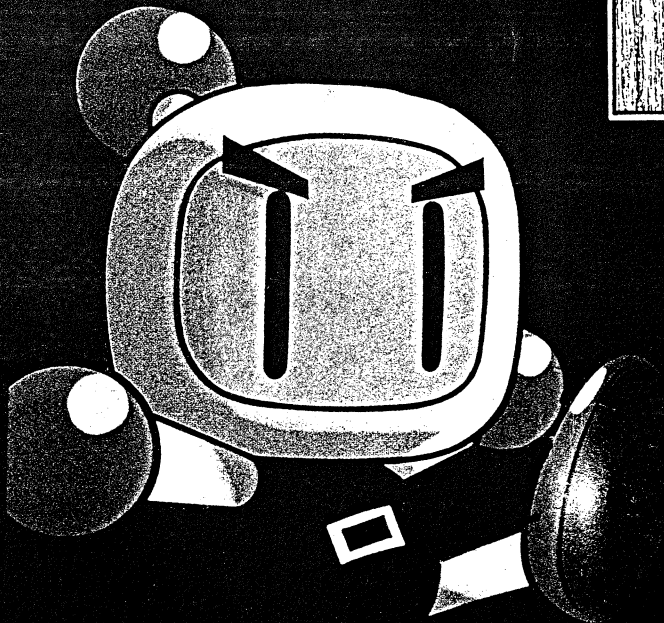
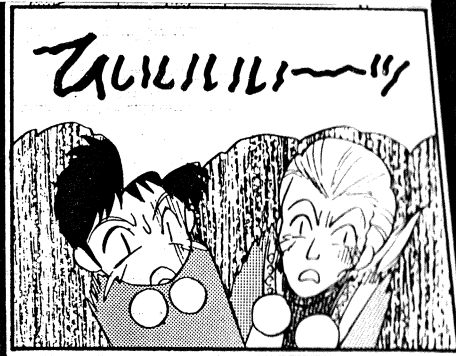


Issue 1 of PCP is dedicated to David L & Tony S. The very first Engine owners in 88, who carried the flag forward for others to follow.

Special thanks to Richard Gibbs for his excellent complete guide to PC Engine magazine 1993.





EDITORIAL

FREAKS

PLUS

STAFF

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STAFF WRITER WORD PROCESSING	- Rick Peck
CARTOON ARTIST	- Alistair Day
REVIEWERS	- Karin Stowe - Ivan Watkins - Rick Peck
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PCP MAGAZINE
2 ASHLYN CLOSE
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FAREHAM
HANTS PO15 5PH
ENGLAND

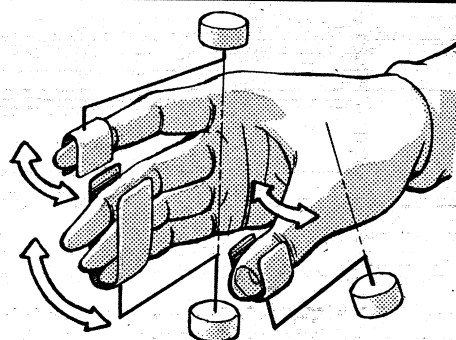
LESSON

Salutation engine owners here it is the first ever dedicated magazine to the unusual dimension known only to us the PC people. Who are we and what are our numbers?. Circumstance dictates what our numbers are and how many true puritans of this timeless machine are left on this isolated isle.

Over the next ensuing months these questions and many others we hope to answer. We hope to cast out our net and slowly pull together every owner who is still practising this wonderful art of engineering. Eventually we hope to have a universal doctrine enabling any engine owner to be represented in this modern market, which is swamped by the hyper gloss machines and magazines aimed at the MTV minute memory human product.

Next year will be the ten year anniversary of the PC engine, few games are being produced for the engine but a new era is starting in japan with the launch of the PC-FX the 32 bit CD engine by NEC.

So why has this ultimately redundant machine keep going in the english market and who is playing the software?. Answers to these questions and many more we will endeavour to bring to light over the next issues so read on and delve deep into the obscure underground world of the PCP games engine.....



▲物をつかむときの手のひらの動きを、力学的に考えるとこうなるという図。手を親指、人差し指、その他の指の3通りの動きに分けてそれぞれに適当な力をかければ、物をつかんだような感触を再現できるという原理だ。実際にこの原理を取り入れた「力感覚帰還装置」というマシンも開発している。



第7話

セルセタへ集え
勇者達!!

太陽の仮面!

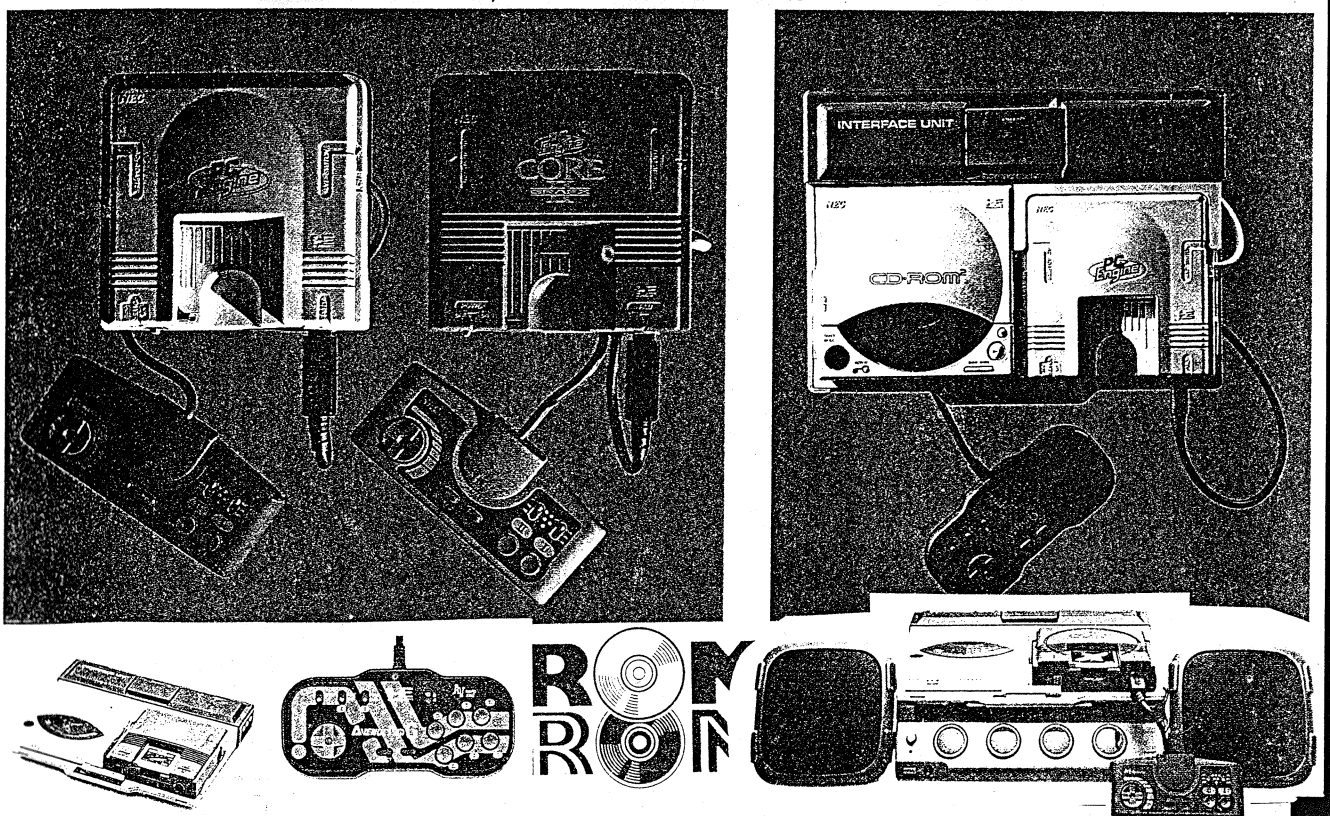
MASK OF THE SUN

奥田ひとし

脚本：糸井賢一

(マイクロデザイン)

『いかにその難を救い出せ!』



THE HISTORY OF THE PC ENGINE

October 30th 1987, the day one machine changed consoles and home gaming forever. So little is known of the PC Engine in England and Europe, but in the period of 8-bit systems like the C64, ZX Spectrum, Sega Master System and Nintendo's 8-bit machine an 8-bit machine was released by NEC. The gaming press could not believe this beast, she ripped the 8-bit market to pieces, games like R-Type in early '88 showed the power of the PC Engine. Bang, a straight conversion from arcade to home consoles the first time ever this had happened with a large arcade game accurately. Sega and Nintendo had no reply and the Engine phenomenon was born.

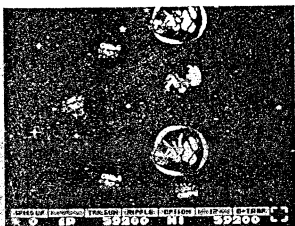
The Engine design complemented the Japanese nature for eighties technology crisp lines, deep rich single colours and a basic overall simplicity. To date in Japan the standard 8-bit card PC Engine has sold 5.4 million units. Hybrid, that was the nature of the Engines existence. NEC produced nine different version of the basic 8-bit Engine, including the Core Graphix and the Shuttle a kiddie version which was round like a Jumbo Jet. This system of constant updating was to answer the fickle Japanese market.

In England news filtered through about this machine, CVG's magazine Tony Takeshi their Japanese reporter was the first to divulge the Engine and its games. Victory run and Drunken Master were the first big shock games, then along came World Court Tennis the first four player tennis game on any machine. The country bayed to know more. Import companies realised the potential of the machine and games and started to ship them quickly. The average price of the Engine on import in '87 '88 was £250.00 and games ranged from £25.00 to £60.00.

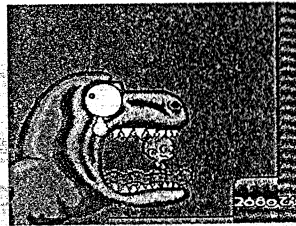
In America NEC released the Turbo Graphix, the overly complicated designed Engine for the Americans, the ridiculous name change and design did not bode well in America, and to date only 2 million units have been sold. Because of the sanitized nature of software due to Nintendo's family approach many Engine games were toned down and in the translation the games were soulless.



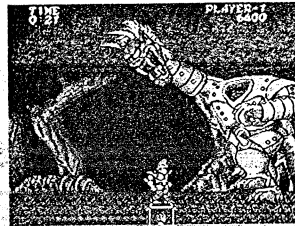
Name: **Parodius**
By: **Konami (1991)**
Format: **8 Mbit HuCard**



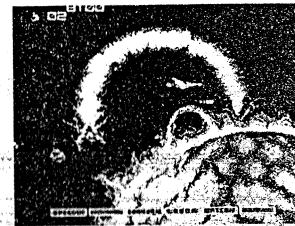
Name: **PC Kid**
By: **HudsonSoft (1989)**
Format: **3 Mbit HuCard**



Name: **Ghouls 'n' Ghosts**
By: **NEC Avenue (1991)**
Format: **8 Mbit SG HuCard**



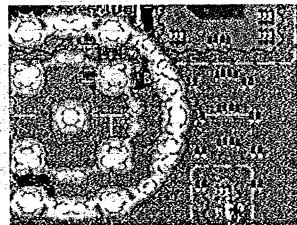
Name: **Gradius II**
By: **Konami (1992)**
Format: **Super CD-ROM²**



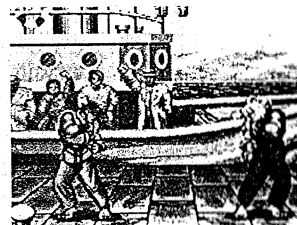
Name: **R-Type I-III**
By: **HudsonSoft (1988)**
Format: **2 X 2 Mbit HuCard**



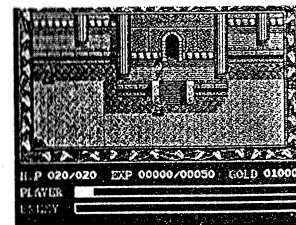
Name: **Ultimate Tiger**
By: **Taito (1989)**
Format: **2 Mbit HuCard**



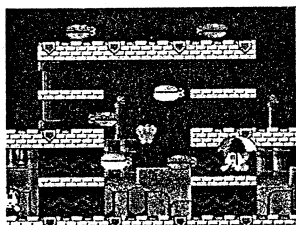
Name: **Street Fighter II CE**
By: **NEC (1993)**
Format: **20 Mbit HuCard**



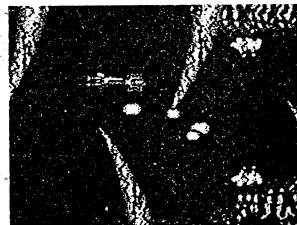
Name: **Ys Books 1 & 2**
By: **HudsonSoft**
Format: **CD-ROM²**



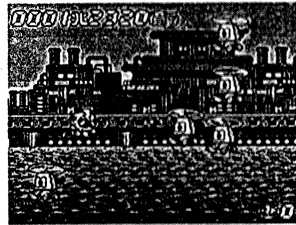
Name: **Parasol Stars**
By: **Taito (1991)**
Format: **3 Mbit**



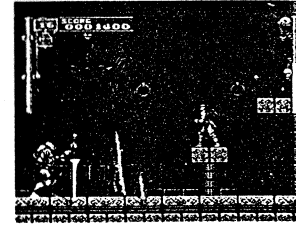
Name: **Salamander**
By: **Konami (1991)**
Format: **2 Mbit HuCard**



Name: **Air Zonk**
By: **HudsonSoft (1992)**
Format: **8 Mbit HuCard**



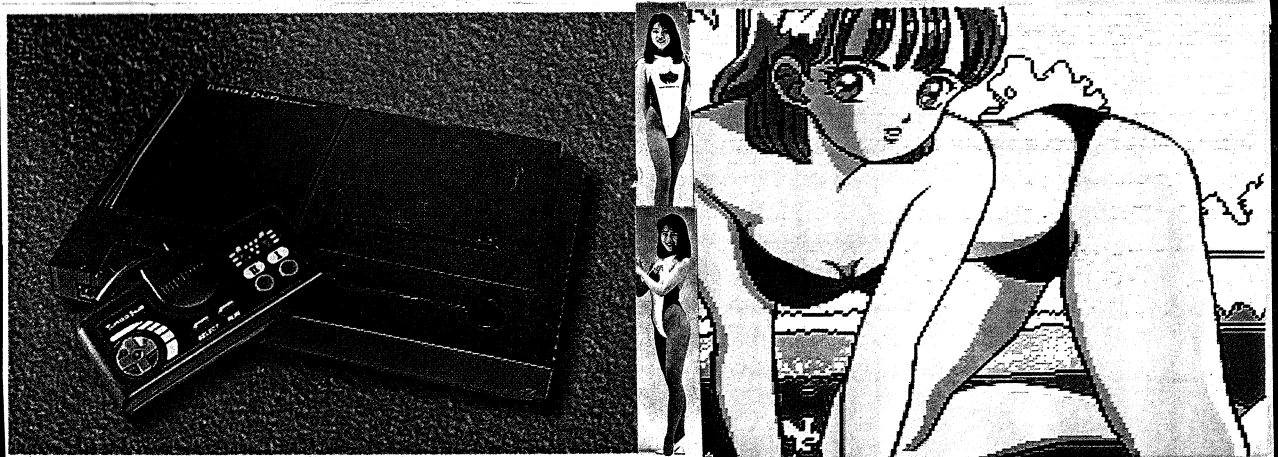
Name: **Dracula X**
By: **Konami (1993)**
Format: **Super CD-ROM²**



The UK market was small and based around gamers who had enough money for this alter nated machine with its vast contrast in software, offering for the first time arcade perfect conversions, multi player games were up to five people could play at once, and for the first time pure Japanese software designed for an Eastern market. The Engine became the first party machine with up to five people playing on screen at the same time, with games like Bomberman, which shook the 1 player alone in a room hermit styled existence of playing games. the main question which is constantly asked is why the Engine was never released in England.

