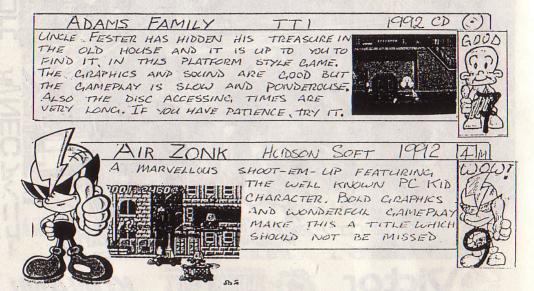
available in the UK.

Each one has a score from 1 to 9. Games which score under 5 should be avoided unless you liked the arcade version or enjoyed the Anime film it was based on. Games with a score of 5 to 6 are games which are competent anough but which don't offer anything new to the game player. Games with 7 to 9 scores are the ones you should look out for, particularly the games rated at 9. These are classic games which offer the ultimate gameplaying experience.

I hope you will find this guide useful. remember the free update sevice descibed

at the end of this guide book.







(SG)

HUDSON SOFT 1991

THERE ARE ONLY SIX SUPER CIRAPHICS CAMES AVAILABLE AND THIS ONE IS ONE OF THE BEST. SCIPERBLATIVE

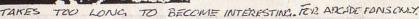
CRAPHICS AND SCUND MAKE THIS A HIKIELY ENJOYARLE SHOOT EM - UP. IF A SCITHEN GET THIS! YOU OUN





NAXAT SOFT 1991

THIS IS A COMPET NT CON-VERSION OF THE OLD ARCADE SHOOT-ENI-UP. ALTHOUGH THE CIRAPHICS AND ESPECIALY THE MUSIC ARE CXXID, THE CAME





14M



AEROBLASTERS KONEKO 1990

IF LIKE ME YOU LOVE SHOOT-EM- WOLD UPS. THEN YOU WONT BE DISSAP-OCINTED WITH THIS. A HORRIBLY ADICTIVE BLAST. FANTASTIC GRAPHKS AND SOUND PLUS SUPERB CAMEPLAY. ALSO TOUR PLAYERS CAIN PLAY AT THE SAME TIME. NOT TO BE MISSE

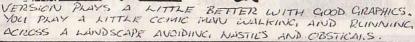




HUDSON SOFT 1991

THIS CAME FIRST APPEARED ON THE CLD NES. THE ENCINE

1990







NEC AVENUE

CONFARED WITH LITHER CONVER-SIONS ON OTHER MACHINES, THIS ONE ISN'T SO BAD. YOU ARE



14 M

PILOT WHO NICIST FLY INTO ENEMY AREAS DOCON PLANES AND BLUKUING OF TANKS SHOOTING, AC, AIN IF YOU LEVED THE ADCADE YOU'LL LEVE THIS

### ALIEN CRUSH

NAXAT SCIT 1988

ALIEN CICUSA IS A CHAME WHICH IS SCUTE DIFFICULT TO FIND THESE DAYS, BUT WELL WORTH THE EFFORT. IT IS A TWO SCREENS HIGH PINBALL CAME. GRAPHICS ARE BASED ON THE ALIEN FILMS. THERE ARE LOTS OF SCREET SCREAMES TO ENTER AND BONUSES CALORE. BALL MOVEMENT IS WONDERFULL. HIGHLY RECOMENDED!



12/1/



HUDSON SOFT 1991 69) 8m

ANOTHER SCHER CHAMICS GOOD ONLY CAME. YOU ARE

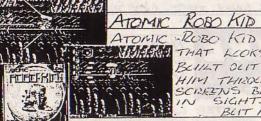
CONTROLING, A LONE SPACESHIP IN THIS, R-THE SHOOTER. THIS CAME STANDS OUT FROM OTHERS BECAUSE OF THE SCIPERBLY DETAILED CHAPHES. SOME LEVELS HAVE MULTI PARRALAX SCROLLING, TOLIGH SHOOTER BUT GOOD.



BEAST NEC AVENUE ALTERED

THIS CLAIME IS AVAILABLE ON BOTH CARD AND CD FORMATS. WHAT EVER VERSION YOU CHOOSE TO PLAY. YOU WILL FIND THAT CHAMEPLAY IS NON- EXISTANT. ONLY REAL FANS OF THE ARCADE VERSION NEED APPLY. AS HACK AND SLASH PLAT FORM GAMES GO. THIS ONE IS A BORE.





(IPL 1989 ATOMIC - ROBO KID IS A ER. . POBOT, THAT LOKS AS IF IT WAS PRIVAT OUT OF DUSTBINS, CICILDE HIM THROXICH BILLETI DIRECTIONAL SCREINS BIASTING, EVERYTHING, IN SIGHT. THIS IS ENJOYABLE BUT NOT TOO DEMANDING.





AVENGER LASERSOFT 1989

AN EARLY SHOOTER ON CD FORMAT, AND NOT A BAD EFFORT.

FLY LIPSCREEN IN YOUR ADVANCED HELICOPTER TAKING OCHT THE ENEMY. CILAPHICS ARE A LICT LIKE TA CARD SHEETER. BUT HAS CHREAT CD MUSIC.



(co)

EM-UP. YOU CONTION A POD-LIKE CHIFT SHOUTING ANYTHING THAT INCVES. THE CHIME STOULS AND YOU CAN FIRE IN ALL DIRECTIONS AND YOU CAN FIRE IN ALL DIRECTIONS AS WELL. NOT A BAD SHOUTER BUT ONE WHICH WILL NOT SUIT ALL PLAYERS.

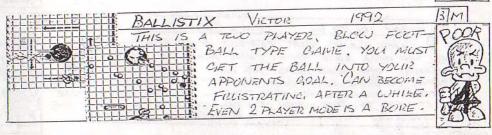


### BATMAN SCINSOFT 1989

SLINSOFT WERE GOING, TO PRODUKE A PLATFORM GAME LIKE THE VERSION ON THE MEGA DRIVE. AT THE WAST INCHENT

THEY CHANGED THEIR MINDS AND PRODUCED A MAZE TYPE GAME INSTEAD. YOU GUIDE BATMAN AROUND A MAZE COLLECTING ITEMS AND AVOIDING NASTIES.



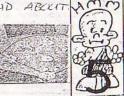




BASEBALL 91 NAXATSOFT ISTI

THE JAPANESE AIRE TOTALY MAD ARKET BASEBALL. HENCE SO MUNUY OF THEM FOR THE PC ENGINE.

THIS ONE ISN'T TOO BAD WITH GOOD CARAPHICS AND SOUND, BUT THE PLAY-ABILITY IS SET FAIR TOO HIGH.



2 M

BATTLE ACE HUDSON SOFT 1990 (SQ) 181M THE FIRST GAME TO APPEAR FOR THE SCIPER SOFT

CAPAPHICS MACHINE. FLY YOUR CONBAT SPACECRAFT THROUGH SIX LEVELS IN A AFTERBURNER TYPE CLAIME. ALTHOUGH INTERESTING, AT FIRST THE CLAIME SOON BECOMES REPETITIVE. DISSAPOINTING.





BE-BALL

HUDSON SOFT

THIS IS A NON-VIOLENT "FIN" AT IT'S BEST. VIEW THE GAME IN FORCED THIRD PERSON PERSPECTIVE THE OBJECT IS TO MOVE YOUR CHARACTER ROCIND A BRIGHTLY COLOURED MAZE, TO COMPLETE THE LEVEL FOCIR DIFF-ERENT COLOURED BALLS MUST BE ROLLED ONTO THIER RESPECTIVE SOCIARES (RED ON RED ECT). IF CLITE PLIZZLE CAMES ARE YOUR BAC, THEN CLIVE THIS ATTRY.





BLODIA HUDSIN SOFT THIS IS VERY MICKE LIKE THE AMICH CLAME. PIPEMANIA. YOU MUST CLUDE A SMALL BALL THIRDUKIH PIPESTO THE ETUD WITHOUT ALLOWING THE BALL THE BALL THE COBJECT IS TO GET THE BALL THIOCKEN EVERY PIPE. EVERAGE



BLOODY WOLF

DATA EAST

IF YOU LIKE GAMES THAT FEATURE MINDLESS VIOLENCE. THEN YOU WILL LOVE THIS. YOU PLAY THE ROLE OF A COMMANDO WHO MUST BLAST HIS WAY THROUGH LEVELS BY USEING MACHINE CUNS AND BOMBS. THE CRAPHIC PETERECTIVE IS RATHER UNUSUAR AND THE CONTROL SYSTEM TAKES TIME TO GET USED TO. BUT WHEN YOU DO, YOU WILL FIND A FINE, CHALLENGING, VIOLENT GAME UNDERNEATH.



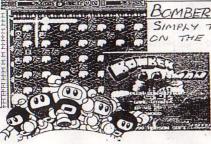
BLUE BLINK

HUDSON SOFT

19910

THIS IS AN ENTERTAININGLY CUTE PLATFORM GAME IN WHICH YOU CONTROL FOUR CHARACTERS (AT THE SAME TIME). EACH ONE HAS HIS OR HER OWN STRENTHS. THE BLUE BLINK OF THE GAME IS A ER. . BLUE DUNKEY. WHO HELPS YOU ON YOUR QUEST. THE GRAPHICS ARE COLOURFUL. AND DETAILED, SOUND IS GOOD BUT ON THE WHOLE. YOU MAY FIND THIS GAME TOO FRUSTRATING





BOMBER MAN HUDSON SOFT 199012/M SIMPLY THE BEST MULTI-PLAYER GAME WOLL ON THE ENGINE! STRATEGY PLAYS A BIG PART IN THIS GAME AS YOU MUST PLACE BOMBS IN A MAZE TO KILL THE NASTIES. IN ONE PLAYER MUDE OR MORE THIS CHAME IS A HOST!



### BREAK-IN POOL

NAVAT S. FT

1989



VIDEO POOL AT IT'S BEST! THE BALLS MOVE REALISTICLY AND THE CONTROL SYSTEM IS EASY TO CISE. ADD TO THAT THREE TYPES OF CAME AND A TRKK SHOT FEATURE. THIS SHOULD NOT BE MISSED BY SPORT FANS. REAL COOL!



### BROWNING

RIOT

992

CONTROL A ROBOT CHARACTER, AS HE BLASTS AWAY AT OTHE ROBOTS AND ASSORTED MECHA. THE GRAPHIC ARE CRITTE COOD, BUT WE EXPECTED MORE FROM SUPER CD GAME. THE PLAYABILITY IS LIKE THE GRAPHICS FLAWED IN MANY WAYS. A DISSAIDINTING GAME OVERALL.

関する。対象は対象を対象を対象





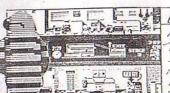
NAVAT SOFT 1990

3/M

CUTE CIPLS WITH LARGE BOOBS DON'T NORMALLY MAKE AN APPEARANCE IN SHOOT-EM-UP GAMES, HERE THEY DO (YIPPEE!!) THE GAME INSELF IS







A STRANGE GAME THIS CNE. TACKENI FREM THE ARCADES, YOCH DRIE A PRISON CONVICT WHO ARE A PRISON CONVICT LOGIC MUST ESCAPE, YOU CAN LOOK AROUND ROOMS FINDING KEY'AND FOOD, TWO PLAYER CAN PLAY AT THE SAME TIME MAKING A CHALLENGING, PCIMP.





BABEL TELENET A SCI- FI RPC, COMBAT CAME WITH LUADS OF JAPANESE TEXTS CIVLY FOR PETPLE LUITH SCINE KNOWLEDCE OF RPC'S OR JAP TEXT LUILL ETUSOY IT. SHOULD BE CONVERTED INTE ENCLISH BY TUNE 013.







TAITO CORP A CROSS BETWEEN

AND A PHATERM CAME. TALK CHARECTERS AND SOLVE SIMPLE PUBLIES. THE PLATFORM SIDE OF THE CAME, IS PLIN TO PLAY WITH COOD CHARACTER AND ENEMY SARITES, HOWEVER, THE BACKGIROCHIND CIRAPHICS AND MUSIC ARE CIVINTERESTING. MAKING, AN ONLY AVERAGE GAME.



& CHAN

HCIDSON:

JUST ONE, OF HUNY CLASSIC GAMES ON THE PC ENGINE. IT IS A MARK STYLE GAME WITH A BIG DIFFERANCE, TO KILL NASTIES IT IS POSSIBLE TO FART AT THEM! YOU WILL ALSO FIND PEOPLE PEEING, AGAINST KAMPAGSTS OR CRAPPING IN BUSHES. ON TOPOF ALL THAT, THIS IS A DAM FINE GAME!





1989 TAITO CORP CHASE

THE CRICINAL ARCADE GAME WAS FAST, EXITING AND PLAYABLE. THIS ENGINE VERSION CONFORTUNETLY IS NONE OF THESE. THE GRAPHIC ARE GOOD AND IT IS FAST BUT BECAUSE THE UPDATE IS TOO FAST AND IT IS DIFFICULT CONTICIE, IT BECOMES UNPLAYABLE.



1989

1987

BASED ON THE POPULAR JAPANESE COMIC AND TV SERIES. YOU PLAY A SECRET AGENT WHO INFILTRATES INTO THE ENEMY HEADQUARTERS. WALK AND RUN DOWN CORRIDORS KILLING GUARDS AND ENTERING SECRET LABS. SIX MISSIONS TO COMPLETE, THERE IS SOME THERE ARE WHICH CCULD DETER JAPANESE TEXT MOST PLAYERS



TELENET

1991

TETRIS SYLE C, AME PLAYABLE IN

TERM BUT GETS STEADILY BURING AS SHORT GAME GOES ON. CHEMS FALL DEEN THE SCREEN AND THEM IN COLLIMIUS CIE IT IS YOUR JOB TO ARRANGE FOLIR. SIMPLY MAKE AS MANY COLLINS AS POSSIBLE



YBER CORE IGS WHEN CYBER CORE FIRST CAME COIT, IT WAS BILLED AS THE NEXT CRINHED.

HOWELER, WHAT EMERGED WAS A BOG STANDARD BLASTER WITH UNINTER -ESTING CILIPHICS AND SCEND. NOT A GOOD BLASTER BUT NOT THE WOIST I'VE PLAYED, TRY IT FIRST,



GOOD

(CHILD OF DILACON)

NAXAT SOFT

PLAYING THE PART OF A BABY DRAGON (ARAHH) THIS IS A SUPERB SHOOT-EM-UP IN THE PARODIUS VEIN WITH OVERLY CUTE GRAPHICS AND SOUND. THERE IS SOME SPEECH WHEN COLLECTING WEAPONS ECT. FOCIR LEVELS OF PARALLAX SCROLLING WITH HUGE SPRITES WHICH MOVE WELL WITH NO FLICKER. GREAT!

- COMBAT-POLICE -IN

1990 FACE THIS IS A GAME IN THE SAME VEIN E-SWAT ON

THE MECADRIVE. CLOCK SPRITES AND BACKDROPS HELP MAKE THIS GAME GOOD TO LOOK AT. YOU POINCH AND KICK APPENENTS TO DEATH AS YOU MARCH LEFT TO SIGHT ACRUSS THE SCREEN. SOME LOVE THIS GAME AND SOME HATE IT. IT'S THAT KIND OF GAME. TRY IT FIRST.

3/m 1989

CROSS SHOOT, KILL, MAIM AND DISSFIGURE. THAT IS THE AIME OF THIS GAME. YOU CONTROL A CHARACTER IN A SNAZZY FUTURISTIC SLITE WHO WALKS LEFT TO RIGHT, LAYING WASTE ANY THING, THAT GETS IN HIS WAY. THE ZUAPHICS AND SOUND ARE FUNCIONAL AND THE GAMEPLAY WILL KEEP YOU AMUSED FOR A WHILE. BUY CYBER COMBY POLKE INSTEAD.

FACE

YBER KNIGHT TONKIN HOUSE 101010

SCI-FI TYPE RPG THAT LOURS AS IF IT COLLD BE GOOD, IF ONLY YOU COULD UNDERSTAND THE JAPANESE TEXT! CIRAPHICALLY AND SONICALLY IT ONLY RATES AVERAGE, BUT IN A GAME OF THIS SORT YOU DON'T EXPECT TECHNICAL SCIPEZIORITY, SADLY, THE GAME IS CINPLAYABLE DUE TO THE LARGE AMOUNTS OF TEXT. MAKE HEADWAY IN THIS GAME COLY BY CHANCE.









NEC AVENUE 1991

IS ONE TOUGH COOKIE OF A SHOOT-EM-UP. EVEN WITH MAX POWER YOU WILL STRUCTULE TO KEEP UP WITH THE CLAME. BUT YOU CAN'T PUT THIS CLAME DOWN. IT HAS AN INFURIATING NATURE. BUT MORE SO AS THE SMAPHE ARE COLCURFUL AND DETAILED. CIREAT CLAIME BUT NOT FOR THE FAINT HEARTED.

MICIZO WORLD 1992

BUY THIS CAME, REALISTIC GRAPHICS AND SOUNDS HELP



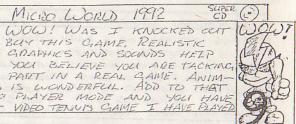
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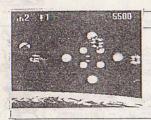
THE

ザ・テビスカップテニス

# S CUP

PART IN A REAL GAME. ANIM-SPRITES IS WONDERFUL. ADD TO THAT SCREEN THO PLAYER MODE AND YOU HAVE QUITE SIMPLY THE BEST VIDEO TENUIS GAME I





DEAD MOON TSS

DEAD MOON IS A CLASSY SHOOT-EM-UP. LOTS OF SUPERE PARROLLAX SCRULLING AND DETAILED GEAPHICS MAKE THIS GAME A DELIGHT TO PLAY AND SEE. MUSIC IS ONLY AVERAGE SC IS THE SPET FX. THE ONLY DOWN



DEEP

BICK-IN VIDEO 1988

I MUST FIRST OF ALL WARN YOU ABOUT THE PACK-IN VIDEO COMPANY. THEY PRODUCE CRAP! GAMES THIS IS ONE OF THIER EARLIER CAMES. IT IS AN UNDERWATER SHOOT-EM-CIP. THE CIRAPHKS ARE. UNDRIGINAL, SOUND POOR AND THE GAMEPLAY IS SLOW, FRUSTRATING AND BORING. NOT THE WORST SHOOT-EM-UP I HAVE PLAYED, BUT CLOSE.



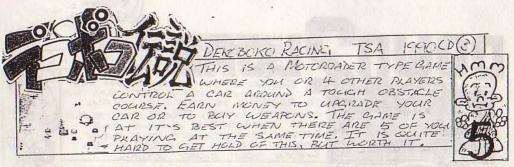


CRASH NAXAT SOFT 1990

YOU LOVE PINBALL GAMES YOU ENJOY THIS. THE PINBALL IS THIREE SMOUTHLY SCINCILIA

SCREENS HIGH. BALL MOVEMEN IS A JOY TO BEHOLD AND THE DEVILISH CHAPHICS AND SOUND ARE GREAT.





