THE COMPLETE PC-ENGINE
Guide Book

HYPER GAME INFORMATION FOR GAME FREAKS
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THANKS...to LINDA for the use of you little ol' 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
Welcome to The Complete PC Engine Guide Book.

In this guide we have tried to include as much information 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 guide.

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 150 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!!

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Original Artwork by Steff Mills.

Copyright © Richard Gibbs 1993. NO ONE HAS EVER TOLD ME WHERE EVERYTHING GOES OR I’LL SEND THE BOYS ROUND!
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 surprised 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 games.

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. 32 colours are available with 16 on screen at once. Up to 54 sprites can appear on screen at the same time (6 on a line) and the chip can produce large animated sprites.

Screen resolution is 256x216px.

To store the graphic data, the Engine has 64k of video ram. There is also 8k of work or buffer ram.

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

THE SOUND

A small custom chip produces the 5 channel stereo sound. Check out games like Gunhed and Dragon Spirit to hear the chip at its best.

PAL OR SCART?

There are two versions of the Engine, PAL and SCART. When the machine is imported into the UK, it will only work on Japanese TV's. 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 aerial. This can produce a slightly grainy picture. Also, to be able to run the machine in PAL, the machine must be converted to 50Hz which is the picture update speed of the PAL system. This means that because the machine was manufactured to be used on a TV at 60Hz, 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 at the speed the manufacturer intended.

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

SUPPLIERS

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 guide.
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 incorporating 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 concentrated their time and resources in marketing the machine as a games only system.

Still, it took time for the new machine to be widely accepted 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 Chari and Chen were now being produced. In particular, it was a game called R-Type which started the now tremendous popularity of the system. From the beginning of 1989 the PC Engine became the second most popular games system in Japan.

A year later NEC released the CD Rom drive. From this point the popularity of the system was assured with many other software companies such as Namco 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 x 140 x 40mm, this being part of its charm to a lot of people. While in colour, it looked like no other games console either then or since and can be purchased second hand for as little as 50 pounds.

Care should be taken when buying one 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 grey colour scheme, it is essentially a white 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 Graphix. This machine was much larger than it's brothers and incorporated a much more powerful graphics chip and enhanced video and working ram.

Also to be released soon after was a peripheral which would cover the machine. In this would be a steering wheel that could be used in both driving and flying games.

Unfortunately, this piece of hardware did not materialize leaving many angry owners with a slightly more powerful system at sometimes a huge cost. When it was released, it cost 280 pounds in the UK.

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

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

PC ENGINE SHUTTLE

The Shuttle was supposed to be 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 ENGINE 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 release and controls.

One of the main advantages of this handheld machine is the fact that unlike other systems, 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 receiver 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 130 pounds. The TV adapter is also available at 50 to 70 pounds.

CORE GRAPHIX 2

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

This is the model you are least 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.

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 controlling 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 compatible 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 NPD. When fitted it will be possible to run CD's with up to 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 GRAPHIX 16

The Turbo Graphix 16 is the US version of the standard PC Engine. It was released in 1986 and was not a great success.

This was mainly due to three main factors. 1. The Sega and Nintendo machines are very popular in the states, 2. The design of the Turbo Graphix and its peripherals was badly done. The Turbo Graphix looks dead boring compared with the other consoles and lastly because there weren't enough games released for it.

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.
Street Fighter 2
Six Button Joypads

Street Fighter 2 was probably 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 joystick or even the 5-bit, it is advisable to invest in a six button pad.

There are two versions available. Hudson Sotf/NEC were the first with a striking looking pad. Nicely shaped and with the six buttons in perfect position. Slate grey in colour with blue stripes it may not be to everyone's 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 pad 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 - R

Why did NEC produce such a slightly cheaper DUO when the first machine is so excellent. The new machine is slightly more rounded and larger and has no ear piece port or expansion 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 conventional 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 are never heard or laser disk, here is a short description.

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 description 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 added feature 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 cards and CD games to be played. Not only that but games using 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 £200 pounds I doubt 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 new DVD player then the Laser Active player should be on top of your list.
Cotton
Super CD ROM
Hudson Soft

Cute! That's the only word to describe this unusual 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 sheer playability of the game will always get a following.

RATING 8

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 fan, do not miss this.

RATING 9

Image 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 8

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.

RATING 9

Bomberman 93
4 megalow 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 character 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 hucard
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 64 handheld machines to reap the enjoyment of such a great game. Street Fighter 2 has been the most popular arcade game for the last two years. The PC Engine version comes on a huge 20 meg card and incorporates everything that the arcade original had, great gameplay, superb graphics and slaughterhouse action. The only letdown with the Engine version is the slightly weakly music. Everything else to make a great game is there, all you have to do is buy it!!!

RATING 9

Riot Zone
Crest of Wolf
Super CD ROM
Hudson Soft

Until this beat-em-up game came out there was only one other chopsockey game for the PC Engine and that one was over three years old, Riot Zone plays more like Final Fight than SF2. Yours character walks along the mean streets fighting even meaner skin heads, grunts and punks.

The graphics are surprisingly good for this type of game with excellent 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 save this game.

RATING 6

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 character (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 8

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


**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.

**John Madden's CD Football**  
John Madden's American Football has become the definitive football game for a number of systems. The PC Engine version starts off with a great intro sequence. You zoom onto 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 motion 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.

**Dungeon Explorer**  
Super CD Rom  
T.T.I.

It has taken some time to piece together a nice intro sequence to the ever popular card game version released some years ago. As a hack and slash exploration game it proved to be very popular then. Now the Super CD Rom version has arrived using a CD format it would be rather 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 particularity 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 chance.

**Bomberman '94**  
Super CD Rom  
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 good as ever. So what is the difference? The levels are much more imaginative and harder to complete with even a cute pet on which Bomberman can ride and use special power-ups to defeat the enemy. 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.

**Martial Champions**  
Super CD Rom  
Konami

Street Fighter II was the first really good beat em up for the PC Engine. But some people still meaned that it should have been produced on the CD format. Martial Champions may not be in the same league as SF2 but it is not a bad stab.

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 characters and the moves although perhaps not as exciting as SF2 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.

**Exile**  
Super CD Rom  
T.T.I.

Steadily but surely the amount of RPG games available in English are increasing, thanks mainly to T.T.I in America. Exile is one of those hybrid games which incorporate 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.
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 probably want to get a joy pad 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 prefer to use a joystick instead of the pads. Quite often 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 etc.

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 with 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 system. Price £60.

AV 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 etc.
BACK UP UNIT 128

This device is very much like the memory save unit except that it can only be
used on the DUO or Turbo DUO. It connects up to the joystick port and comprises
of a small box. The joystick is then plugged into the save unit. What the
device offers is up to 128k of memory to save game positions and high scores.
The DUO has a save game feature but it 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 have 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) 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 from 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 joystick
port and have two main buttons on the
top. These are the fire buttons. The
RUN and SELECT 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
cursor to control 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 were the
seats are connected to the base speakers.
When you see car chases or explosions, the sound makes the seats vibrate. Sounds weird 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 boday 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 its own power supply and an external 3½ high density disk drive. When turned on in conjunction with the PC Engine a menu 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 illegal, 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, I 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 probably afford to buy the games new. Anyway, it is up to you.
The first 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 70% of its original size.

Why do we need a CD Rom system? Unlike cards or carts, CD's can hold a huge amount of information. In fact one CD can hold up to 640,000,000K of information as well as normal CD quality sound and music. This means that more complex games can be devised because there is enough space on CD for a programmer 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 for 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 converter.

NEC acknowledged 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 incorporates a PC Engine with the usual card slot and the newer Super CD Rom System in one unit. The new machine 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 broadcast 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 gaming 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 compatibility with other machines will help make the new CD system a market leader in both Japan and the USA.
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 or the characters in the game. Some game plots are so weird, like the CD game Ranma. This is a sort of beat-en-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 misfortune 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 mangas and anime are very popular in Japan, so it is no surprise that game companies cash in on this popularity.

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

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

Violence 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 seem to feature heavily in a large proportion 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. Preferably all three should feature.

What has all this to do with video games? It is from these manga 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, 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 character 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 game as possible so as to increase the attraction of the title. To do this they normally incorporate animated sequences into the game, which means that the programmers need a lot more memory capacity to store the extra data. This is almost impossible 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 prefer 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. A people who try to take over the world by infiltrating every computer in the world. The Gunned battlestation, 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 Gunned 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 Gunned parts which they can sell. At the same time the rogue computer is just beginning to become active and in the ensuing fight most of the bandits 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 Gunned and begin to build it.

The rest of the film concerns their travels through the many levels of the complex with the Gunned battle machines.

Like Aliens, this film is set in a Cyber-punk style. The Gunned and other robots and technology are presented with flair and attention to detail making for an enjoyable film which has become something of a cult in both Japan and the United States.

Seeing this popularity Hudson 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 weird character or story line, there may be some sort of TV program or movie which accompanies 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 infinite. 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 produce such wonderful work.

Unlike the West, manga and anime are enjoyed by adults as 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 lifestyle is quite different to ours, their enthusiasm and imagination are present in almost everything they produce. Perhaps a hint for us for the future.
WARIORS of the WIND

One of the best anime films you will ever 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 warring tribes and the advancing toxic jungle.

The film has many sub plots which help to the depth of the film and characters. This is one of those rare anime films where robots are not featured. Instead there are tanks, airships 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 recommend 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 assassin story with loads of blood and guts.

BUBBLE GUM CRISIS

Cute girls in battle suits fight Cubora robots in future Tokyo.

ROBOT CARNIVAL

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

LAPUTA: ISLAND in the SKY

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

BLACK MAGIC M sleep

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

CONTACT

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

ANIME UK FAN CLUB
4 ST PETERS STREET
SYSTON LEICESTERSHIRE
0533 500388

ANIME UK MAGAZINE
7 BARTHOLOMEW STREET
LONDON WC2
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 Engine's capabilities. Then came the 2 meg upgrade card called the Super CD System and the powerful Duo machine. Now programmers had more scope to develop larger and more complex games. Now CD games account for up to 80% 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. Coming 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 16 meg. This means that huge amounts of data can be loaded from disk at a time and programmers have now even more scope to produce games with better graphics and colour.

Hudson Soft made a deal with SNK, the makers of the Neo Geo console, to convert some of the Neo Geo games to the Engine. First out will be the graphically impressive World Heroes 2 title followed with Art of Fighting and Fatal Fury 2. There are two versions of the Arcade Card. First there is the DUO version with 16 meg on board and when loaded into the DUO it works with the 2 meg add on board to increase the buffer memory to 18 meg. The other is Card for those people who have the older system linked to their PC Engine or Core Graphic. These cards have the full 18 meg stored on the cards.

But what do these games look like? Well, so far I have only seen the screen shots of these games. The first thing to hit you is how close to the original these games look. There are many more colours on screen than you would expect with large detailed sprites and some amazing effects. In fact Japanese magazines have been printing Neo Geo and Engine screen shots together to demonstrate their closeness.

Other games are also in the pipe line not just Neo Geo ones with 15 other third party developers getting in on the action. The games range from RPG's and shoot em ups to detailed animated games. The price is still quite unknown with a expected price of between 80 and 100 pounds.

What all this does mean is that the Engine will be alive and kicking for some time to come. After all there are 2 million Engine owners in Japan alone which is a big enough reason for developers to produce games well into the future.
F1 CIRCUS 92
This will probably be changed to F1 Circuit 93 by the time it is released in March for obvious reasons. The game is really just an updated version of the original. Slightly better graphics and sound and up to date car colours are more or less the only real changes.

Metamor Jupiter
A Super CD shoot-em-up. The graphics look good but not exceptional. It is a side-scroller with the usual power-ups etc. Animated sequences look good but the playability will be what counts. Not a game that will be on top of your games list.