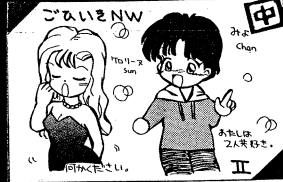
England and Europe was dominated by computers for so long that NEC had seen how hard Sega and Nintendo had struggled to enter the market and decided to concentrate on Japan and America. NEC broke the market again releasing the first ever console CD drive onto the market. The initial drive suffered from a lack of memory only having a tiny 64K of RAM in a briefcase interface which the little PC Engine plugged into. An operating card with 1.5 megabits was released, helping to speed up the disc loading and truly superb audio visual software had begun. In 1991 NEC released the first 3.0 system card increasing the speed, at the same time the first combo CD ROM unit came out.....

Next issue Super Graphix PC Engine, GT and laptop CD ROM 2 and the PC Engine FX 32-bit bringing history up to date.



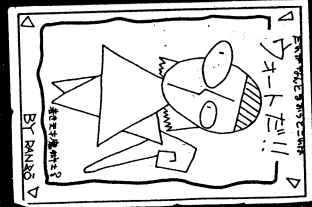
RECORD OF LODOSS WAR

〒162
東京都新宿区
新小川町1-14
NAOビル
PCエンジン編集部
「ロード島商店」様
まで
P.S.住所、氏名も
お忘れなく!!



ご意見、ご要望をお聞かせください。
イラストは、おんげ様から
いただきました。おんげ様、
ありがとうございます。
おんげ様、おんげ様

大阪府 DAI カラーイラスト♡



Essential

PC-ENGINE

MULTIPLAYER

- 1** BOMBERMAN '94 - 5 PLAYER 円
- 2** FACEBALL 2000 - 4 PLAYER 07年4月21日発売 30円
- 3** WORLD JOCKEY - 4 PLAYER 年5月26日発売 シューティング / 6000円
- 4** WORLD COURT TENNIS - 4 PLAYER 円
- 5** MOTOROADER - 5 PLAYER 第1 / '90年6月8日発売 / 5800円
- 6** WORLD OLYMPICS - 5 PLAYER 月19日発売 5000円
- 7** DUNGEON EXPLORER II - 5 PLAYER 円
- 8** BREAK IN POOL - 8 PLAYER 年4月7日発売 シューティング / 6000円
- 9** FORMATION SOCCER - 4 PLAYER 発売
- 10** WINNING SHOT GOLF - 4 PLAYER 円

PLATFORM

- 1** DRACULA X - SCD 6800円
- 2** PC KID III - 4 MEG CARD F.4月21日発売 円
- 3** JACKIE CHANG - 4 MEG CARD 116日発売 200円
- 4** LEGENDARY AXE - 2 MEG CARD 月23日発売 1900円
- 5** PAROSOL STARS - 2 MEG CARD 9日発売 円
- 6** SON & SON II - 2 MEG CARD 6月8日発売
- 7** PC KID - 2 MEG CARD カ / '90年5月26日発売 シューティング / 6000円
- 8** SPLATTER HOUSE - 4 MEG CARD 17日発売 0円
- 9** TIGER ROAD - 2 MEG CARD 4月7日発売 シューティング / 6000円
- 10** DON DOKO DON - 2 MEG CARD 1日発売 3円

SHOOTERS

- 1** SPRIGGAN MKII - SCD
- 2** PARODIOUS - 8 MEG CARD '90年5月8日発売 / 6800円
- 3** AIR ZONK - 4 MEG CARD 年5月13日発売 シューティング / 6000円
- 4** FINAL SOLDIER - 4 MEG CARD
- 5** GRADIUS II - SCD セカ / '90年5月26日発売 シューティング / 6000円
- 6** TWIN BEE - 4 MEG 年4月21日発売 3円
- 7** R - TYPE - SCD セカ / '90年6月8日発売 シューティング / 5800円
- 8** SUPER DARIUS II - SCD 年4月27日発売 / 8500円
- 9** HELLFIRE - SCD 年7日発売 / 6000円
- 10** SALAMANDER - 2 MEG CARD

SPANKY MONKEYS (1 PLAYER)

- 1** DEVIL CRASH - 2 MEG CARD
- 2** VOLFIED - 2 MEG CARD ソフト / '90年6月8日発売 シューティング / 6800円
- 3** GOMOLA SPEED - 2 MEG CARD 3日発売 1円
- 4** COTTON - SCD セカ / '90年6月23日発売 シューティング / 6000円
- 5** RAINBOW ISLAND - CD セカ / '90年4月21日発売 RPG / 8700円
- 6** SPLASH LAKE - CD 専売新聞社 / '90年3月23日発売 シューティング / 6900円
- 7** NECTARIS - 2 MEG CARD カ / '90年5月19日発売 シューティング / 6000円
- 8** LEGENDARY AXE - 2 MEG CARD 17日発売
- 9** GALAGA '88 - 2 MEG CARD 5月26日発売 シューティング / 6000円
- 10** TALES OF MONSTER PATH 第1 / '90年4月27日発売 シューティング / 8500円

『いけにえの姫を救い出せ!!』

GUILTY

コンパイルクラブ 25

Don't be scared. Just relax and sit back on the couch and lets begin... Yes Engine people lets shrink those heads, Freudian style. Release your burdens to the -



- eminent beauty of PCP's very own resident psychiatrist Dr Karin Stowe phd bsc hgv. The most intresting letter printed will receive a copy of the superb FORMATION SOCCER.

Letters

Dear Karin,

My better half has been complaining that I spend too much time and energy with my PC Engine and my five friends locked away in a dark room. She says that this is not what real relationships in life are about. Am I neglecting my girlfriend for simple escapism?

Cassius A.

Dear Mohammed,

Was it not Germane Greer who said that women should have equal rights within a relationship. The PC Engine being an integral part of any modern relationship. So while your playing you should perhaps let your girlfriend watch. PC or what?

Dear Karin,

Is it true that NEC devised different vibrating peripherals to sooth and relax Engine owners whilst playing games. Of course I am talking of the much publicized vibrating cushion, by chance did NEC produce any other vibrating objects?

No. 235435 Female Ward,
Knowle Correctional Centre.

Dear 235435,

It is true that NEC produced multiple vibrating objects. But I cannot recommend them to you because I believe you wish to use the vibrating action to cut through your cell bars err, don't you? PCP cannot condone the perverse use of NEC's products.

PC ENGINE SCD ROM JUNE/JULY/AUGUST RELEASE DATES IN JAPAN

9TH JUNE - DEAD OF THE BRAIN 2 - NEC HOME ELECTRONICS (SHOOTER).

12TH JUNE - DE-JA - NEC INTER CHANNEL (RPG).

28TH JUNE - GOGO - NEC HOME ELECTRONICS (RPG).

JULY - COMPLEMENTARY WORKING LOVE - NEC HOME ELECTRONICS (RPG).

JULY - MAGICAL CHILD STORY (KINDER GRADUATE OF FIRE) - NEC AVENUE (RPG).

JULY - SPACE FANTASY ZONE 2 - NEC AVENUE (SHOOTER)

JULY - ROCK & ROLL GAME GOZARU - NEC HOME ELECTRONICS (STRATEGY).

AUGUST - MONSTER MAKER 2 ARC OF GODS - NEC INTER CHANNEL (ARCADE STRATEGY).

AUGUST - TAKING THE EGGS - NAXAT SOFT (ARCADE GAME).

AUGUST - J-LEAUGE POWER STADIUM 4 - HUDSON SOFT (SPORTS).



PCP ISSUE 2

EVERY SUBSCRIBER TO ISSUE 2 WILL RECEIVE A FREE GAME!?!
US ENGINE OWNERS KNOW HO TO TREAT OUR OWN KIND.....

ALSO IN BUMPER ISSUE 2 THE COMPLETE HISTORY OF HUDSON
SOFT, THE DIFINITIVE GUIDE TO MULTI-PLAYER SOFTWARE.

INFO ON ALL JAPANESE PLACES OF INTEREST IN THE UK FROM
THE JAPANESE YAOHAN CENTRE TO LONDON'S CHINA TOWN.

FULL LISTING OF INTERNATIONAL SUPPLIERS OF PC ENGINE
HARDWARE/SOFTWARE.

+ LOTS MORE REVEIWS, TIPS, ARTICLES AND COMPETITIONS.

.....Stop press PCP issue 2 hits the hay Oct 20th, All subscriptions by Oct 1st.....

PCP ENGINE

Competition



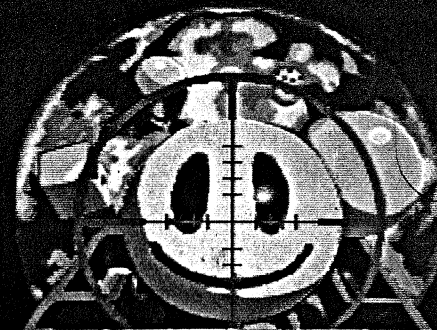
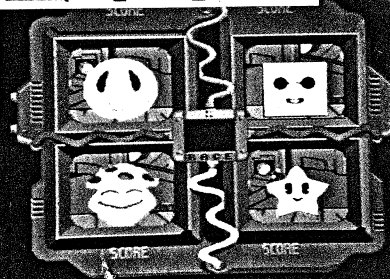
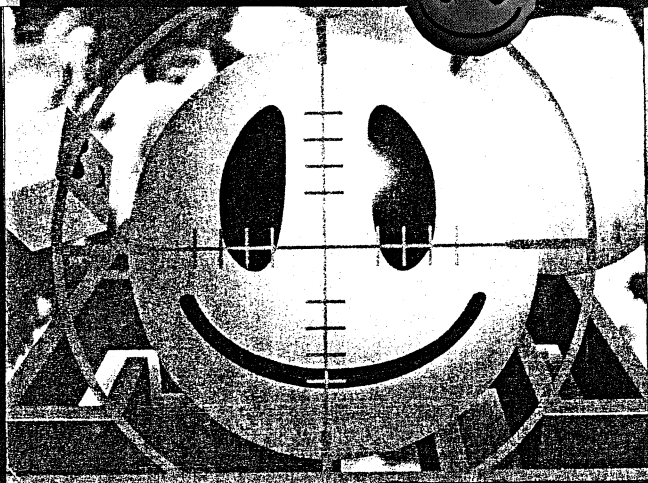
So you haven't got a PC Engine GT? Well here's your chance to win one. All you have to do is answer this question. "What is Hara-Kiri?"

The lucky winner will receive a PC Engine GT and a game and for three runners up a copy of the surreal game YAKSA. Send all answers to PCP Magazine Competition.

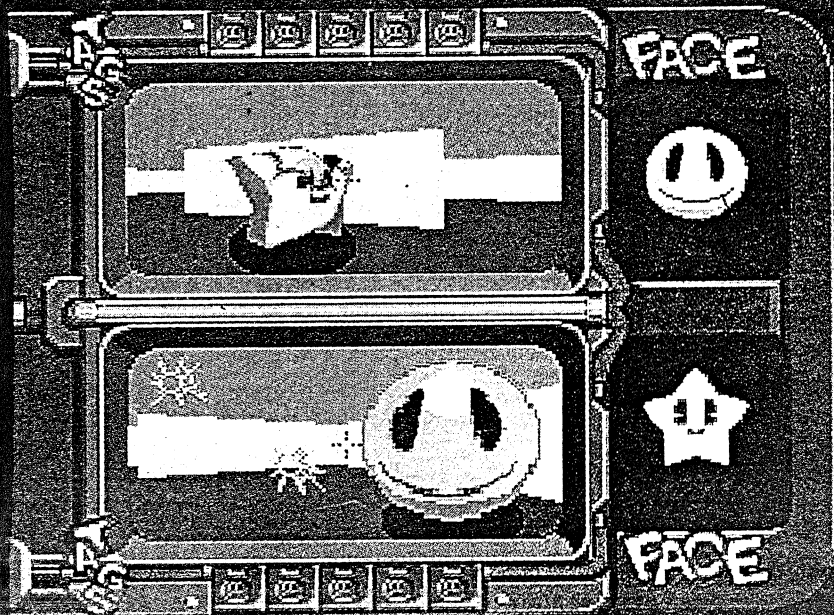
FACEBALL™

2000

フェイスボール。

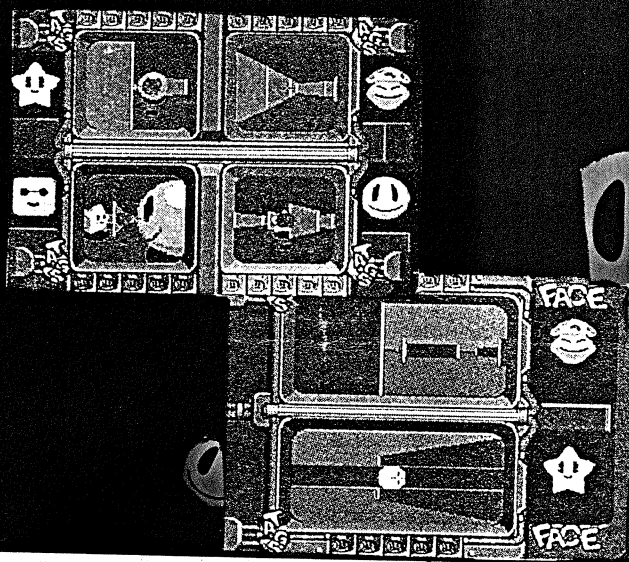


FACEBALL™



ABOVE: Twinky is getting his ass kicked by smarky in two player battle mode.

Riverhill's Faceball 2000 is an absolute must for friends who want to upset each other. The basic idea is split into two different games, hunt and kill or collect and drop. Firstly hunt and kill the screen is split into four windows allowing four individual gamers to search for each other in different mazes. Once you have located your enemy you can stealthily sneak up and kill them. The game is played in 3d mazes seen from a first person perspective ala Doom. The second game is collect and drop the idea here is to collect eggs scattered around a maze and return them to your drop zone. The game is played over eight different mazes and different scores can be obtained by collecting various eggs. The amazing aspect of the collection game is that if you are not doing so well you can steal your opponents eggs for once you pick up an egg it trails behind you in a snake form, one egg after another. You can pick up six eggs at once. This is where the ill feeling begins and opponents can become aggressive towards each other, the essence of multi-player games. Audio comes straight of the CD giving top quality. The graphics are simple but highly effective and there are a multitude of options screens which rounds the game of neatly.