ACTIVISION DIE HARD

1990

REMEMBER THE FILIN? WELL THIS GAME HAS NOTHING TO DO WITH IT. I THINK ACTIVISION DECIDED TO ZIY THE RIGHTS TO THE FILM AND THEN ADDED A FEW PICT-URES FROM THE FILM AND CHANGE THE TITLE. IT IS A COMMANDO STYLE GAME FEATCHING BELOW AVERIGE GRAPHICS AND GAINEPLAY. A POOR EXAMPLE OF A MOVIE TIE-IN. MOYE THROCICH AREAS KILLING EVERYTHING IN SIGHT.



DODGE BARY NAKAT SOFT 19910 IS A STRANGE KIND OF SPORTS GAME. THE PLAYING AREA IS SET OUT LIKE VOLLEYBALL DODGE BOLL WERE YOU HAVE TWO SETS OF FOUR PLAYERS. YOUR TEAM MICEST THROWS THE BALL AT THE OTHER TEAM. IF THE BALL HITS A PLAYER, HE IS THEN OUT, AND SO ON. A REAL BORE!

POOR

DOKO DON TAITO CORP

1990 A ONE CE THE PLAYER BUBBLE BUBBLE YPE GAME WHERE TWO DWARVES WITH HAMMERS TRY TO CLEAR A SCREEN FULL OF WASTIES BY HITTING THEM ON THE HEAD. YOU CON EITHER COOPERATE WITH EACH OTHER OR WORK AGAINST CIVE ANOTHER, A GOOD SHORT TERM GAME.



DOWN LOAD NEC AVENUE 1990

IF MINDLESS BLASTING, FUN, IS YOUR BACK THE TRY YOUR HAND WITH THIS SIDEWAYS SCROLLING, SHOOT-EM-CIP. EARTH HAS BEEN ATTACKED (ACAIN!) BY THOSE NASTY ALIENS, YOU MUST FLY THROUGH CITY SCAPES AND UNDERCROUND COMPLEXES CHUTIL YOU FIND THE ALIENS MASTER COMPLETER, THEN DESTROY IT. RUN OF THE MILL SHOWTER GRAPHICALLY BUT LOTS OF FUIN.





1991 CD (.0)

THE FIRST THING, THAT YOU SEE WHEN YOU FIRST LOAD THIS CD BLASTER IS THE WONDERFUL ANIMATED INTRO. THE CLAME ITSELF USES INCREDABLE COLCUR AND DETAIL THROUGHOUT THE CAME. ONE OF THOSE RARE CD GAMES WHICH YOU MUST OUN!



DRAGON EGG

YOU PLAY THE PART OF A GIRL (CUTE OF COURSE) CARRYING, A RUCKSACK CONTAINING, A DRACKINS ECC. AS YOU MENT LEFT TO RIGHT THROUGH THE GAINE YOU COLLECT ROLD DRAGON UNTIL DU CAN BIDE IT. A STRANGE GAME THAT WORKS WELL

19911



NAMICOT

SEQUEL TO THE INCREDIBLY POPULAR GOOD WHERE THE FIRST ONE LEFT CFF. THE GRAPHES ARE AN IMPROVEMENT. MUSIC AND PLAYABILITY ARE NOT AS THIS ONE IS EASIER TO COMPLETE. IN THE WHOLE AN EXCELLENT SHOOT-EM-UP.



SPIRIT NAMICOT DRACON

1988 ANOTHER CLASSIC SHOOT - ETM-UP FOR THE ENGINE. IN EVERY DEPARTMENT THIS GAME COMES UP TIZUMPS. WONDERFUL GRAPHKS FOR THE TIME IT WAS MADE AND STILL SOME OF THE BEST MUSIC ON THE MACHINE, NOT FORGETTING THE AT PLAYABILIT



DATA EAST 1990 DROP

ARKANOID IS NOT DEAD, BUT ALIVE AND KICKING. LIKE ARKANDID YOU CONTROLE A BAT WHICH YOU CAN MOVE CIP AND DION AS CUELL AS LEFT AND RICHT. THE CUALL OF ADVANCING, FRUIT (YES FIGURT!) DROPPING, FROM THE TOP OF THE SCREEN CAN BE SEEN OF BY BOXINGING, A BALL OF THEM. CHADHICALLY ADECUATE FOR THE TWE OF ACTION ON OFFER BETTER USE COLLED HAVE BEEN MADE OF THIS CUELL CORN FORMULAR,





EXPLORER HUBSON SOFT 1989

A CLAUNTLET TYPE CLAME WHERE
YOUR CHARACTER ROAMS AROUND A
LANDSCAPE FEHTING FOES AND SOLVING
PUBLES. THE CRAPHICS ALTHOUGH
DETAILED ARE CLOSINY AND UNDERGINAL.
IF YOU LIKE THIS TYPE OF CLAME
THEN GIVE THIS A TRY. VERRY SOSO!



Master

VICTOR 1992 COST WHEN IT FIRST APPEARED ON THE ATARI ST IT CHEWED EVERYONE, GOOD 3D GRAPHICS BUT MORE

IMPORTANTLY IT HAD GREAT DEPTH AND COMPLEXITY. THE ENGINE VERSION IS JUST AS CLOD - RVEN BETTER.



NIHON BUSSON 19910

YOU VIEW THIS DIZIVING CHAME FROWN ABOVE THE

COURSE AS YOU CONTROL YOUR CAR TO WIN THE CRAND PRIX. THIS GAME HAS SOME OF THE FASTEST SCROLLING EVER BEEN IN A DIFFICULT. BUT WITH PRACTICE YOU THE CAR A BIT REWARD FOR PERSERVERING, IS GREAT GAME PLAY.





FI CIRCUS 91' Nihon Busson 19811
THIS IS GRAPHICALLY AN IMPROVE
EMENT ON THE FIRST GAME. BUT THAT
IS ABOUT IT. THE SAME WONDERFOLL
GAMEDLAY IS STILL THERE. SO IF.
YOU HAVEN'T GOT THE ORIGINAL
THEN PERHAPS YOU SHOULD GET



FIGROUS SPECIAL POLE TO WIN

HON RUISSON 1992 CD CO

DRIVING GAME

A TOTAL REWORKING OF THE ORIGINAL GAME, MORE GRAPHICS



AND REALISTIC SOUND HELP MAKE THIS A DREAM TO PLAY. ALSO THE COCIRSES ARE MUCH HARDER TO COMPLETE MAKING A WHOLE NEW CHALLENGE FOR FAMS.

THIS ONE. A CLASSIC

### FI DREAM NEC AVENUE

1988

THIS WAS THE FIRST CLAME I COUT FOR THE PC ENGINE SO I LOOK BACK AT THIS CLAME CUITH SOME EFFECTION. HOWEVER THIS IS REALY A POOR DRIVING CLAME. ACLAIN YOU CONTROL YOUR CAR FROM ARCHE. THIS TIME CHARKE FI CIRCUS THE SCIENCIAL, IS ELOW AND IT CAN BE QUITE TOUGH TO WIN A PACE. ADD TO THAT THE JAPTEXT AND YOU HAVE A POOR GAME



PECK-IN VIDEO

IF YOU THOUGHT I GAVE FI DREAM (ABOVE) A BAD PERIEW WELL HERE IS A WERST ONE. IT IS BY THAT DREADFOIL CEMPANY PACK-IN VIDEO (I WISH THEY WOULD PACK IN), DRIVE A FORMULAR ONE CAR ROUND 16-MACKS IN THE WORLD CHAMPIONSHIP. IT IS VIEWED IN 3D PERSPECTIVE. THE PROBLEM IS THAT THE CRAPHICS SOUND AND CAMEPHAY ARE CRAP. PACK IT IN!





SPECTRUM HOLOBYTE

FOR USA MACHINES ONLY CINLESS YOU CON A CONVERTER! THE VERY FIRST FLIGHT SIMULATOR ON THE ENGINE. ALTHOUGH IT CANNOT BE CONSIDERED AS A FULL FINCHT SIM.
IT DOES PROVIDE THE BASIC CATIONS,
THE CARAPHICS ARE SUPPLISHINGLY
COOD. A VERY GOOD EFFORT.



11 M

FANTASY ZONE NEC AVENUE 1988

I REMEMBER PLAYING THIS CAME IN THE ANCADES WHEN I WAS A TEENAGER, YES, I KNOW. IT WAS A LONG, TIME ACO! A SORT OF VERY CUTE DEFENSER GAME IT PLAYS QUITE WELL FOR A SHORT TIME, THE CHAPMICS AND SOUND IS VERY MUCH LIKE THE FRICHNAL ARCADE VERSION. ON THE DOWN SIDE. IT IS JUST TOO OLD TO GET MOTIVATED.





FIGHTING STREETS CAPCOR 1988 CD THIS IS KNOWN AS STREET FIGHTER EVERY WHERE ELSE. TAKE ON THE BEST KARATE EXPERTS IN THE CUERCH THE BACKCHOCHUDS AND SPRITES AREQUITE

CLOCK BUT TEND TO BE TERRY. NOT ENOCIGH MOVES AND PLOR CAMEPLAY. ONLY AVERAGE.

34



NIHON BUSYN 1992 4

IF , 'DU ARE A

FAN OF JAPANESE CLILTCIDE, YOU MAY KNOW CIF, THE LOVE THEY HAVE WITH ROBOTS IN COMICS AND FILMS. THIS IS JUST AN EXTENTION OF THIS THEME. YOU CONTROLE A ROBOT IN A SORT OF JOUST. YOU MUST DESTROY THE APPOSSING ROBOT WITH DIFFERENT WEARONS AND STRATEGY. HOWEVER THE GRAPHICS LET THE GAME DOWN.





HUMIAN 1991

HUMAN ARE DAB HANDS AT PRODUCING, SPORTS GAMES.
THIS ONE IS ONE OF THIED

BEST. GOOD, CLEAR AND FUNCTIONAL GRAPHICS COUPLED WITH EMENCE GAMEPLAY HELP TO MAKE THIS AN ENGINE OWNER VERY HAPPY. WHAT WITH 2.3 AND 4 PLAYER MODES. IT WILL TAKE A LONG TIME TO MISTER





### FINAL LAPTIUIN NAMOOT 1989

IF HEAD TO HEAD RACING, IS YOUR THING, THEN YOU WONT GO WIRCHG WITH THIS TITLE. SCAPERS GRAPHIO ARE JUST THE ICEING ON THE CAKE, WHAT REALY MATTERS IS THE INCREDIBLE PLAYABILITY. ONE OR TWO PLAYER ACTION AT IT'S BEST.





NAMOT 1990

FINAL BLASTER HAS SEVEN LEVELS —
EACH FEATURING NEW ALIEN CRAFT
WITH PROGRESSIVELY BETTER WEAPONS.
THE CARAPHICS ARE VERY VERY DETAILED
WITH SOME GREAT ANIMATION OF SPRITES
AND END OF LEVEL RAURDIANS. FOR
CAME SATISFACTION IT IS GREAT.





### FINAL SOLDIER HUBSON SOFT 1991

FINAL SCLDIER IS PART THREE IN THE NOW FAMOUSE CHINHED SERIES. GRAPH—
ICALLY FINAL SCLDIER PLITS CTHER SHOOT—
EIN- LIPS TO SHAME. THE MUSIC TEXT IS
CHONDERFULL. THE CNLY TROUBLE IS THAT
THE CHAME IS FAR TOO EASY. BUT IF YOU
ARE A SHOOT-EIN-LIP FAN. DUN'T MISS IT!







IELENET

19789

CD(0)

COMMANDO WAS A GOOD GAME ON THE OLD CEH MANY YEARS AGO. FINAL ZONE PLAYS VERY

SPACE WARRIORS IN MECHA BATTLE MUCH LIKE IT. FOUR SLITS LAND ON A PLANET AFTER THIETE SPACECRAFT IS TRASHED. YOU CONTROL EXH ONE IN TURN WALKING, UP SCREEN BLASTING ANYTHING THAT MOVES. AVERAGE



4RINIFD FORMATION

BIG DON FORMATION ARMED F IS CINE OF THOSE GAMES WITH COMPETENT GIZAPHICS AND SOUND, BUT BECAUSE THE GAME IS TOO DIFFICULT YOU LOSE ANY LIKEING YOU HAD FOR IT VERY QUICKLY.



FORMATION:

HUMAN

15F10 .

1990

12/11

IT IS VERLY DIFFICULT TO GET HOLD OF A COPY OF THIS GAME AND YOU CAN SEE WHY. ONE, TWO OR FOUR SIMULTANIOUS PLAYER ACTION. GOOD GRAPHICS AND MUSE HELD MAKE THIS AN ENGINE CONNERS FAVOURITE. IT IS ONLY LET DOWN BY IT'S TOUGHNESS IN THE ONE PLAYER MODE. VIEWED FROM ABOVE YOU WILL FIND THE CONTROL METHOD ANNOYING, ESPECIALLY COHEN PLAYING THE COMPOSTER, BUT STILL GOOD FUN.



1988 NAMICOT

A CLASSIC SHOCT-EM-CIP, NOT REALLY GRAPHICALLY STUNNING, IT'S JUST SO PLAYABLE, BASED ON THE GALAXIANS CLAME IN THE ARCADES THIS UPDATED VERSION IS A MUST FOR ALL PC ENCINE FANS, IF YOU ARE NEW TO THE ENGINE THEN I RECOM-END YOU RLY THIS. PLINE ADDICTION!



1988 GATE BALL HUDSON SOFT

A PLETHORA OF MENUS ARE DISPLAYED BEFORE THE CAME STARTS PROPER, WHERE, I CAN ONLY ASUME YOU MUST SELECT THE NUMBER OF PLAYERS, DIFFICULTY ET A CRECUET SIMULATOR, WOULD YOU BELIEVE! FUN THOUGH IT MAY BE. IS NOT EXACTLY AWE-INSPIRING. A SHAME REALY BECAUSE IT COULD BE A NOVEL SCTUALLY WERK. GRAPHIC ARE ADECLIATE.



価格未定

HUDSON

1990

CIVE OF THE BEST . SHOCT-EM-LIPS CIVITHE ENGINE, FEATURESSOME, OF THE BEST GIZAPHICS

AND SOUND YET SEEN ON SCIPER CD RIM. IF YOU ONLY
BUY ONE CD CAME FOR YOUR SYSTEM—BUY THIS ONE.
DIGITISED EXPLOSIONS AND SPEACH, REAL HEAVY ROCK
SOUNDTRACK AND WONDERFUL GAMEPLAY, SUPERBI!



GOLDEN AXE TELECAMES

1990

HIT. ON THE MEGADRINE (IT HEZPED A BIG BIG A BIG. BIG. HIT. ON THE MEGABRINE (IT RELEADED SELL THE MACHINE IN THE BEGINNING) HERE IT IS ON THE ENGINE OD ROM. AND WHAT A BAD JOB THEY MADE OF IT TOO. THE INTRO INMATION IS GOOD BUT YOU DON'T SHELL OUT \$36. FOR PRITTY PICTURES, DO YOU, THE GAME ITSELF HAS POOR CRAPHICS AND EVEN WORSE GAMERAY. STEER CLEAR!



SURER BRAIN CIREY

THIS IS A LEFT TO RICHT SCRULLING, BLASTER FEAT WALKS, JUMPS AND FIRES

AT OTHER ROBOTIC NASTIES. THE QUAPHICS AND ANIMATION TO MENTION THE BACKCIPPLINDS ARE COLOCURFUL CLEAR DETAILED. PLENTY OF MEATY SOUND FX HELP MAKE AN EXCITING SHOOTER.



(0)

SPEED GOMOLA

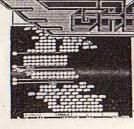
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1990

3/14 G000

AN OCTION PUZZLE GAME IN THE BEST TRADITIONS OF IT'S TYPE. SUPERB BASE RELIEF GRAPHICS AND FAST MOVING SPRITES HEZP TO MAKE THIS, ONE HELL OF A CAME. FRUSTRATING FOR SOME, IF YOU LIKE A CHALLENGE THIS IS FOR YOU,
THE MUSIC IS BRILL TOO.

KONONI



THE CLASSIC ARCADE WOW! CAME COMES TO THE PC ENGINE AT LAST. AND WHAT A GOOD TOB THEY MADE OF IT TOO. IF YOU DON'T KNOW ABOUT THIS CAME, YOU CONTROL A SPACE SHIP IN A HORREZONTAL SHOOTER. THANK TO KONAMI IT ALL WORKS VETZY WELL EVEN DOWN TO THE SLEW DOWN, CLASSIC!

GUNHED HUDSON SOFT

1989

THE CRE AND CALY COUNTED. SINGLE-HANDEDLY CHANGED THE WHOLE CONCEPT OF THE SHOOT-EN-UP ON ANY SYSTEM.

ACTION AT ITS BEST. A VITAL ADDITION TO ANNONES COLLECTION, CHECK CUT THE DIGITISED SPEACH, SUPERIS MUSIC AND FOR

THIS GAME



HUDSON SOFT 1991 GRANZCRT

WORKS ONLY ON THE SUPER CIRAPHICS MACHINE. YOU PLAY THE BOLE OF A ROBOT WHO MOVES THROUGH DIFFERENT LANDS KILLING ANYTHING IN ITS WAY. BECAUSE OF THE EXTRA GRAPHIC ABILITIES OF THE SCHITHIS GAME LOOKS GOOD. CAMERLAY WISE IT IS ALSO GOOD BUT YOU MAY



NEC 1991 (SG

SIMPLY THE BEST VERSION OF CICULS AND CHOSTS ON ANY SYSTEM. THIS ONE WORKS ONLY ON THE SCIPERCERAPHICS MACHINE. IT IS A TOCKCIM GAME BLIT VERY, VERLY REWARDING. THE CARAPHIC ARE CAREAT AND ANIMATION IS VERY SPECIAL. ALMOST WATH BUYING AN SCI FOR. BUYING AN ALMOST WEITH



BULLET PROOF 1990

THIS IS A TETRIS STYLE GAME BUT INSTEAD OF BLOCKS, YOU USE ... ER, HATS. DIFFERANT TYPES OF HATS FALL FROM THE TOP ENTO HEADS AT THE BOTTOM OF THE SCREEN, NOT ALL THE HATS WILL SLIP OVER ONE ANOTHER. IF A PILE OF REACHES THE LINE AT THE TOP THE





HEAVY

T TAITO CORP

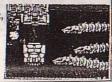
1989





YET ANOTHER ARCADE CON-VETESION. THIS SIDE SCRULING SHCOTER HAS THE USUAL ARRAY OF WEIRD ENEMIES AND CBSTACLES. YOUR SPACE

FOR SOME LEVELS. NOT A BAD EFFORT BUT YOU SHOULD PORE OF THIS.