GUNBUSTER Vol. 1
This is a cartoon style interactive comic. In Japan Gunkbuster 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. The game is set on Earth. Good graphics and sound help this Super CD game no end. Great fun especially for Manga and Anime fans.

TECMO WORLD CUP
A conversion of the well known arcade football game. Graphically it looks good but like many football games on the Engine, the gameplay is the most important thing. There is yet to be a football game with great graphics and gameplay in the same game. Try before you buy if you do buy over the dosh.

MARBLE MADNESS
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.

OFF THE WALL
Another 4 meg card game. This one is a sort of Break Out or Arkanoid style game, where you control a bat to return the ball that you have on the bottom of the screen and on the other side. It looks graphically simple but it could be a classic.

IMAGINE FIGHT 2
Yet another sequel. This time of the three year old Imagine fight game. This new version is, like the original, a top-down scrolling shooter game. The screen shots I saw looked good with neat sprites and really big explosions. Should be out in April.

LEMMINGS
It had to happen sometime. Lemmings has always been a game with many levels. Now here it is on Super CD for the Engine. By the look of the screen shots this looks good as the original Ameba version.

WORLD RALLY CROSS
An overhead view driving game on the Super CD format. The screen shots only look like a game as good on 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.

ZERO 4 CHAMP 2
The original Zero 4 game was a dragster style driving game. Unfortunately due to the huge amount of Japanese text, it was unplayable.

NEW
For 94
I'm sure you have come across game titles with unusual names like KI KI KA KA and wondered what sort of game they are or how playable they are. Because the FC 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 enough 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 service described at the end of this guide book.

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**Adams Family**

**TT1**

1992 CD (6)

Uncle Fester has hidden his treasure in the old house and it is up to you to find it. In this platform style game, the graphics and sound are good but the gameplay is slow and ponderous. Also, the disc accessing times are very long. If you have patience, try it.

---

**Air Zonk**

**Hudson Soft**

1992

A marvellous shoot-em-up featuring the well known PC Kid character. Bold graphics and wonderful gameplay make this a title which should not be missed.
1941
COUNTER ATTACK
Hudson Soft 1991
There are only six Super Graphics Games available and this one is one of the best. Superbative Shoot 'em - Up. If you own a SG then get this!!

1943
Naxat Soft 1991
This is a competent conversion of the old arcade Shoot 'em - Up. Although the graphics and especially the music are good, the game takes too long to become interesting. For arcade fans only.

AEROBLASTERS Konkaco 1990
If, like me, you love Shoot 'em - Ups, then you won't be disappointed with this. A horribly addictive blast. Fantastic graphics and sound plus superb gameplay. Also, two players can play at the same time. Not to be missed!

ADVENTURE ISLAND
Hudson Soft 1991
This game first appeared on the old NES. The engine version plays a little better with good graphics. You play a little comic man walking and running across a landscape avoiding nasties and obstacles.

AFTER BURNER
NEC Avenue 1990
Compared with other conversions on other machines, this one isn't so bad. You are a pilot who must fly into enemy areas shooting down planes and blowing up tanks. Again, if you loved the arcade you'll love this.
Alien Crush  
Naxat Soft 1988

Alien Crush is a game which is quite difficult to find these days, but well worth the effort. It is a two screens high pinball game. Graphics are based on the Alien films. There are lots of secret subframes to enter and bonusies calculate. Ball movement is wonderfull. Highly recommended!

Ally Nas

Hudson Soft 1991 6/10 8m

Another superb graphics only game. You are controlling a lone spaceship in this R-TYPE shooter. This game stands out from others because of the scrupulously detailed graphics. Some levels have multi parallax scrolling. Tough shooter but good.

Altered Beast  
NEC Avenue 1988 3/10

This game is available on both card and CD formats. What ever version you choose to play, you will find that gameplay is non-existant. Only real fans of the arcade version need apply. As hack and slash platform games go, this one is a bore.

Atomic Robo Kid  
UPL 1989 6/10

Atomic Robo Kid is a robot that looks as if it was built out of biscuits. Glide him through multi directional screen's blasting everything in sight. This is enjoyable but not too demanding.

Avenger  
Lasersoft 1989 6/10

An early shooter on CD format, and not a bad effort. Fly lipscreen in your advanced helicopter taking out the enemy. Graphics are a lot like a card shooter. But has great CD music.

24
You control a robot-like craft shooting anything that moves. The game scrolls in all eight directions and you can fire in all directions as well, not a bad shooter but one which will not suit all players.

**Batman**

Scinsoft were going to produce a platform game like the version on the Mega Drive. At the last moment they changed their minds and produced a maze type game instead. You guide Batman around a maze collecting items and avoiding nasties.

**Ballistix**

This is a two player, blow football type game. You must get the ball into your opponent's goal, can become frustrating after a while. Even 2 player mode is a bore.

**Baseball 91**

The Japanese are totally mad about baseball. Hence so many of them for the PC ENGINE. This one isn't too bad with good graphics and sound but the playability is set far too high.

**Battle Ace**

The first game to appear for the Super Graphics machine. Fly your combat spacecraft through six levels in a afterburner type cover. Although interesting, at first the game soon becomes repetitive, disappointing.
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**Be-Ball**
This is a non-violent "fun at its best" view of the game in forced third person perspective. The object is to move your character around a brightly coloured maze, to complete the level, four different coloured balls must be rolled onto their respective squares (red or redbot). If cute puzzle games are your bag, then give this a try.

**Blodia**
This is very much like the Amiga game, Pipemania. You must guide a small ball through pipes to the end without allowing the ball to fall. The object is just to get the ball through every pipe. Everlast!

**Bloody Wolf**
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 using machine guns and bombs. The graphics perspective is rather unison 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**
This is an entertainingly cute platform game in which you control four characters (at the same time). Each one has his or her own strengths. The Blue Blink of the game is a bit... Blue Donkey, 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**
Simply the best multi-player game 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 more or more this game is a host!
BROKEN POOL

NAXAT SOFT 1992

VIDEO POOL AT ITS BEST! THE BALLS MOVE REALISTICALLY AND THE CONTROL SYSTEM IS EASY TO USE. ADD TO THAT THREE TYPES OF GAME AND A TRICK SHOT FEATURE. THIS SHOULDN'T BE MISSED BY SPORT FANS. REAL COOL!

BROWNING

RIOT 1992

SUPER CD

CONTROL A ROBOT CHARACTER AS HE BLASTS AWAY AT OTHER ROBOTS AND ASSORTED MECHA. THE GRAPHICS ARE QUITE GOOD, BUT WE EXPECTED MORE FROM SUPER CD GAME. THE PLAYABILITY IS LIKE THE GRAPHICS, FLAWED IN MANY WAYS. A DISAPPOINTING GAME OVERALL...

BURNING ANGELS

NAXAT SOFT 1990

SUPER CD

CUTE GIRLS WITH LARGE BOOBS DON'T NORMALLY MAKE AN APPEARANCE IN SHOOT-EM-UP GAMES. HERE THEY DO (YIPPEE!!). THE GAME ITSELF IS COLOURFUL AND A FUN BLAST WITH GOOD GRAPHICS. AVERAGE...

BOWANZA BROS

NEC 1992

SUPER CD

A STRANGE GAME THIS ONE, TAKEN FROM THE ARCADES YOU ARE A PRISON CONVICT WHO MUST ESCAPE. YOU CAN LOOK AROUND, FINDING KEYS AND FOOD. TWO PLAYERS CAN PLAY AT THE SAME TIME MAKING A CHALLENGING RUMP.

BABEL

TELENET 1992

SUPER CD

A SCI-FI RPG, EXACT GAME WITH LOTS OF JAPANESE TEXT! ONLY FOR PEOPLE WITH SOME KNOWLEDGE OF RPG'S OR JAP TEXT WILL ENJOY IT. SHOULDN'T BE CONSIDERED IN ENGLISH BY JUNE 93.
A dpg game and a platform game. Talk to other characters and solve simple puzzles. The platform side of the game is fun to play with good character and enemy sprites. However, the background, graphics and music are uninteresting, making an only average game.

**Chan & Chan**

Hudson Soft 1987

Just one of many classic games on the PC Engine. It is a Mario style game with a big difference. To kill the enemies it is possible to part at them. You will also find people reeling against lamp posts or chipping in bushes. On top of all that, this is a Dam Fine Game!

**Chase HQ**

Taito Corp 1981

The original arcade game was fast, exiting, and playable. This engine version unfortunately is none of these. The graphics are good and it is fast but because the update is too fast and it is difficult to control, it becomes unplayable.

**City Hunter**

Sunssoft 1989

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. There are six missions to complete. There is some Japanese text which could deter most players.

**Columns**

Telenet 1991

Columns is a Tetris style game, playable in the short term but gets steadily boring as the game goes on. Gems fall down the screen and it is your job to arrange them in Columns of four. Simply make as many Columns as possible.
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<tr>
<td>Cyber Cross</td>
<td>Cyber Co.</td>
<td>1989</td>
<td>3M</td>
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<tr>
<td>Cyber Knight</td>
<td>Tonkin House</td>
<td>1990</td>
<td>2M</td>
</tr>
</tbody>
</table>

When Cyber Core first came out, it was billed as the next Grandia. However, what emerged was a basic standard blaster with quirky, cute graphics and sound. Not a good blaster, but not the worst I've played. Try it first.

Corycoon (Child of Dragon) is a superb shoot-em-up in the Parodius vein with overly cute graphics and sound. There is some speech when collecting weapons etc. Four levels of parallax scrolling, with huge sprites which move well with no flicker. Great!

This is a game in the same vein as E-Swat on the Megadrive. Good sprites and backdrops help make this game good to look at. You punch and kick opponents to death as you march left to right across the screen. Some love this game and some hate it. It's that kind of game. Try it first.

Shoot, kill, maim and disfigure. That is the aim of this game. You control a character on a snazzy futuristic skate who skates left to right, laying waste anything that gets in his way. The graphics and sound are functional and the gameplay will keep you amused for a while. Buy Cyber Combat Police instead.

A sci-fi type RPG, that looks as if it could be good, if only you could understand the Japanese text! Graphically and sonically it only rates average, but in a game of this sort you don't expect technical superiority. Sadly, the game is unplayable due to the large amounts of text. Make headway in this game only by chance.
**DARIUS PLUS**

This is a tough cookie of a shoot-em-up. Even with max power you will struggle to keep up with the game. But you can't put this game down. It has an addicting nature, but more so as the game is colourful and detailed. Great game but not for the faint-hearted.

---

**THE DAVIS CUP**

**Tennis**

Action of the sprites is wonderful. Add to that the split screen two player mode and you have quite simply the best video tennis game I have played.

---

**Micro World 1992**

WOW! Was I knocked out by this game! Realistic graphics and sounds help you believe you are taking part in a real game. Animation of the sprites is wonderful. Add to that the split screen two player mode and you have quite simply the best video tennis game I have played.

---

**Dead Moon TSS 1991**

Dead Moon is a classy shoot-em-up. Lots of sprites, parallax scrolling and detailed graphics make this game a delight to play and see. Music is only average, so is the split FX. The only upside is that it is a little too easy to complete.

---

**Deep Blue**

Pack-in Video 1988

I must first of all warn you about the pack-in video company. They produce CRAP!! games. This is one of their earlier games. It is an underwater shoot-em-up. The graphics are unoriginal, sound poor and the gameplay is slow, frustrating and boring. Not the worst shoot-em-up I have played, but close.

---

**Devil Crash**

Naxat Soft 1990

If you love pinball games you will enjoy this. The pinball table is three smooth scrolling screens high. Ball movement is a joy to behold and the devilish graphics and sound are great. One of the very best!
**Die Hard**

*Activision* 1990

Remember the film? Well this game has nothing to do with it. I think Activision decided to buy the rights to the film and then added a few pictures from the film and change the title. It is a Commando style game featuring below average graphics and gameplay. A poor example of a movie tie-in. Move through areas killing everything in sight.