ABOVE: 4 player split screen and 2 player split screen.

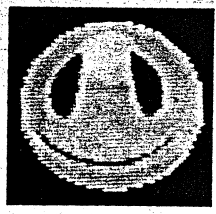
FACEBALL 2000

The first time I played this game I thought HMMM! odd, what is it a hybrid of Doom and Berzerk? yes as a matter of fact it is and more. The graphics are basic but work well, though there is the odd slow down, you really need to play this game on a big screen as the four player quarter screen effect can get very small. With that out of the way, look out this game is hot, nasty + violent its all about collecting points this you can do the honest way by collecting eggs or the fun way by stealing them off of your opponents. Killing your opponent is also a fun way of getting his points, it can get nasty out there and friends can get highly anti-reactive towards you, which is what good software should do. This game often causes wild exchanges of profanities between myself and fellow staff of PCP, it all goes to making an excellent multi-player game worthy of the Riverhill name.

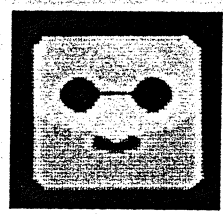
	A	A
PLAYABILITY	C+	B
	B	B+
GRAPHICS	B	B
AUDIO	B	B+
SURREAL/BIZARRENESS	B	B+
CULT FACTOR	B	B+
OVERALL GRADE	B	B+

REVIEWER: KARIN

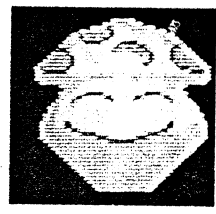
MAIN CHARACTERS!
メインキャラクター



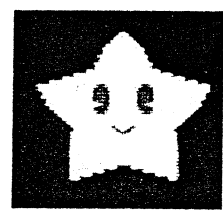
●スマーキー (SMARKY)
カナダ出身のちょっと気取ったフェイス。この競技用に開発された1号モデルでもある。“HAVE A NICE DAY!”が口癖。



●ガンキー (GUNKY)
名前通りのガンコ者。四角い顔から繰り出される野太い声で、弱気な敵を一喝するのだ!



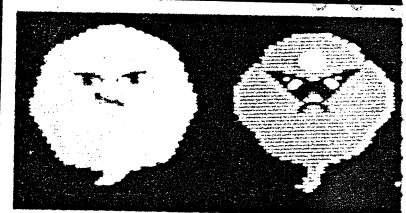
●ポーキー (PORKY)
見た目も性格もちょっぴりオトボケの、異色キャラクター。ライトな(?)関西弁が日本人の共感を誘う。



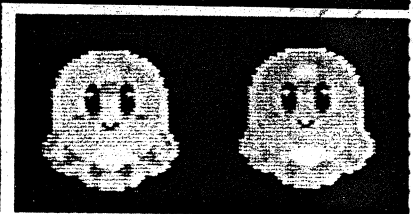
●トウインキー (TWINKY)
唯一の女の子(?)キャラクター。キャピキャピしているが、攻撃の手は決してゆるめない。女の子だからって気を抜くな!?

FACEBALL 2000

AAAAAAHHHHH!
I hate this game as much as I love it. Doesn't fair well as a single player but get your friends around and feel the power of the dark side take over. Sneak through the 3D mazes and pick up egg things and take them back to your base for points. Don't forget to shoot your apponents and steal all their eggs, just watch those tempers rage as they start to threaten your life. WOW!.



●ムー (MOO) ●ズー (ZOO)



●ピンキー (PINKY) ●キーキー (KEEKY)

Graphics	C
Audio	B
Playability	B+
Lastability	B
Bizarreness	A
Cult Factor	C
Overall Grade	B

REVIEWER: IVAN

1

BOMBERMAN (1 & '94)

2

SPRIGGAN MKII SCD

3

WORLD COURT TENNIS

4

MOTOROADER

5

SPLASH LAKE CD

6

DEVIL CRASH

7

FACEBALL 2000 SCD

8

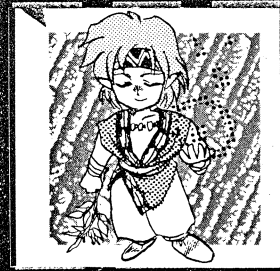
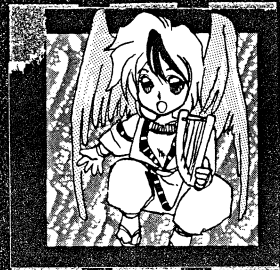
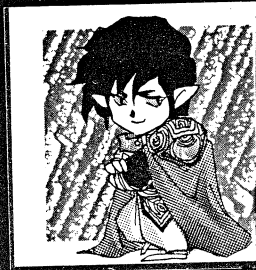
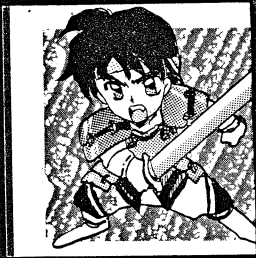
DUNGEON EXPLORER 1 & 2 (CARD & SCD)

9

FORMATION SOCCER

10

PARODIOUS



TOP PC 10

ENGINE

なにかに
アロリさんと
みよ子さんの
3サイズを教え
下さい。
埼玉県
大あすけ

そうねえ

あたしは
アロリ
ボリンボリン
の毛を
パン
パシして
感じ。

みよは
上から B27-
W148-H32
だからわね。

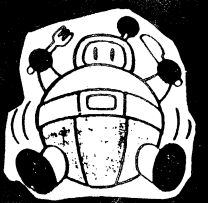
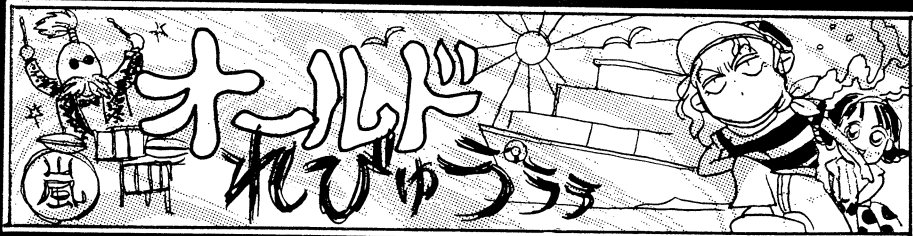
想像図
そんなわけ
ないわね!!



週刊 しあわせ 208 機玉音

Adventures of yellow face the engine owner.....

の かなたの子供



PC-FX

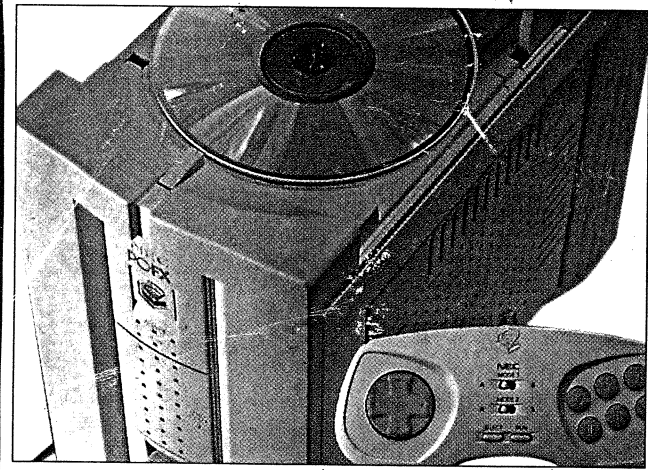
定食

News.
Event.
Information.
EXPO



PC-FX

TOP TEN GAMES



- 1/ ANGELIQUE SPECIAL - RPG.
- 2/ TEAM INNOCENT - TEXT ADVENTURE.
- 3/ BATTLE HEAT - FIGHTING ADVENTURE.
- 4/ ANIME FREAK FX.2 - SIM.
- 5/ ANIME FREAK FX.1 - SIM.
- 6/ CUTIE HONEY FX - RPG.
- 7/ GRADUATION 2 FX - RPG.
- 8/ LUNATIC DAWN FX - SHOOTER-RPG.
- 9/ KIGINDOSHI, ZENKI FX - RPG.
- 10/ EMERALD FLEET - RPG.

TECH SPECIFICATIONS

Original name TETSUJIN containing 25 MHz risc processor developed by Hudson Soft, five custom graphics chips supplying full screen Jpeg assisted 24 Bit colour, Full Motion Video at 30 frames per second. Also a risc based CPU running at just 25 MHz supported by large amounts of RAM at least 2 Megabytes, the hardware also allows up to eight playfields, thus giving multiple parallax images and complex 3D backgrounds.

Last month in Japan out of the top 15 best selling games on the market two of them were PC-FX games.

At No 6 in the chart:

CLASSMATE 2 / NEC Avenue / Adventure / Release date 24th may.

At No 8 in the chart:

NAMIDA, The Evil Frontier Outside Heaven 3 / Hudson / RPG / Release date pending.



The PC FX is primarily a games machine but can be hooked up to faxes and NEC PC 98 computers for multi media applications.

On its release in JAPAN the PC FX sold 70,000 units in its first weekend, more than both the Saturn and the Playstation, but numbers have now slowly faded due to the slow release of software. The PC FX seems to be aimed at a very limited area of the market with its software being based on Anime Manga games, RPG's Japanese text adventures, loads of FMV and Alone in the Dark type games. suprisingly NEC are trying to move away for the Engine type ideal of mass genres of software but still say the machine can handle sprite based and polygon based games but most software at the moment is based in pre-generated animation footage.

PC-FX AUG-SEP RELEASES IN JAPAN.

1: BLUE CHICAGO BLUES,	Adventure,	Riverhill Soft / NEC HE.
2: MIRROR CLEM,	RPG,	Rayforce / NEC HE.
3: SUPER POWER LEAGUE FX,	Sport,	Hudson.
4: SUPER REAL MAH-JONGG PV FX	Sim,	Nagzat.
5: ANIME FREAK FX VOL-3,	Sim,	NEC HE.
6: YOUNG LADY DRAGNET,	Adventure,	Head Room / NEC HE.
7: DEER CORDEAR RANGFRISER FX,	Text,	Messiah / NEC HE.
8: VOICE PARADISE,	Adventure,	Ask Kodansha / NEC HE.
9: BOUNDARY GATE,	RPG,	Pack in Video / NEC HE.
10: CLASSMATE 2,	Adventure,	NEC Avenue.
11: GODDESS HEAVEN 2,	Text,	NEC HE.
12: LULULI-LA-LULA,	Arcade,	NEC HE.
13: CHIP CHAN KICK,	Arcade,	Custom / NEC HE.
14: FARLAND STORY FX,	RPG,	Teil / NEC HE.
15: FIRE WOMAN,	Text,	Tokomashoten / NEC HE.
16: FIRST LOVE STORY, school trip,	Adventure,	Tokomashoten Intermedia.
17: LAST IMPERIAL PRINCE,	RPG,	Japan Application / NEC HE.
18: BLUE BREAKER,	RPG,	Hue Nex / NEC HE.
19: DRAGON NIGHT 4,	Text,	NEC Avenue.
20: The GRADUATION R,	Text,	NEC International.
21: NO NEED FOR HEAVEN AND EARTH,	Adventure,	????????????????.
22: CAN CAN BUNNY EXTRA DX,	Adventure,	NEC HE.
23: SUPER GOD WEAPON,	Shooter,	NEC HE.
24: PRINCESS NEXT DOOR,	Text,	NEC HE.
25: LITTLE CATS,	Text,	NEC HE.
26: ANGELIQUE SPECIAL 2,	Text,	Koei / NEC HE.
27: WAVES AT PEBBLE BEACH,	Sport,	T&E Soft / NEC HE.
28: MASTERS, FAR OFF AUGASTA 3,	Sport,	????????????????.
29: MINIMAMUNA NO NICK,	RPG,	Studio DX / NEC HE.
30: DONT GIVE UP MAKENDO Z,	RPG,	Fil In Cafe / NEC HE.
31: DRIFTING IN THE VOID,	RPG,	Micro Cabin / NEC HE.
32: EVIL FRONTIER OUTSIDE HEAVEN,	RPG,	Hudson.

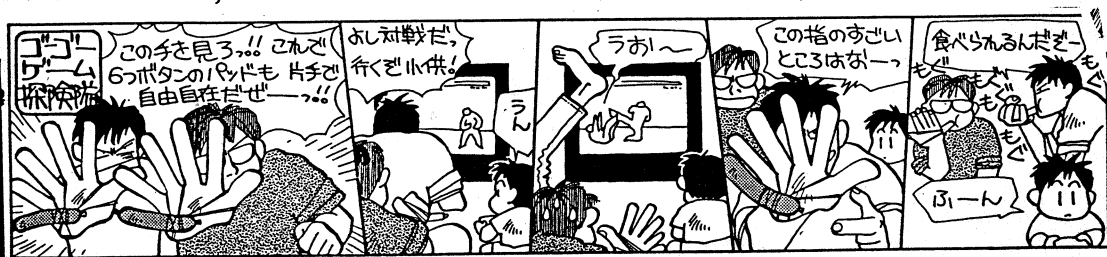


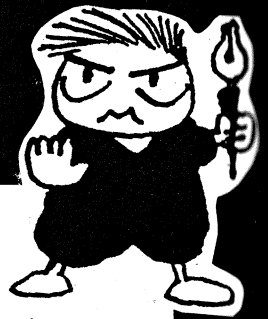
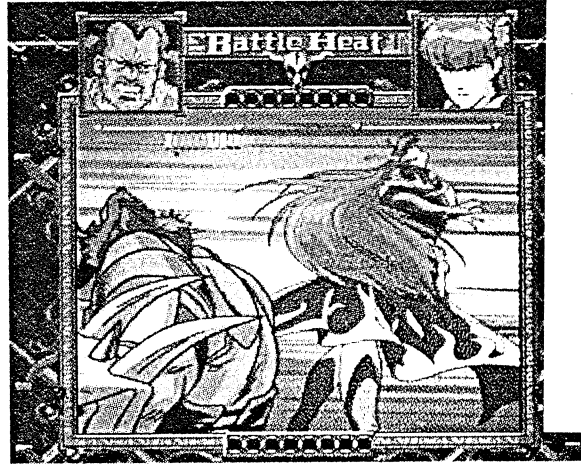
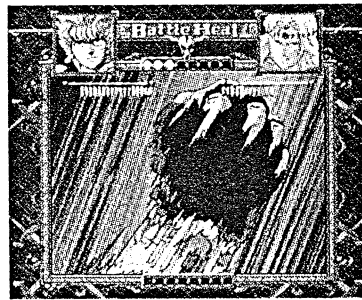
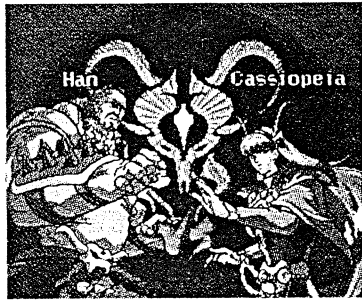
Due for release soon on the PC-FX are two games at the moment here they are, (we are also waiting for more information on releases).



A: YUNA, Milky Way Young Lady Legend, Siren in Grief / Adventure, Hudson.