HELL EXPLORER TAITO CORP 1990 13/14



C'NE OF THOSE GAMES CUITH A VERY JAPANESE FEEL AND LOOK TO IT. YOU CONTROL A BALD HEADED KID IN THIS 8 LEVEL PLATFORM GAME. YOU CAN THROW COLOURED BALLS AT YOUR ENEMIES AND THERE ARE PLENTY OF PUBLICS AND COSTACLES TO SOLVE. IT IS ALSO CUITE TOUGH!



G001

NEC AVENUE 1991 CD (C)
THE CD VERSION OF THE GO
ARCADE HIT. THIS IS A
PARTICULARLY WELL PUTTOCETHER BHOSTER, NICE
SPRITES AND GOOD BACKGROWN OF
MAKE THIS GOOD TO LOOK AT. PLAYTHEST
CAME AND YOU WILL FIND IT PLAYABLE.

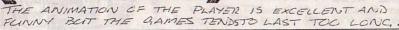


THE VIDEO HOCKEY LEAGUE

TAITO CORP 1991 3/11

1988

ICE HOCKEY WAS NEVER MY SORT OF CLAIME. BUT THIS CARD IS QUITE PLAYABLE (ESPECIALLY IN THE TOWN PLAYER INCIDE).





HONEY SKY FACE

ONE OF THE EARLIEST RELEASES FOR THE MACHINE WE'VE ALL COME TO LOVE AND DOESN'T IT SHOW IT! CHAPHICACY INFERIOR TO VIRTUALLY EVERY SHOUTER ECCEPT 'DEEP BLUE, YOU FLY CIP-SCREEN CONTROLLING, YOUR SHIP, YOU CAN ALSO FIRE IN EIGHT DIRECTIONS BY ADTATING, YOUR CLIN, BUT THIS CAN PROVE FRUSTRATING, CHRAPHICS, BOUND AND GAMERAAY ARE NOIVE-EXISTENT, IT'S ACL BEEN DONE MANY TIMES BEFORE AND SO MUCH BETTER, CRAP!



HUMAN SPORTS FESTIVAL HUMAN 1991000



**建来** 医克里克氏 医

THIS SUPER CD GAME REPRESENTS
THEMENDOUSE VALUE. THREE SPORTS
GAMES ON ONE DISC. THE TENNIS
AND FOOTBALL GAMES ARE CLIT DOWN
VERSIONS OF THE CARD VERSIONS.

ONLY THE CALF CAME IS ORIGINAL. VALUE FOR MONEY.





AVENCIE ISFICI 4 m IRRICANE AT FIRST SIGHT THIS VERTICAL

SHOOT-EN-UP DOES NOT LOCK LIKE MUCH. BUT ENCE YOU GET INTO IT THE ADDICTIVE NATURE OF THE GAME COMES TO THE FORE. YOU PILOT A WWW. FIGHTER PLANE WITH A SPECIAL FEATURE OF BRINGING YOCH SCHADRAN INTO ACTION.



IMAGE FIGHT IREM

THE BASIC IDEA OF THIS CAME IS TO SIMPLY, ERMO. . BLAST EVERYTHING IN SIGHT. THE GRAPHICS ARE IMPRESSIVE AND WORK WELL. THE VERTICAL SCROLLING IS SMOOTH AND THE BOSSES ARE MEAN. A GOOD BLAST.

1990



IT CAME FROM THE DESERT

THE FIRST GAME ON THE ENGINE THAT USES REAL VIDEO FOOTAGE IN THE GAME. YOU MUST SAVE A MID WEST TOWN FROM HUGE KILLER ANTS. THE AREADE SEQUENCES ARE CRAP BUT THE EXCITEMENT THE INTERACTION IN THE VIDEO PARTS WONDERFUL . CIREAT HUMBUR IS FEATURE OF THIS CAME. ALSO A COUPLE





・・・私はあの夜、たしかに出かけ た。ある人物と会う約束をしていた

B HAROLD MURDER CLUB NEC IFFCO(G)

EVER WANTED TO SCLUE A MURLER? GOOD YOU PLAY J B HARCLD, A PULICE DETECTIVE ON A HUNT FOR A RATHER NASTY KILLED. THIS CLAME FEATURES DICITISED PICTURES AND OVER TWO HOURS OF SPEACH (JAPANESE OR ENGLISH), INTEVIEW SUSSPECTS AND FIND CLUES, A HUGE GAME, IMPRESSIVE



CHAN HUDSON SOFT 1991 JACKIE

HUGE LEVELS, DETAILED GRAPHICS. DIGITISED GRUNTS AND SHOUTS, BRILL MUSIC AND AMAZING, GAMEPLAY ARE ALL FEATURED IN THIS COMBAT PLATFORM CAME, FEATURING THAT CHINESE KUNG FU EXPERT JACKIE CHAN, TOUCH COING BUT SUPERB.





THIS MUST BE ONE OF NAMIO'S WORST GAMES EVER WRITTEN FOR THE ENGINE. THE C. RAPHKS ARE VERY INDISTINCT AND SMALL. YOU PLAY THE PART OF A NINJA TYPE CHARACTER IN A HORIZONTAL SCIOLLING SLASH-EM-UP. THE C.AME IS VERY REMINISCENT OF WINJA C. AIDEN, BUT WITHOUT THE C. AMEPLAY! THE DIFFICULTY LEVEL IS SET WRONG, SO YOU GET FRUSTRATED, VERY EARLY IN THE C. AIME. OBVIOUSLY WRITTEN IN SOMEONES LUNCH BREAK.



KARIO LAND HUIDSON SOFT 1990

THIS IS QUITE A SOLLY LITTLE GAME WITH THE USCIAL BAG LOAD OF CLITE GRAPHICS WHICH SEEM TO BE STANDARD FARE OF LATE. YOUR CHARECTER STUMPS, SHOOTS AND BOPS HIS WAY THROUGH A RIGHT TO LEFT SCROWING, LANDSCAPE FILLED WITH OTHER CUTE CHARACTERS, IF MARIO QUONES ARE YOUR CUP OF TEA THEN THIS IS FOR YOU. PLENTY TO DO AND SEE IN A MARIO SORT OF WAY — SIMPLISTIC BUT REWARDING, AND VERY HARD TO CET KYD OF A COPY.



KI KI KA KA TAITO CORP 1990

A STRANGE SHOOT-EM-UP FROM TAITO WITH SC-SO GRAPHICS. IT IS POSSIBLE TO POWER UP YOUR FEEBLE WEARON, BUT IN THE EARLY STAGES THE DIFFICULTY LEVEL MAKES CAMEPLAY INCREDIBLY FRUSTRATING, AS YOU DIE FREGUENTLY. AS YOU WANDER CRUARDS AND SIDELLAYS THROUGH A RATHER PLAIN TEMPLE AREA, YOU BEGIN TO DOUGH THE CAMES LONG TERM PLAYABILITY. ARE THE LATER LEVELS MORE INTERESTING! CUHO CARES???



KING OF CASIND TAITO CORP 1989

QUITE SIMPLY THE FIRST AND ONLY CASINO TYPE SIMULATOR ON THE ENGINE AND NOT A VERY GOOD ONE AT THAT, THE CRAPHICS AND SOUND ARE CRUDE AND BLOCKY AND THE ZAMEPLAY IS SLOW, YOU GAIN PLAY BLACK JACK, ROULETTE AND OTHER GAMBLING GAMES. ONLY THOSE OF YOU WHO LIKE TO GAMBLE WILL GLEAN ANOTHING FROM THIS TITLE.



KLAX TELENET ATARI ICAO [2]M

A VERY POPULAR PRIZZE GAME CONVERT—
GOOD
TED ONTO ALMOST EVERY SYSTEM COING,
CLUBE THE TILES MOVING, TOWARDS
YOU INTO ROWS IN THE HOLDING, AIREA.
THERE TILE TEXTHER, OF THE SAME
"DAZIR GIAL DISSAPEAR, DO THIS
FOR AS LONG, AS ROSIBLE, VERY
ADDICTIVE GAME, WELL DONE.



KNIGHT RIDER SPECIAL PACK-IN VIDEO 1989 DRIVING GAME BASED ON THAT PORHAR TV SERIES OF A FEW YEARS AGO. VERY PODRLY. IMPLEMENTED WITH SHANIEFUL GRAPHICS AND GAME PLAY, THIS IS ONE GAME TO AVOIDE AT ALL COSTS. IN FACT IT IS SO BAD. I USED MY CARD AS A BOOK-MARK. PACK-IN DOES IT ACLAIN!



ARMAGEDON TELENET

A MASSIVE RPG WHICH IS VERY HARD TO UNDERSTAND DUE TO IT BEING ENTIRELY IN JAPANESE. CREAT IS YOU ARE LEARNING TO READ JAPANESE BUT OTHERWISE BIEFR CLEAR, IF YOU DO BUY IT YOU CAIL USE IT AS A FIZISBLE.





IREPI

YOCH PLAY TONMA WHO IS A ER .. LEGEND, HE IS TRYING TO FIND HIS PRINCESS THROUGH



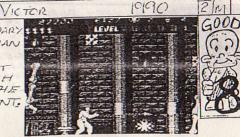
LEVELS OF AREADE ACTION. THE CILAPHICS AND SOUND O ARE GOOD BUT THE PLAYABILITY IS SOMETIMES FRUSTRATING, BEST TO TRY BEFORE YOU BU!

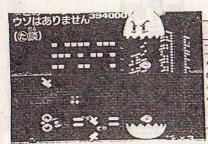
19188 LEGENDARY AXE VICTO'S A LEGEND OF A GAME (SURRY) WHERE YOU GUIDE!

AN AXE WEILDING BARBARIAN THROUGH LEVEL AFTER LEVEL OF INTENSE ACTION, FOR THE TIME THIS GAME WAS PRODUCED THE GIZAPHICS AND SOUND ARE VERY GOOD INDEED. LEGENDARY AXE ALSO PRODUCES AN EXCELLENT ATMOSPHEAR. YOU WILL NOT GO FAR WRONG WITH THIS CLASSIC.



LEGEDARY ANOTHER HEZPING OF LEGENDARY AXE AND WITH THIS ONE YOU CAN USE SWERD, CHAIN AND OF COCIRSE AXE. STRATAGY ISIN'T SO PROMINENT HERE AS MICH AS THE LAST GAME BUT THE GREAT ATMOSPHEAR IS PRESENT.





L-DIS NCS

I CAN THINK OF TWO WORDS WHICH DESCRIBE. THIS GAME.

CUTE AND TOUGH. THE

GRAPHICS ARE INVERTIBLY

CUTE WITH GOOD ANIMATION

AND COLOUR THROUGHOUT.

BUT FOR EXPERIANCED BLASTERS ONLY



LIQUID KIDS

TAITO CORD

1992

OBVIOUSLY INSPIRED BY GAMES LIKE BUBBLE BOBBLE CUTE CRAPHICS ABXIND IN ONE OF TAITO'S LATEST GAMES. THE OBJECT IS TO CIET TO THE DOOR AT THE END OF EACH LEVEL BY THERWING, WATER BALLS AT THE ENDINY. AT THE ENDING THE ENDING THE ENDING THE STAGE IS A ENDOF LEVEL QUIRDIAN. CHAPHICALLY THE GAME IS CUTE AND VERY PLAYABLE.



LODERUNNER

PACK-IN VIDEO

1990

2/11



THER PACK-IN VIDEO, CAME. THIS OWE
IS BASED ON THE OLD BRODERBOUND
PRIZZLE CLAME. IT LOOKS AS IF IT
WAS PROCLAMED ON A SINCLAIR
SPECTRUM BUT UNLIKE THE SPECTRU
VERSION, THIS ONE IS TOTALY
UNPLAYABLE, NICE ONE PACK-IN (SIC)



ACTIVISION

1993 CD (



THIS ATMOSPHERIC AND INVELVING TALE OF A HOODED WEAVER NAMED BOBBIN (HAHA) THREADBARE (HE, HE) IS A CLASSY TITLE WITH A LOOK AND FEEL ALL OF ITS CLUN. DEVELOPED BY LUCAS FILM. LOOM IS AN OPICINAL AND ENTERTAINING GAME. ALTHOUGH TO EASY.



LORDS OF THE RISING SUN

VICTOR

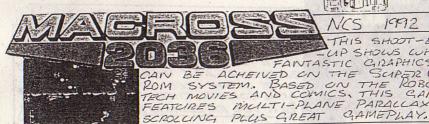
1992 CD 1



MOST OF THE ACTIVITY TAKES PLACE ON MAP SCREETVS AND BATTLEFIELD MAPS THAT USE SYMBOLS TO REPRESENT CITIES, AIRMIES ECT. IF YOU HAVE BEEN WAITING, FOR A LONG, TEIUM STRATEGIC CHALLENGE THEN







THIS SHOOT-EM-UP SHOWS WHAT FANTASTIC GRAPHICS CAN BE ACHEIVED ON THE SCAPER CD ROM SYSTEM. BASED ON THE ROBO-TECH MOVIES AND COMICS, THIS CAME FEATURES MULTI-PLANE PARALLAX



## マンホール

CD 1991 DISC GAME IS THIS AIMED AT

TAKE PART IN A WONDERLAND 1001 PLAYER. ADVENTURE WITH TALKING, RABBITS AND OTHER ANIMALS. THE GRAPHIC ARE CLEAR AND FEELING OF BEING IN A STURY WONDERFL



1991 PALSOFT ANOTHER PARODICIS ONE WHERE YOU PLAY THE PART OF A WITCH ON A BROOMSTICK! EXCELENT SPRITES AND ANIMATION

HELP TO COMPILE A CAME WHICH IS A WELCOME VARIANT ON A WELL-WORN CENTE. A CAME WHICH IS QUITE UNDERATED. CAN'T SEE WHY.



MACICAL DINOSAUR TOUR VICTOR EXICATIONAL CD'S ARE ABIT ON THE GROUND FOR THE ENGINE. THIS ONE QUIDES YOU THROUGH THE

WONDERFULL WERLD OF DINGSACIRS IN AN INFORMATIVE AND HUMOUROUS WAY. IF YOU HAVE YOU'VE KIDS



1991

CD



1991 FACE

YOU CONTROL A HEAVY DUTY TANK WHICH CAN TRAVEL AND FIRE IN ANY OF EIGHT DIRECTIONS,

POWER-UP'S ARE AVAILABLE THROUGHOUT EACH LEVEL. SCROLLING, IS SMOOTH AND EFFECTIVE ORAPHICS ARE METALIKE AND FX BOMBASTIC. METAL STOCKER PROVIDES PLENTY OF BLASTING, ACTION BUTWITH QUESTIONABLE LASTABILITY.



MONKEY (CLCUD MASTER) TAITO CORP. 1992



A STANDARD LEFT TO RICHT SCROCLLING SHOOT-EM-UP, YOU PLAY THE PART OF MODICEY, WHO STANDS ON HIS MACIC CLOUD FIRING BOLTS OF ENERGY, THE BADDIES COME IN ALL SHAPES AND SIZES THAT MOVE WELL.



3/11/

MORITA SHOGI NEC 1990

AN UNUSUAL RELEASE FROM NEC BY WAY OF A BIDEWAYS SCROLLING SHOOT-EM-UP WHERE YOU CONTROL A CHARACTER WHO CAN RUIN AND JUMP, POWER-UPS ARE AVAILABLE BY SHOOTING VARIOUS CREATURES. ACTION IS SINCOTH, CIRAPHICS ARE VERY COLDUREUL, IN A PRIMAL SORT OF WAY. THE BLASTING ACTION IS FAST AND FURIOUS WITH PLENTY COINC, ON TO MAKE THIS CAME APPEALING, CHECK IT OCT!



MOTOROADER NCS 1989



IF YOU HAVE A 5-PLAYER MULTITAP AND SOME FRIENDS. THEN TRY THIS DRIVING, GAME OUT, YOU WENT BE DISSAPOINTED, YOU VIEW THE ACTION FROM ABOVE AS YOU HURTLE ROUND THE TRACK. THE OTHER CARS TRY TO SHOW YOU DOWN WITH OIL SLICKS, MISSILE AND ROMBS. MEGA!



MOTORDADER NCS 1991

NOTORDADER 1991

LIMAS THE SAME PLAYABILITY AS 1991

THE ORIGINAL. BUT THERE ARE PLENTY OF FANS OF





MR HELI TREM CORP 1989

A CONVERSION OF A PAPULAR ARCADE CAME. YOU CONTROL IVER HELI THROUGH A LEVEL PACKED WITH DIAMONDS AND NASTIES. THE BLAVABILITY IS IN FINDING THE GEMS IN THE ROCKS. SOME OF WHICH ARE IN INCOVERVIENT PLACES.







INJA GAIDEN HUDSON SOFT

ANOTHER GAINE WHICH HAS BEEN CONVERTED TO EVERY SYSTEM UNDER THE SUN. YOU ARE A NINJA WHO MUST FIGHT THROUGH LEFT TO RIGHT SCROLLING, STAGES, KICKING, AND PUNCHING, THE LIVING, DAYLIGHTS

4 M

APPOINENTS. NOT AS GOOD AS IT LOOKS. QUIT OF YOUR



1990 THE BEST NINJA GAME ON THE AT THE MUMENT. PLENTY OF STACES TO EXPLORE AND EVEN

MORE NASTIES TO KILL OFF. THE GRAPHICS ARE SCIPERBLY DETAILED AND ATMISPHERIC. GIVE THIS GAME A GO IF FEEL IN A VIOLENT YOU



WARRIOR TAITO CORP MJA ONE OF THE FIRST NINTA BEAT-EM-UP GAMES ON THE ENGINE, IT IS BEGINNIA TO SHOW IT'S ACE, IT SCROWS LEFT TO RICHT AS YOU GUIDE YOUR NINJA THROUGH SEVEN LEVEZS OF ACTION THE CIPAPHICS AND SOCIND WERE GOOD FOR 1989 BUT CAME PLAYERS NOW EXPECT MUCH MORE FROM THIS TYPE

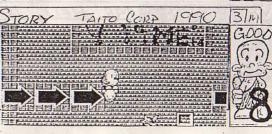


HARRINA

HUDSON SOFT 1992 THERE AREIN'T MANY RPC, CLAIMES ON THE CARD FORWAT. THIS ONE IS ONE OF THE BEST, WHICH ISN'T SAYING MUCH, RPC'S REALLY BELONG, ON CD'S BECAUSE OF THE HUGE AMOUNT OF MEMORY AND MUSIC. SAYING THAT THIS & ONE ISN'T TOO BAD. POCIENCE REQUIRED.