**Dodge Ball**

*Naxat Soft* 1990

Dodge Ball is a strange kind of sports game. The playing area is set out like volleyball where you have two sets of four players. Your team must throw the ball at the other team. If the ball hits a player, he is then out, and so on. A real bore!!

**Don Doko Don**

*Taito Corp* 1990

A one or two player **Bowling** type game where two bowlers with hammers try to clear a screen full of nasties by hitting them on the head. You can either cooperate with each other or work against one another. A good short term game.

**Down Load**

*NEC Avenue* 1990

If mindless blasting, fun, is your bag, the try your hand with this sideways scrolling, shoot-em-up. Earth has been attacked (again!) by those nasty aliens. You must fly through city scapes and underground complexes until you find the aliens' master computer. Then destroy it. Fun of the mill shooter graphically but lots of fun.
The first thing that you see when you first load this CD blaster is the wonderful animated intro. The game itself uses incredible colour and detail throughout the game, one of those rare CD games which you must own!

**Dragon Egg** 1991

You play the part of a girl (cute of course) carrying a back sack containing a dragon's egg. As you move left to right through the game you collect roller cups which increase the size of the dragon until you can ride it: a strange game that works well.

**Dragon Saber** 1991

Sequel to the incredibly popular Dragon Spirit. This continues where the first one left off. The graphics are an improvement, the music and playability are not as good. In fact this one is easier to complete. On the whole an excellent shoot-em-up.

**Dragon Spirit** 1988

Another classic shoot-em-up for the engine. In every department this game comes up trumps. Wonderful graphics for the time it was made and still some of the best music on the machine. Not forgetting the A1 playability.

**Drop Rock** 1990

Arkanoïd is not dead, but alive and kicking. Like Arkanoïd you control a bat which you can move up and down as well as left and right. The wall of advancing fruit (yes fruit!) disoring from the top of the screen can be seen off by bouncing a ball of them. Graphically adequate for the type of action on offer, better use could have been made of this eye-woven formula.
Dungeon Explorer

A GAUNTLET TYPE GAME WHERE YOUR CHARACTER ROAMS AROUND A LANDSCAPE FIGHTING FOES AND SOLVING PUZZLES. THE GRAPHICS ALTHOUGH DETAILED ARE CLOYING AND UNORIGINAL. IF YOU LIKE THIS TYPE OF GAME THEN GIVE THIS A TRY. VERILY SO DO!

Master

Importantly it had great depth and complexity. The engine version is just as good - even better.

F1 Circus

You view this driving game from above the course as you control your car to win the grand prix. This game has some of the fastest scrolling ever seen in a game. This can make control of the car a bit difficult. But with practice you will find the reward for persevering, is great game play.

F1 Circus 91

This is graphically an improvement on the first game. But that is about it. The same wonderful game play is still there. So if you haven't got the original then perhaps you should get this one. A classic driving game.

F1 Circus Special

Pole to win

A total reworking of the original game. New graphics and realistic sound help make this a dream to play. Also the courses are much harder to complete making a whole new challenge for fans.
F1 DREAM  NEC AVENUE  F188  
This was the first game I got for the PC engine so I look back at this game with some affection. However, this is really a poor driving game. Again you control your car from above. This time, unlike F1 Circus the scrolling is slow and it can be quite tough to win a race. Add to that the bad text and you have a poor game.

F1 PILOT  Pack-in Video  1988  
If you thought I gave F1 Dream (above) a bad review, well here is a worst one. It is by that dreadful company Pack-in Video (I wish they would pack-in). Drive a Formula 1 car around 16 tracks in the World Championship. It is viewed in 3D perspective. The problem is that the graphics, sound and gameplay are awful. Pack it in!!

FALCON  Spectrum HoloByte  1992  
For USA machines only unless you own a converter! The very first flight simulation on the 16K Engine. Although it cannot be considered as a full flight sim, it does provide the basic elements. The graphics are surprisingly good. A very good effort.

FANTASY ZONE  NEC AVENUE  1988  
I remember playing this game in the arcades when I was a teenager. Yes, I know. It was a long time ago! A sort of very cute defense game it plays quite well for a short time. The graphics and sound is very much like the original arcade version. On the down side, it is just too old to get motivated.

FIGHTING STREETS  Capcom  1988  
This is known as Street Fighter everywhere else. Take on the best karate experts in the world. The backgrounds and sprites are quite good, but tend to be jerky. Not enough moves and poor gameplay. Only average.
Fighting Run

If you are a fan of Japanese culture, you may know of the love they have with robots in comics and films. This is just an extension of this theme. You control a robot in a sort of world. You must destroy the apposing robot with different weapons and strategy. However, the graphics let the game down.

Tennis

Human are dab hands at producing sports games. This one is one of their best. Good, clear and functional graphics coupled with n menace 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 master.

Final Lap Twin

Namco 1981

If need to head racing, is your thing, then you won’t go wrong with this title. Scareb’s graphics are just the icing on the cake; what really matters is the incredible playability. One or two player action at its best.

Final Blaster

Namco 1990

Final Blaster has seven levels — each featuring new alien craft with progressively better weapons. The graphics are very very detailed with some great animation of sprites and end of level guardians. For game satisfaction it is great.

Final Soldier

Hudson Soft 1981

Final Soldier is part three in the now famous Contra series. Graphically Final Soldier plus other shoot-em-up fans to shame. The music too is wonderful. The only trouble is that the game is far too easy. But if you are a shoot-em-up fan, don’t miss it.

35
**FORMATION: ARMED F**

Formation Armed F is one of those games with competent graphics and sound. But because the game is too difficult you lose any liking you had for it very quickly.

**FORMATION: SOCCER**

It is very difficult to get hold of a copy of this game and you can see why. One, two or four simultaneous player action. Good graphics and music help make this an engine owners favourite. It is only let down by its toughness in the one player mode. Viewed from above you will find the control method annoying, especially when playing the competed, but still good fun.

**GALAGA 88**

A classic shoot'em-up, not really graphically stunning. It's just so playable. Based on the Galaxian's game in the arcades. This updated version is a must for all PC engine fans. If you are new to the engine then I recommend you buy this. Pure addiction!!

**GATE BALL**

A plethora of menus are displayed before the game starts proper, where I can only assume you must select the number of players, difficulty etc. A croquet simulator? Could you believe it? Fun though it may be, it's not exactly awe-inspiring. A shame really because it could be a novel game to actually work. Graphics are adequate.
GATE OF THUNDER

Hudson Soft 1992

One of the best shoot 'em ups on the Engine. Features some of the best graphics and sound yet seen on Super CD ROM. If you only buy one CD game for your system - buy this one.

DIGITISED EXPLOSIONS AND SPEECH MEAN HEAVY ROCK SOUNDTRACK AND WONDERFUL GAMEPLAY.

GOLDEN AXE

TeleGames 1990

CD

A big hit on the Mega Drive (it helped to sell the machine). It is on the Engine CD ROM, and what a bad job they made of it too. The intro animation is good but you don'tshell out £36 for pretty pictures. Do you? The game itself has poor graphics and even worse gameplay. Steer clear!

GENOCIDE

Brain Grey 1992

CD

This is a left to right shooter, blaster featuring a huge robot who walks, jumps and fires.

At other robotic nasties. The graphics and animation are excellent. The backgrounds are colourful, clear and detailed. Plenty of meaty sound FX help make this an exciting shooter.

GOMOLA SPEED

CiPL 1990

3 M

An action puzzle game in the best traditions of its type. Superb base relief graphics and fast moving sprites help to make this one hell of a game. Frustrating for some, if you like a challenge this is for you.

THE CLASSIC ARCADE GAME COMES TO THE PC ENGINE AT LAST. AND WHAT A GOOD JOB THEY MANAGED TO TOO. IF YOU DON'T KNOW ABOUT THIS GAME, YOU CONTROL A SPACESHIP IN A HORIZONTAL SHOOTER. THANKS TO KONAMI IT ALL WORKS VERY WELL EVEN DOWN TO THE 3ICU DOWN CLASSIC!
**GUNHEED**

Hudson Soft 1989

The one and only GUNHEED. This game single-handedly changed the whole concept of the shoot-em-up on any system. Upwards scrolling, blasting action at its best. A vital addition to anyone's collection. Check out the digitised speech, superb music and fun!!

**GRANZOR**

Hudson Soft 1991 (SG)

Works only on the Super Graphics Machine. You play the role of a robot who moves through different lands, killing anything in its way. Because of the extra graphic abilities of the SG, this game looks good. Gameplay wise, it is also good but you may tire of it quickly.

**GOULS & GHOSTS**

NEC 1991 (SG)

Simply the best version of Gouls & Ghosts on any system. This one works only on the Super Graphics Machine. It is a tough game but very rewarding. The graphic are great and animation is very special. Almost worth buying an SG for.

**HATRIS**

Bullet Proof 1990

This is a Tetris style game but instead of blocks, you use... ERM, HATS. Different types of hats fall from the top onto heads at the bottom of the screen. Not all the hats will slip over one another. If a pile of hats reaches the line at the top the game is over. Good but too simple.

**HEAVY UNIT**

Taito Corp 1989

Yet another Arcade conversion. This side-scrolling shooter has the usual array of weird enemies and obstacles. Your space ship can change into a robot for some levels. Not a bad effort but you should rule of this.
HELL EXPLORER  TAITO CORP  1990
One of these games with 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 puzzles and
obstacles to solve. It is also quite tough!

HIGH FIRE  NEC AVENUE  1991  CD
The CD version of the
arcade hit. This is a
particularly well put-
together shooter. Nice
sprites and good backdrops
make this good to look at. Play the
game and you will find it playable.

HIT THE ICE  TAITO CORP  1991
Ice hockey was never my sort of game. But
this game is quite playable (especially in
the two player mode).
The animation of the player is excellent and
funny but the games tend to last too long.

HONEY SKY FACE  1988
One of the earliest releases for the machine we've
all come to love and doesn't it show it! Graphically
inferior to virtually every shooter except 'Deep
Bull', you fly on-screen controlling your ship. You
can also fire in eight directions by tilting your
own, but this can prove frustrating. Graphics, sound
and gameplay are non-existent. It's all been done
many times before and so much better. CRAP!!

HUMAN SPORTS FESTIVAL  HUMAN  1995
This superb CD game represents
true knowhow. Value. Three sports
games on one disc. The tennis
and football games are cut down
versions of the CD version. Only the golf game is
original. Value for money.
Hurricane NEC Avenue 1990 4m

At first sight this vertical shoot-em-up does not look like much, but once you get into it the addictive nature of the game comes to the fore. You pilot a WW2 fighter plane with a special feature of bringing your squadron into action.

Image Fight Irem 1990 4m

The basic idea of this game is to simply, er... blast everything in sight. The graphics are impressive and work well. The vertical scrolling is smooth and the bosses are mean. A good blast.

It Came From the Desert ITP 1991 CD

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 arcade sequences are crap but the excitement of the interaction in the video parts is wonderful. Great humour is a feature of this game. Also a couple of surprises.

J B Harold Murder Club NEC 1990

Ever wanted to solve a murder? You play J B Harold, a police detective on a hunt for a rather nasty killer. This game features digitised pictures and over two hours of speech (Japanese or English). Intensive suspects and find clues. A good game. Impressive.

Jackie Chan Hudson Soft 1991

Huge levels, detailed graphics, digitised grunts and shouts, brilliant music and amazing gameplay are all featured in this combat platform game, featuring that Chinese king pin expert Jackie Chan. Tough going, but superb.
**JAPAN WARRIOR** Namco 1990

This must be one of Namco's greatest games ever written for the engine. The graphics are very indistinct and small. You play the part of a ninja type character in a horizontal scrolling, slash-em-up. The game is very reminiscent of Ninja Gaiden, but without the gameplay! The difficulty level is set wrong, so you get frustrated, very early in the game. Obviously written in someone's lunch break.