B: SHANGHAI, The Great Wall / Ask Kodansha / Simulation, NEC EC.



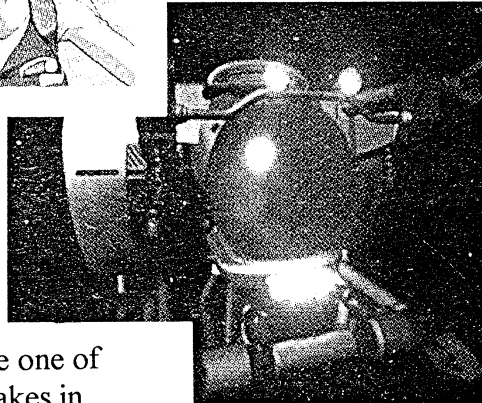
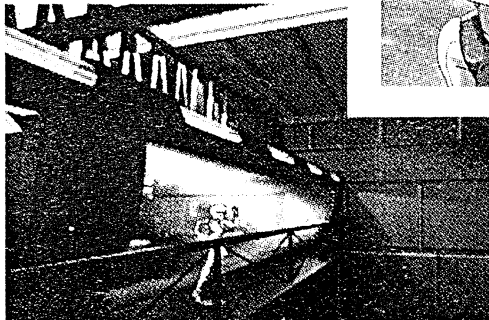
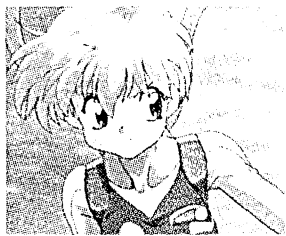
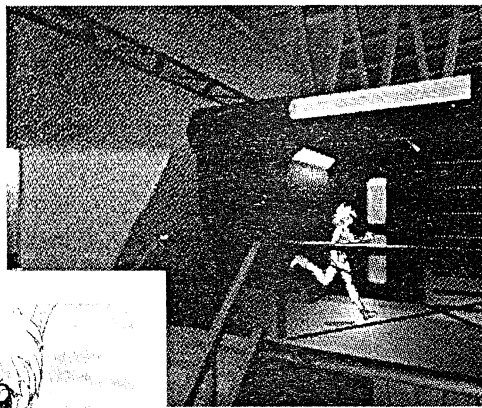
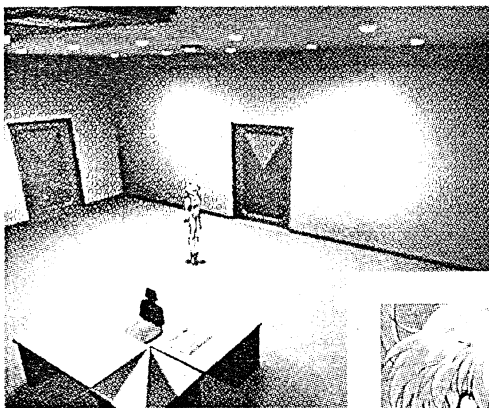


BATTLE HEAT

This demonstrates what NEC is trying to achieve, amazing cartoon graphics and sound makes this look like a Manga film, the basic idea is a two player fighting game that you take in turns to program your moves and watch as the action goes down. The animation is accessed at lightning speed and the whole feel of this game is a film that is controlled by you, that is different each time you watch it. Strange but true!.

TEAM INNOCENT

Yet again this game has masses of pre-rendered stills and footage and features traditional type sprites, what you get is an amazing Alone in the Dark type game. As you play the machine uses loads of changing camera angles so you get a real film sense delivered in jaw dropping full screen digital playback, coming out of Hudson's custom built drive. But are NEC doing the right thing by such a radical development in the games market to try and expand into a newly enhanced area such as games looking and playing like a film, yes great but keep the normal shooters and multi-play games coming.



Have NEC made one of the biggest mistakes in game history? only time will tell.

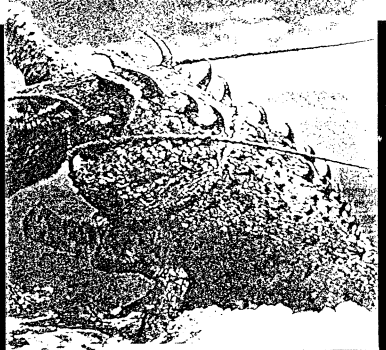
STAY TUNED !

IVAN.

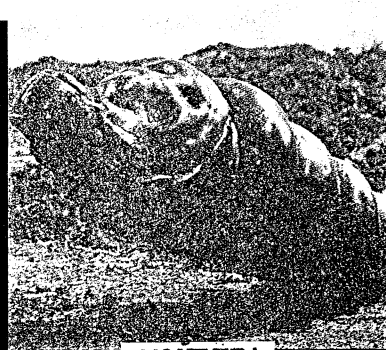
かいじゅ

WHO IS GODZILLA?

● は、しんちよう、
● は、たいじゅう、
● は、ぶきを あらわします。



GAPPA



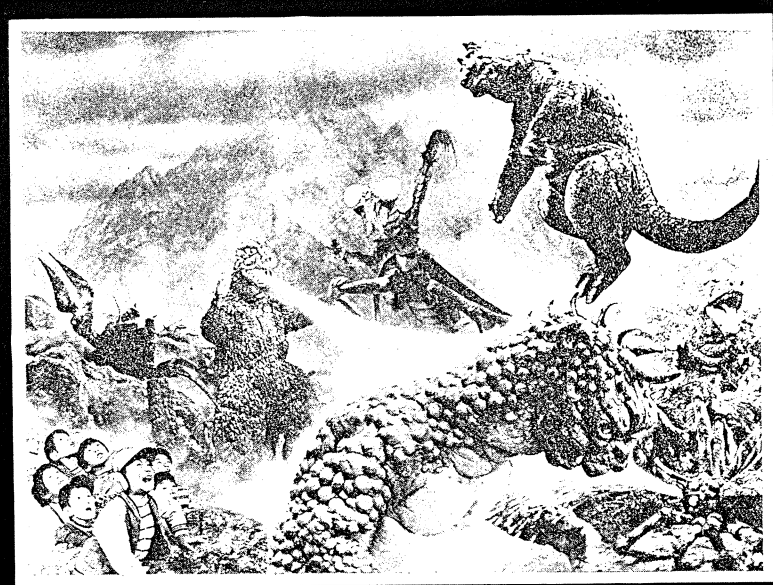
MONTORA

Merian Coldwell Cooper a Florida born flier who was a renowned soldier of fortune joined up with an ex-keystone comedy cameraman, Ernest B Schoedsack. They created two famous documentaries, Grass 1925 and Chang 1927. Both had classical adventure elements, but are factual, it is a fantastic work of fiction that they are best remembered in cinema history, King Kong 1933. Kong was a 40 foot Gorilla who lived on Skull island. In reality he was a tiny model devised by Willis O'Brian in the early day of stop animation. David Selznick had heard of a script by Merian Cooper in 1930 he asked O'Brian to work a model around the idea of a giant Gorilla. Three years later in 1933 the greatest film event on Earth happened, Kong was released in New York. The film opened in the Radio City Hall and the Roxy simultaneously the first time a film had ever opened in two cinemas at the same time. The film shocked the world which was in the height of a depression and offered the public a means of never seen before escapism.

Our fascination about mythical creatures of destruction and the ability of man to overcome even the greatest creatures has become a unique part of our education. We are shown at an early age how man overcomes the beast, such as in George and the Dragon. Our interest is usually stimulated by our material pointless lives which are devoid of spiritual/mystical connections which our history is steeped in. O'Brian's Kong remains the greatest monster movie ever, never has a film captured the public's imagination and given so much to a generation of poverty, compare this with material dribble of Spielberg's Jurassic Park, self pleasing and surface only.



In Japan in the 1950's a new monster was starting to appear in comics his name was Gojira (Godzilla King of the Monsters). A new monster was devised to capture the imagination of the world the main filmic difference was Godzilla was a man dressed in a suit stomping over miniature Tokyo sets which were designed by the genius craftsmen and designer Eiji Tsuburuya. Gojira was Japan's first major export to the world, the Americans loved it and extra scenes were added with Raymond Burr (of Ironside fame) as reporter Steve Martin (Raymond Burr also starred in a 70's remake of Gojira). Martin finds Tokyo in the same panic which gripped America a year earlier in 53 in the film the Beast From 20,000 Fathoms. The storyline for Gojira goes along these lines. The Bikini Bomb has woken Godzilla, being a Japanese monster Godzilla is a mythical fire breathing dragon. But because of the nuclear generation Godzilla's fire was radioactive. The films storyline is loosely based on Japanese history, the local islanders send a virgin to Godzilla to appease him every month but some smart alec scientist tries to kill Godzilla with the Bikini Bomb which pisses Godzilla off no end, his retribution is to raise Tokyo to the ground. Doctor Seriza the dork scientist who is to blame for all the devastation devises a way to destroy Godzilla by taking the oxygen out of the sea with Bikin bomb which works and sends Godzilla to his murky grave, Doctor Seriza feels so bad about the trouble he has caused he commits Hari-kiri.



Godzilla is not just another run of the mill monster the theory behind such a creation is not hard to understand, Japan laid in waste after the American atomic bombs of WW2. Godzilla represents another giant atomic beast trying to destroy Japan but this time



RODAN



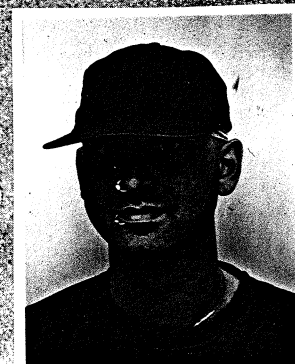
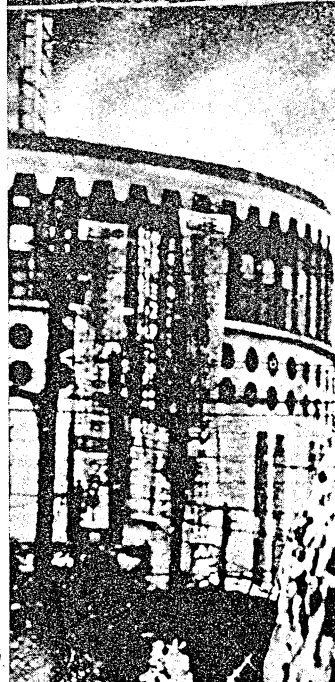
ANKYLOS



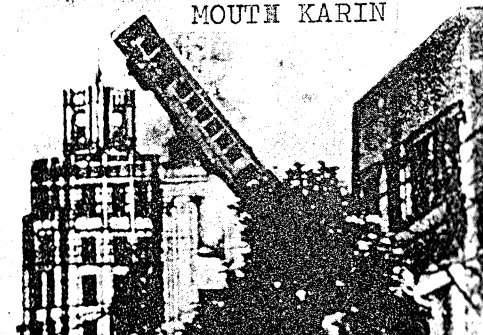
GHIDRAH



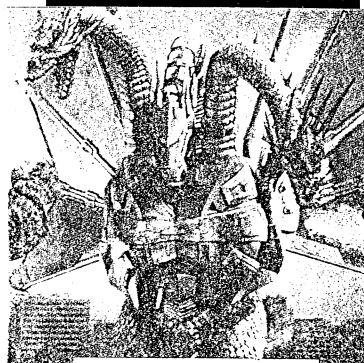
MECHA-GODZILLA



MECHA-METAL MOUTH KARIN



and each time Japan is threatened the Japanese wipes out the menace of this nuclear threat. Do you get the picture now? Unfortunately this method of propaganda really backfired with the US public lapping up the Godzilla chaos, it became a commercial success all around the world and despite Godzilla's death in the first film he was resurrected time and time again in such classics as Godzilla Counter Attack 1955, Godzilla vs The Thing 1964, Godzilla vs King Kong 1962, Son of Godzilla 1966 and Godzilla vs Hedorah 1971. Godzilla took on a new image becoming Earth's saviour when he destroyed the giant crab Ebirah and save the Earth. The Japanese anti-hero had gone full circle a complete roll reversal which mimicked the times of the 50's and 60's as tension between the US and Japan passed.



MECHA-GHIDRAH

For the fickle Japanese market new monsters had to be devised along came Rodan a giant snowman, a terrible Pterodactyl Varan the unbelievable, Mothra a giant flying beast, Gorath a reptile, Dogoru a giant jellyfish, Ghidrah a three headed flying beast, Gamera another three headed chappie, Gappa a giant crab, Gyars a flying fox and Viras a giant squid from outer space, where else? All of these creatures had their own films and usually Godzilla would come along to save the day. The basic concept of the films was a oppressor one of the aforementioned monsters would attack either Tokyo, Yokohama or Osaka. Godzilla would intervene. This strange phenomena of films was hugely successful during the 50's, 60's and 70's. Our lust for destruction on screen maybe quenches our stupid human nature to destroy and make war, is it not better to watch fictitiously than to act violently.

KARIN.

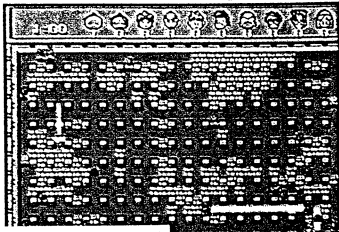
BIG IN JAPAN

32-BIT GAMES WHICH MAY NOT BE SEEN OVER HERE.

BATTLE GAME

10人

ルカ織

HUDSON HOME PAGE <http://www.hudson.co.jp/>

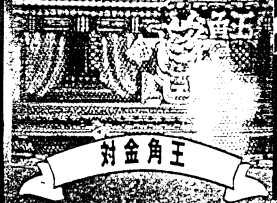
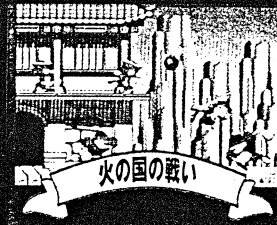
ハニーちゃんのインターネット <http://honey.hudson.co.jp/>



SBOM MULTITAP
ソニーのマルチタップを模した、
ボタンが10個並ぶマルチタップ。
200個、100個、50個、25個の
ボタンが並ぶ。価格は、
50個ボタン ¥3,480円(税別)

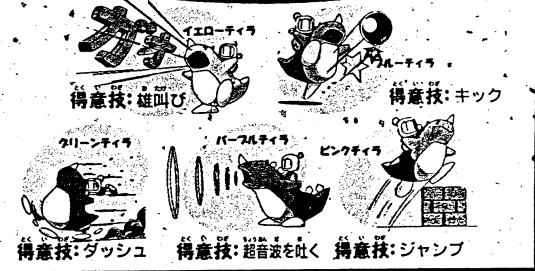
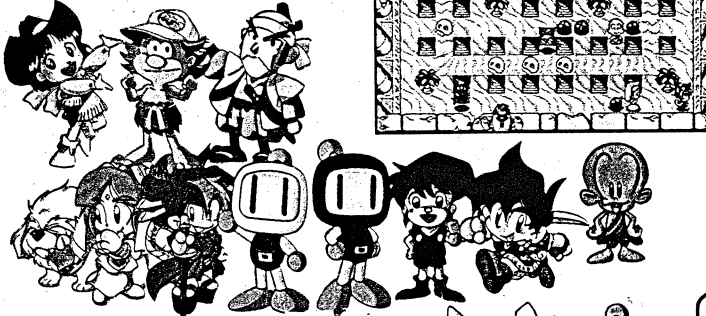


SBOM JOY CARD
ソニーのジョイスティックを模した、
ボタンが10個並ぶジョイスティック。
200個、100個、50個、25個の
ボタンが並ぶ。価格は、
50個ボタン ¥2,480円(税別)

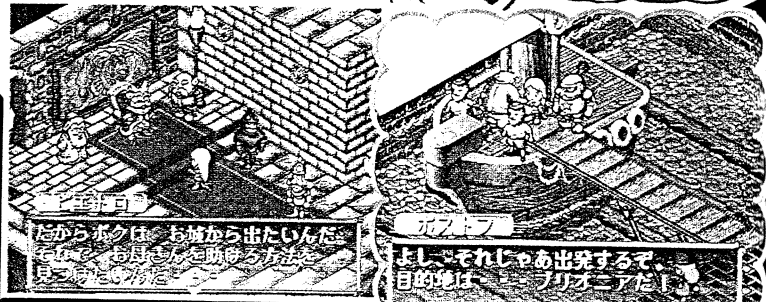


HUDSON

ラクタ
キャラ
を選んでプレイできるぞ!