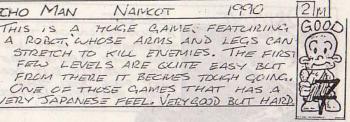
EW ZEALAND THIS CONVERSION OF THE ARCADE CLASSIC CAPTURES ALL THE PLAYABILITY OF THE OIZIGINAL. GUIDE DUR CHALLECTED AROUND THE SCREEN SOLVING PIZZLES AND EXPLOZING



MR

STRETCHO MAN NAINKOT

THIS IS A HUGE GAME, FEATURING A ROBOT, WHOSE ARMS AND LEGS CAN STRETCH TO KILL ENEMIES. THE FIRST FEW LEVELS ARE GUITE EASY BUT FROM THERE IT BECKES TOUGH GOING. ONE OF THOSE GAMES THAT HAS A



1990

OPEN GOLF VAXAT

1989 NAXAT SIMPLY THE BEST GOLF GAINE ON THE PC ENGINE. IT IS ALSO ONE OF THE HARDEST GET HOLD OF . IF YOU DO YOU WILL FIND THE CAME EASY TO GET INTE WITH SOME CINCISCIAL HOLES, LIKE THE CIVE IN THE MIDDLE OF A LAKE.



STADIUM BASEBALL BASEBALL CAMES ARE EXTREMELY PERILAR IN JAMAN AND THIS

ONE, ALTHOUGH GOOD TO LOOK AT, PLAYS MUCH THE SAME AS EST ANY OTHER THAT IS, IT TAKES TIME TO UNDERSTAND THE RULES AND WHEN PLAYING THE COMPOTER APRIL TO CUIN.



1990

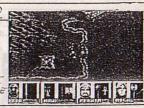


NEC OPERATION WOLF

ONE OF THE MOST POPULAR ARCADE GAMES! IN HISTORY COMES TO THE ENGINE. THIS 15 A GOOD CONVERSION WITH DETAILED AND COLOCIRFUL GIRAPHICS. GAINEPLAY WISE, IT IS A LOT LIKE THE CRIGINAL THIS MEANS THAT MOST PLAYERS WILL FIND THIS GAME OVERLY TOUCH!



ORDER OF THE GRIFFIN NEC 1992 ANOTHER RPC ON CARD FORMAT. THIS ONE WAS PRODUCED IN THE USA AND IS AVAILABE ONLY FOR THE CIS MACHINE. ALTHOUGH IF YOU HAVE A CONVERTER YOU WONT. HAVE: THIS PROBLEM, ONLY A AVERAGE GAME WITH TOO FEW LEVELS.

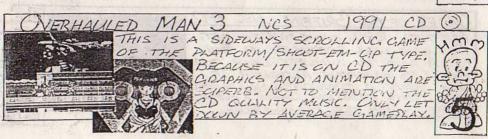








OVERHAULED MAN NCS 1989 3 IM
THIS CLAME IS ALSO KNOWN AS SHIBIBINMAN OR
SHUBINI MAN. TAKE YOUR PICK, EITHER WAY THE CAME
CONSISTS OF YET ANOTHER SIDEWAYS SCROCKING, NINTA
CLAIDEN CLONE, THE QUAPHICS LEAVE A LUT TO BE
DESIRED AS DOES THE SOUND, JAPANESE TEXT IS ALSO
A PROBLEM, ANYWAY, YOUR MUST LEAP ACROSS PITS
AND LEDGES CHUTTL YOU REACH THE END OF LEVEL.
INTERESTING BUT CHIMATELY DISSAMINTING.



1989 P-47 ALCOM CORP FLY YOUR WORLD WAR IT PLANE INTO ACTION IN THIS SIDE WAYS SCRULLING BLASTER. TAKE OUT TANKS ON THE GROUND AS WELL AS OTHER PLANE PLENTY OF POWER-CIPS HELP TO MAKE THIS GAME MORE PLAYABLE THAN THE SIMPLE GRAPHICS AND SOUND 8 WOULD SUGEST. A CAME THAT'S FEELING IT'S AGE.



NAMOT

1989 GUIDE YOUR PACMAN THROUGH EIGHT STACIES OF CARTCON ACTION. THE GRAPHICS AND SOUND ARE COLCURFUL BUT VERLY SIMPLE ( JUST LIKE THE ARCADE ORIGINAL) AND CHONT IMPRESS YOUR FRIENDS. THE GAMEPLAY IS FUN BUT ONLY IN THE SHORT TERM.



PARANOIA NAXAT SOFT

AN R-TYPE SORT OF SIDE-WAYS SCRULLING SHOUTER WITH BEUTIFUL GRAPHICS. REALY COLOURFUL AND WITH SOME RATHERS TASTY SPRIES AND POXUERUPS. BUT BE WARNED IT'S DEAD HARD!



TAITO CORP 1991 THIS IS BURBLE BOBBLE III. AND IT'S AS PLAYABLE AS THE ORIGINAL. TWO PLAYERS CAN TAKE PAIRT AT THE SAME TIME. USEING HIS PARASOL BUBBLE (OR BOBBLE) CLEARS EACH LEVEL BY TOCKHING, NASTIES, THERE IS MUCH MODE TO THIS THAN CAN BE SAID HERE. TUST GET IT



1992

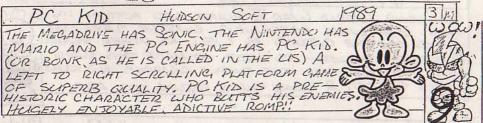
1990

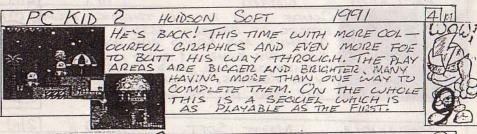


ARCDIUS KONAMI THE BEST SHOOT-EM-UP ON THE ENGINE? QUITE POSSIBLY. A SIDELLAYS SCROLLER WHICH FEATURE SOME OF THE FUNDLEST SPRITES EVER. BUT WHAT IS MOST IMPORT.











SPEARS AT FLOATING BUBBLES IN THE AIR. CAN BE INFURIATINGLY ADDICTIVE

SOFT 1991 CD HUDSON CALLED PANG IN THE ARCADES THIS

CD VERSION IS JUST AS Gaid. YOU CONTROL A CHARACTOR WHO THICKUS



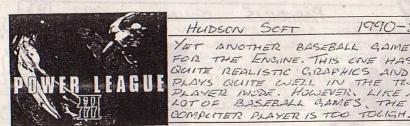
1990-2

GOOD

4/11



19910 ASMIK THIS IS QUITE A TASK. TO CONVERT THE SEGA HIGH TECH DRIVING GAINE TO THE ENGINES ASMIK DID DO IT. BUT AT WHAT COST? ATHOUGH THE BASICS OF THE GAME ARE STILL THERE, THE GRAPHICS ARE MUDDLED MAKING ONLY AN AVERACIE CIAINE.



SOFT HUDSON

YET ANOTHER BASEBALL GAME FOR THE ENGINE. THIS ONE HAS QUITE REALISTIC GRAPHICS AND PLAYS QUITE WELL IN THE TWO PLAYER MODE. HOWEVER LIKE A LOT OF BASEBALL GAMES THE





CWIFR GATE

PACK-IN VIDEO 1991

THIS COMPANY HAVE YET TO RELEASE ANYTHING, CUCIRTH-WHILE AND THIS TITLE CERTAINLY REINFORCES THAT VIEW. CIRAPHICS THROU. ARE WOFFULLY ROOR AND THE CONTROL OF THE SHIP IS QUESTIONABLE IN THIS SAD SIDEWAYS SCROLLING SHOOT-EM-UP. WHEN YOU REALIZE HOW BAD THIS GAME IS, YOUR WILL PLAY THE KAMIKAZE METHOD EVERY TIME.



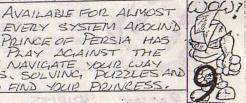
BULLFROG 1091

EVER WANTED TO PLAY COD? WITH POPULOUS YOU CAN DO JUST THAT. AS THE BIC CHEESE YOU CAN CALIDE YOUR DEOPLE INTO BUILDING TOWNS AND CASTLES AND WACHNG WAR ACIAINST YOUR EVIL FOES. THE CONTROL STYSTEM LOOKS COMPLICATED BUT ONCE LEARNED THE CAME BECOMES A PLEASURE AND A CHALLENGE TO PLAY.



RIVERHILL

EVERY SYSTEM AROUND PRINCE OF PERSIA HAS BECOME A CLASSIC. PLAY ACAINST THE CLOCK YOU MUST NAVIGATE YOUR WAY ANDUND DUNCEONS, SOLVING PUZZLES AND



THE KILLING ENEMIES TO FIND YOUR PRINCESS

PUZZLE BOY

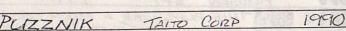
TELENET

ICFII

POOR



CUIDE YOUR LITTLE CHARACTER THROUGH ROOMS SOLVING PUZZLES AS YOU CO. WHEN 4 PUZZLE IS SOLVED A CORRIDOR OPENS UP TO THE NEXT ROOM, AND SO ON. THE GRAPHICS ARE FUNCIONAL AND THE PUBLIES ARE INTERESTING BUT THE GAME DOES NOT HOLD YOUR ATTENTION LONG



AS THE TITLE SUGESTS, THIS IS A PUZZLE CAME. YOU ARE GIVEN A SQUARE AT THE BOTTOM LEFT OF THE SCREEN CONTAINING TILES WITH DIFFERENT PATTERN, THE CHARACTER (BLOB) MOVES UNDER YOUR
CONTROL UP AND DOWN THE RIGHT SIDE OF THE
SCREEN, BY THROUNG A TILE OF THE SAME TYPE
IT IS PASSIBLE TO ELIMINATE THE TILES IN THE
SCHARE, A TIPE OF SNAP GAME.



PSYCHO CHASER NAXAT SOFT 1990 THE JAPANESE JUST LOVE ROBOTS. IN THIS UP WARDS MOVING SHOOTER YOU PLAY A ROBOT MARCH-INC UP-SCREEN, BLASTING THE DO-DO'S OUT OF DNYTHING THAT WOVES. THE FIRST LEVEL IS FUN TO PLAY BUT YOU WILL SCON FIND THE FUN FADING BECAUSE THE OTHER: LEVELS ARE CXITE LESS THAIN AVERAGE

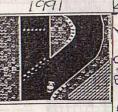
NAVELATION AT FIRST SIGHT THIS RUN OF THE MILL

SHOOT-EM-UP. YOU PILOT YOUR SHIP CLASSIEEN, BLAST-ING, EVERYTHING, IN SIGHT. THE GRAPHICS AND SOUND ARE QUITE NICE BUT NOTHING, SPECIAL, AFTER A. DOGUPLE OF LEVERS THE ACTION STARTS TO IMPROVE.



VIDEO SYSTEMS 90 13 M RABIO A ROCK-HARD LEFT TO RIGHT SHOOT-EM-UP RIGHT FROM THE WOOD GO. WILL CIVLY APPEAL TO THE MOST EXPERIENCED BLASTING FAILS. THE CARAPHICS ARE SOME OF THE BEST JUST THAT THE DIFFICULTY IS TOO HARD.

IREM CORP SPIRITS RACING A FI CIRCUS TYPE CLAME WHERE YOU GUIDE YOUR RACING CAR AROUND SIXTEET TORTUROUS TRACKS, TRY TO WIN THE CHAMPIONSHIP OR PLAY HEAD TO HEAD WITH SOMEONE ELSE. GRAPHICS ARE ONLY OK AND IT CAN BECOME FRUSTRATING.





POOR



1991 LUDSON SOFT THIS PLAYS LIKE A MUKH LARGE WOOT VERSION OF TIGER HELL. CHIDE YOUR SPACE CRAFT AND SHOOT BLASTER. THE GRAPHICS ARE WONDERFUL BUT

MORE IMPORTANTLY THE PLAYABILITY IS INTENCE.







RASTAN SAGA 2 TAITO CORP FAC

A POCIN VERSION OF THE COULT AMADE HIT. THE CIZAPHICS ARE BLOCKY AID THE MUSIC IS BORING. . A STRANGE GAME WHERE THE PLAYABILITY EASIER THE FURTHER YOU GET. ONLY FAINS OF THE CRIGINAL WILL LIKE THIS. BUY LEGENDARY AXE.



BKI CLUB 1989 BASED ON THE

R-TYPE ARCADE GAME, ROCK ON SCON BECOMES A MAJOR BORE. DARK AND ILL-DEFINED GRAPHICS, DO NOTHING TO HELP THIS POOR BLASTER, SAVE YOUR MUNEY FOR BETTER CAMES!



RYLL KYLL

FACE

1990

FROM WHAT I CAN MAKE OUT IT IS ANOTHER TETRIS VARIANT. BUY USING, A STOCK-PILE OF PLAYING CAIDS ON THE SCREEN, THE IDEA IS TO BUILD UP A SET AT THE BOTTOM AS THEY COME DOWN THE SCREEN RANDMLY. THIS IS A CAME WHICH IS DIFFICULT TO FATHCH, PEOR GRAPHICS



RAYXAMBER II DATA WEST

19911 CD

THIS SIDEWAYS SCROLLING SHOOT-ETVI-UP FIRST APPEARED ON THE CD BASED FIN TOWNS MACHINE. THE ENGINE VERSION FEATURES PARRALBAX SCROLLING WITH DETAILED GRAPHICS AND ROCK-HARD GAMEPLAY. IN FACT THE DIFFICULTY LEVEL IS SET SO HIGH, IT TAKES QUITE A FEW COES TO CLET PASSED THE FIRST LEVEL. THIS FACT REALY SPOILS WHAT COULD HAVE BEEN A PRETTY GOOD CAME, FOR BLASTER FANS ONLY!



(0)



DATA WEST SEQUAL TO RAYXANBER II THIS CD FEATURES CILTRA DETAILED GIZAPHICS AND GOOD SOUND, THE PLAYABILITY IS A LITTLE SUSPECT DUE TO GOOD BLAST NON-THE-LE





NCS

1992 THIS IS A CROSS BETWEEN

A CARTCON SHOW AND A BEAT-EM-UP. STRANGE EH! YOU CAN IGNORE THE CARTCON PART (IT'S IN JAPANESE) AND GO ONTO THE COMBAT WHERE YOU CAN FIGHT THE COMPUTER OR ANOTHER PLAYER.



RED ALERT LASER SOFT AN EARLY COMMANDO STYLE GAME WITH ABOVE AVERAGE GRAPHICS AND PLAYABILITY. EIGHT MISSIONS TO FIGHT

AND COMPLETE WILL KEEP MOST PLAYERS HAPPY FOR SOME TIME. ON THE DOWN SIDE. THE MISSIONS CAN BE A LITTLE MONOTANIOUS:





1991 CD PACK-IN VIDEO ROAD SPIRITS AN CUTRUN TYPE GAME THAT

WORKS SUPRISINGLY WELL WHEN YOU CONSIDER IT WAS WRITTEN BY PACK-IN. DRIVE YOUR RED NISSAN THROUGH TIME TRIAL COURSES, AVOIDING OTHER CARS. THE FEELING OF SPEED IS C.COP. WORTH A LOOK PUT GAMEPLAY IS LIMITED.



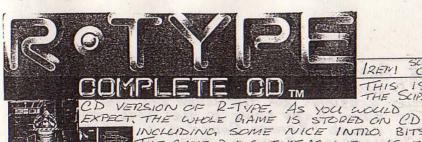


R-TYPE IS A SIDEWAYS BLASTER THAT WROTE THE BOOK. THE ENGINE VERSION IS THE BEST OF THE LOT. ONLY THE FIRST 4 STAGES ARE ON THIS CART. A LEGEND!



1988 HUDSON SOFT ARE THE LAST 4 STAGES TO THIS CLASS BLASTER. HARDER THAN THE ABOVE BUT JUST AS PLAYABLE, THEY BOTH HAVE INCREDIBLE GRAPHICS, SOCIND AND POXUER-CIPS, WHEN THESE TWO WERE RELEASED IN SAPAN THEY CHANGED THE RELEASED IN JAPAN THEY CHANGED THE FORTUNES OF THE ENGINE, I CAN SEE WHY





THIS IS THE SCIPER

INCLUDING SOME NICE INTILO, BITS THE GAME PLAYS JUSTAS WELL AS THE CARD VERSIONS AND THE WHOLE PACKAGE IS COMPETENTLY PRODUK

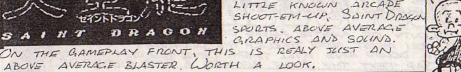


3/M



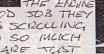
1991 AICOM

A CONVERSION OF THE LITTLE KNOWN ARCADE SHOOT-EM-UP. SAINT DROGE SPURTS. ABOVE AVERAGE GRAPHICS AND SOUND.



SALAMANDER KONAMI

KONAMIS CLASSIC ON THE ENCINE





AT LAST, AND WHAT A GOOD SOB THEY HAVE DONE TOO. SIDE-WAYS SCROWLING BLASTING HAS NEVER BEEN SO MUCH FUIN. BELTTELL GILAPHICS, AIRE TUST THE ICEING, ON THE CAKE!

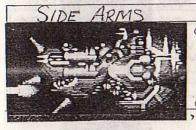
SHINDBI

ASMIK

1989

THE ARCADE SHINO'SI WAS GREAT FUN TO PLAY. SC WHY IS IT THAT THE PC ENGINE VERSION IS BUCH A LET DOWN. MAYBE IT IS BECAUSE THE GRAPHICS ARE INDISTINCT AND DULL AND THE OVERALL PLAYABILITY IS NOTHING LIKE THE ORIGINAL. A POOR CONVERSION WHICH IS NOT CIPTO ASMIKS USUAL HIGH STANDARD.

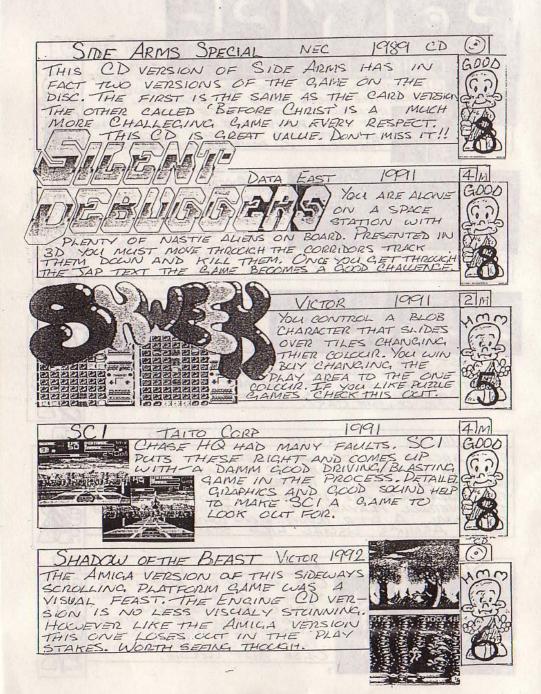




1989 NEC

OLD IT MAY BE BUT IT IS STILL A CHALLENGING BLAST. AN CMINI DIRECTICIUAL SHOOT-EM-LIP OF A HKIH STANDARD. QUITE TOUGH TO PLAY EXIT VERY REWARDING. OLDIE BUT GOLDIE.