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**KARIO LAND** Hudson Soft 1990

This is quite a jolly little game with the usual baggage of cute graphics which seem to be standard fare of late. Your character plumps, shoots and moves his way through a right to left scrolling landscape filled with other cute characters. Ie Mario clones 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 get hold of a copy.

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**KI KI KA KA** Taito Corp 1990

A strange shoot-em-up from Taito with so-so graphics. It is possible to power up your feeble weapon, but in the early stages the difficulty level makes gameplay incredibly frustrating, as you die frequently. As you wander upwards and sideways through a rather plain temple area, you begin to doubt the game's long term playability. Are the later levels more interesting? Who cares???

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**KING OF CASINO** Taito Corp 1989

Quite simply the first and only casino type simulator on the engine and not a very good one at that. The graphics and sound are crude and blocky and the gameplay is slow. You can play Black Jack, Roulette and other gambling games. Only those of you who like to gamble will glean anything from this title.

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**KLAX** Telenet/Atari 1990

A very popular puzzle game converted onto almost every system going. Guide the tiles moving towards you into rows in the holding area. Three tiles together of the same color will disappear. Do this for as long as possible. Very addictive game well done.
Knight Rider Special Pack-in Video 1981

A driving game based on that popular TV series of a few years ago. Very poorly implemented with shameful graphics and game play. This is one game to avoid at all costs. In fact it is so bad I used my card as a book-mark. Pack-in does it again!!

Last Armageddon Telenet 1990 CD

A massive RPG which is very hard to understand due to it being entirely in Japanese. Great if you are learning to read Japanese, but otherwise steer clear. If you do buy it you can use it as a frisbee.

Legend of Hero TONMA Irem 1991

You play TONMA who is a ER... LEGEND. He is trying to find his princess through 8 levels of arcade action. The graphics and sound are good but the playability is sometimes frustrating. Best to try before you buy.

Legendary Axe Victor 1988

A legend of a game (sorry) where you guide an axe wielding barbarian through level after level of intense action. For the time this game was produced the graphics and sound are very good indeed. Legendary Axe also produces an excellent atmosphere. You will not go far wrong with this classic.

Legendary Axe 2 Victor 1990

Another helping of Legendary Axe and with this case you can use sword, chain and of course axe. Strategy isn't so prominent here as much as the last game but the great atmosphere is present.
L-DIS NCS 1991 CD

I CAN THINK OF TWO WORDS WHICH DESCRIBE THIS GAME. CUTE AND TOUGH. THE GRAPHICS ARE INCREDIBLY CUTE WITH GOOD ANIMATION AND COLOUR THROUGHOUT, BUT FOR EXPERIENCED BUSTERS ONLY.

LIQUID KIDS TAITO COPP 1992

OBVIOUSLY INSPIRED BY GAMES LIKE ‘BUBBLE BOBBLE’, CUTE GRAPHICS ABound IN ONE OF TAITO’S LATEST GAMES. THE OBJECT IS TO GET TO THE DOOR AT THE END OF EACH LEVEL BY ThROWING WATER BUCKETS AT THE ENEMY. AT THE END OF EVERY FOURTH STAGE IS A END-OF-LEVEL GUARDIAN. GRAPHICALLY THE GAME IS CUTE AND VERY PLAYABLE.

LODE RUNNER PACK-IN VIDEO 1990

YET ANOTHER PACK-IN VIDEO GAME. THIS ONE IS BASED ON THE OLD BACK- cabel PUZZLE GAME. IT LOOKS AS IF IT WAS PREPROGRAMMED ON A SINCLAIR SPECTRUM BUT UNLIKE THE SPECTRUM VERSION, THIS ONE IS TOTALLY UNPLAYABLE. NICE ONE PACK-IN (SIG)

LOOM ACTIVISION 1993 SUPER CD

THIS ATMOSPHERIC AND INTRIGUING TAPE OF A HOODED WEAVER NAMED BOBBIN (HAHA) THRESHABRE (HEE, HE) IS A CLASSY TITLE WITH A LOOK AND FEEL ALL OF ITS OWN. DEVELOPED BY LUCAS FILM, LOOM IS AN ORIGINAL AND ENTERTAINING GAME, ALTHOUGH TO EASY.

LORDS OF THE RISING SUN VICTOR 1992 CD

MOST OF THE ACTIVITY TAKES PLACE ON MAP SCREENS AND BATTLEFIELD MAPS THAT USE SYMBOLS TO REPRESENT CITIES, ARMIES ETC. IF YOU HAVE BEEN WAITING FOR A LONG-TERM STRATEGIC CHALLENGE THEN TAKE A LONG-LOOK AT THIS.
MACROSS 2036

NCS 1992 CD

This shoot-em-up shows what fantastic graphics can be achieved on the Super CD ROM system. Based on the Robotech movies and comics, this game features multi-plane parallax scrolling, plus great gameplay.

the Manhole

?? 1991 CD

This disc game is aimed at the younger player. You take part in a Wonderland-type adventure with talking rabbits and other animals. The graphics are clear and simple and feeling of being in a story is wonderful.

MAGICAL CHASE

Palsoft 1991

Yet another Parodius clone where you play the part of a witch on a broomstick! Excellent sprites and animation. Help to compile a game which is a welcome variant on a well-worn genre. A game which is quite underrated, can't see why.

Magical Dinosaur Tour

Victor 1991 CD

Educational. CD's are a bit thin on the ground for the games. This one guides you through the wonderful world of dinosaurs in an informative and humdrum way. If you have young kids then this CD will be super.

METAL STOKER

Face 1991

You control a heavy duty tank which can travel and fire in any of eight directions. Power-ups are available throughout each level. Scrolling is smooth and effective. Graphics are metallic and ex bombastic. Metal Stoker provides plenty of blasting action but with questionable lastability.
MONKEY (CLOUD MASTER) TAITO CORP. 1992

A standard left to right scrolling shoot-em-up, you play the part of Monkey-lo who stands on his magic cloud firing bolts of energy. The baddies come in all shapes and sizes that move well. Sound FX are standard, average.

MORITA SHOGI NEC 1990

An unusual release from NEC by way of a sideways scrolling shoot-em-up where you control a character who can run and jump. Power-ups are available by shooting various objects. Action is smooth, graphics are very colorful. In a primal sort of way, the blasting action is fast and furious with plenty going on to make this game appealing. Check it out.

MOTOROADER NCS 1989

If you have a 5-player multi tap and some friends, then try this driving game out. You won't be disappointed. You drive the action from above as you hurtle around the track. The other cars try to knock you down with oil slicks, missiles and bombs. MEGA!

MOTOROADER II NCS 1991

It has the same playability as the original game. Here the you guide your car round a vertically scrolling track. This makes it easier to control. On the whole I prefer the original. But there are plenty of fans of this.

MR HELI TREM CORP. 1989

A conversion of a popular arcade game. You control Mr. Heli through a level packed with diamonds and nasties. The playability is in finding the gems in the rocks. Some of which are in inconvenient places.
NINJA GAIDEN  Hudson Soft  1992
Another game 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 daylight out of your opponents. Not as good as it looks.

NINJA SPIRIT  Irem Corp  1990
The best ninja game on the engine at the moment. Plenty of stages to explore and even more nasties to kill off. The graphics are superbly detailed and atmospheric. Give this game a go if you feel in a violent mood.

NINJA WARRIOR  Taito Corp  1989
One of the first ninja beat-em-up games on the engine, it is beginning to show it's age. It scrolls left to right as you guide your ninja through seven levels of kick ass. The graphics and sound were good for 1989 but game players now expect much more from this type of game.

NEUTROPIA 2  Hudson Soft  1992
There aren't many RPG games on the card format. This one is one of the best, which isn't saying much. RPGs really belong on CD's because of the huge amount of memory and music. Saying that this one isn't too bad. Patience required.

NEW ZEALAND STORY  Taito Corp  1990
This conversion of the arcade classic captures all the playability of the original. Guide your character around the screen solving puzzles and exploring.
MR STRETCHO MAN NAXAT 1990

This is a huge game, featuring a robot whose arms and legs can stretch to kill enemies. The first few levels are quite easy, but from there it becomes tough going. One of those games that has a very Japanese feel, very good but hard.

NAXAT OPEN GOLF NAXAT 1989

Simply the best golf game on the PC engine. It is also one of the hardest to get hold of. If you do, you will find the game easy to get into with some circuital holes like the one in the middle of a lake.

NAXAT STADIUM BASEBALL NAXAT 1989

Baseball games are extremely popular in Japan and this one, although good to look at, plays much the same as any other. That is, it takes time to understand the rules and when playing the computer opponent takes time to win.

OPERATION WOLF NEC 1990

One of the most popular arcade games in history comes to the engine. This is a good conversion with detailed and colourful graphics. Gameplay-wise, it is a lot like the original. This means that most players will find this game overly tough.

ORDER OF THE GRIFFIN NEC 1992

Another RPG, on card format. This one was produced in the USA and is available only for the US machine. Although if you have a converted, you won't have this problem. Only a average game with too few levels.
**Out Run** (Nec 1990)

Another conversion from the arcades, this driving game presents as much of a challenge as the arcade version. It is quite easy to complete. Technically, NEC have done a good job in converting this game with good graphic and sound.

**Override** (Data East 1990)

A rather basic looking but very playable sideways scrolling shoot-em-up, the graphics can look a little bit blocky on some levels and the sound isn't anything special. It is simply one of those games which, although it has decent graphics, also has great playability.

**Overhauled Man** (NCS 1989)

This game is also known as Shuriken Man or Shurikin Man. Take your pick, either way the game consists of yet another sideways scrolling Ninja Gaiden clone. The graphics leave a lot to be desired as does the sound. Japanese text is also a problem. Anyway, you must leap across pits and ledges until you reach the end of level. Interesting, but ultimately disappointing.

**Overhauled Man 3** (NCS 1991 CD)

This is a sideways scrolling game of the platform/shoot-em-up type. Because it is on CD, the graphics and animation are superb. Not to mention the CD quality music. Even let Nixon by Average gameplay.
P-47

AICOM Corp 1989

Fly your World War II plane into action. In this side ways scrolling blaster. Take out tanks on the ground as well as other planes. Plenty of power-ups help to make this game more playable than the simple graphics and sound would suggest. A game that's feeling it's age.

PACLAND

NAVICOT 1989

Guide your pacman through eight stages of cartoon action. The graphics and sound are colourful but very simple (just like the arcade original) and don't impress your friends. The gameplay is fun but only in the short term.

PARANOIA

NAVAT SOFT 1990

An R-Type sort of side ways scrolling shooter with beautiful graphics. Really colourful and with some rather tasty sprites and power-ups. But be warned, it's dead hard.

TAITO CORP 1991

This is Bubble Bobble III. And it's as playable as the original. Two players can take part at the same time. Using his parasol bobble (or bobble) clears each level by touching nasties. There is much more to this than can be said here. Just get it!!

PARASOL STARS

WOW!

PARODIKUS

KONAMI 1992

The best shoot-em-up on the engines! Quite possibly. A side ways scroller which features some of the finest sprites ever. But what is most important is the fantastic game play!
PC KID
Hudson Soft 1989

The Megadrive has Sonic, the Nintendo has Mario and the PC Engine has PC Kid. (Or Bonk as he is called in the US) A left to right scrolling, platform game of superb quality, PC Kid is a prehistoric character who butts his enemies. Hugely enjoyable, addictive romp!!

PC KID 2
Hudson Soft 1991

He's back! This time with more cool - colourful graphics and even more foe to butt his way through. The play areas are bigger and brighter many having more than one way to complete them. On the whole this is a sequel which is as playable as the first.