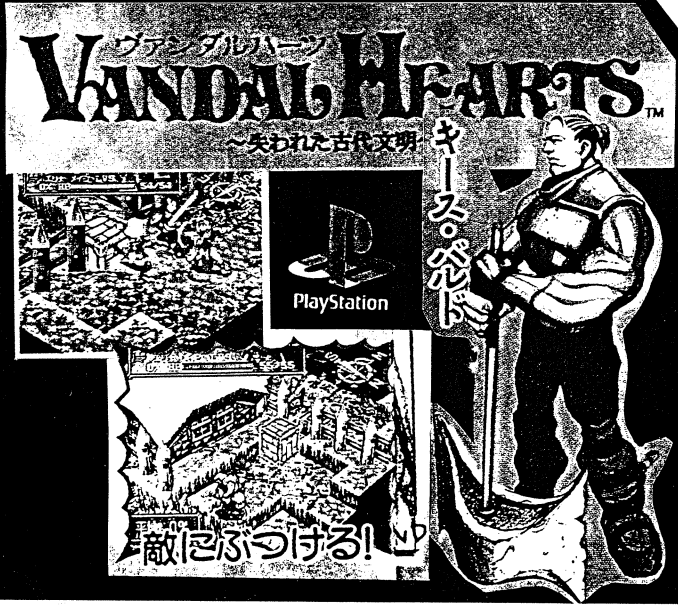
POPOLOCROIS



ABOVE RIGHT. BOMBERMAN HI TEN ON THE SATURN SIMPLY THE BEST SOCIAL GAME EVER MADE.
ABOVE LEFT. MONKEY ON THE PSX, ODD LOOKING PLATFORMER SANDY LOOKS LIKE A BIRD?
ABOVE. THE EXCELLENT LOOKING POPOLOCROIS STATION OWNERS CAN ONLY WISH FOR A U.K RELEASE.

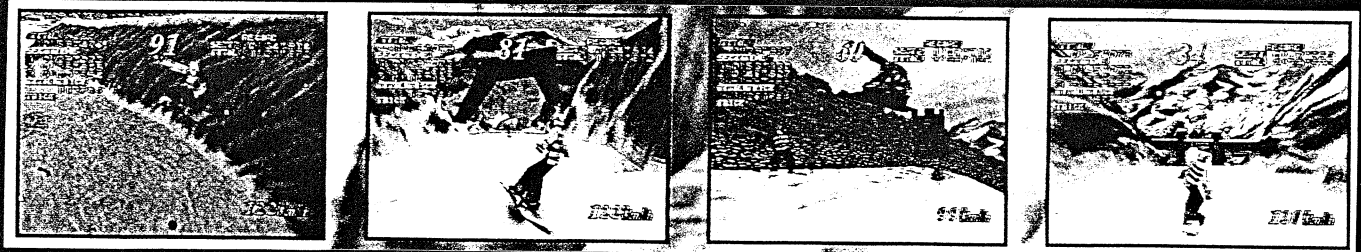
RIGHT. VANDAL HEARTS ANOTHER WILD LOOKING RPG ON THE PSX, ARMED SAD PSX OWNERS NEVER GET THE GIRLS.

ヴァンダルハーツ
VANDAL HEARTS
~失われた古代文明~



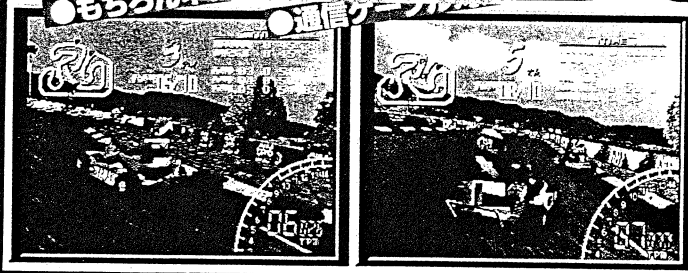
PlayStation

敵にぶつける!



ABOVE. COOLBOARDERS ON THE PSX A WIPEOUT ON SNOW, GEEKS ONLY BUY.

PlayStation Ayrton Senna Kart Duel



ABOVE. ARYTON SENNAS KART DUEL, SOME SICK SENSE OF HUMOUR, WHAT NEXT NICKY LAUDERS FIRE FIGHTER?



ABOVE. ENEMY ZERO ON THE SATURN THE FIRST RENDERD GRAPHIC PLAY GAME, YES THESE ARE THE IN GAME GRAPHICS.
 RIGHT. AQUAZONE SEGAS FISHTANK SIM, YES YOU TURN YOUR T.V INTO A FISHTANK CHECKING THE TEMP, FOOD AND WATER SO YOUR FISH GROW INTERNET LINKED A NEW GAME WORLD MAYBE NOT BUT A FRESH IDEA AT LAST.

フルアニメーションゲームマシン
PC-FX
 ビーシー・エフエックス

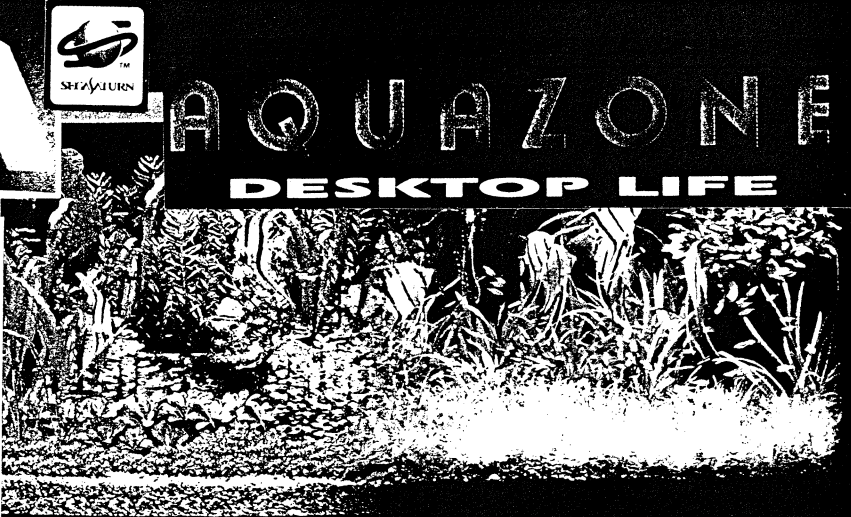
クリュールム 発進!!
 ▶ 発進や着陸時、戦闘中に技が決まった時には、迫力のCGアニメが挿入される。

空戦技だ!
 ◀ 各種の計器で敵機を追いつめる確かな空戦技を繰り出そう。

変形だ!
 ▶ 高速のファイターモードで敵機を捉えたら、重装備のダイバーモードに変形して射撃。

NIRGENDS

ABOVE. THE AMAZING LOCKING FLIGHT SIM COME RPG COME ROBOT FRENZY GAME ON THE PC-FX NIRGENDS LOOKS THE BEES, IT LOOKS AS GOOD AS MYSELF SO IT SHOULD BE A CLASSIC THANG. KARIN.



AQUAZONE DESKTOP LIFE

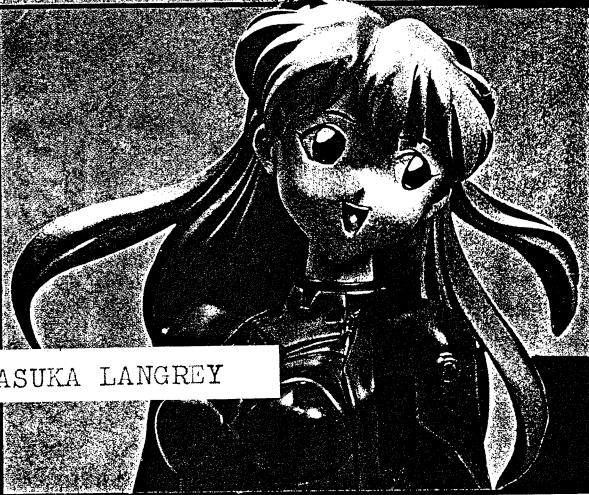
CRT-AQUARIUM?

GAMES & RESIN

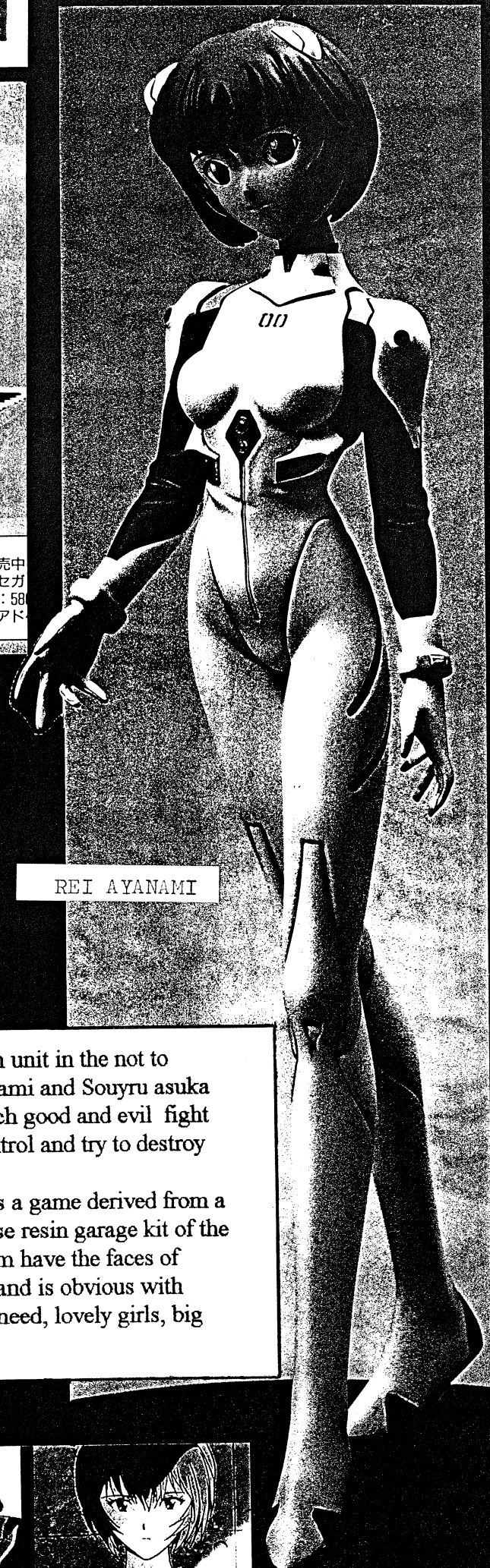


ABOVE LEFT : Rei
CENTRE : Asuka
ABOVE RIGHT : Misato

■発売日：発売中
■メーカー：セガ
■価格(税別)：58
■ジャンル：アド



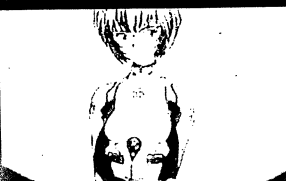
SOURYU ASUKA LANGREY



REI AYANAMI

One of the newest games on the Saturn this is a story of a mech unit in the not to distant future the pilots and heroines in this game are Rei ayanami and Souryu asuka langrey. This of course takes place in a time of conflict in which good and evil fight for supreme power. Its a role play game in which you take control and try to destroy the new enemy mech.

The popularity of this game is shining through as of course it is a game derived from a anime style tv cartoon that was an instant hit, and now Japanese resin garage kit of the series are every where to be seen. With Evangelian all of whom have the faces of thirteen year olds and the bodies of eighteen year olds the demand is obvious with Japanese male society, and personally I think its just what we need, lovely girls, big robots and carnage, what more could we ask for?.



まどべから やがてとひつ



はねがあること



はるかみらい めざすための



そのせなかには



はるかみだ

Another strat sim with girls in robotic battle suits this time on the PC-FX, your part of a team of six girls. Game play is in the same vein as Vasteel and most strat games were you place your forces in strategic positions on a hexagonal map and blow by blow attack and defend, this is separated by inter woven sections of animation and speech, all in all a good looking game but nothing new sadly.

POWER DOLLS

PC-FX

VG ADVANCED

I think this was the first true fighting game I saw with a good story line to it, and I mean a real story not any of this MKombat bit of writing about a monks revenge shit. So we've got a story great! now all we need is to have a game that we enjoy playing, and personally that is just what I found. All thoughts of fighting games are crap go out the window, well not all thoughts just most and thats being generous. Now we have a fight with a story its great to play and the piece de resistance it all girl action fabulous!. As time passed and I played happily with my game I learned to love it and still do so when it came to pass that I found a Japanese magazine with resin model kits of my favourite girls in it I was ecstatic, the diversity of Japanese resin kits is amazing and weird but obtaining them is another matter and when you do find them they cost an arm and a leg, but you have to have desires that keep you going, dontcha !.