Sherlock Holmes Consulting Detective

M.

1991 VICTOR

CD



AS SHEPLOCK HOLINES, YOU WILL TALK TO SUSPECTS, FIND CLUES AND (HOPEFULLY) SOLVE CRIMES. THE CAMES USES ICCUS FOR MOST FUNCTIONS AND REAL VIDEO ACTION OF HOLMES AND THE SUSPECTS. IF YOU WANT A STRATECY CAME TO WARDESS FRIENDS. TRY THIS ONE. INPRESS FRIENDS. TI



HUDSON SOFT 1992 PART FOUR IN THE CLUNHED SERIES OF VERTICAL SHOOT OF THE BEST. IF YOU HAVE PLAYED ANY OF THE OTHERS, YOU WILL BE RIGHT AT HOME WITH THE CONTROL SYSTEM, CHAPHICALLY, SONICALLY GREAT!

NAXAT SOFT SON OF DRACULAR AFTER THE SUCCESS OF PC KID OTHER SOFTWARE HOUSES DECIDED TO GET IN ON THE ACT. IN THIS PLATFORM GAME, YOU CONTROL A CUTE LITTLE CHAR ACTER CALLED SON OF DRACILAR, HE TUMPS, CLIMBS
AND BLASTS HIS WAY THROUGH FIGHT LEVELS. THE
GRAPHICS ARE COLDURFUL BUT TOO SIMPLE FOR MY
TASTE THE MUSIC ISN'T ANYTHING TO WRITE HOME ABOUT IETHER. A COMPETENT PLATFORM ROMP.

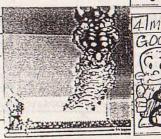




1989 NEC THIS IS A PLAYABLE PLATFORM GAME WITH SIMPLE CARTOON LIKE GRAPHICS AND SPRITES. IT GETS QUITE CHALLENGING ON THE LATER LEVELS AND CAN BE A LITTLE FIGUSTILATING AT TIMES TRY BEFORE YOU BUY



SPACE HARRIER NEC 1988 FOR THE TIME THIS WAS MADE IT WAS QUITE A PROGRAMING FEAT. GOOD 3D EFFECT AND PLENTY OF BLASTING ACTION MAKE THIS A GAME THAT ANY PC ENCLINE FAIN WOULD WANT TO PLAY. PLAYABLE AND FAST ACTION.







THITO CORP PLUS TWO VERSIONS OF THE GAME ARE ON THIS CARD. THE FIRST IS THE ORIGINAL GAME WITH THE THREE COLOURS OF ALIENS, THE OTHER GAME IS AW CIPDATED VERSION WITH DIFFERNT WEARONS TO USE ND SLIGHTLY BETTER GAMEPLAY.

1990





SLIPER (E) 1991 NEC A CROSS BETWEEN SPACE GOOD HARRIER AND FANTASY ZONE THIS CD BASED GAME REALLY DOES WORK WELL, THE GRAPHICS AND SOUND ARE WONDERFUL, A GREAT UPDATE TO TWO OLD CLASSICS



1990 NAMKOT PLAY JASON AS HE FIGHTS HIS WAY THISOUGH ASSOITED. DEAD NASTIES IN AN HOUSE. SPLATTERING HACINTED COULS ACAINST THE WALLS WITH A





1991 CD NAXAT

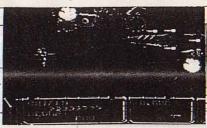
AN UPWARDS SCROLLING, GOOD SHOOT-EM-UP ON CD FORMAT ARE QUITE RARE.

THIS ONE HAS CUCNDERFUL PRAPHICS AND SOUND WHICH PROUDLY SHOWS WHAT THE PC ENGINE IS CAPABLE OF GREAT ADRENEZION POMPING STUFF. NOT TO BE MISSED!



SPRIGGAN 2 NAXAT 1992

UNLIKE THE FIRST SPRICEIAN BLASTER THIS ONE MOVES FROM LEFT TO RIGHT. THE GRAPHICS ARE NOT AN INPROVEMENT, NOR IS THE SOUND. SAYING THAT, IT IS STILL GUITE PLAYABLE, LOOK AT SOME OTHER CD'S BEFORE CHOOSING, THIS ONE.



MEDIA RINGS

YET ANOTHER TETRIS CLONE, BUT UNLIKE

THIS ONE WORKS QUITE WELL! PAIRS OF SHAPES FALL FROM THE TOP OF THE SCREEN, IT IS QUITE A TRICKY JOB TO MATCH THE SHAPES. GRAPHICALLY NOT IMPRESSIVE, IT STILL CIVES PUZZLE MANIACS A GOOD RUN FOR THEIR MONEY.



SUMO CHAMP

HCIDSON SOFT

DO YOU WATCH THOSE SUIND WILES-TLERS ON CHANNEL 4? NOW YOU CAN TAKE PART YOURSELF IN THIS, THE SUMO SIMULATOR, THE GRAPHICS SUMO SIMULATOR, THE GRAPHICS ARE QUITE FUNCTIONAL AND CLEAR COM SON BUT THE CAMEPLAY ISN'T VERY FAST AND CAN BE DIFFICULT TO SELECT MOVES OR HOLDS.



2/12

SHIFTER SHAPE

19912

SLIPER (0)



CRAPHICALLY SCIPERIOR PLATFORM BEAT-EM-UP WITH A BIT OF ROLE PLAYING THROWN IN. LOADS OF DIGITISED SPEACH AND SOUND FX HELP THIS GAME TREMEN DOUSLY. CAMEPLAY, IMPRESSIVE ALL THE SAME.



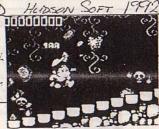
AKF

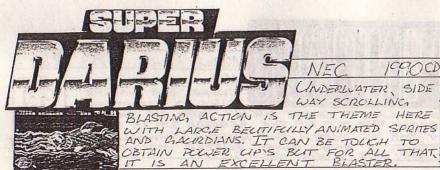
1991 THE PC ENGINE HAS MORE THAN IT'S FAIR SHARE OF PUZZLE GAMES. SPLASH LAKE IS ONE OF THE BETTER CIVES. YOU MUST KILL THE NASTIES BY BREAKING THE BLOCKS UNDER THEM. SO THEY FALL INTO THE WATER. WIN BUY KILLING THE NASTIES BUT STAYING ALIVE YOURSELF.

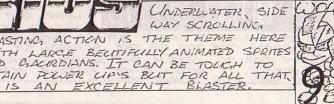


SUPER ADVENTURE ISLAND SOUPED-UP VERSION OF THE OIZICINAL ADVENTURE ISLAND. INCORPERATING BOLD COLOURFUL GRAPHICS AND FAST MOVING PLATFORM ACTION. FRUSTRATING

BUT ULTIMATELY ENJOYABLE, (ALSO KNOWN AS NEW ADVENTURE ISLAND)







SUPER LONG NOSED GOBLIN TAITO CORP 1991 IT SEEMS THAT PARCIDICIS HAS SET THE STANDARD FOR THE LATEST BATCH OF SHOOT-EM-LAS, ON A PAR WITH CORYOGN AND MACICAL CHASE, THIS GAME REEKS OF CLITENESS AND SCIPERB CICAPHICS AND SOCIAL THAT COMBINE TO FORM A CHALLENGING, AND ADDICTIVE BLASTER. WELL WORTH THE DOSH AND A WORTHY ADDITION TO ANYONE'S COLLECTION.

HUDSON SOFT STAR PALODIUS BECITIFULLY DETAILED AND COLOURFUL GRAPHICS ARE THE MAIN FEATURE IN THIS VERTICALY SCRELLING, BLASTER. GREAT ANIMATION SEGUENCES ONLY ADDS TO THIS WONDERFULLY PLAYABLE CLAME. PLAY EIGHTHER PC ENCINE. SUPER STAP SOLDIER OR BOWBER MAN CHARACTER

1991 CD XIPET? SCHWARTZSCHILD KAGODO ALTHOUGH THIS CD CAME FEATURES SOME AMAZING, ANIMATED INTROS, IT IS IN FACT A SPACE BASE SPACE BASED STRATERGY /WAR GAME WITH LOTS OF JAP TEXT

SOLDIER HUDSON SOFT 1989 PED THE SECOND IN THE VERY PLAYABLE GUNHED SEIZIES OF VERTICAL SHOOT EM-UPS. THIS ONE IS MORE OF A CHALLENGE THAN THE OTHERS AND FEATURES SOME WELL PRESENTED CARAPHICS. YOU JUST CAIN'T GO WOOK, HER



SUPER VOLLEYBELL

VIDEO SYSTEMS

1990

1990

VIEWED FROM THE SIDE, VOL TAKE CONTROL OF A TEAM OF, ER ... VOLLEYBALL PLAYERS! THE CONT-ROL OF THE TEAM CAN TAKE SOME TIME TO MASTER BUT WHEN ACHEIVED THE GAME PLAY BECCINES: FLUID AND FAST IN EITHER ONE OR TWO PLAYER MODE. THE CIVLY THING IS THAT IN DIVE PLAYER MODE IT BECOMES FAR TO EASY. 2 PLAYER IS BES



AITO

MOTORCYCLE RACING TAITO CORP VERY VERY FAST MOVING AND DIFFICULT CONTROLS CAN DETER MOST PLAYERS. HOWEVER PRACTICE MAKES PERFECT AND SOON YOU WILL BE RACING FOR THE CHAMPIONSHIP. GRAPHICS AIRE A LITTLE DUILL, BUT THE PLAYABILITY SHINES THIRDUCH.



TAILS OF THE MONSTER PATH NAIKOT 1988 ONE OF THE FIRST CAMES RELEASED BY NAMEOT 800R IS A PLATFORM GAME OF THE OVERLY CUTE VARIETY, KILL THE AVASTIES BY HITTING THEM WITH YOUR STAFF, COLLECT COINS AND CAMBLE IT AWAY PLAYING DICE. QUITE A HARD AND SOME TIMES FRUSTRATING GAME THAT DUES NOT SHOW OFF ANY OF THE ENGINES ABILITIES.

LET DOWN BY BEING TOO UNORIGINAL. SHAME!



TAITO CORP THIS BLASTER ORIG-INALLY SAW THE LIGHT OF DAY IN THE ARCADES AS TRUXXICN. AN UP SCREEN SHOOTER WITH VARILLIS WEAPON ADD-ON'S AND WELL IMPLEMENTED GRAPHICS.



HE KLING FLI (DRLINKEN ALSTER) HLASON SOFT 1987 THE FIRST GAME TO APPEAR FOR THE PC ENGINE, KUING FOI IS A MARTIAL ARTS GAME FEATURING SOME MASSIVE SPRITES. HOWEVER ONLY A SMALL NUMBER OF MOVES ARE POSSIBLE. CLITIMATELY BURING.

THE LEGEND OF THE VALKYRIE NAMEOT 1990

EIGHT WAY SCROLLING, ARCADE ACTION FEATURING, A SMALL GIRL-WARRIOR, YOU WONDER AROUND THE SCREEN VERY MUCH LIKE ZELDA ON THE NINTENIO. NICE GRAPHICS AND SOLIND, BUT GAMEPLAY IS RATHER MORE SIM. PLENTY TO DO AND SEE WITH REASONABLE GRAPHICS AND SOUND, GOOD VALUE FOR MONEY IF YOU ARE ABLE TO TRACK DOWN A COPY.



14 M 10012 THE LOST SUNHEART T- M4X

YET ANOTHER BLASTER, BUT STRANGELY DIFFERENT FROM THE STANDARD VARIETY. A SIDEWAYS SCROLLER THE GAME'S COLOCIR PALETTE SEEMS VERY BASIC. IT OFFERS NOTHING IN THE WAY OF CRIGINALITY BUT HAS A CUIERD FEEL TO IT. BUT ADEQUATE LY A GRAPHICS AND SOUND FX BUT



POOR



YOU PLAY THE PAIRT OF A KNIGHT, THE GAME IS PRESENTED IN ISOMETRIC THIRD-PERSON PERSPECTIVE. EACH LEVEL IS A MAZE, ONLY PART OF WHICH IS VISARLE. THE OBJECT IS TO FIND THE KEY TO THE NEXT LEVEL DOOR. THE CAMEDLAY IS SLOW AND BORING, VERY DISAPPOINTING.

NEC

NAMICOT

QUESTIONABLE CAMEPLAY,



NEC HAS CONVERTED THIS HIGHTECH SEGA GAME QUITE WELL CONSIDERING, CLUIDE YOUR HELICOPTER OVER CITYSCAPES BLASTING THE ENEMY TO KINGDOM COME. JERKY GRAPHICS THE ENLY FAULT.



TIGER ROAD

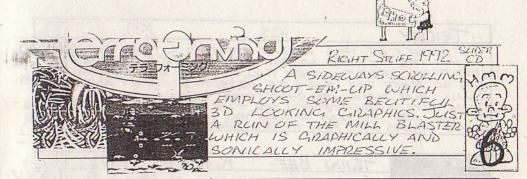
VICTOR

1990

1992

A PLATFORM, ADVENTURE GAME OF DUBIOUS CRAPHIC GUALITY OR GAMEPLAY. YOU CONTRUL A LITTLE BALD GUY AS HE JUMPS AND KILLS NASTIES. AND THAT'S ABOUT IT! FRUSTRATING, IS A WORD I WOULD USE TO DESCRIBE THIS GAME, HOW NOT TO WRITE A PLATFORM GAME.





TIME CRUISE 2 ANBALL FACE IC THE ONLY PINBALL SIM WITH SEVEN PLAY AREAS, PLUS ANOTHER EIGHT IS SECRET CAMES. BALL MOVEMENT IS NOT AS REALISTIC AS OTHER PINBALL CLAMES ON THE ENGINE BLIT IT IS PLAYABLE ENCUGH TO KEEP MOST PINBALL HAPPY. ALSO CHECK THE DEMOSS ON THE TITLE



TITAN NAXAT SOFT 1991 21

TOILET KIDS MEDIA RINGS 1992 4M

THE JAPANESE SEEM TO LOVE TOILET
HUMOUR. YOU PLAY THE PAIRT OF A
KID CUHO HAS BEETU ATTACKED BY A
NASTIE AS HE CLAS SITTING, ON THE
LOO! FROM THAT YOU WOULD THINK
THAT THIS IS IN FACT A BELOW PAR
WIRE LANDS SHEET AND WESTED.



VICTOR 1910 IN THIS CIPCUARDS SCROLLING, SHOOT-EIN-UP YOU CONTROL FIVE KID

OHO FIRE AND TRY TO KILL DIFFEREINT TYPES OF TOYS, FROM TEDDY BEARS TO TRAIN SETS. A BELOW AVERACIE, TEDIGUS GAME. . TRICKY

ICIS

1991

THE OBJECT OF THIS PUZZLE QAME IS TO 'RISH' THINGS (AIRCAND THE SCREEN SO THAT THEY COLLIDE WITH OTHER. IDENTICAL OBJECT, WHEN TWO COLLIDE - THEY DISAPPEAR AND SO MAKE FOR TWO LESS OBJECTS TO WORKY ARCUT. SMALL BUT DETAILED CHARACTERS THROUGHCHCHT THE CAME, BUT A DEQUATE FOR THE TYPE OF QAME ON OFFER. IT YOU ARE PATIENT ENXIGH YOU WILL LOVE THIS WHILE OTHERS MAY FIND IT TOO FROISTRATING.





TWIN BEE KONAMI 1992
KNOWN IN THE ARCADES AS BELLS &
WHISTLES, THIS IS CLASSY STUFF
FROM THE GAME MASTERS, KONAMI. IT
IS A ONE OF TWO PLAYER BIP-SCREEN
SHOOT-EIN-UP. FAINTASTIC, DETAILED
GRAPHICS ARE THE ORDER OF THE DAY
HERE, NOT FOGETTING BIZILL GAMEPLAY.



THE KICK BOXER

MICRO WORLD

1992 581512 LOAD

LOTS OF OPTIONS GREET YOU WHEN YOU THIS CD GAME, PRACTICE YOUR MOVES OR TRAIN FOR THE TOURNAMENT. THE CHAPHICS ARE SCIPERB AND DETAILED AND THE COMBAT GAMEPLAY IS SCIST AS DETAILED AND PLAYABLE. NOT TO BE MISSED BY BEAT-EM-UP FANS.







VICTOR

A WELL

PRODUCED

AMERICAN

HAS LOTE





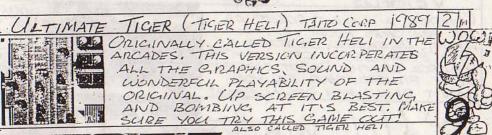
FOOTBALL SIMULATOR THAT HAS LOTS OF EASY TO USE OPTIONS, TAKES TIME TO BECOME GOOD AT CONTRAINE THE TEAM BUT WELL WARTH THE EFFERT

SPORTS BASEBALL VICTOR 1993 4

PROBABLY THE BEST BASEBALL SIM GO
ON THE OLE ENQUIVE. CLEAR AND
COLCURFUL COLORHICS
HELP TO PRODUCE A
PLAYABLE VERSION OF
THE USA'S NATIONAL GAME.







VICTOR 1988-9 KD (: 1 +06

ALTHOUGH THE TEXT AND SPEACH IS IN JAPANESE THESE PC ENGINE

MAGAZINE CD'S ARE QUITE INTERESTING, ON THE CD'S YOU WILL FIND CUTE ANIMATION AND SILLY CAMES. PLUS INFUS AND DENOS OF UP AND COMING CAMES. A FUN IDEA.



IGILANTE IREM CORP ANOTHER ARCADE CONVERSION. THIS TIME OF THE CLASSIC BEAT-EM-UP GAINE, CRAPHICS ARE CLOSE TO THE ORIGINAL. GAINEPLAY.







igs WHEN YOU FIRST PLAY THIS SIDE -LUAYS SCIZCYLING BLASTER YCKI MAY O EASY. BUT AFTER EVEL THREE IT BECCMES QUITE CHALLENCING.