PONG WORLD
Hudson Soft 1991 CD

Called Pong in the arcades this C'D version is just as keen. You control a character who thicus spears at floating bubbles in the air. Can be infuriatingly addictive.

POWERDRIFT
Asmik 1990

This is quite a task to convert the Sega high tech driving game to the engine. Asmik did do it, but at what cost? Although the basics of the game are stil there the graphics are muted making only an average game.

POWER LEAGUE
Hudson Soft 1990-2

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 computer player is too tough.
POWER GATE Pack-In Video 1991

This company have yet to release anything, excluding the title certainly reinforces that view. Graphics thicken are woefully poor and the control of the ship is questionable. In this sad, sideways scrolling, shoot-em-up, when you realize how bad this game is, you will play the kamikaze method every time.

POPLULAR

With Populous you can do just that. As the big cheese you can guide your people into building towns and castles and waging war against your evil foes. The control system looks complicated but once learned the game becomes a pleasure and a challenge to play.

PRINCE OF PERSIA

Riverhill 1992 CD

Available for almost every system around, Prince of Persia has become a classic. Play against the clock, you must navigate your way around dungeons, solving puzzles and killing enemies to find your princess.

PUZZLE BOY

Guide your little character through rooms solving puzzles as you go. When a puzzle is solved a corridor opens up to the next room and so on. The graphics are functional and the puzzles are interesting, but the game does not hold your attention long.

PUZZZNIK

Taito Corp 1990

As the title suggests, this is a puzzle game. You are given a square at the bottom left of the screen containing tiles with different patterns. The character (blob) moves under your control up and down the right side of the screen, by throwing a tile of the same type it is possible to eliminate all tiles in the square, a type of snap game.
**Psycho Chaser**

The Japanese just love robots. In this upwards moving shooter you play a robot marching up-screen blasting the Do-Do's out of anything that moves. The first level is fun to play but you will soon find the fun fading because the other levels are quite like the first. Less than average blaster.

**Psychic Storm**

At first sight this game looks like a run of the mill shoot-em-up. You pilot your ship up-screen blasting everything in sight. The graphics and sound are quite nice but nothing special. After a couple of levels the action starts to improve.

**Radio Lepus Special**

A rock-hard beat to right shoot-em-up right from the word go. Will only appeal to the most experienced blasting fans. The graphics are some of the best and most detailed yet seen. It's just that the difficulty is too hard.

**Racing Spirits**

A F1 Circus type game 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.

**Raiden**

This plays like a much larger version of Tiger Hel. Guide your space craft and shoot and bomb everything in sight in this lip scrolling blaster. The graphics are wonderful but more importantly the playability is intense.
Rastan Saga 2

A poor version of the cult arcade hit. The graphics are blocky and the music is boring. A strange game where the playability gets easier the further you get. Only fans of the original will like this. Buy Legendary Axe.

Rock-On

Based on the R-Type arcade game. Rock On soon becomes a major bore. Dark and ill-defined graphics. Do nothing to help this poor blaster. Save your money for better games!

Ryu Kyu

From what I can make out it is another Tetris variant. Buy using a stick pile of playing cards on the screen, the idea is to build up a set at the bottom as they come down the screen randomly. This is a game which is difficult to fathom. Poor graphics.

Rayxamber II

Data West

This sideways scrolling, shoot-em-up first appeared on the CD based FM Towns machine. The engine version features parallax scrolling, with detailed graphics and rock-hard gameplay. In fact, the difficulty level is set so high, it takes quite a few goes to get passed the first level. This fact really spoils what could have been a pretty good game. For blaster fans only.

Rayxamber III

Data West 1992 Super CD

Sequel to Rayxamber II. This CD features ultra detailed graphics and good sound. The playability is a little suspect due to its toughness, but a very good blast nonetheless.
1

This is a cross between a cartoon show and a Beat-'em-up. Strange eh! You can ignore the cartoon part (it's in Japanese) and go onto the combat where you can fight the computer or another player.

RED ALERT
Laser Soft
1990 (CD)

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 monotonous.

Road Spirits
Pack-in Video
1991 (CD)

An Outrun type game that works surprisingly 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 quite good. Worth a look but gameplay is limited.

R-Type
Hudson Soft 1988 (21)

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!

R-Type II
Hudson Soft
1988 (21)

Here are the last 4 stages to this classic blaster. Harder than the above but just as playable. They both have incredible graphics, sound and power-ups. When these two were released in Japan they changed the fortunes of the engine I can see why!
CD VERSION OF R-TYPE. AS YOU WOULD EXPECT, THE WHOLE GAME IS STORED ON CD INCLUDING, SOME NICE INTRO BITS THE GAME PLAYS JUST AS WELL AS THE CARD VERSIONS AND THE WHOLE PACKAGE IS COMPETENTLY PRODUCED.

AICOM 1991

SAINT DRAGON

A CONVERSION OF THE LITTLE KNOWN ARCADE SHOOT-EM-UP, SAINT DRAGON SPORTS, ABOVE AVERAGE GRAPHICS AND SOUND.

On the gameplay front, this is really just an above average blaster. Worth a look.

SALAMANDER KONAMI 1991

KONAMI'S CLASSIC ON THE ENGINES AT LAST, AND WHAT A GOOD JOB THEY HAVE DONE TOO! SIDEWAYS SCROLLING, BLASTING, HAS NEVER BEEN SO MUCH FUN. BEAUTIFUL GRAPHICS, ARE JUST THE ICECING ON THE CAKE.

SHINOBI ASMIK 1989

THE ARCADE SHINOBI WAS GREAT FUN TO PLAY, SO WHY IS IT THAT THE PC ENGINE VERSION IS SUCH 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 UPTO ASMIK'S USUAL HIGH STANDARD.

SIDE ARMS NEC 1989

OLD, IT MAY BE BUT IT IS STILL A CHALLENGING BLAST. AN OMNI DIRECTIONAL SHOOT-EM-UP OF A HIGH STANDARD. QUITE TOUGH TO PLAY BUT VERY REWARDING.

OLDIE BUT GOLDIE.
SIDE ARMS SPECIAL NEC 1989 CD

This CD version of Side Arms has in fact two versions of the game on the disc. The first is the same as the card version. The other called 'Before Christ' is a much more challenging game in every respect. This CD is great value. Don't miss it!!

SILENT DEBUGGERS

Data East 1991

You are alone on a space station with plenty of nasty aliens on board. Presented in 3D, you must move through the corridors, track them down and kill them. Once you get through the SAP test, the game becomes a real challenge.

SWEEX

Victor 1991

You control a blob character that slides over tiles changing color. You win by changing the play area to one colour. If you like puzzle games, check this out.

SCI Taito Corp 1991

Chase HQ had many faults. SCI puts these right and comes up with a damn good driving/blastin' game in the process. Detailed graphics and good sound help to make SCI a game to look out for.

SHADOW OF THE BEAST Victor 1992

The Amiga version of this sideways scrolling platform game was a visual feast. The engine CD version is no less visually stunning. However, like the Amiga version, this game loses out in the play stakes. Worth seeing though.
Sherlock Holmes Consulting Detective

As Sherlock Holmes, you will talk to suspects, find clues, and (hopefully) solve crimes. The game uses icons for most functions and real video action of Holmes and the suspects. If you want a strategy game to impress friends, try this one.

Soldier Blade

Hudson Soft 1992

Part four in theGunhed series of vertical shoot 'em-ups, and one of the best. If you have played any of the others, you will be right at home with the control system. Graphically, sonically great!!

Son of DracuII

Naxat Soft 1990

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 character, Son of Dracu. He jumps, climbs and blasts his way through eight levels. The graphics are colourful but too simple for my taste. The music isn't anything to write home about either. A competent platform game.

Son Son II

Nec 1989

This is a playabe platform game with simple cartoon-like graphics and sprites. It gets quite challenging on the later levels and can be a little frustrating at times! Try before you buy.

Space Harrier

Nec 1988

For the time this was made it was quite a programming feat. Good 3D effect and plenty of blasting action make this a game that any PC Engine fan would want to play. Playerable and fast action.

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<table>
<thead>
<tr>
<th>Game</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Space Invaders Plus</td>
<td>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 an updated version with different weapons to use and slightly better gameplay.</td>
</tr>
<tr>
<td>Space Fantasy Zone</td>
<td>A cross between Space 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!</td>
</tr>
<tr>
<td>Naxat</td>
<td>Play Jason as he fights his way through assorted dead nasties in an old haunted house. Splattering rocks against the walls with a baseball bat is great fun. Great graphics and sound. Get it!</td>
</tr>
<tr>
<td>Spriggan</td>
<td>An upwards scrolling, shoot-em-up on CD format are quite rare. This one has wonderful graphics and sound which proudly shows what the PC engine is capable of. Great, adrenaline pumping stuff. Not to be missed!</td>
</tr>
<tr>
<td>Spriggan 2</td>
<td>Unlike the first Spriggan blaster, this one moves from left to right. The graphics are not an improvement, nor is the sound. Saying that, it is still quite playable. Look at some other CD's before choosing, this one.</td>
</tr>
</tbody>
</table>
**SPINPAIR**

Media Rings 1992

Yet another Tetris clone, but unlike many of the others, a tricky job to match the shapes. Graphically not impressive, it still gives Puzzle Maniacs a good run for their money.

---

**SUMO CHAMP**

Hudson Soft 1992

Do you watch those Sumo wrestlers on Channel 4? Now you can take part yourself in this, the first Sumo simulator. The graphics are quite functional and clear, but the gameplay isn't very fast and can be difficult to select moves or holds.

---

**SHAPE SHIFTER**

TTT 1992

Graphically superior platform beat-em-up with a bit of role playing thrown in. Loads of digitised speech and sound FX. Help this game tremendously, let down a little by samey gameplay. Impressive all the same.

---

**SPLASH LAKE**

TTT 1991

The PC engine has more than its fair share of puzzle games. Splash Lake is one of the better ones. You must kill the nasties by breaking the blocks under them. So they fall into the water. Win by killing the nasties but staying alive yourself.

---

**SUPER ADVENTURE ISLAND**

Hudson Soft 1992

Simplified version of the original Adventure Island, incorporating bold colourful graphics and fast-moving platform action. Frustrating, but ultimately enjoyable. (Also known as New Adventure Island.)
SUPER DARIUS

NEC 1990

Underwater, side-scrolling, blasting, action is the theme here with large beautifully animated sprites and gaidians. It can be tough to obtain power-ups, but for all that, it is an excellent blaster.

Super Long Nosfer Goblin

Taito Corp 1991

It seems that Parodius has set the standard for the latest batch of shoot-em-ups. On a par with Corayon and Magical Chase, this game reeks of cuteness and superb graphics, and sound that combine to form a challenging and addictive blaster. Well worth the dosh and a worthy addition to anyone's collection.

Star Palodius

Hudson Soft 1992

Beautifully detailed and colourful graphics are the main feature in this vertically scrolling, blasted. Great animation sequences only adds to this wonderfully playable game. Play either PC Engine, Super Star Soldier or Bomber Man characters.

Super Schwartzschild

Kagoo 1991 CD

Although this CD game features' some amazing animated intros, it is in fact a space-based strategy war game with lots of Jap text.

Super Star Soldier

Hudson Soft 1989

The second in the very playablegunned series of vertical shoot-em-ups. This one is more of a challenge than the others and features some well presented graphics. You just can't go wrong here.
SUPER VOLLEYBALL  Video Systems 1990
VIEWED FROM THE SIDE, YOU TAKE CONTROL OF A TEAM OF, ER... VOLLEYBALL PLAYERS! THE CONTROL OF THE TEAM CAN TAKE SOME TIME TO MASTER BUT WHEN ACHIEVED THE GAME PLAY BECOMES FLUID AND FAST IN EITHER ONE OR TWO PLAYER MODE. THE ONLY THING IS THAT IN ONE PLAYER MODE IT BECOMES FAR TOO EASY. 2 PLAYED IS BEST.