歩兵で白兵戦を挑むのが正し
いだらう。

ヤオノエミルン

声..冬馬由美



戦用の武器はM6Aガトリン
グ砲がオススメだ。

シオンアキラ

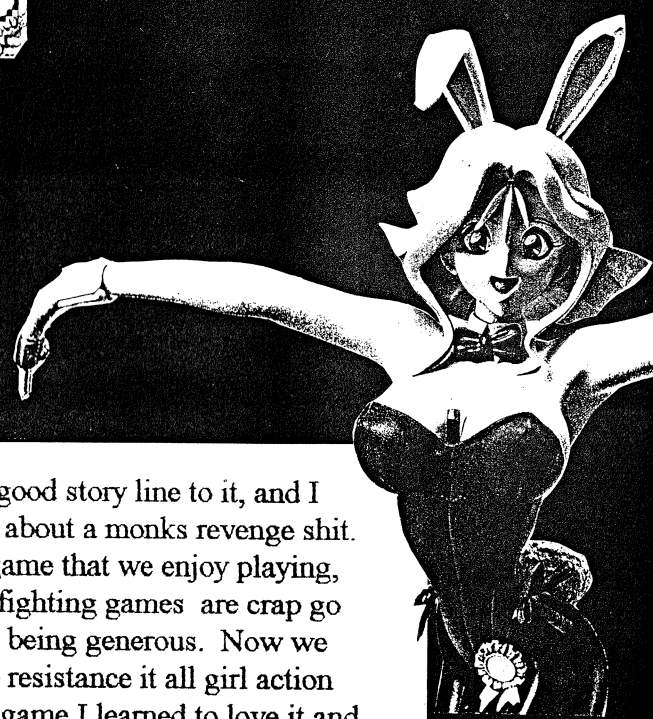
声..山崎和佳奈



の後方支援をしつつ、回復し
てやるう。

セルマシエーレ

声..西原久美子



AYAKO



ERINA

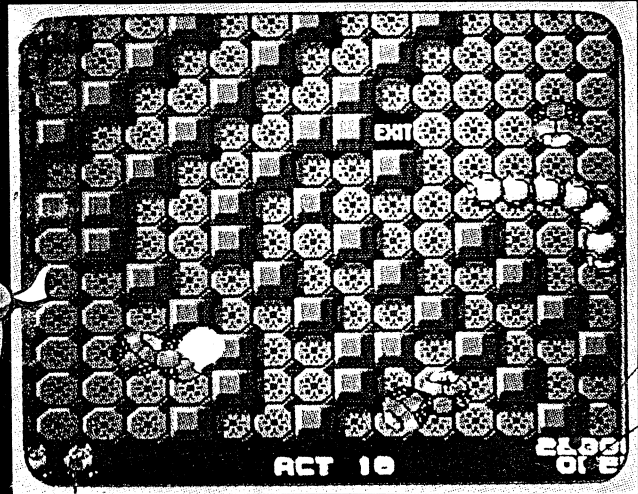
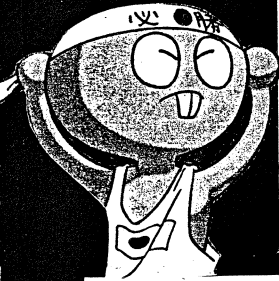
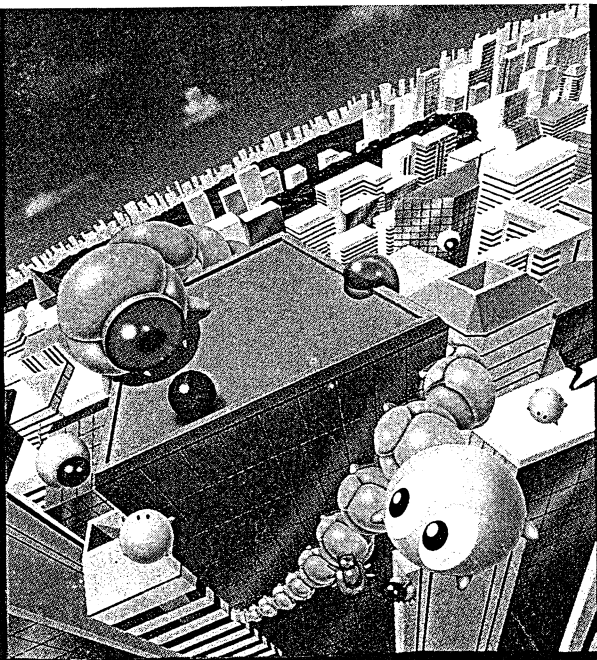
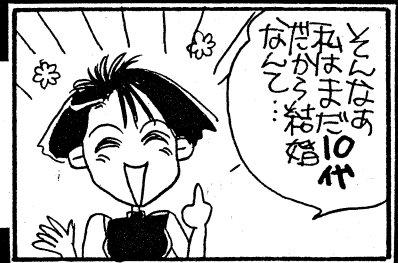


SATOMI



YUKA

GOMOLA SPEED



One of those secret little games which comes along in a lifetime. A cross between Gauntlet, Pac Man and Centipede. The basis of the game is to collect your worm shaped body which is broken up and laid waste over different levels, scrolling or single screen. Once you are assembled find eat all the food by encircling it and then find the exit. The game is seen from a 2D birds eye view like Gauntlet. Many obstacles stand between you and your goal as there is a plethora of aliens waiting for you. So to aid you are blessed with the ability to produce 3 bombs from you but. These can immobilise the enemy for a short period. Once stunned you must encircle your snake body around them so your head touches your tail to kill them. Mastering this technique is hard. There are also big end of level nasties every few levels or so, to aid you with the dispatching of these you can obtain a forward firing laser.

I had heard of this game many moons ago and wonderd what all the fuss was about. Then a friend had a copy which he lent me one dark night in june 94, he said you are going to lose all your spare time, I smiled and laughed like you do to someone who you would rather hold under water than have to see them. 4 hours later i wish i had used the water, this game had me hooked and landed, a cross between Pac-Man, Gauntlet and Centipede but has a fresh feel all its own, this game had a massive impact in japan and has now a large cult following here, I obtained a very wet copy all for myself next please.....

GOMOLA SPEED

Gauntlet meets centipede? maybe not. An interesting game if you like a challenge, its excellent graphically but sonically average, this is a puzzle game that takes a lot to get into but once you're there WHAM it just gets harder and harder. Cruise around the mazes picking up extra bits of body, eating food and killing baddies. Not bad overall. Try it you might like it (choke)!

Graphics	A
Audio	D
Playability	B
Lastability	C
Bizarreness	B
Cult Factor	C
Overall Grade	C

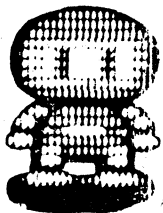
GRAPHICS....B-
 AUDIO.....C+
 PLAYABILITY.B+
 LASTABILITY.A
 SURREAL.....B
 CULT FACTOR.B
 OVERALL.....B
 KARIN.



GAME CODES	GREEN GREEN RED RED GREEN WHITE WHITE WHITE GREEN GREEN WHITE GREEN WHITE WHITE RED GREEN RED RED STAR GREEN STAR WHITE WHITE GOLD STAR
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REVIEWER: IVAN



EVERYBODY NEEDS HISTORY AND THIS IS HIS.

BOMBER MAN

HISTORY



So your slaughtering your best friends on BOMBERMAN '94, well stop right there brothers and sisters and read on, for did you know that B'MAN was originally demonstrated by Hudson soft on an 80's PC as just a basic one player game, using just one kind of bomb and only one enemy. Yes I know it's hard to swallow but so is a novel by Jilly Cooper (but we do)? Hudson soft had great success on the Nintendo 8bit with Locus Runner & Star Force but needed something fresh to release and so came Bomberman on the little 8bit wonder, but it was still only a two player game and it sank into obscurity fast. Then NEC made the PC Engine with it's 5 player capabilities by 1989 BOMBER MAN came out "holy smoke", the industry and punters couldn't believe it and the greatest games concept ever soon blossomed.

The first true party game for all.

The Engine now raged through with B'Man

and soon came BOMBER MAN 93 released in late '92

by Hudson soft and with it were new screens to play on, each

with a massive variation on the original, you now had trap door, warps

and conveyor belts. The PC Engine was now growing so fast in the console

market that it caught the eye of Nintendo and Sega, the idea dawned on them to produce

Bomber man on their own consoles, so the rights to do so were purchased and in '93 Nintendo

released the so called Super BOMBER MAN but it was a poor attempt, the only real groovy

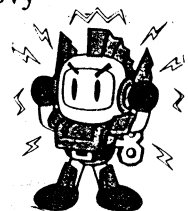
features of this version was detonator bombs in multi-player games, also the SNES and

Mega Drives could only handle 4 players at one time, not bad but definitely lacking.

This put together with the fact that the mentality of SNES & Mega Drive

owners was basic shoot'ems and fighting games made B'MAN

a literal non starter for Nintendo and Sega.

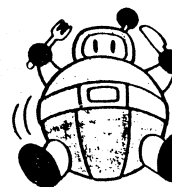
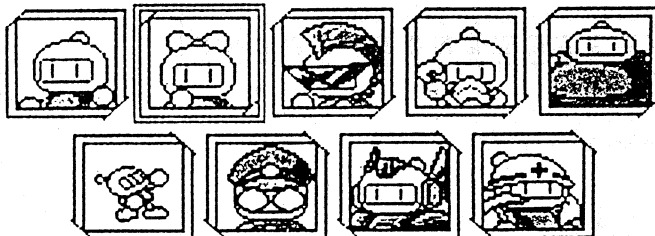


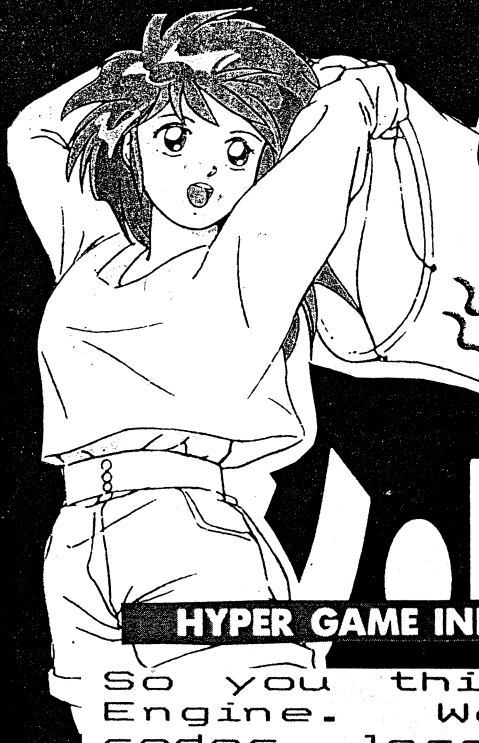
While all this was happening the PC Engine was preparing for the release of the new B'MAN from Hudson, it came in early 1994, this crowning glory BOMBER MAN '94, Hudson tweaked the leg of the amazing engine game by adding more new levels, these included the infamous Jungle screen, Snowy igloo screen, Underwater screen and many more. The icing on the proverbial cake came with the addition of Kangaroo's? and a hell fury tag team feature, each kangaroo gave you an extra edge for they all do different things like super fast run, kick blocks, jump, kick the bombs over blocks and the most mind blowing addition, dance, yes it's true the pink kanga dances, why I couldn't tell you I don't even know myself, but it's fantastic on auto fire!

Now you could be forgiven for saying "enough already I can't take no more choices" but I'm afraid that there is one more choice to be made and this is the one that matters, who are you going to be?, now there are Bomber Man characters to choose from that should reflect your personality are you a B'Man, B'Girl, Fat'B, Cyber'B, B'Cop, B'Boy, Old'B, B'Punk or a Rescue'B'Man. (sometimes it's all just too much to take).

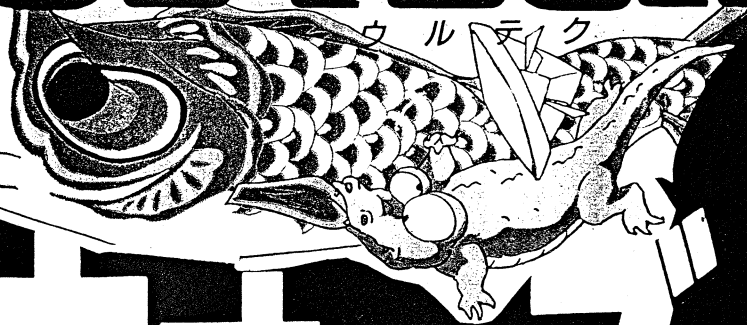


So were is B'Man heading ?, well in Japan you can play the ultimate B'Man Hi-Ten, but this is only available in certain venues as you need a large PC and a special wide screen TV to play it on, but it does allow you to play a variety of classic Engine characters including Air Zonk, PC Kid, Doroman and more.





UL-TECH



HYPER GAME INFORMATION FOR FREAKS

So you think you can rage on an Engine. Well lets see your tips, codes, legendary screenshots and pictures of your better halves. Need an incentive? How about a copy of TWIN BEE for the best Ul-Tech printed. Yes I thought that would wet your.....

JACKIE CHAN

ON THE TITLE SCREEN, PRESS L, R, 2 AND REPEAT UNTIL YOU HEAR A SOUND THEN HOLD DOWN SELECT AND PRESS RUN YOU WILL NOW ENTER A LEVEL SELECT SCREEN WITH LOTS OF BALL FLYING AROUND (TRIPPY!).

TALES OF MONSTER PATH

ENTER THE STAFF INFO SCREEN BY HOLDING DOWN 1, 2, SELECT AND PRESSING RUN, NOW RESET THE GAME AND SEE WHAT HAPPENS.

PC KID 2

ON THE TITLE SCREEN PRESS RUN TO ENTER OPTIONS THEN CHOOSE THE TOP OPTION BY HOLDING DOWN, 2 AND PRESSING RUN YOU WILL NOW BE ABLE TO PLAY ALL THE BONUS SCREENS, OR NOW IF YOU PUT THE CURSOR ON THE EXIT OPTION AND PRESS 2 AND RUN TOGETHER YOU WILL GET THE KARAOKE MODE. SEEING IS BELIEVING.

1/ DO NOT KICK YOUR ENGINE IF YOU LOSE, AN OLD SOFT TOY OR PET CAT WILL WORK JUST AS WELL.

GUNHED

IF YOU WOULD LIKE TO SEE THE END SEQUENCE WITHOUT PLAYING THE GAME, ON THE TITLE SCREEN PRESS SELECT REPEATEDLY.

DEVIL CRASH

TO ENTER SOUND TEST MODE START YOUR GAME AND THEN PAUSE IT PRESS SELECT FOR THE HI-SCORE SCREEN AND THEN PRESS R, D, L, U AND 1.

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 FORMULA 1 CARS.

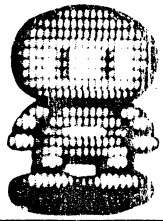
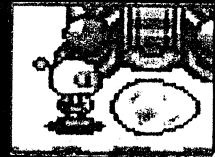
DRAGON SPIRIT

TO GAIN TWO MORE CONTINUES HOLD DOWN 2 AND PRESS 1 ON THE TITLE SCREEN.