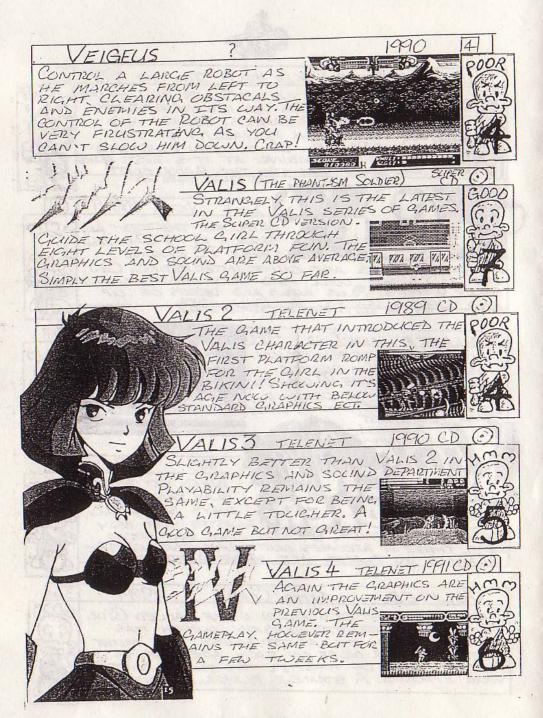


TAITO · CORP OLFIED

KEMEMBER THAT OLD ATARI GAME CALLED QIX. THIS IS THE UPDATED VERSION, WHICH HAS LOST NONE OF IT'S ADICTIVENESS. YOU MUST 758 OR MCRE OF EACH AREA OF A PLANET. LCTS OF NASTIES TRY TO DISPOSET YOUR EFFORTS. A STRANGE, PLAYABLE GAME.

CRAPHICS IN PLACES ARE ABOVE AVERAGE.





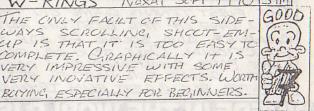


HUTSON SOFT 1988 RUN ICTORY AN EARLY OUT RUN TYPE GAME THAT, ALTHOUGH GRAPHICALLY A BIT BLOCKY, PLAYS QUITE WELL. YOU MUST COMPLETE EACH STAGE INSIDE PREFIXED TIME LIMIT. A SPEEDY LITTLE RACER, THAT HOLDSUP WELL TODAY. ALSO SEE OUT RUN.





W-RINGS NAXAT SOFT 1990 THE CIVLY FACILT OF THIS SIDE-WAYS SCROLLING, SHOOT-EM-COMPLETE. CRAPHICALLY IT IS VETLY IMPRESSIVE WITH SOME VETLY INOVATIVE EFFECTS. WORTH



1990 LOADS OF JAPANESE TEXT DO NOTHING TO ENHANCE THIS GAMES APPEAL, WHICH ALREADY RATES HIGH ON THE STAKES. PLAYERS MOVE AROUND AND TALK WEIRDNESS STAKES. PLAYERS MOVE AROUND AND TALK TO OTHER PLAYERS. FOR THOSE PATIENT ENOUGH TO PERSERVERZE-THERZE IS PROBABLY A HALF DECENT GAME IN HERE TRYING TO GET OUT, LEARN JAPANESE FIRST.



WINNING SHOT GOLF DATA EAST 1989

A CONTE, CARTOON STYLE OF GOLF GAME WITH THE EMPHASIS ON PLAYABILITY RATHER THAN A SIMULATION. THE CIPAPHICS ARE QUITE POOR AND THE SOUND, EVEN WORSE, CINCY ONE 18 HOLE COURSE IS PROVIDED WHICH IS NIETHER EXITING OR INDVATIVE, (UNLIKE NAXAT CREN GUE) IF YOU CAN STAND THE POCK GRAPHICS - TRY IT.



WONDERBOY HUDSON SOFT

NOT A BAD CONVERSION OF THE ORIGINAL ARCADE MACHINE, THIS WAS ONE OF THE FIRST LEFT TO RIGHT SCROLLING PLATFORM GAMES, AND AS SUCH, PLAYS QUITE WELL, THE CHAPHES ARE COLOCIDEUR BUT NOT TOO DETAILED. THIS IS AN EXCELLENT EXAMPLE OF THE CIENRE.



1989



NONDERBOY IN MONSTER LAIR HUBSON SOFT 1987CD (3)



THE CD VERSION OF THE CARD GAME THAT LOOKS AND PLAYS MUCH BETTER IN PACT THIS PLAYS MORE LIKE ADVENTURE ISLAND THAN WONDERBOY. INCLUDED WITH THE USUAL PLATFORM COLLECTING ACTION IS A SHOOT-EM



WORLD COURT TENNIS NAXAT SOFT 1988

THE FIRST TENNIS GAME ON THE ENGINE AND STILL ONE OF THE BEST, ON ANY SYSTEM. THE GRAPHICS AND SOCIND FX ARE SIMPLE BUT FUNCTIONAL. ONE, TWO OR FOUR PLAYERS CAN TAKE PART SIMUTANIOUSLY MAKING FOR A GREAT GAME FOR PARTIES ECT. DIFFICULT TO MASTER BUT GREAT FUN TRYING. STILL THE BEST!



PACK-IN VIDEO PAGOCO(3) A GRAPHIC AND



TYPE OF ADVENTURE GAME WHERE YOU MUST TRACK DOWN THE ELUSIVE CARMEN SANDIEGO BY FOLLOWING CLUES ALL OVER THE WORLD. GREAT FUN FOR A SHORT TIME BUT SOON BECONIES DEPETITIVE.



BEACH VOLLEYBALL ICKIO WORID

A RATHER SIMPLISTIC VOLLEYBALL SIMULATOR USING, CARTOON FIGURES

THE PLAYERS MOVE QUITE QUICKLY BUT THEIR ANIMATION IS TERKY. IF YOU PRACTICE ON THIS GAME YOU WILL BE REWARDED WITH A FUN CHAKLENGE, ONE OR TWO PLAYETS





1007



OCKE



IF YOU LIKED MOTORCADER. YOU WILL LOVE THIS! ONE TO FOLLIZ PLAYETS CAIN TAKE CONTROL OF THIER CKIN HORSE AND RIDE IT TO VICTORY, BET MUNEY FOR MORE SPEED ECT.



WORLD CHAMPIONSHIP WRESTLING TAITO 1989 21M

TAKE CONTROL OF A WRESTLER AND PROCEED TO BEAT THE LIVING DAYLIGHTS OUT OF THE OPPOSITION. GRAPHICALLY SUPERIOR TO ALL PREVIOUS WRESTLING GAMES ON THE ENGINE, IT IS LET DOWN BY LESS THAN EXITING, GAMEPLAY DUE TO THE LACK OF WRESTLING MOVES.



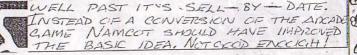
X-SERD NAMEOT 1990

ROLE-PLAYING, TYPE GAMES ARE NOT HIGH ON THE LIST OF PC ENGINE FANS DUE TO THE LARGE AMOUNT OF JAPANESE TEXT. THIS ONE IS NO EXEPTION. IT LOOKS AS IF IT COULD BE QUITE PLAYABLE (IF I WERE JAPANESE) WITH THE THEME OF THE GAME DEVOLVING, AROUND THE TRANSFORMER TYPE ROBOTS, BUT BECAUSE THE GAME IS MAINLY MENU DILIVEN IT IS ALMOST IMPOSSABLE TO PLAY PROPERLY.



SHOOT-EM-UPS TEN YEARS AGO - IT IS NOW

NAILKOT



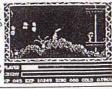
Y'S BOOK 18.2 FALCOM SIMPLY THE BEST VALUE CD ROM CLAIME YOU CAIN BUY. NOT ONLY ONE

C.AME YOU CAIN BUY. NOT ONLY ONE MASSIVE AND ADDICTIVE RPC, CAME BUT TOWN, SUPERB PLAYABILITY, WITH CREAT GRAPHICS AND ANIMATION AND SOME OF THE BEST MUSIC EVER, HELP TO MAKE THIS A 'MUST HAVE'



Y'S BOOK 3 FALCOM 1991 CD (C)

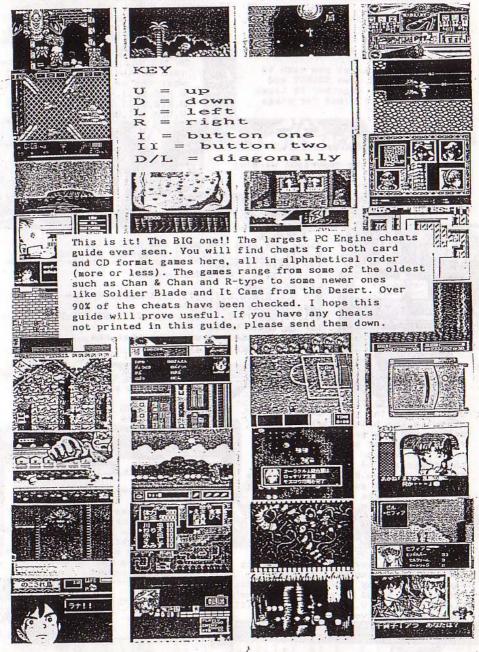
PART THIRE OF THIS POPULAR RPC, SERIES. CINLIKE THE FIRST TWO THE ONE VIEWS THE ACTION FROM THE BIDE, AND SO IN PARTS, BECCHIES, MORE LIKE A PLATFORM GAME. THE MUSIC IS GOOD BUT THE SCROLLING, AND COLOUR ARE BADLY IMPLEMENTED.





4111 F1851 BIG CLUB YAKSA 8 OOK QUITE AN OLD GAME THAT WAS ACTUALLY SEEN AS SPACE HARRIERS MAIN CONTENDER IN ITS DAY. AS THE LANDSCAPE SCROLLS TOWARD YOU IN OLORIOUSLY JERKY 3D, YOU PLAY THE PART OF A BLOND WARPROR WHOSE GNLY WEAPON IS HIS TRUSTY SWORD AS THE NASTIES COME TOWARDS YOU. YOU MUST HACK THEM TOWN. YOUNG MASTER PACK-IN VIDEO 1991 G000 NOT EXACTLY RENOUNED FOR THEIR CLASSIC GAMES. THIS IS A SUPPLISINGLY ADDICTIVE RELEASE BY PACK IN VIDEO, BASICALLY A VAIRLATION ON THE LUNDERBOY THENE YOUR OBJECTIVE IS TO REACH THE EXIT AT THE RIGHT OF THE SCREEN, COME IS THE ORDER OF THE RIGHT OF THE SCREEN. COME IS THE ORDER OF THE DAY HERE WITH TOTALLY ORIGINAL CRAPHICS AND CHAMEPLAY. WELL WORTHY A LOOK. NICE-ONE PACK-IN. MEDIA RINCS POOR TAKE CONTROL OF A POWERFUL FRACING CAR IN THIS ONE OR TWO PLAYER DRACI RACE SIMULATUR. THIS GAME IS MARRED BY SOME SIMPLE GRAPHICS AND SAPANESE TEXTS-NOTWERTH A LOOK. 10011 2/11 000H PUZZLE CAME WERE YOU MUST CUIDE YOUR CHARACTER FROM THE BOTTEM OF THE SCREEN TO THE EXIT AT THE TOP. TO DO THIS YOU MUST MOVE OR DESTROY BLCCKS, THETU STAND, ON THEM AND WORK YOUR WAY UP THE SCREEN. COOD BASE RELIEF GRAPHICS ROT SIMPLE GAMEPLA

# Cheat Mode



AEROBLASTERS On the title screen press R, SELECT, R, SELECT, R, SELECT for more credits. Press SELECT again for the music Pause the game during play. Then press U, U, D, D, R, R, L, L, II. Then test. From here, if you press L/U unpause for infinate loops. WOW! and SELECT together a number of times the colour of the logo will change. In this case for a harder game. Press R/D and SELECT for AVENCER a easyer game. On the title screen, try entering some of these codes. I'm not sure To select the level you wish to start on, hold down SELECT and what the do, but they should help press I and II together 10 times U,R,D,L,II,U,L,D,R,I,RUN. for stage 2, 11 times for stage U, R, D, L, II, U, L, D, R, I, U, R, D, L, II, 3, ect. U, L, D, R, I, RUN. When you see the copyright warning screen appear, press II, 15 times to get the level select mode. Pause the game and push the following; R, L, II, I, U, D, I, II, U, D, U, D. Upause the game for infinite ammo. D, II, L, II, U, I, R, I. Unpause for weapon select. Dowla Mas U,R,D,L,D,R,U,L,I,I,II,II,SELECT. Upause for indestructable side planes. R, I, II, L, I, II, I, II, U, I, II, D, I, II, SELECT, U, D. Upause for infinate bombs. It is possible to have more than one cheat in operation at the same time Here are some passwords for this game. AFTERBURNER V24MW7D7Y5K63G On starting the game, move your MODEFORO00000 plane to the bottom right of the 日のからからからの日 screen and use speed 2. Do this for every level except levels 6 and 7, where you should position the plane at the bottom left of the screen. You should now be able to finnish the game without having I've been trying to find to fire a single shot! a cheat for this game for some time. Thanks to Henry James for the following. Turn the game on. When the copyright screen appears quickly hold down II (with ADAMS FAMILY autofire ON) to enter the In the grave yard at the beginning option screen. of the game, you will hear Gomez say, "Tuily, my good man, how about playing a round of golf?" While he's アベニューバッド3 ▶アベニューバッド3を使えば君は・ talkng, press U.U.R.D.L.U. You will now have 79 lives. ヒーローだ!!

To enter the sound test mode, hold down U, II and press SELECT.
On stage five, if you climb a certain tree. A Koala bear appears Get the bear and you will receive maximum power, health and items. It is possible to open ammo chests with out using a key by stabbing

times.

### BATTLE ACE

To get into the option screen, hold down SELECT and U. Now let go and press U, 3 times, R, 6 times, D, 2 times and press RUN.

at the chests with your knife 15

To enter the music mode. On the title screen hold down SELECT and

press RUN.

To get through the "THUNDERBOLTS STAGE", fly to the top of the screen and stay there.

Falcom

BLAZING LASERS
On the title screen, hold down
SELECT and press RUN for 30
continues.

BOMBERMAN Enter these passwords to play the

end of level bosess.
R A W H H G P N boss 1.
U B C Z T P V L boss 2
U W K K O V S L boss 3.
M K Z N M N V U boss 4.

M K Z N M N V U boss 4.
M X E C V N T V boss 5.
M B H A I L V L boss 6.

BLODIA

This is a damm difficult puzzle game but if you are up to it, here is the passcode for the last level. 1 0 8 9 8

BLOODY WOLF

To be able to skip levels do the following on the title screen. Press II, I, I, II, II, II, II, II THEN press U for level 1, U/R for level 2, R for level 3 and D/R for level 4.

BOMBERMAN

Enter the password, RUHNGSEY to begin the game on level 4-5 with powerful bombs.

で品る価度で で品る価度で

73

BARUNBA

力を対は

On "GAME OVER" hold down U and I and press RUN to continue from where you died.

On the level one boss. Move your ship to the bottom left of the screen and keep firing. You can kill the boss from here but he can't touch you.

BATAMAN

To get to the final stage of this game and see the superb intermission sequence, enter the following password 1. Make the first sprite a Jocker facing away from you

facing away from you.
2. The next should be a Batman

facing you.

3. A Batman facing the left.

4. A Jocker facing left. Now press RUN.

BLOODY WOLF

For the infinate continues mode, press the following on the title screen.

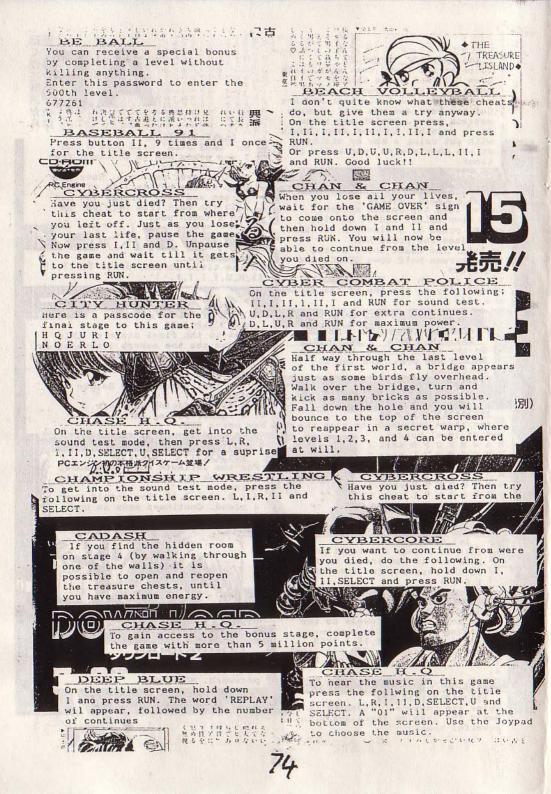
U,I,D,II,L,I,II. You should hear a sound. Continues mode is now

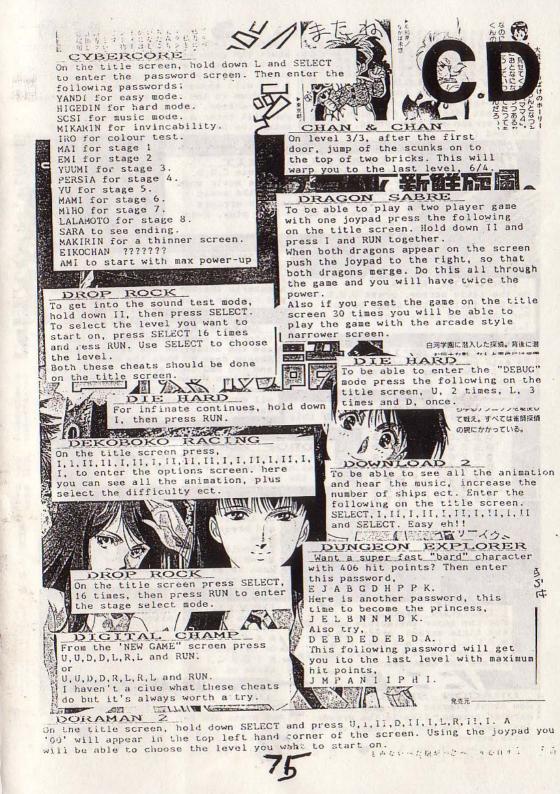


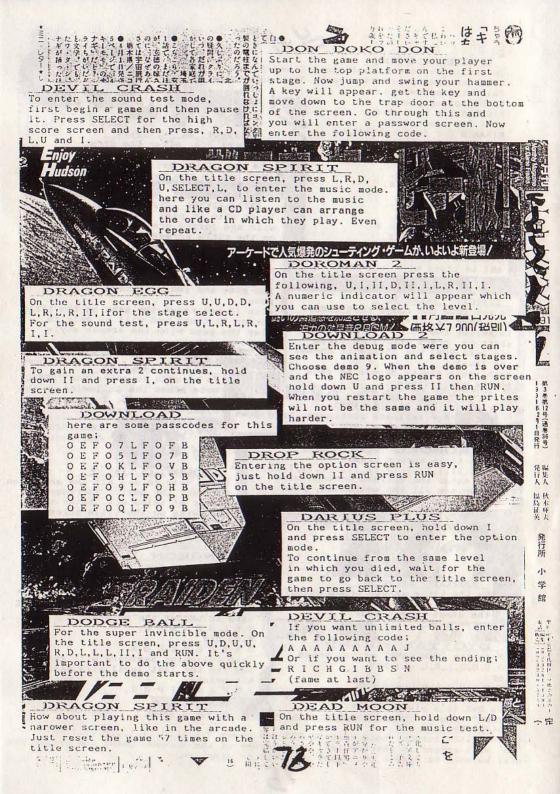
BOMBERMAN

To begin the game with a Bomberman with maximum power, enter this password. MOAAVMSU

了新的







F1 CIRCUS

It is possible to choose which racing team you want to drive for. Get to the 'COURSE' screen, which tells you about the circuit and conditions. I Hold down I, II and press RUN.