TAITO MOTORCYCLE RACING  TAITO Corp 1990
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 ARE A LITTLE DULL BUT THE PLAYABILITY SHINES THROUGH.

TAILS OF THE MONSTER PATH  NAMCO 1988
ONE OF THE FIRST GAMES RELEASED BY NAMCO. IS A PLATFORM GAME OF THE OVERLY CUTE VARIETY. KILL THE NASTIES BY HITTING THEM WITH YOUR STAFF, COLLECT COINS AND GAMBLE IT AWAY PLAYING DICE. QUITE A HARD AND SOME TIMES FRUSTRATING GAME THAT DOES NOT SHOW OFF ANY OF THE ENGINES ABILITIES.

TATSUJIN  TAITO Corp 1992
THIS BLASTER ORIGINALLY SAID THE LIGHT OF DAY IN THE ARCADES AS TAISSHON, AN UP SCREEN SHOOTER WITH VARIOUS WEAPON ADD-ON'S AND WELL IMPLEMENTED GRAPHICS. LET DOWN BY BEING TOO UNORIGINAL. SHAME!

THE KUNG FU  (DRUNKEN MASTER) Hudson Soft 1987
THE FIRST GAME TO APPEAR FOR THE PC ENGINE, KUNG FU IS A MARTIAL ARTS GAME FEATURES SOME MASSIVE SPRITES, HOWEVER, ONLY A SMALL NUMBER OF MOVES ARE POSSIBLE. ULTIMATELY BORING!
THE LEGEND OF THE VALKYRIE (NAMCO) 1990

Eight way scrolling, arcade action featuring a small girl-warrior. You wander around the screen very much like Zelda on the Nintendo. Nice graphics and sound. But gameplay is rather more slim — plastic than Zelda. Plenty to do and see with reasonable graphics and sound. Good value for money if you are able to track down a copy.

THE LOST SUNHEART (T-MAX) 1992

Yet another blaster, but strangely different from the standard variety. A sideways scroller. The game's colour palette seems very basic. It offers nothing in the way of originality, but has a weird feel to it. Adequate graphics and sound EX but questionable gameplay.

THE TOWER OF DRUAGA (NAMCO) 1992

You play the part of a knight. The game is presented in isometric third-person perspective. Each level is a maze, only part of which is visible. The object is to find the key to the next level door. The gameplay is slow and boring. Very disappointing.

TILL (NEC) 1990

Converted this high-tech Sega game quite well considering. Guide your helicopter over cityscapes blasting the enemy to kingdom come. Jerky graphics the only fault.

TIGER ROAD (VICTOR) 1990

A platform/adventure game of dubious graphic quality or gameplay. You control 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 PINBALL

THE ONLY PINBALL SIM WITH SEVEN PLAY AREAS, PLUS ANOTHER EIGHT SECRET GAMES. BALL MOVEMENT IS NOT AS REALISTIC AS OTHER PINBALL GAMES ON THE ENGINE BUT IT IS PLAYABLE ENOUGH TO KEEP MOST PINBALL FANS HAPPY. ALSO CHECK THE DEMOS ON THE TITLE.

TITAN

A CONVERSION OF AN ANCIENT ARCADE GAME THAT IS AS BORING NOW AS IT WAS THEN. TAKING THE ARKANOID THEME AS INSPIRATION, THE OBJECT IS TO CLEAR THE SCREEN OF ALL BRICKS BY ALTERING THE DIRECTION OF A BOUNCING BALL. DON'T BUY IT!

TOILET KIDS

THE JAPANESE SEEM TO LOVE TOILET HUMOUR. YOU PLAY THE PART OF A KID WHO HAS BEEN ATTACKED BY A NAZI AS HE WAS SITTING ON THE LOO! FROM THAT YOU WOULD THINK THAT THIS IS IN FACT A BELOW PAR...

OY SHOP OYS

IN THIS CIRCUMSPECT SCROLLING SHOOT-EM-UP YOU CONTROL FIVE KIDS WHO FIRE AND TRY TO KILL DIFFERENT TYPES OF TOYS, FROM TEDDY BEARS TO TRAIN SETS. A BELOW AVERAGE, TEDIOUS GAME.

VICTOR 1910

GOOD

POOR
TRICKY IGS 1991

The object of this puzzle game is to ‘push’ things around the screen so that they collide with other identical objects. When two collide, they disappear and so make for two less objects to worry about. Small but detailed characters throughout the game, but adequate for the type of game on offer. If you are patient enough you will love this while others may find it too frustrating.

TWIN BEE KONAMI 1992

Known in the arcades as ‘Bells & Whistles’, this is classy stuff from the game masters, Konami. It is a case of two player chip-screen shoot-em-up. Fantastic, detailed graphics are the order of the day here; not forgetting brill gameplay.

THE KICK BOXER Micro World 1992

Lots of options greet you when you load this CD game. Practice your kicks or train for the tournament. The graphics are superb and detailed and the combat gameplay is just as detailed and playable. Not to be missed by beat-em-up fans.

SPORTS VICTOR 1991

Football simulator that has lots of easy to use options. Takes time to become good at controlling the team but well worth the effort.

TV SPORTS BASEBALL VICTOR 1993

Probably the best baseball sim on the C64 engine. Clear and colourful graphics help to produce a playable version of the USA’s national game.
ULTIMATE TIGER (TIGER HELI) TAITO CORP 1989

Originally called Tiger Heli in the arcades, this version incorporates all the graphics, sound and wonderful playability of the original. Up screen blasting and bombing, at it's best. Make sure you try this game out!

ALSO CALLED TIGER HELI

1 to 6 VICTOR 1988 9 KD

Although the text and speech is in Japanese, these PC Engine magazine CD's are quite interesting. On the CDs you will find cute animation and silly games. Plus news and demos of up and coming games. A real idea.

If you own any of these CD's contact Richard

VIGILANTE JREM CORP 1989

Another arcade conversion. This time of the classic Beat-em-up game. Graphics are close to the original, so is the gameplay. A little players.

When you first play this side - ways scrolling, blaster you may think it is fair. But after level three it becomes quite challenging. The graphics in places are above average.

IGS 1990

VOLFIED TAITO CORP 1989

Remember that old Atari game called Qix. This is the updated version, which has lost none of it's addictive ness. You must cover 75% or more of each area of a planet. Lots of nasties try to disrupt your efforts. A strange playable game.
CONTROL A LARGE ROBOT AS HE MARCHES FROM LEFT TO RIGHT, CLEARING OBSTACLES AND ENEMIES IN ITS WAY. THE CONTROL OF THE ROBOT CAN BE VERY FRUSTRATING, AS YOU CAN'T SLOW HIM DOWN, CRAP!

VALIS (THE PHANTOM SOLDIER) 1990 CD

STRANGELY, THIS IS THE LATEST IN THE VALIS SERIES OF GAMES. THE SUPER CD VERSION.

GUIDE THE SCHOOL GIRL THROUGH EIGHT LEVELS OF PLATFORM FUN. THE GRAPHICS AND SOUNDS ARE ABOVE AVERAGE.

SIMPLY THE BEST VALIS GAME SO FAR.

VALIS 2 1989 CD

THE GAME THAT INTRODUCED THE VALIS CHARACTER. IN THIS, THE FIRST PLATFORM ROMP FOR THE GIRL IN THE BIKINI! SHOWING ITS AGE NOW, WITH BELOW STANDARD GRAPHICS ETC.

VALIS 3 1990 CD

SLIGHTLY BETTER THAN THE GRAPHICS AND SOUND PLAYABILITY REMAINS THE SAME, EXCEPT FOR BEING A LITTLE TOUGHER. A GOOD GAME BUT NOT GREAT!

VALIS 4 1991 CD

AGAIN THE GRAPHICS ARE AN IMPROVEMENT ON THE PREVIOUS VALIS GAME. THE GAMEPLAY, HOWEVER, REMAINS THE SAME - BUT FOR A FEW TWISTS.
<table>
<thead>
<tr>
<th>Game</th>
<th>Publisher</th>
<th>Year</th>
<th>Review</th>
</tr>
</thead>
<tbody>
<tr>
<td>Victory Run</td>
<td>Hudson Soft</td>
<td>1988</td>
<td>2/10</td>
</tr>
<tr>
<td>An early Out Run type game that, although graphically a bit clunky, plays quite well. You must complete each stage inside a prefixed time limit. A speedy little racer, that holds up well today. Also see Out Run.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>W-Rings</td>
<td>Naxat Soft</td>
<td>1990</td>
<td>3/10</td>
</tr>
<tr>
<td>The only fault of this side-waves scrolling, shoot-em-up is that it is too easy to complete. Graphically it is very impressive with some very innovative effects. Worth buying, especially for beginners.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wallyaby</td>
<td>NCS</td>
<td>1990</td>
<td>3/10</td>
</tr>
<tr>
<td>Loads of Japanese text do nothing to enhance this game's appeal, which already rates high on the weirdness stakes. Players move around and talk to other players. For those patient enough to persevere there is probably a half decent game in here trying to get out. Learn Japanese first.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Winning Shot Golf</td>
<td>Data East</td>
<td>1989</td>
<td>2/10</td>
</tr>
<tr>
<td>A cute, cartoon style of golf game with the emphasis on playability rather than a simulation. The graphics are quite poor and the sound, even worse. Only one 18 hole course is provided which is neither exiting, or innovative. Unlike Naxat Open Golf if you can stand the poor graphics - try it.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wonderboy</td>
<td>Hudson Soft</td>
<td>1989</td>
<td>2/10</td>
</tr>
<tr>
<td>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 graphics are cooking but not too detailed. This is an excellent example of the genre.</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>
WonderBoy in Monster Lair

The CP version of the card game that looks and plays much better. In fact this plays more like Adventure Island than WonderBoy. Included with the usual platform collecting action is a shoot-em-up sequence, playable and addictive.

World Court Tennis

The first tennis game on the engine and still one of the best on any system. The graphics and sound FX are simple but functional. One, two or four players can take part simultaneously making for a great game for parties etc. Difficult to master but great fun trying. Still the best!

Where in the World is Carmen Sandiego?

A graphic and word 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 becomes repetitive.

World Beach Volleyball

A rather simplistic volleyball simulator using cartoon figures. The players move quite quickly but their animation is jerky. If you practice on this game you will be rewarded with a fun challenge, one or two players.

World Jockey

If you liked Motocrosser you will love this! Up to four players can take control of their own horse and ride it to victory. Bett on the outcome to earn money for more speed etc.
**World Championship Wrestling**

Take control of a wrestler and proceed to beat the living, daylight 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-Serum**

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 exception. It looks as if it could be quite playable (if I were Japanese) with the theme of the game revolving around the transformer type robots, but because the game is mainly menu driven it is almost impossible to play properly.

**Y's Book 1 & 2**

Simply the best Valis CD Rom game you can buy. Not only one massive and addictive RPG, game but two. Superb playability with great graphics and animation and some of the best music ever. Help to make this a 'must have'.

**Y's Book 3**

Part three of this popular RPG series. Unlike the first two this one views the action from the side, and so in parts becomes more like a platform game. The music is good but the scrolling and colonic are badly implemented.
YAKSA

Quite an old game that was actually seen as 'Space Harriers' main contender in its day. As the landscape scrolls towards you in gloriously jerky 3D, you play the part of a blond warrior whose only weapon is his trusty sword. As the nasties come towards you, you must hack them down.