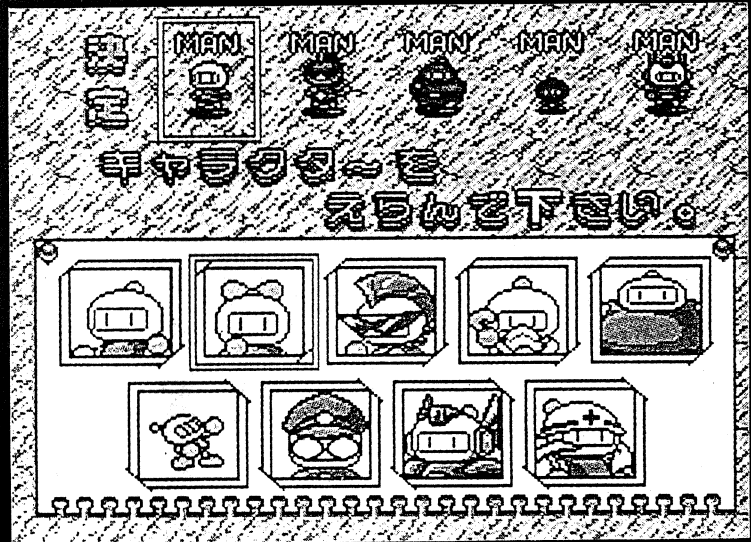
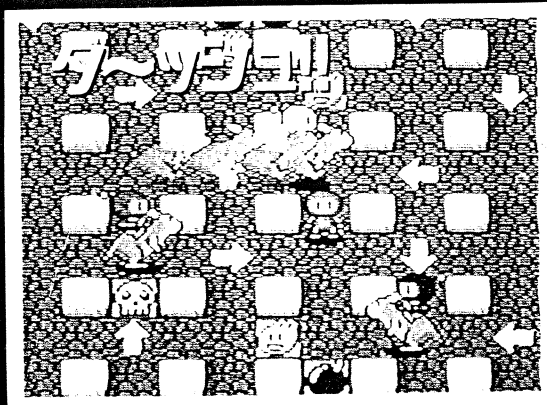
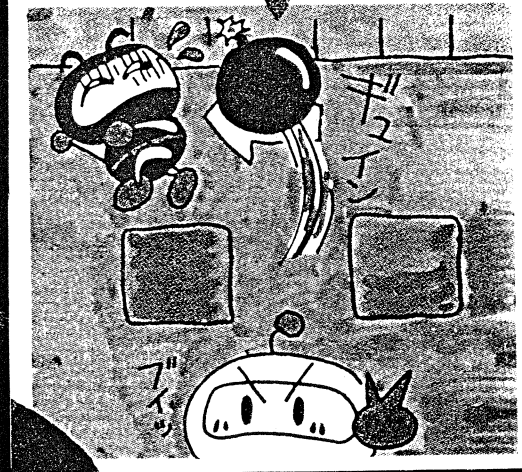
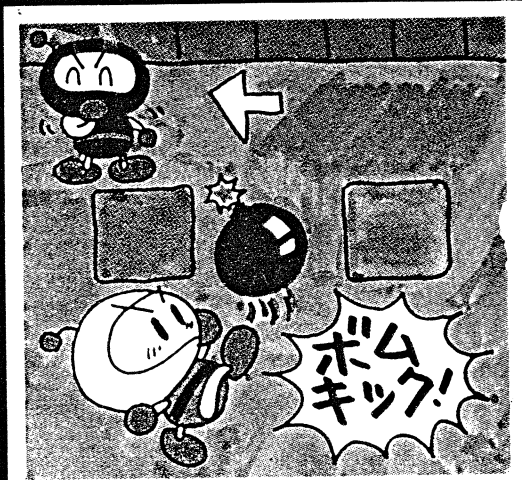
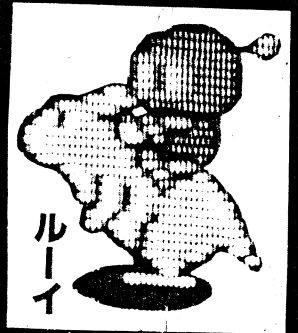
TATIO MOTORBIKE RACING

TO TURN THE BIKE RIDER INTO A NAKED GIRL HOLD DOWN L, PRESS 1, 2, 1, 2, 2, 1 AND PRESS RUN ON THE TITLE SCREEN.

BOMBER



MAN 94



ABOVE: 9 different characters are now available. From "Fat Man" to "Techno Cop".

This

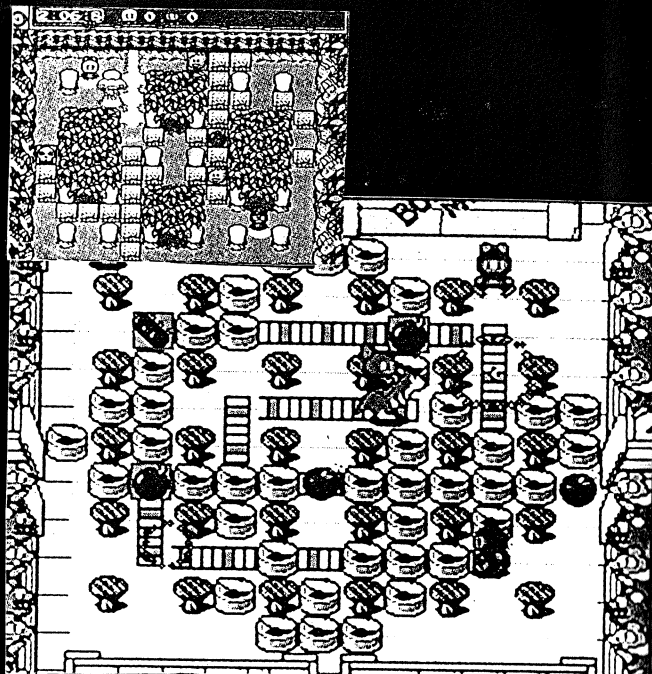
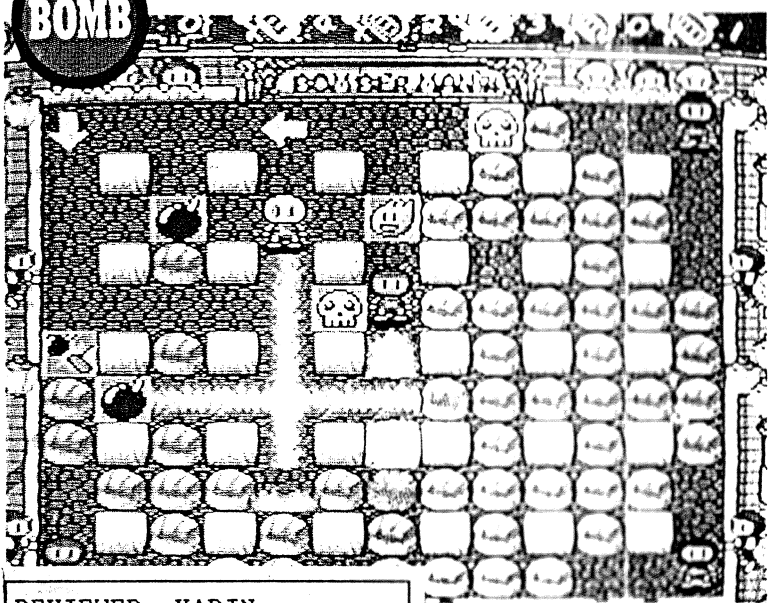
Bomberman was the last instalment of the Bomberman series to be released on the PC Engine. Actually in late '93. The basis of the game remains basically the same as the prequels, but there have also been many new features added. The basic 5 player structure of destroying your opponents is still there which is a good thing, but now you also have the choice of 8 different levels each with their own characteristics. Levels vary from trapdoor levels to being able to slide your bombs along magnetic floors. Additional features are the kangaroos which can be mounted by the bomberman. Each Kangaroo has different attributes. The blue kangaroo allows the player to kick bombs and the green kanga travels at high velocity to name but two types. You can now choose from 9 different bombermen characters and can play tag team. The graphics are the best yet seen in the series and the sound is adequate and does the job. This version is considered the definitive of the genre.

ABOVE TOP: Kick a bomb along magnetic arrows to trap opponents.

ABOVE: Bombermen mounted on their green speeder Kanga's.

BOMB

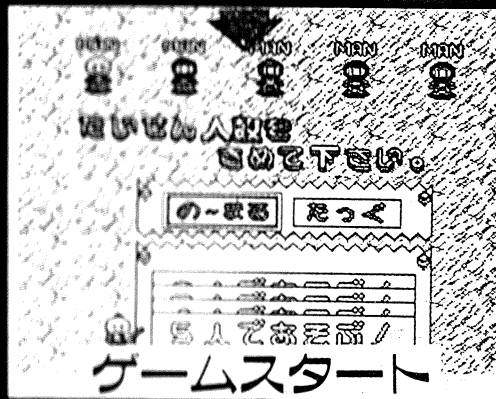
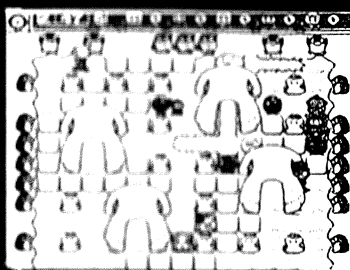
ジーコもビックリ! 爆弾



神奈川県

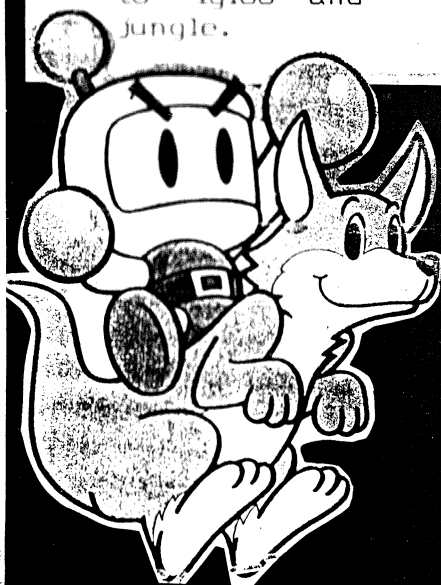
REVIEWER: KARIN

Without doubt this is software and gaming console production at its best, easy concept, multiplayer and enough gameplay to devise your own style. Bman like life is about a challenge and a goal, but this is a lineal goal, eradicate your enemy. Excellent graphics, loads of levels like, underwater, trapdoor, include this with a great 1 player game. Other options like tagteam, computer characters and kangaroo's adds to the depth. Don't forget when you kill your best friend, rub it in verbally to their face, it makes for good personal interaction.



ABOVE: Varying levels of battle. From ice level to conveyer to igloo and jungle.

GRAPHICS	A
AUDIO	C
PLAYABILITY	A+
LASTABILITY	A
SURREAL/BIZARRENES	B
CULT FACTOR	B+
OVERALL GRADE	A



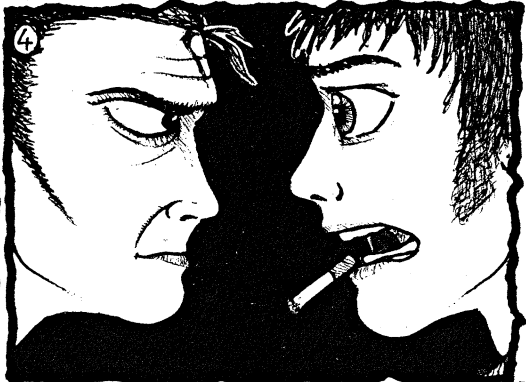
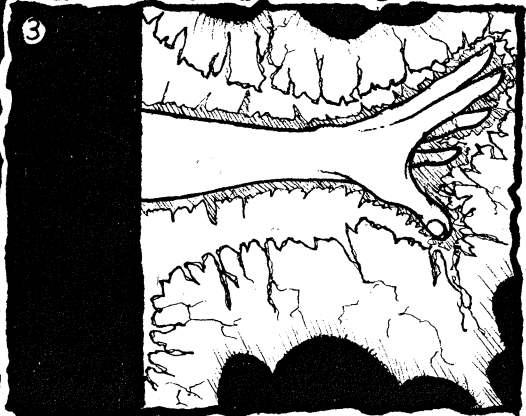
BOMBER MAN '94

A game that feels like it's been around for centuries and will live on for millennia. An unsurpassed game that without doubt no-one can deny, with multiplayer excitement rarely experienced, perfect graphics, fun characters to choose from and an array of arena's to war in and kangaroo's to boot. Death can be fun kid's just make sure its not you!

Graphics	A
Audio	C
Playability	A
Lastability	B+
Bizarreness	C
Cult Factor	A
Overall Grade	A

REVIEWER: IVAN

THE Engine Co.



NOT TOO SURE I HOPE, YOU SEE SOME PEOPLE GET COMPLACENT. THEY THINK THEY KNOW IT ALL



SO I HAVE TO SET THEM STRAIGHT

**NEXT ISSUE:
BOMBERMAN
BRIGADE !!**



ARE YOU SURE YOU MADE THE RIGHT CHOICE?



ARE YOU HAPPY WITH YOUR CONSOLE?



IF YOU UNDERESTIMATE THE POWER OF THE PC ENGINE, YOU INSULT THE INTELLIGENCE OF THE ENGINE CO. PERHAPS I SHOULD INTRODUCE YOU TO SOME OF MY FRIENDS.

PCP JAPAN

Welcome to PCP JAPAN the column that hopes to amuse and enlighten you on the phenomenon of Japanese society. In following issues I'd like you to join me on an exploration into the Japanese mind and what makes it tick, from their fascination with sailor suited school girls to their rigorous hygiene code. We'll also be looking at what they get up to when their having a good time and how access to the latest technology affects their everyday lives, for example the Yokoyama family from Tokyo whose house is controlled from a 128 button console situated in the kitchen, which you can even phone from the car to run the bath for you at just the right temperature. There are also TECHNO LOO'S Japanese toilets that automatically check your urine and notify your local health centre if anything is wrong. BUT! there's more to the Japanese than crazy technology and raw fish, man do they have problems. acute racism, sexism Yakuza gangsters and hidden poverty etc. etc.

So in effect I'm gonna go through their garbage and pick out the juicy bits and tell the world cause that's my mission, and if you have any dirty information you want to tell the people or if you have an idea for a particularly interesting investigation send it in and I'll do my best to make it sound sleazy. What more could you ask for in your powder?

DOES CRIME PAY IN JAPAN TODAY?

The police care but just how much they are prepared to do is kept under their hats as it were. Everybody's heard the name YAKUZA before and if you haven't well were the hell have you been, the Yakuza is the Japanese version of the Mafia style crime bosses, they move around in their individual cities collecting protection money and bribes from all walks of life be you politician, police chief or restaurant owner. But the restrictive size of Japan means their revenue is running low so now the police are worried that large gang wars are going to be fought as the gangs start to step on each others toes. So the police will do anything to stop this happening and what they do will probably come out of their own pocket, now this doesn't mean the police are bad just that they have different ways of stopping crime on the streets, and it works because in the cities of Japan a woman will think nothing of walking home on the street at night and arriving safely where ever she roams.

In one case blackmail certainly did pay as one man found out, over a one year period this man managed to raise nearly \$130,000,000 with no prior knowledge or inside information, from the wealthy population of Japan, not hard when you consider that a low wage bracket is \$25,000 a year. It seems that a lot of the top business people have a lot of skeletons in their cupboards that they want to stay hidden, the odd back hand deal or an affair with the secretary can get you into a lot of trouble with the honourable public. Not a bad days work if you have a phone directory and a sharp pin.

DUO

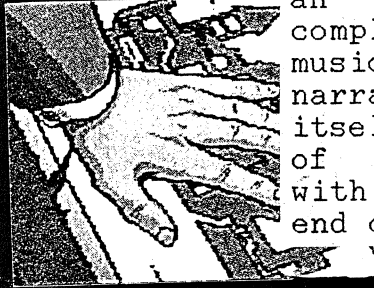
If your interested in finding out more about the Japanese and the society they live in there is a magazine that might interest you its called DUO and its on sale now from all good newsagents and WH Smiths, it covers all aspects of the Japanese people what they do to how they do it, their music, politics, TV, technology and most anything you can think of an absolute must buy at just £2.50.