での班フェヤ 5 11 10 FORMATION SOCCER

Try these wonderful passcodes.

@@@@@@@ computer v computer

sound test

@ DO DO DO DA Japan v Italy final

W A B B B B B B B Italy v Brazil final

 $\Theta \odot \Phi \oplus \Phi \odot \Theta \Theta \Theta$ see the ending

ETERNAL CITY

Enter the following password for increased power.

30月进程刊村

大好きとしたの

NAXAT SOFT MAX POWER

7/5/

FIGHTING STREE After entering the 'HIGH SCORE screen, hold down L, I, II and press 『善: SELECT twice.

Now enter the following on the 'HIGH SCORE' screen.

. AS to choose the level. .HU for more credits

On the title screen, hold down D and press RUN for the music test.

FINAL MATCH TENNIS

以生十二

To select level, hold down SELECT, II and press R, 10 times and L, 4 times on the title screen.

CIRCUS SPECIAL

Choose the "TEST DRIVE" option and when you are on the 'SET UP' screen hold down L and press I. You will now be driving Le-Mans cars instead of F1 cars.

PILOT

At the course map of Brazil, when youstart the game, press II to choose a course 7を暴行された沙嶽の中ですさまじい超能力が

xx エレル。和エをめぐる壮絶な難いが始まる。 定価430円

FANTASY ZONE

To be able to turn the colission detection, start the game and then pause it. Now press I, once, II, twice, U, 3 times, D, 4 times, R, 5 times and L, 6 times. Unpause the game and you will be invincible. Remember to do this on the start of every stage.

F 1 CIRCUS 91 Input the following password to see

the ending; 00????????

鷹見 陸 (イラスト)平岡正幸・高谷浩利

FORMATION ARMED This is one rock hard shooter. To get some help with this game do the following. When you lose your last life and you hear the "GAME VER" music, quickly press SELECT 10 times. You can now continue with the game with 10 extra continues. When those continues are used up, you can do the above again. Up to

生化最高可透光子或高层显光体 "在一页"

10 times.

FORGOTTEN WORLDS

Want to get into the option screen? On the title screen, press I and II together.

> FINAL SOLDIER

On the title screen, press SELECT to choose the "NORMAL GAME" and press L, I, R, R, II, U, D, U, D. You can now choose the starting stage. Or, you can press SELECT on the title screen to choose the "SETUP" option. Then quickly press L, L, I, R, R, II, U, D, U, D TO ENTER THE MUSIC MODE.

PERTONIUMONICON CLOST CHI

▲艾妮港。"担性的纤维(第

F1 CIRCUS

You can choose what sort of weather to drive in by doing the following on the 'COURSE' screen;

Hold down U and press select for SUN.

Hold down R and press SELECT for CLOUD.

Hold down D and press SELECT for RAIN.

F1 CIRCUS

To enter the music mode. Hold down D and press RUN.

Tired of playing the game with a F! car? If you hold down I, II and U and press RUN on the title screen, you will be able to drive a Le-Mans car.

FIRE PRO WRESTING For an extra selection of fighters, hold down I and press R, once, L, five times, D, twice and U, once.

GUNHED

On the level select screen, choose "AD" and then press RUN. The game will start with the intro again. Now reset the game and play the game as normal. You will now be invinvible!

GRANZORT To enter the 'SAMPLE PLAY DATA MODE'. On the title screen, as the words are . moving, press I then II. Wait for the words to stop moving and a red symbol appears, press II, II, I and RUN.

Also, if you press RUN on the title screen to stop the words moving and then press U, U, D, D, L, R, L, R, Il, I, and then press RUN. You will enter the 'TURBO SHOT MODE'. When fighting the level 2 boss, neel down and keep firing. It will soon die. 

A III 3 と キャ 土 私 そ 上 知 2 フ と か 3 フ で iii co A I I オ A ス フ J フ い か ま ま 。

FIGHTING STREETS Play the game and enter "SD" as your name on the name entry screen.

When you get back to the title screen you will find that you now have 7 credits.

On the title screen, hold down I and II, then press SELECT, then RUN to change the starting stage on the title screen.

GRADIUS

Start, then pause the game. Now press U,U,D,D,L,R,L,R AND HOLD DOWN II and press I. You will now have the maximum amount of energy and weapons.

GUNHED

Turn the game on and as the start sequence runs, quickly push L and R as fast as you can. It takes practice but you should enter the sound test.

From the sound test screen it is possible to get to the level skip mode by holding down I and II, then pressing SELECT, 21 times. When you choosethe stage you want, hold down I and II and press RUN.

GHOULS & GHOSTS

To enter the option screen from the title screen. Hold down I and press RUN.

GUNHED

If you would like to see the ending sequence without going through the game. On the title screen, press SELECT repeatedly.

GALAGA 88

If you are having trouble with this game, try this cheat. On the title screen hold down U and press RUN. Now start the game, but do not collect any more space ships. A maximum energy space ship will be given to you at the end of level one.

On the musical bonus stages, keep your space ship still and don't fire. You will be given a secret bonus.

A ALAMA MAA GUNHED

Start the game and when you get up to the first stage boss, do not fire at it for 90 seconds. You will be rewarded with lots of lives and firepower.

Also, it is possible to touch the Acrashing,

字数 11 11 2 和 2 出 1 + 4 3 5 A 和 + 4 3 3 4 【 源 內 却 C

On the title screen press RUN. Then from the screen were it says 'PRESS RUN BUTTON' press U, U, D, D, L, R, L, R, I, II and press RUN to start the game with 9 credits. 121 思のはなる

するかでしてのり品ろし、こうでもでシャ

OF THUNDER To be able to select the stage, get to the main title screen and press 1, 11, 11, 1, SELECT, I, 11, I, II, SELECT, screen, at the bottom of which is

SELECT. You can then enter the option an extra option. Use your joypad to select the stage you require.

HELL EXPLORER

On stage 1 you will see an area full of treasure. To enter this, go to the old shack and fire lots of balls into on of the stone blocks (about 30 should do). A trapdoor in the ground will open up, letting you enter.

GRADIUS

かって知ってるかい?

Do you want 27 lives in this game? Yes? Here's what you do. On the title screen hold down U and press II, 3 times. Now press RUN.

N CAME

HEAVY UNIT Want to hear the music in this game? Then press the following on the title screen, press L/U and I, II at the same time.

Then to enter the option mode, press diagonal L/U, I and SELECT at the same time on the title screen, here you wil be able to change the difficulty of the game and increase the number of ships ect.

ツシル IT CAME FROM

THE DESERT To practice the arcade sequences in the game, press the following 'SUPER CD ROM" title screen as the reads 'JUST A MOMENT'.

Arcade game 1 Hold down I. Arcade game 2. Hold down II. Arcade game 3. Hold down L. Antoid game. Hold down I and II. To see credits. Hold down D. To see ending. Hold down U.

HUMAN SPORTS FESTIVAL

Golf) Shot (Fine Press L, R, L, R, U, D, U, D, II, U on the title screen to see the winning sequence.

On stage 2 where you see the big trees, get the dwarf to do a backward rolling attack. With practice, the dwarf will end up on top of the trees.

GUNHED

On the title screen, hold down SELECT and press I, II about 60 times. The Guhed logo should change colour which means that you are now playing a much harder game.

IMPOSSAMOLE

Here are some handy passcodes for this rather ordinary game. WIIBYG5KGL8T

(the orient)

1PSSYI5G28GB

(bermuda triangle)

9M2HYP5KG29Y

(Jungle)

EXPLORER HELL To gain more credits, do the following on the title screen. Hold down L and I (with autofire on). After a while, you will hear a jingle.

Also, on the title screen, hold down L/D and press SELECT 16 times for larger balls. He, he!!

GRANZORT As the words are moving about the screen, press D, 4 times. When the words stop to form the title, press

U, L, D, R and RUN. You can now choose the starting

stage.

A 4 110 7 3 PRODUCTION OF THE PRODUCTION O

土市周葵 すば外連地街囲臭あ階 があるの日 

IMAGE FIGHT On the title screen press SELECT

to enter the music mode. From the music mode screen it is possible to change your fighter into a Mr Heli character. First choose song 19 then press SELECT, I and II simultaniously. You should now see. Mr Heli printed under song 'C'. Put the curser onto Mr Heli and press I and RUN.

> FIGHT IMAGE

RESET the game and when the IREM logo apears, press I to make the play area thinner, or hold down I

JACKIE CHAN

On the title screen, press L,R, II and repeat this untill you hear a sound. Then hold down SELECT and press RUN. You will enter a level select screen with lots of coloured bubbles flying around the screen.

THE DESERT

Here's a great tip that will help you get through the shoot-em-up 'antroid' games. When an 'antroid' game appears, point the control pad to the upper right of the screen and hold down I, II and SELECT. The screen will go blank for a few seconds, then the 'antoid game menu' will appear. Here you can choose which game characters you want to save. Choose the last name on the list to save the programmer from the ants. Great fun and good for practicing too.

LEGENDARY When you lose all your lives and the 'GAME OVER' sign appears, press II, with autofire on. When you go to the continue screen you should find 27 lives.

KICK BOXING

Enter this code to begin the game with 99% energy. DGDGDGKF

i a KL.AX

From the option screen hold down II, U, SELECT and press RUN at the same time. You will now be able to flip through all the game screens

IMAGE FIGHT

On the title screen, hold down SELECT and press RUN for the music mode.

KIETH COURAGE

Enter the 'DEBUG MODE' by pressing 1, U, II, U, SELECT, I, II, I, II, SELECT, II,I,II,I,SELECT and RUN. Do the cheat as the words 'START' appear on the screen.

LEGENDARY AXE As soon as the 'GAME OVER' screen comes up, hold down I and SELECT and press L very quickly. With practice you should be able to get more credits.

KLAX

When 'GAME OVER' comes up on the screen, hold down SELECT and press Thing RUN for 9 more credits.

幸せについてのりつのエッセイをはじめ

出いた。エニーエンボエム、童話など KLAX On the 'GAME OPTION' screen, hold down SELECT and press RUN. You should Enter this passcode to get into now get an indicator telling you what the requirements are for clearing the stage.

KING OF CASINO -- KI NGOF CASI NO-

CASINO OF KING At the 'GAME OVER' screen, hold down I, II, SELECT and press RUN to continue.

On the title screen press RUN and select the game difficulty. Now hold U and press I. Then press R, L, II, U, D, II, 1, II, I. Now you can choose how many ships you want, what level and lots of other options.

MOTOROADER If you have played all the couses in this game or if you just want to play other couses, there are in fact there are 3 more couses in this game. To obtain these secret

couses, press the following. On the couse select screen, hold down I, II and press RUN for the TRAP course.

Or, hold down I, SELECT and press RUN for the SUBURBS course. Or, hold down I,U and press RUN for the USA course.

### STOCKER METAL

On the title screen, press I, I, II, II, L,R,U,D, SELECT, 4 times, I,II for the option mode

### MARCHEN

On the title screen, if you hold down U and press RUN, you will start the ame with 10 lives.

# AND AND MONKEY

master)

To get to the option screen, hold down SELECT and press RUN on the title screen.

### MR HELI

On the mode select screen press II, I, I, II, SELECT for the music mode



### MOTOROADER

Noermally

Normally the missiles can only be fired forwards but if you press SELECT at the same time you will be able to fire backwards.

### MOTOROADER

If you enter MUSIC or ART88 on the name entry screen, you will enter the music mode.

### MONSTER LAIR

On the 'HIGH SCORE SCREEN' possible to enter numbers (1,2,3,ect) by holding down SELECT and entering the number by using the joypad. If you enter 68K and restart the game, you will now have infinate

MOTOROADER

If you are having trouble choosing githe best items for your car, then try these.

1. Engine 2400cc Handle+2

2. Body+2

3. Engine 4800cc

4. Body+4 5. HG Tire+1

6. Turbo

### STRECHO MAN MR

For the infinate continue mode, first start the game and score more than 10,000 points. Then lose all your lives. When the continue countdown screen appears, press U.D.L.II, SELECT, II, SELECT. Infinate continues should now be yours.

### MONSTER LAIR

If you want to play a HARDER version of this game then enter the same name for all 5 top high scores on the name entry screen. Also, if you want to hear the great music in this game, press the following on te title screen. Hold down both I and II and press RUN.

# MOTOROADER 2

On the couse select screen, hold down SELECT and press R, L, R, L. The word TEST will appear. Now hold down SELECT and press R to select levels. Or if you hold down SELECT and II together to get \$50,000 to start the game. Press RUN when you are ready.

When driving a car at full speed, you can go even faster by tapping

II quickly.

### MAGICAL CHASE

On the difficulty level screen press L.D.R.U. SELECT, SELECT, SELECT, L.R. I. You will now have loads of money On the same screen, press L, D, R, U, SELECT 3 times, L,R, II for the music test.

# MR HELI

To obtain 99 credits, all you have to do is to press I, II, II, I, SELECT on the opton screen.





ORDYNE

if you lose all your lives, before the 'GAME OVER' message comes up hold down I and press RUN.

NAXAT STADIUM

BASEBALL

Get to the 'CONTINUE' on the pennent mode, and input these passcodes.

SOUND for sound test. BOUND for a very bouncey ball

NINJA GAIDEN

4GAMEN to get 4 screens at once.

On the title screen, hold down D and press I, II together, for a harder game.

NINJA WARRIORS
On the title screen, press SELECT twice, the second time keeping the SELECT button depressed. While holding down the SELECT button, hold down the RUN button. The screen will go blank and then the Ninja Warriors 'Juke Box' music mode will appear.

OVERIDE

If you obtain a score of 9999999, every point after this score will earn you a life.

NECTARIS

Here are some of the last few passcodes for this war game.

KAISER APPOLO

N E C T O R Also for an extra 16 levels, just enter the above codes backwards.

VEO THAND DOILED,

When you see the DATA EAST logo apear at the start of the game, RESET 10 times. Then either hold down SELECT and press RUN for the sound test or hold down U, SELECT and press RUN to start on level 2. Hold down R, SELECT and press RUN for level 3. Hold down D, SELECT and press RUN for level 4. Or hold down L, SELECT and press RUN for level 5.

ORDYNE

Here is how to get into the option mode, were you can listen to the music, start with 1-10 lives or select the level to start on. At the title screen RESET 5 times. Then hold down L/U, I, II and press RUN. Easy en!!

いきのがしたれ 由 私 のかに 野新に 木 同海の こと 大田 できる 変形したれ 日本 のが きを展わり に 日本 に 一下 電

ク・・ 実品は感や「婦イン作りになした!外界性を下すの。こ に責任のバ暴ラ伝のソスター伝が、 に責任は無力視や単切の公発したと言うしいがのスク作者に MR STRECHO MAN

To enter the mode where you can fight all the end of level gaurdians, press SELECT, II, SELECT, II on the title screen, and continue to do this untill the screen comes up. Do this as quickly as you can before the start of the demo.

MR STRETCHO MAN

On level 12 you will find a very
boss which is very hard to beat.

But if you crouch in the left hand
corner of the sceen he wont be able
to harm you.

NINJA WARRIORS
This is a rather long cheat to get into the level select mode. Firstly play the game and get killed. As the ninja is exploding hold down D. Then do it again, this time holding down L. Once again, this time holding down R. Then one last time, holding down U. Don't forget to 'continue' every time you get killed.

NINJA WARRIORS

At the title screen, hold down I and press U,R,D,L. Now release I and press U,R,D,L again. You should hear a sound which will mean that you have 9 extra continues.

NINJA SPIRIT
On the title screen press II, I, II, II, II, II, II, SELECT and RUN for the level select screen.

There is a secret warp on level 1-1. Whilst on the kiwi screen, go to the top left platform and jump and shoot until a warp appears. This should take you to level 1-1-4. Now get out of the water and go to the far left, jump up to the top and shoot the wall. Another warp will appear which should take you to level 2-4.

OPPOVNE - DA LLE

ORDYNE
It is possible to play the part
of the Princess whome you would
normally save. To do this, on the
title screen, hold down I for a
few seconds and you will hear a
sound and some Japanese words will
apear. You will now be able to
control the princess. The game will
also play a little harder.
If you complete this game in the
harder mode, wait for a few minutes

# -- \*\* tures of the programmers.
| 100 花花 5℃で3 10 10 ラでん !?
| マフロ 4年 5が0で 1曜で 10

at the end of the game for some

'l'm not too sure what this cheat Mildoes. Maybe you could let me know? A straight way, on the title screen, hold to me 

PARANOIA

Another music mode cheat. On the title screen, press I, II and SELECT.

This game is already very difficult, but if you want it even ore so, just press U, I, II, SELECT on the title screen.

POWERDRIE On the GAME OVER screen, RESET the game and then press, SELECT, I, II, and RUN together.

To enter the stage select mode. On the title screen hold down D/R, SELECT, I and press RUN. If you select Jason, press II. The number of time you press II will determine the number of the stage. 233

POWERDRIFT

To be able to breeze throughthis game in invincible mode, choose Mark and press II. To continue from were you last lost, whold down I and press RUN.

If you manage to complete all the races in first place, you will then continue with the game, but this time you will be flying a F-14 Tomcat fighter plane!!

PARASOL STARS If you like the music in this game, then all you have to do to enter the music mode is to hold down I II.D and press RUN.

PACLAND

To enter the cheat mode in this game, hold down I, II and press RUN. You will then see a giant pacman. Hold down I, II and press RUN again. You will then be able to choose the number of pacmen to start with and the stage. Now, press RUN and you will then enter the music mode.

PUZZNIC

Here is a password for this game. J9G55CEE X G A A 9 1 3 6 It will allow you to play the last

puzzle.

POPULOUS

To get into the music mode in this game, point the curser to the monitor option and press D/R and II together.

PUZZLE To skip levels, input this password; MICKY

PC KID

PACLAND

PRO WRESTLING To play this game in slow motion, hold down SELECT and keep pressing I. Or if you just want to watch

the wrestling, select 1p v 2p, then hold II, U and press I.

PSYCHO CHASER To get the unual display of 4 screens working at once, do the following on the title screen. Hold down II,

then RESET. Or if you want a faster game, hold down I, II and RESET the game on the title screen.