YOUNG MASTER

Not exactly renowned for their classic games, this is a surprisingly addictive release by Pack-In Video. Basically a variation on the Wonderboy theme, your objective is to reach the exit at the right of the screen. Cute is the order of the day here with totally original graphics and gameplay. Well worth a look. Nice one Pack-In.

ZeroA Champ

Media Rings 1991

Take control of a powerful racing car in this one or two player drag race simulator. This game is marred by some simple graphics and Japanese text. Not worth a look.

ZIPANG

A puzzle game where you must guide your character from the bottom of the screen to the exit at the top. To do this you must move or destroy blocks, then stand on them and work your way up the screen. Good base relief graphics but simple gameplay.
Cheat Mode

KEY

U = up
D = down
L = left
R = right
I = button one
II = button two
D/L = diagonally

This is it! The BIG one!! The largest PC Engine cheats guide ever seen. You will find cheats for both card and CD format games here, all in alphabetical order (more or less). The games range from some of the oldest such as Chan & Chan and R-type to some newer ones like Soldier Blade and It Came from the Desert. Over 90% of the cheats have been checked. I hope this guide will prove useful. If you have any cheats not printed in this guide, please send them down.
AEROBLASTERS
On the title screen press R, SELECT, R, SELECT, R, SELECT for more credits. Press SELECT again for the music test. From here, if you press L/U 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 an easier game.
To select the level you wish to start on, hold down SELECT and press I and II together 10 times for stage 2, 11 times for stage 3, etc.

When you see the copyright warning screen appear, press II, 15 times to get the level select mode.

1943
Pause the game during play. Then press U, U, D, D, R, L, L, II. Then unpress for infinite loops. WOW!

AVENGER
On the title screen, try entering some of these codes. I'm not sure what they do, but they should help U, R, D, L, II, U, L, D, R, I, RUN.
U, R, D, L, II, U, L, D, R, I, RUN.

Afterburner II
On starting the game, move your plane to the bottom right of the 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 finish the game without having to fire a single shot!

Adams Family
In the graveyard at the beginning of the game, you will hear Gomez say, "Tally, my good man, now about playing a round of golf?" While he's talking, press U, U, R, D, L, U. You will now have 79 lives.

1943
Pause the game and push the following:
It is possible to have more than one cheat in operation at the same time.

ADVENTURE ISLAND
Here are some passwords for this game.
V24MWHD7Y5X63G
MODEPORD90000000

1941
I've been trying to find 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 autofire ON) to enter the option screen.

アベンチューラーズ３を使って君は…"ヒーローだ!!"
**BLOODY WOLF**
To enter the sound test mode, hold down U, 11 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 chest
with cut using a key by stabbing
at the chests with your knife 15
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.
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.

**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.
RAW HP N boss 1.
UBCZTPVL boss 2.
WKMV boss 3.
MXCVTV boss 4.
MBHLVL boss 5.

**BLODDIA**
This is a damn difficult puzzle
game but if you are up to it, here
is the passcode for the last level.
10898

**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
on.

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

**BARUNBA**
On "GAME OVER" hold down U and
1 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.

**BABEL**
On the title screen, press II, II, II,
II, R, U, I, I, I.

**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 Joker
facing away from you.
2. The next should be a Batman
facing you.
3. A Batman facing the left.
4. A Joker facing the left.
Now press RUN.

**BLOODY WOLF**
To be able to skip levels do the
following on the title screen.
press U for level 1, U/R for level
2, R for level 3 and D/R for level
4.
BEACH VOLLEYBALL
I don't quite know what these cheats do, but give them a try anyway.
RUN. Or press U, D, U, U, R, D, L, L, L, I and
RUN. Good luck!!

CHANT & CHAN
When you lose all your lives,
wait for the 'GAME OVER' sign
to come onto the screen and
then hold down 1 and 11 and
press RUN. You will now be
able to continue from the level
you died on.

CYBER COMBAT POLICE
On the title screen, press the following:
D, L, U, R and RUN for maximum power.

CITY HUNTER
Here is a password for the
final stage to this game:

HQJURY
NOERLO

CHASE H.Q.
On the title screen, get into the
sound test mode, then press L, R,
I, I, D, SELECT, U, SELECT for a surprise
PC Engine version of the arcade game.

CHAMPIONSHIP WRESTLING
To get into the sound test mode, press the
following on the title screen. L, R, R, I and
SELECT.

CADASH
If you find the hidden room
on stage 4 (by walking through
one of the walls) it is possible to open and reopen
the treasure chests, until
you have maximum energy.

CHASE H.Q.
To gain access to the bonus stage, complete
the game with more than 5 million points.

DEEP BLUE
On the title screen, hold down
I and press RUN. The word 'REPLAY'
will appear, followed by the number of continues.

CYBERCORE
If you want to continue from were
you died, do the following. On
the title screen, hold down L,
I, SELECT and press RUN.

CHASE H.Q.
To hear the music in this game
press the following on the title
screen. L, R, R, I, D, SELECT, U and
SELECT. A '01' will appear at the
bottom of the screen. Use the Joypad
to choose the music.
**CYBERCORE**
On the title screen, hold down L and SELECT to enter the password screen. Then enter the following passwords:
- YANDI for easy mode.
- HIGEDIN for hard mode.
- SOSI for music mode.
- MIKANIN for invincibility.
- ISO for colour test.
- MAI for stage 1.
- EMII for stage 2.
- YUUUMI for stage 3.
- PERSIA for stage 4.
- YU for stage 5.
- MANI for stage 6.
- MIIO for stage 7.
- LAMORE for stage 8.
- SARA to see ending.
- MAKIRIN for a thinner screen.
- EIKOCHAN ??????
- AMI to start with max power-up.

**CHAN & CHAN**
On level 3/3, after the first door, jump of the scunks on to the top of two bricks. This will warp you to the last level, 5/4.

**DRAGON SABRE**
To be able to play a two player game with one joypad press the following on the title screen. Hold down II and press I and RUN together.
When both dragons appear on the screen push the joypad to the right, so that both dragons merge. Do this all through the game and you will have twice the power.
Also if you reset the game on the title screen 30 times you will be able to play the game with the arcade style narrower screen.

**DROP ROCK**
To get into the sound test mode, hold down II, then press SELECT.
To select the level you want to start on, press SELECT 16 times and press RUN. Use SELECT to choose the level.
Both these cheats should be done on the title screen.

**DIE HARD**
For infinite continues, hold down I, then press RUN.

**DEKOBOKO RACING**
On the title screen press I, I, I, I, I, I, II, I, I, I, I, I, I, I, I, to enter the options screen. Here you can see all the animation, plus select the difficulty etc.

**DOWNLOAD 2**
To be able to see all the animation and hear the music, increase the number of ships etc. Enter the following on the title screen.

**DUNGEON EXPLORER**
Want a super fast "hard" character with 400 hit points? Then enter this password:
E A B G D H P P K.
Here is another password, this time to become the princess.
J E L B N N D K.
Also try:
D E B D E D B D A.
This following password will get you to the last level with maximum hit points:
J M P A N I I P H I.

**DORAMAN**
On the title screen, hold down SELECT and press U, I, I, D, I, I, L, R, I, I. A "GO" will appear in the top left hand corner of the screen. Using the joypad you will be able to choose the level you wish to start on.
DEMON CRASH

To enter the sound test mode, first begin a game and then pause it. Press SELECT for the high score screen and then press R,D,L,U and I.

DRAGON SPIRIT

On the title screen, press L,R,D,U,SELECT,L, to enter the music mode. Here you can listen to the music and like a CD player can arrange the order in which they play. Even repeat.

DRAGON EGG

On the title screen, press U,U,D,D,L,R,L,R,II and then press 1, for the stage select. For the sound test, press U,L,R,L,R,II.

DOWNLOAD

Here are some passcodes for this game:

- DODGE BALL
  For the super invincible mode, on the title screen, press U,D,U,U,R,D,L,L,II, I and RUN. It's important to do this quickly before the demo starts.

- DRAGON SPIRIT
  How about playing this game with a narrower screen, like in the arcade. Just reset the game 7 times on the title screen.

- DROP ROCK
  Entering the option screen is easy, just hold down II and press RUN on the title screen.

- DARIUS PLUS
  On the title screen, hold down 1 and press SELECT to enter the option mode. To continue from the game level in which you died, wait for the game to go back to the title screen, then press SELECT.

- DEVIL CRASH
  If you want unlimited balls, enter the following code:

  AAAAAAAAA AJ

  Or if you want to see the ending:

  RICH GIBSON (fate at last)
**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. Hold down 1, 11 and press RUN.

**FORMATION SOCCER**

Try these wonderful passcodes.

- computer v computer
- sound test
- Japan v Italy final
- Italy v Brazil final
- see the ending
- ???

**ETERNAL CITY**

Enter the following password for increased power.

NAXAT SOFT MAX POWER

**FIGHTING STREET**

After entering the 'HIGH SCORE' screen, hold down L, I, II and press SELECT twice.

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

AS to choose the level.
H U for more credits

**F1 CIRCUS 91**

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

**F1 CIRCUS SPECIAL**

Choose the "TEST DRIVE" option and when you are on the 'SET UP' screen hold down L and press 1. You will now be driving Le-Mans cars instead of F1 cars.

**FANTASY ZONE**

To be able to turn the collision detection on, start the game and then pause it. Now press 1, 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.

**FINAL MATCH TENNIS**

To select level, hold down SELECT, 11 and press R, 10 times and L, 4 times on the title screen.

**F1 PILOT**

At the course map of Brazil, when you start the game, press II to choose a course.

**FORGOTTEN WORLDS**

Want to get into the option screen?
On the title screen, press 1 and II together.

**F1 CIRCUS 91**

Input the following password to see the ending:

00????????

**FINAL SOLDIER**

On the title screen, press SELECT to choose the "NORMAL GAME" and press L, I, R, R, II, U, D, 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, I, R, R, II, U, D, D to enter the music mode.
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 F1 car? If you hold down 1,11 and U and press RUN on the title screen, you will be able to drive a Le-Mans car.

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

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, L, R, L, R, II, I and then press RUN. You will enter the 'TURBO SHOT MODE' when fighting the level 2 boss, heel down and keep firing. It will soon die.

FIGHTING STREET
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, L, L 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 choose the stage you want, hold down I and II 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.

GUNHED
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.

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.

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 end of level boss on stage 3 without crashing.
On the title screen press RUN. Then from the screen were it says 'PRESS RUN BUTTON' press U, U, D, L, R, L, R, 1, 1 and press RUN to start the game with 9 credits.

To be able to select the stage, get to the main title screen and press 1, 1, 1, SELECT, 1, 1, 1, SELECT, SELECT. You can then enter the option screen, at the bottom of which is an extra option. Use your joystick to select the stage you require.

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


Want to hear the music in this game? Then press the following on the title screen, press L/U and I, I, I 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 will be able to change the difficulty of the game and increase the number of ships etc.

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

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

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.
**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, 1 and 11 simultaneously. You should now see Mr Heli printed under song 'C'. Put the cursor onto Mr Heli and press I and RUN.

**LEGENDARY AXE 2**

When you lose all your lives and the 'GAME OVER' sign appears, press 11, with auto fire 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.

D G D G D K F

**KLAX**

From the option screen hold down 11, 11, SELECT and press RUN at the same time. You will now be able to flip through all the game screens.

**KING OF CASINO**

Enter this passcode to get into the 'SPECIAL GAME'.

--K1 NGOF CASI NO--

**KLAX**

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

**KLETH COURAGE**

Enter the 'DEBUG MODE' by pressing 1, U, 11, U, SELECT, 1, 11, I, 11, SELECT, 11, 1, 11, I, SELECT and RUN. Do the cheat as the words 'START' appear on the screen.

**KING OF CASINO**

At the 'GAME OVER' screen, hold down 1, 11, SELECT and press RUN to continue.
MOTOROADER
If you have played all the courses in this game or if you just want to play other courses, there are in fact there are 3 more courses in this game. To obtain these secret courses, press the following. On the course select screen, hold down 1,11 and press RUN for the TRAP course.
Or, hold down 1,SELECT and press RUN for the SUBURBS course.
Or, hold down 1,U and press RUN for the USA course.

METAL STOCKER
On the title screen, press I,1,II,II, L.U.D, SELECT, 4 times, I,II for the option mode.

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

MONKEY (cloud master)
To get to the option screen, hold down SELECT and press RUN on the title screen.

MR HELL
On the mode select screen press III,1,II,SELECT for the music mode.

MOTOROADER 2
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.

MOTOROADER 2
On the course 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.
1. You will now have loads of money.

MR HELL
To obtain 99 credits, all you have to do is to press I,II,II,II,SELECT on the option screen.
ORDYNE
If you lose all your lives, before the 'GAME OVER' message comes up hold down L and press RUN.

NAXAT STADIUM
BASEBALL
Get to the 'CONTINUE' on the pennant mode, and input these passcodes:
• SOUND for sound test
• BOUND for a very bouncy ball
• 4GAMEN to get 4 screens at once.

NINJA GAIKEN
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.

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

NINJA SPIRIT

NEW ZEALAND STORY
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.

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!!
POUZNIC
I'm not too sure what this cheat does. Maybe you could let me know.
Anyway, on the title screen, hold down 1,11, SELECT and press RUN.

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 more so, just press U,1,II,SELECT on the title screen.

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.

PAACLAND
To enter the cheat mode in this game, hold down 1,11 and press RUN. You will then see a giant pacman. Hold down 1,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.

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

PUZZLE BOY
To skip levels, input this password: HICKY

PRO WRESTLING
To play this game in slow motion, hold down SELECT and keep pressing 1. Or if you just want to watch the wrestling, select 1p vs 2p, then hold 11, U and press 1.

PSYCHO CHASER
To get the unusual display of 4 screens working at once, do the following on the title screen. Hold down 11, then RESET.
Or if you want a faster game, hold down 1,11 and RESET the game on the title screen.

POWERDRIFT
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.

POWERDRIFT
To be able to breeze through this game in invincible mode, choose Mark and press II.
To continue from were you last lost, hold down 1 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!!

PUZZNIC
Here is a password for this game.
J 9 Q 5 5 C E E
X C A A 0 1 3 6
It will allow you to play the last puzzle.

PC KID 2
If you pause the game, then hold down 1,II and press SELECT, the pause sign dissapes from the screen.

PAACLAND
If you still find the game difficult, how about invincibility? 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 from enemies from above.
PARODIUS
On the start of level 1, walk as far as possible to the left and jump and head butt at the same time. A flower will appear. Get the flower for a 1-up. Also, at the bottom of the lift shaft on level 1, move to the right and jump and butt to find another 1-up.

GALAXY FRAUL
On the first few stages, a neckless sometimes appears. Collect the neckless and when you defeat the end of level boss on stage 1, a gate will appear. Enter the gate and collect a coin. You will now have 99 credits.

PARASOL STARS

PSYCHO CHASER
To get into the sound test mode, RESET the game 35 times. A "W" should now appear, next to the RUN sign. Move the joystick to choose tune. To enter the stage select mode, get onto the sound test mode and choose sound number "12," then press RUN 8 times. Then from the stage select mode, you can become invincible by holding down 1 then pressing RUN. To see the ending. On the stage select mode, hold down 1, 11, SELECT and press RUN.

PSYCHOSIS
On the title screen, hold down I, I, SELECT and press RUN to enter the music mode. Also, to skip levels, hold down I, I, U, SELECT and RUN on the title screen. If this works, the words 'WELCOME TO WORLD' will appear.

PRINCE OF PERSIA
How would you like to walk through the end of level doors without the key? Well, to do this you must position your prince directly in front of the door. Then press SELECT for the option list. Now choose the "END GAME" option and when the prompt appears, answer YES and the prince will walk through the door.

STAGE 2 --- II, 5 times, 1, 6 times, SELECT twice, then press 1 and RUN together.
STAGE 4 --- II, 5 times, 1, 6 times, SELECT twice and press II and RUN together.
STAGE 6 --- II, 5 times, 1, 6 times SELECT once and press SELECT, RUN together.
STAGE 8 --- II, 5 times, 1, 6 times, SELECT once and press SELECT, I, I, RUN together.
The following cheats all work from the title screen:
Hold down SELECT and press 1, 2 times, 11, 2 times for a harder game.
Hold down SELECT and press 1, 4 times, 11, 4 times, 1, 4 times, 11, 4 times for power up 1.
Hold down SELECT and press 1, 9 times, 11, 3 times, 1, 7 times, 11, 6 times, 1, 5 times, 11, 4 times, 1, 3 times, 11, twice and 1, once for max shields.
Hold down SELECT and press 11, 4 times, 1, 6 times, 11, 4 times, 1, 6 times, 11, 4 times, 1, 6 times for max power.
It is possible to enter ALL these cheats at for the one game.

**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 to kill.

**R-TYPE**
You need a autofire joystick for this cheat. Turn the autofire on button 1. Now turn the game on whilst holding down SELECT and 1. The credits will start to mount. You should be able to end up with at least 20 extra credits.

**RAIDEN TRAP**
If you lose all your lives and go to the continue screen, quickly press SELECT, 1, 11, 11 together for an extra 6 or 9 credits.

**RED ALERT**
To get into the debug mode, were you can see and hear the sound and animation sequences, press SELECT, 1, 11, 11, U, D on the title screen.

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

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

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

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

**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.
**SPRIGGAN**

Start, and then pause the game. Then press I, I, U, U, D, D, SELECT, 3 times. This will split the screen into quarters.

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**SAMURAI WARRIOR**

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

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**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, 1, U, 1, R, II, D, I, U, J, T, D, I and press I and I together 8 times, then SELECT and I, together 8 times, to enter the option mode. Where you can listen to the music, choose an easier game etc., etc.

---

**SAINT DRAGON**

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

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**SOLDIER BLADE**

To choose the stage you want to start 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.

---

**SHINOKI**

Get through any stage, without having to use a star and you will receive a bonus of 20,000 points.

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**SUPER ALBATROSS GOLF**

This is a very old CD golf game. If you happen to own it, get in touch as we 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 11 to make Yuko (of Valis fame) to become your caddie. Press 1 and 11 together to select other caddies.

---

**SPATTERHOUSE**

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.

---

**SPACE INVADERS**

If you own the old type of joystick, without the autofire option, then hold down I and press RUN on the title screen for automatic autofire.

---

**SIDE ARMS**

Hold down I, I, 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, I, U and press RUN on the title screen. This cheat only works on PAL machines!

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**SPACE HARRIER**

This can be quite a tough game. So if you would like some options to increase the number of lives or play a 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 high score table, enter "MD" and go back to the title screen to find a lot more options.
SPACE HARRIER
Finding it hard to finish this game and wish you could continue? Then score more than 400,000 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.

SOKOBAN
To play this game in hard mode, enter the following passcode: HACKY

SON SON II
When you start the game, hold down 1, SELECT and U, to get a magic lamp. Or, hold down 1, SELECT and UP, to get a health potion.

SHINOBi
Wait for the Shinobi logo, on the title screen to stop moving, then hold down SELECT and press 1 and 11 together for the sound test.

SPACE INVADERS+

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 opponent. Now press SELECT and 11 to enter the password screen. Imput the following passwords: ULTIMATE WIZ. To start with a 28 points lead.

SUPERHANDS
for a max catch rating.

SUPERSTRENTH
game as above but applies to strenth.

SUPERSPEED
Max speed.

GOLDIELOCK
None of your passes will be blocked.

CORNBREAD
Makes the opposition butterfingers.

THECOOKER
An invincible quarterback.

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

SIDEBARMS SPECIAL
Get to the stage 4 boss and die. When you appear stay still but keep firing. The boss will not be able to hurt you but you can still kill it.

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

READ

THE KICK BOXER
For infinite continues cheat press the following on the title screen.
U, I, D, I, L, L, I, I, I.

SUPER ALBATROSS GOLF
On the title screen, hold down 1, 11. 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 0, 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 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.

Twin Bee
If you own a multi tap unit, you can do the following cheats:
On pad 5 press U, I, R, I, D, I, L, II, U, SELECT to see the ending.

TAIJI MOTORBIKE RACING
If you would like to start on the last course, input the following passcode:
77777888866266888

TOWER OF DRUGA
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.

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

NEO METAL FALCON
TAIJI MOTORBIKE RACING
To turn the bike rider into a naked girl, hold down L and press I, II, I, II, II, I and press RUN on the title screen.
There is also a little demo in this game. To find it, you must hold down R, U, I and SELECT and then turn the machine on. Wait for the 'TAIJI' logo to disappear and hay-presto!!!!

THUNDERBLADE
To enter the stage select mode, hold down L, II, SELECT and press RUN on the title screen.

TALES OF THE MONSTERPATH
Enter the staff into screen by holding down U, I, SELECT and pressing RUN. Then input one of the following passcodes:
62.08.22
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.

TIME CRUISE PINBALL II
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.

TATSONOKO FIGHTER
To obtain maximum hit points, collect the 'G' on stage 1, then die and continue. Do this a few times to get maximum energy.
ULTIMATE TIGER
If you have a autofire joypad, turn button II on. When you turn the Engine on, hold down II and R. As the helicopter lands on the title screen you will see the credits increase to 9!
When using bombs to kill the end-of-level boss, position the helicopter 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, hold down U, SELECT and press II, 4 times. You will be able to go from level 2 power-up to level 5 power-up, without having to collect the correct number of icons.

VIOLENT SOLDIER
The music in this game isn't too bad. To hear it press SELECT 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 unauase 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.

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

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

US PRO BASKETBALL
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.

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

VEIGUES
Hold down L and SELECT on the title screen to get more continues.
**W-RINGS**

If you go to the music mode on the option screen and play tunes in the following order, you can change the configuration of the game.

1. 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13
2. 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12
3. 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12

**VALIS IV**

To get to the debug mode, enter the following on the title screen:

D, D, L, II, I, I, R.

**ZERO-4 CHAMP**

Enter 'KEROK' on the high score screen to drive the powerful 3000GTi.

---

**VALIS IV**

There are in fact two more levels to this game. But you must complete this game in hard mode.

To get into hard mode, plug a second joystick into the Engine and on that pad hold down I, II and press RUN.

---

**VELOCUES**

To enter the music mode, press I, then reset and go to the title screen. Now hold down UP and SELECT.

---

**WONDERBOY**

To continue on the stage you died on, with all your weapons and money, hold down I, II, press D or U and press RUN.

---

**YAKSA**

Make your player invincible by entering the following password:

AKISH-INOSAN

Here are some level codes:

- QS2EA-CDT14C
- PK2EA-BJSN12
- RW2EA-CVYHAK

---

**VOLFJRED**

On the title screen, hold down SELECT and I and press L, D, D, R, R, U, R to enter the game option screen. Here you can skip levels, increase difficulty and increase the number of ships.
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 service and shop that stock most hardware and software.

CONSOLE CONCEPTS
223B, Waterloo Road, Cumberidge, Stoke-on-Trent, Staffs ST6 2RS. 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 B1A 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
Midleton Road, Hartlepool Docks, Hartlepool, Cleveland TS24 0RA.
tel 0429 869469/231703. They stock a huge range of second hand software.

SPECIAL OFFER

Here's a great special offer for all you Engine owners. These game card wallets are made from real simulated leather and can hold up to 20 cards in safety. Ideal for those who take their Engine on holiday or to a friend's house. Also great for convenient storage of your most played games.
The wallets cost £3.20 each, including postage and package.

UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE UPDATE

If you would like to receive update newsletters 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, L20 3LW.

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