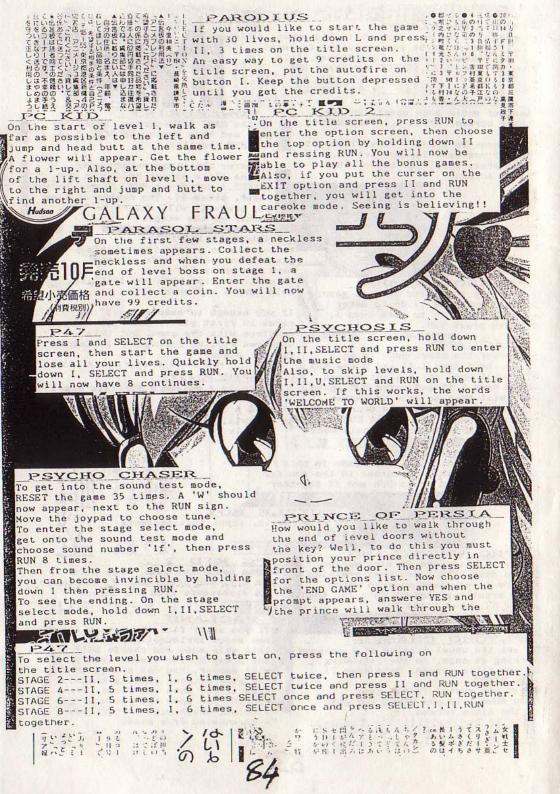
If you still find the game difficult, how about invincability? First get into skip mode and choose SKIP 1 and press D, 100 times. 'NOMISS' will appear. You can now go through the game without getting killed. Also if you push the first fire hydrant you come to, you will get a helmet which will protect you

If you pause the game, then hold

sign dissapears from the screen.

down I, II and press SELECT, the puase

iom enemies from above.





RED ALERT

Before you start the game, you will see a map, with a yellow, blue or red marker, showing your position.

If it is a red marker, make sure you only use the pistol. This way

you will find you have fewer nasties

11, 4 times, I, 6 times for max power

It is possible to enter ALL these cheats at for the one game.

R-TYPE 2

Because this game is only the second part of the arcade game, it is possible to enter the following code

at the start of the game to give your ship maximum power and weapons. CPK-3146-N1

ROCK ON

to kill.

At the beginning of the game were there is a talkig scene. Press L, D,R,U,I,II, and press RUN for the stage select mode.

RACING SPIRIT
Hold down SELECT, II and press RUN.???

RAIDEN TRAP

E CAN LONG

If you lose all your lives and go to the continue screen. Wait fot the counter to go down to zero before pressing RUN. You will restart the game with some power-up's. Collect these as normal.

· MOHA, a rate it en, a evialew.

AND THE RESERVE OF THE PARTY OF

R-TYPE
Get through the game without losing a life and you will be transported to level 5.

RABIO LEPUS

On the title screen, hold down SELECT, I and II together to be awarded 6 lives.

RAIDEN TRAP

If you lose your lives and go to

To get into the debug mode, were

you can see and hear the sound and

animation sequences, press SELECT,

I, II, I, II, U, D on the title screen

6 or 9 credits.

RED ALERT

the continue screen, quickly press SELECT, I, II together for an extra

RASTAN SAGA 2

Here is a simple way to kill the end of level boss on stage 1. If you have the long sword, turn your back on the boss and swing the sword. The sword will touch the boss, but the boss can't touch you.

2002-00-00 C

We recalled to the second of t

85

SPRIGGAN

Then Start, and then pause the game. press I, I, I, U, U, U, D, D, D, SELECT, times. This will split the screen

into quarters.

# SUPER ISLAND

and access the level select mode in this platform game, go to the title だScreen and press L, L, I, R, R, II, U, D, gU, D. You should hear the music change and see an indicator in the bottom agleft corner of the screen. Push up gron the pad to choose your level. then press RUN.

SAMURAI WARRIOR To get to the option mode, press U,R,D,L,I,II on the title screen

SUPER STAR SOLDIER Firstly, hold down SELECT and RUN. Then, whilst doing this turn the Engine on. Then when you get to the title screen, press, L, II, U, II, R, II, D, II, L, I, U, I, R, I, D, I and press J and I together 8 times, then SELECT and I, together 8 times, to enter the option mode, were you can listen to the music, choose an easier game ect, ect.

SAINT DRAGON

Before turning the Engine on, hold down U on the joypad and then turn it on. You will now be immune to enemy fire.

SOLDIER BLADE

To choose the stage you want to star on, hold down U, and press SELECT. Then hold down D and press SELECT. Hold down L and press SELECT and finally hold down R and press SELECT Now press SELECT one more time and you will see a stage select option appear. Remember to do this cheat on the title screen.



SHINOBI through any stage, without having use a star and you will recieve bonus of 20,000 points.

SUPER ALBATROSS

GOLF This is a very old CD golf game. If you happen to own it, get in touch as would love to borrow or buy it. Anyway, enough of that. Here is a little cheat that works from the menu screen. Hold down SELECT and RUN and;

press I to make the golfer a child. Press II to make Yuko (of Valis fame) to become your caddie.

Press I and Il together to select other caddies

SPACE INVADERS If you own the old type of joypad, without the autofire option, hold down I and press RUN on the

title screen for automatic autofire

SIDE ARMS

Hold down I, II, D and press RUN to on the title screen, to make the game slow down.

To change this game to black & white display, hold down I, II, U and press RUN on the title screen. This cheat only works on pal machines! グロー型で接去し

TTERHOUSE

If you think this game is too easy, then do the following for a much harder version. On the title screen, hold down SELECT for a few seconds and 'HARD' will appear on the screen

SPATTERHOUSE

Get to the intro screen with the picture of the house in a thunder storm. Then press SELECT 3 times and L, I together to get to the stage select mode. From here it is possible to enter the music mode by pressing SELECT again.

HARRIER SPACE

This can be quite a tough game. So if you would like some options to increase the number of lives or play Ta easier/harder game then do the following. First, play the game and score more than 4 million points, then lose your lives. When you get to the nigh score table, enter 'MD then lose your lives. When you get and go back to the title screen to

find a lot more options. マングラング ロスロッケー で かませ 配れ場 リカ (本) ス (本・オフェングを)

SPACE HARRIER Finding it hard to finnish this game AF and wish you could continue? Then score more than 4000000 points and enter 'CNT' in the name entry/high score screen to continue from either stage 1,6 or 13 depending on how far you got before you lost your lives.

To play this game in hard mode, enter to hurt you but you can still kill the following passcode;

MACKY

7.11 1. La by SON SON II

When you start the game, hold down I, SELECT and U, to get a magic lamp. Or;

Hold down II, SELECT and UP, to get a health potion.

初日

SHINOBI the Shinobi logo, on the title screen to stop moving, the hold down SELECT and press I and then Il together for the sound test.

ル 12 品前 じ INVADERS To play the 'ORIGINAL GAME' in SPACE monochrome, press U, U, D, D, L, R, L, R, II, I, II, I, SELECT, on the title screen.

> S.C.I. You can hear the morse code at any time by pausing the game at the start for about 20 seconds.

TV SPORTS FOOTBALL First, select the 'EXHIBITION' mode and choose your apponenent. Now press SELCT and II to enter the password screen. Imput the following passwords; ULTIMATEWIZ

To start with a 28 points lead.

SUPERHANDS

for a max catch rating.

SUPERSTRENTH

same as above but applies to strenth.

SUPERSPEED Max speed.

GOLD IELOCK None of your passes will be blocked.

CORNEREAD

Makes the opposition butterfingers. THECOOKER

An invincible quarterback.

THEWASHINGMACHINE ???????????????????

祖の司な之ののと) 6のを別れると明 10

記される。C年5種の子上的名

SIDEARMS SPECIAL Get to the stage 4 boss and die. When you appear stay still but keep firing. The boss will not be able

SUPER PALODIUS To play a harder version of this game, choose tune 'OA' on the option screen. Then start the game.

For infinate continues cheat press the following on the title screen. U, 1, D, II, L, I, 11.

SUPER ALBATROSS GOLF

On the title screen, hold down I, II, SELECT and press RUN to enter the option screen, where you can see all the animation.

TERRORFORMING On the title screen press SELECT 7 times for option mode.

THE KUNG FU DRUNKEN MASTER To enter the option screen, hold down SELECT and RUN. Then turn on the ENGINE. Wait for the title screen and then release RUN and press the following, U, release SELECT, press U, 3 times, R, 6 times, D, twice and L, twice. 

### TURBO DUO EXTRA GAME

if you own a Turbo Duo, do the following cheat on the title screen "of your free game CD and you will be able to play Bomberman. First, load the CD as normal and on the title screen press U,R,D,L. You will hear a ringing sound and the Bomberman title will appear.

### TWIN BEE

On the title screen hold down U and press II, 3 times for 9 credits.

### とユーフン株式会社 TWIN BEE

If you own a multi tap unit, you can do the following cheats;

On pad 2 press U, U, D, D, R, L, R, L, I, II, for 10 lives.

On pad 3 press I, II, R, L, R, L, D, D, U, U for a thinner screen.

On pad 4 press U, R, D, L, D, R, U, I, II

for level select.

On pad 5 press U, I,R, II,D, I,L, II,U, SELECT to see the ending.

TALES OF THE

MONSTERPATH Enter the staff info screen by holding Midown I, II, SELECT and pressing RUN. Then input one of the following

C.CPasscodes;

5.62.08.22 ZR.

Then reset the game and when you start you will be on a later stage.

SPEED-UP

Reset the game and you will find that the display is now split into four screens.

CRUISE IME

II PINBALL OK. First go to the option screen. Then press U,R,D,L,U,R,D,L and press II, 4 times and SELECT, twice. An extra option will appear at the bottom of the screen. Turn this option ON and start the game. You will now have a score of 90 million points to start. If you then get another 10 million points, you will see the superb ending sequence.

### MOTOR TAITI RACING

If you would like to start on the last course, input the following passcode;

WHIE TO

7777788888888888888

DRUAGA TOWER OF

I'm not too sure what this cheat does. If you have this game, let me know. Anyway, on the title screen, press U, 6 times, L, 4 times, R, 3 times and press RUN. It may be that you will receive maximum energy.

TIME CRUISE

PINBALL II Firstly go to the screen were you can choose the sub games. You will only be abie to practice a small number of the sub games that are in the game. But if you press U,U,D, D, II, II, R, SELECT, more sub games will appear.

ROAD IGER

If you find this game too hard, then kill as many nasties on level one until the time runs out. Do this a few times to get up to 9 lives.

BUICH RIVER OF A

TAITO MOTORBI RACING

To turn the bke rider into a naked girl, hold down L and press I, II, I, 11,11,1 and press RUN on the title

There is also a little demo in this DER THUNDERBLADE game. To find it, you must hold down on To enter the stage select mode, hold R/U, I and SELECT and then turn the machine on. Wait for the 'TAITO'

iogo to dissapear and hay-presto!!!!!##. んので、PCエンシンなどで走っているハリハ の程度のことを対話性とは遊べないのではな

TATSONOKO FIGHTER To obtain maximum hit points, collect the 'P' on stage 1, then die and continue. Do this a few times to get maximum energy.

Exedown I, SELECT and press RUN on the title screen.

> E. BELLEOD - ROM' PMEGA - CD 実現可能なソフトばかりです。

リのシューティングゲームなどは事実上移植不

でしょうか?

--- + 3. 3, 4, 5 - 4 ii 11 ft 1 - 2, 5 C - 72. C かし、竜神は森なかった。ナーシャは何度と なく不安になり、心配になったが、その度に

こないことが近れりだった。 ついにその目がきた。避えにきたのは、あ

の日カイルを連れていったのと同じ兵士だっ

ULTIMATE TIGER If you have a autofire joypad, turn button II on. When you turn the Engine the bott. In on, hold down II and R. As the するわけてらなく、一つ helicopter lands on the title screen 忙しそうにその数を数 you will see the credits increase しじゃねえぞ。数がわか

to 9! When using bombs to kill the endof-level boss, position the helicopter As soon as you are airborn on stage in the explosion and keep firing. You will be protected by your own explosion.

ULTIMATE TIGER When launching from a base ship, at the beginning of each stage, down U, SELECT and press II, 4 times. You will be abl to go from level 2 power-up to level 5 power-up, without having to collect the correct number of icons.

を見るわ、他別に仏滅はなせません。なから、 連れていってください。

兵士は、情けなさそうにあんぐりと11を開 波を押 17 間をも Ats T.5de filit. 意志で生きるなんでできれまんだよ。そんな

55 ULTIMATE TIGER one, move to the bottom left of the screen and drop a bomb. You will hear a sound, indicating that you now have 5 lives instead of 3.

1 ~ (Sett.) US PRO BASKETBALI Go to the game select screen and hold down I and II and press RUN to enter the option mode were you can alter the games configurations. Prillips

VIOLENT SOLDIER The music in this game isn't too bad. To hear it press SELECT on the title screen.

> You don't have to play this game to see all the animation and hear the music. Just press U, I, SELECT, II, D and RUN on the title screen.

VALIS II it is possible to select weapons as you play this game. What you have to do is to pause the game whilst at the same time holding down II. Then press SELECT, I, II, I. Now unause the game to resume play. If you want to choose a weapon, pause the game and press I or II to choose.

VEIGUES Hold down SELECT, D, L together, then turn the Engine on. If you start the game and lose your lives, you can continue by pressing RUN on the title screen.

On the title screen, press I, I, U, / D.R.L and press RUN. You will now be in the 'DEBUG' mode, were you can 1sten to all the music or see the animation.

VEIGUES Hold down L and SELECT on the title screen to get more continues

VALIS IV You will need 2 joypads to do these cheats.

Plug in the second joypad. Play the game and then at any time, pause the game, then hold down U/R, RUN land press I and II for an instant power-up.

To skip a level, use the second pad to input the following; Pause the game with pad one then press U, D, L, R, U, D, L, R, U, D, L, R, I, I, II. II then unpause.

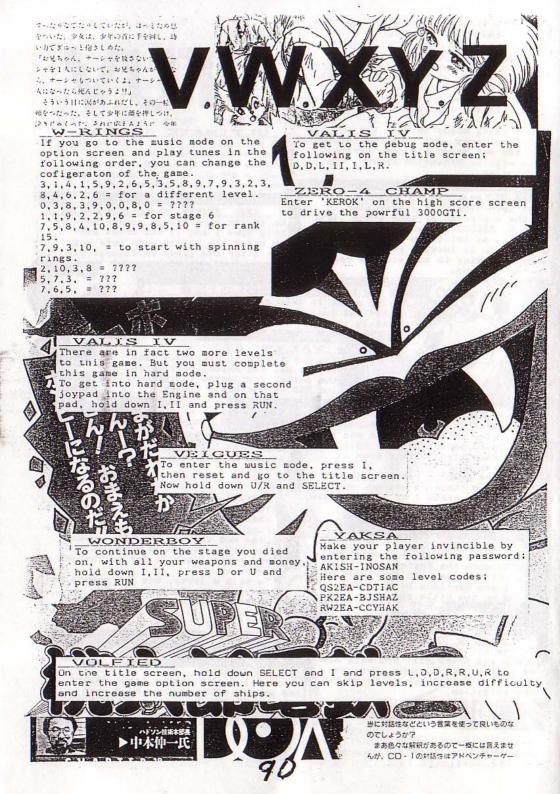
VEIGUES Press I and II together, then reset and on the title screen, hold down U/R and SELECT to play in 'EASY MODE'

ナーシャは、何か得休の無れない期待に胸

した。ナーシャの回りをくるくる走り回り、 就しそうにきゃんきゃんと吹えたてた。 成しそうなバルを見て、ナーシャも突った。

ナーシャは、カイルを連れていかれた日か も誰とも口を聞かなくなった。毎日、海辺の 翻訳にいっては、なにするとはなしに、じっ

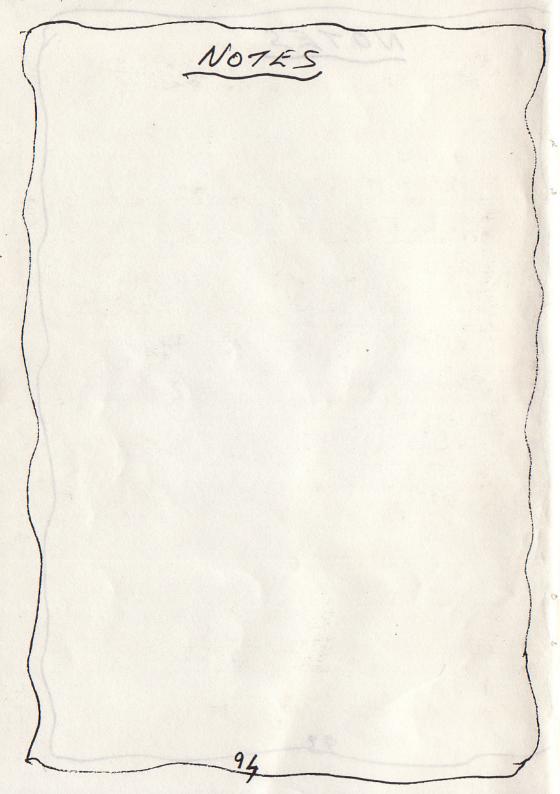
情もない普通の比較な



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Here is a quick list of retailers that stock a wide range of PC Engine gear.

### RAVEN GAMES LONDON

74, Bromley Road, Beckenham, kent BR3 2NP, tel 081 663 6810 An excellent mail order sevice and shop that stock most hardware and software.

# CONSOLE CONCEPTS

223B, Waterico Road, Cobridge, Stoke-on-Trent, Staffs ST6 2HS. tel 0782 712759 One of the oldest PC Engine suppliers. They stock everything you may need for your Engine.

### VASTLIGHT (H.K.)

Nicky Lee, Vastlight Investments Ltd, Shop BiA Mei Wah Building, Whan Tau St, Tai Po, NT, Hong Kong. tel HK 852 675 8751
Nicky Lee can get most consoles and games for much less money than in the UK. He can also supply you with any other piece of hardware not available here.

### DREAM MACHINES 2

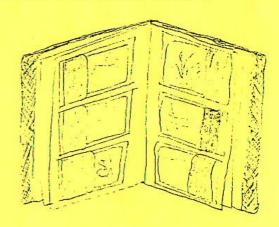
Middleton Road, Hartleypool Docks, Hartleypool, Cleveland TS24 ORA. tel 0429 869459/231703. They stock a huge range of second hand software.

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# UPDATE UPDATE

If you would like to recieve update news letters in the coming year, please send three SAE's. The update newsletters will be packed with reviews of new games plus hardware news, cheats and tips and much, much more!!! send to: Richard Gibbs, 3, garden place, Bootle, Merseyside L20 3LW.

RICHARD GIBBS. 3 Garden Place, Bootle, 1.20 3LW.