Dracula X:



Dracula X is the PC Engines version of Castlevania on the SNES. Though being on Cd this version differs greatly in its size and quality. Dracula has stolen all the local talent from your village and you being the local hero must save them all. The game opens up with an animated intro complete with gothic music and German narration? The game itself takes the form of a platform game with multi routes and end of level monsters.

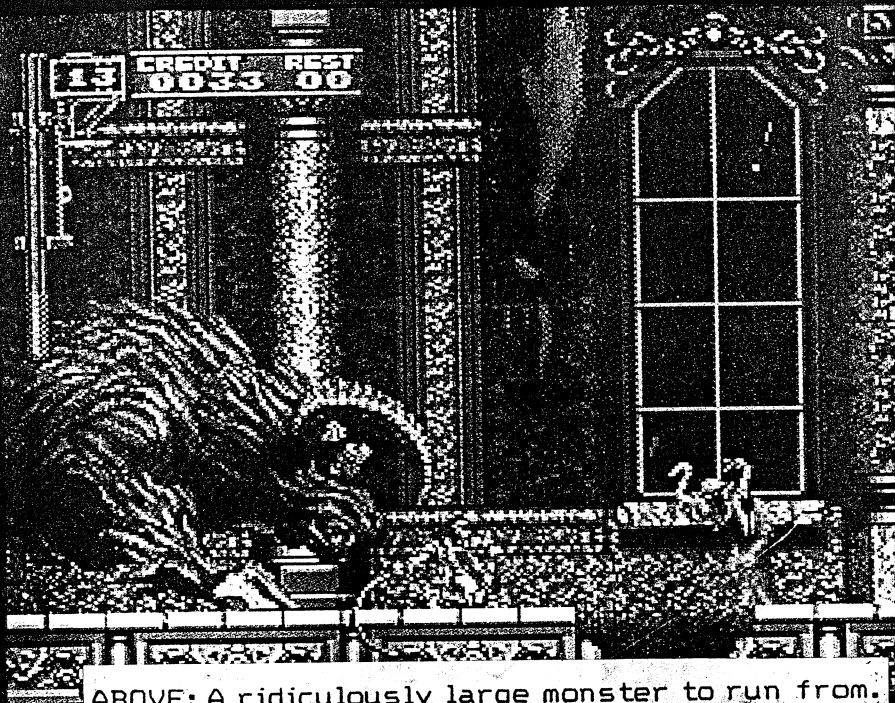
Devil's Castle



The game features excellent spooky CD music and top sound effects. The graphics are suitably dark and moody and are also of very good quality. There a variety of different magics which can be collected and used although the main weapon used throughout is a ball and chain. One of the games original features is that by collecting money in the game you can watch a demonstration of how to defeat the next end of level guardian. The gameplay is also finely tuned making progress an addiction. As the game is quite large there is a save option provided.



ABOVE: Excellent animation intro to set the eerie seen.



ABOVE: A ridiculously large monster to run from.



神奈川県

DRACULA X

REVIEWER: KARIN

You have to just sit back and admire the cheese of this game, it opens with a nice long Anime intro with Gothic music and German narration ? strange but atmospheric, then a lovely set up screen lifted straight from the CD GULP !. Surely the game cannot be as good as the intro ?, forget it this is a beast of a game, massive full blooded software, it has the lot, amazing graphics, excellent sound, longevity in game play take you ages to complete, hidden levels and screens and multi-direction throughout the game.

The trick to this game is the platform Vs depth ratio both very high added with other aspects such as gameplay and audio the whole package is divided for long-term hardened platformers. (Perfect !).



ABOVE INSERT: Run Luke, run...

ABOVE MAIN: Amazing intro sequence where our hero rides headlong into a nasty floaty monster.

BELOW: Within the game you can save young nubile females and play with them, hooray for PC Engine.



REVIEWER: RICK

This game is very well polished. Being a CD game means that the music throughout the game is outstanding, there is also a very good manga style intro with the narration in German with Japanese subtitles at the bottom, very bizarre but it works. Its not all polish though under all the gloss there is also a very playable platform game. Within the game there are different routes which can be taken and there are also extra characters to collect which can then be used. The graphics really are top and still look respectable today. There is a lot of game here and it should keep you playing for a long time as the difficulty level is well pitched.

GRAPHICS	A
AUDIO	A-
PLAYABILITY	B-
LASTABILITY	B
SURREAL/BIZARRENESS	C+
CULT FACTOR	B
OVERALL GRADE	A-

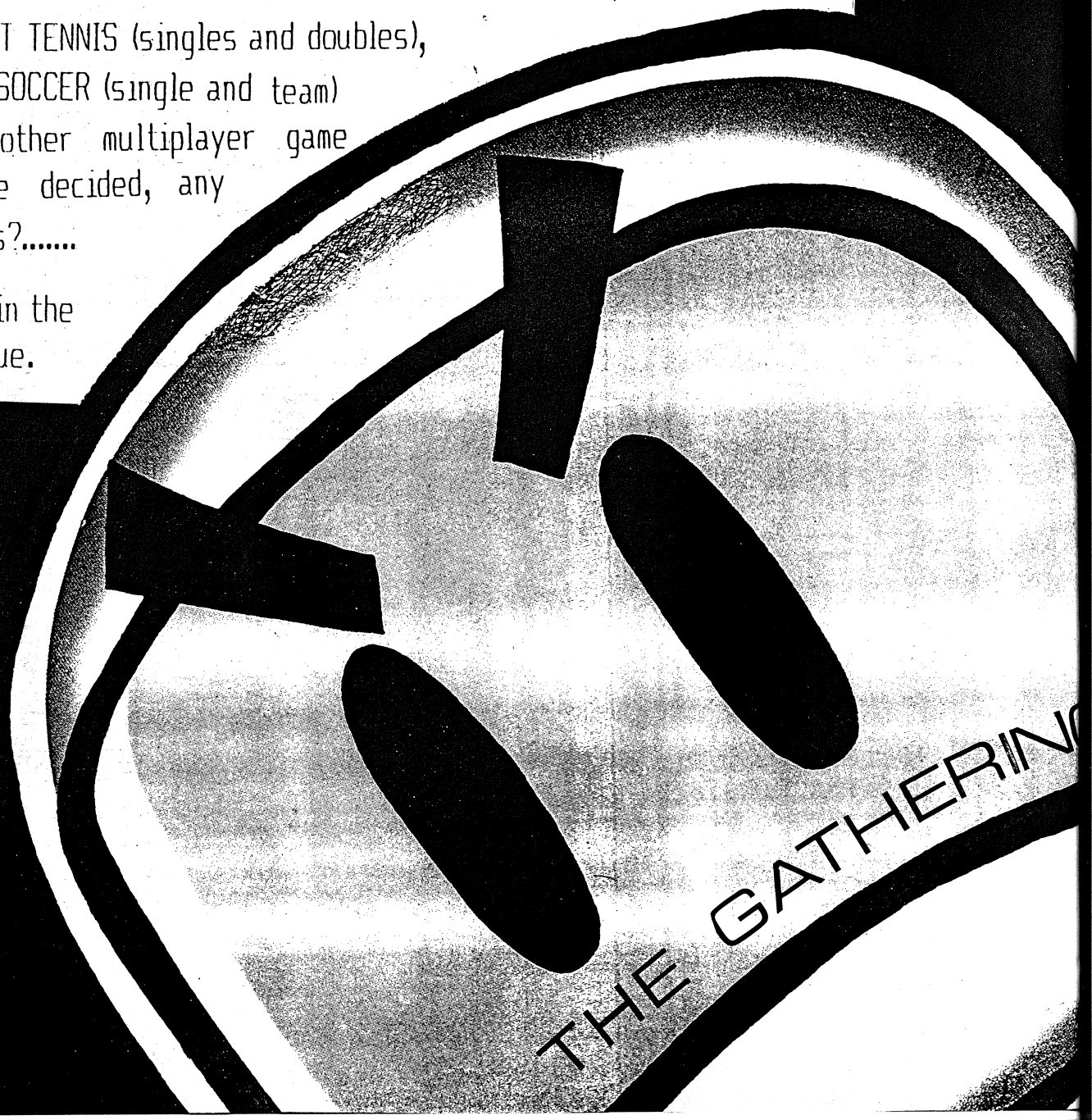
GRAPHICS	B-
AUDIO	B
PLAYABILITY	B+
LASTABILITY	B+
SURREAL/BIZARRENESS	A
CULT FACTOR	B
OVERALL GRADE	B+



Since the dawn of the PC Engine one eternal question has burned in the minds of all PC Engine Bombermen. The question being, who is the greatest Bomberman? For so long these confrontations have usually been limited to small amounts of Bombermen, normally five humans squabbling against one another. Now for the first time PCP aims to gather the greatest B Men together in one clandestine location, in the southern hemisphere of England. The question shall finally be laid to rest... Who is the ultimate Bomberman?

PCP intends to organise the first ever PC Engine gathering of all owners who wish to test their metal against the best. This competition will not be limited to just Bomberman. There will also be head to head competitions to find out who is the best at MOTOROADER, FACEBALL 2000, WORLD COURT TENNIS (singles and doubles), FORMATION SOCCER (single and team) and one other multiplayer game yet to be decided, any suggestions?.....

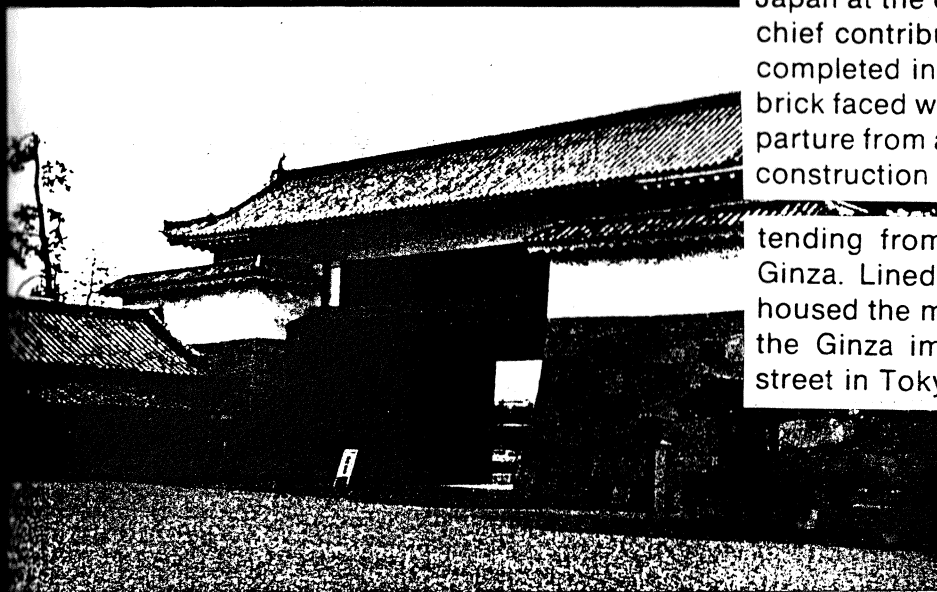
More news in the second issue.



THE ART OF MODERN JAPAN

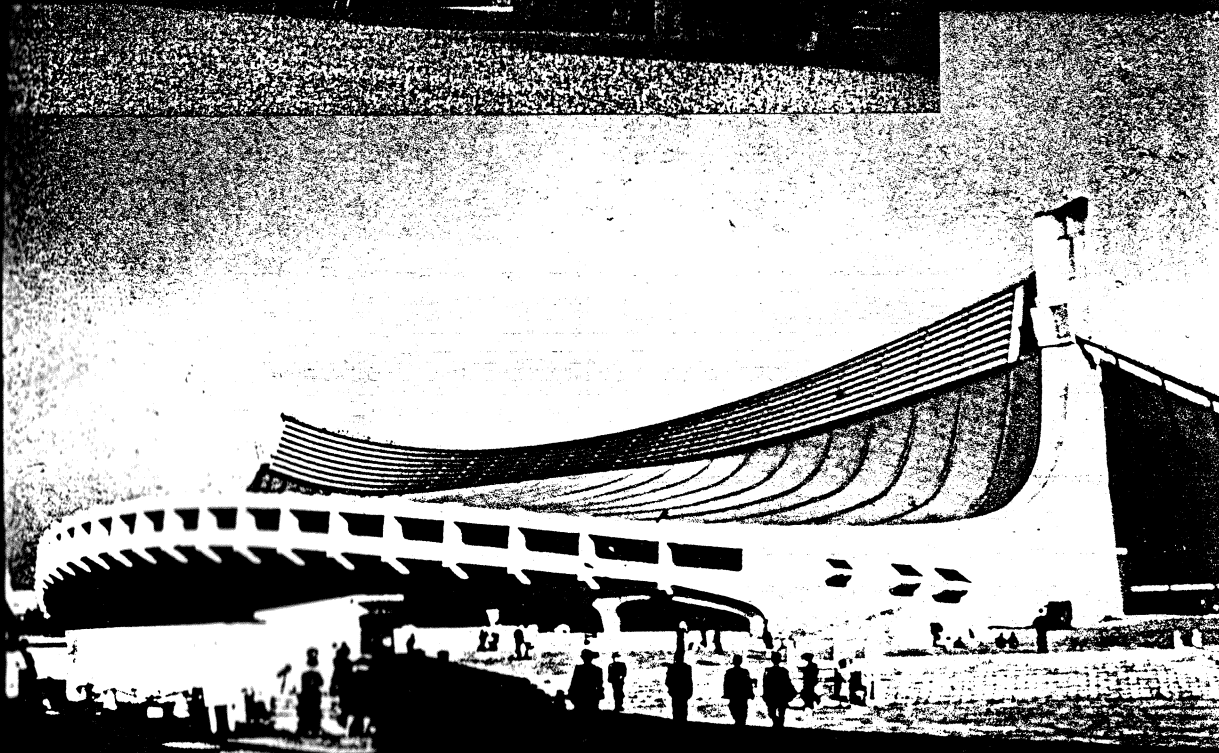
Traditional Japanese architecture is largely constructed of wood and tiles, with thatched roofs and paper sliding screens. The introduction of Western building techniques during the Meiji period thus represented a very basic change in both methods and materials of construction. Also, the concept of the architect as a professional engaged in the creation of a major work of art was an alien one to the Japanese. The carpenters and artisans who had built the traditional houses, temples, and palaces were never considered on a level with painters and calligraphers. Since the bulk of construction outside urban centers continued in the traditional styles, particularly in domestic architecture, the full impact of Western innovations was not immediately apparent. Over the succeeding decades, however, the transformation from Japanese-style to Western-style architecture was virtually complete.

Below: the main entrance gateway to Nijo Castle from within the first courtyard.



Among the foreign teachers of architecture, T.J. Waters was the earliest significant figure. He arrived in Japan at the opening of the Meiji period, in 1868. His chief contribution was the design of the Osaka Mint, completed in 1871 and still standing. Constructed of brick faced with plaster and stone, it was a drastic departure from any previous style. It was followed by the construction of the main thoroughfare of Tokyo, ex-

tending from Shimbashi to Nihonbashi, called the Ginza. Lined with handsome brick buildings which housed the most prominent business establishments, the Ginza immediately became the most important street in Tokyo.



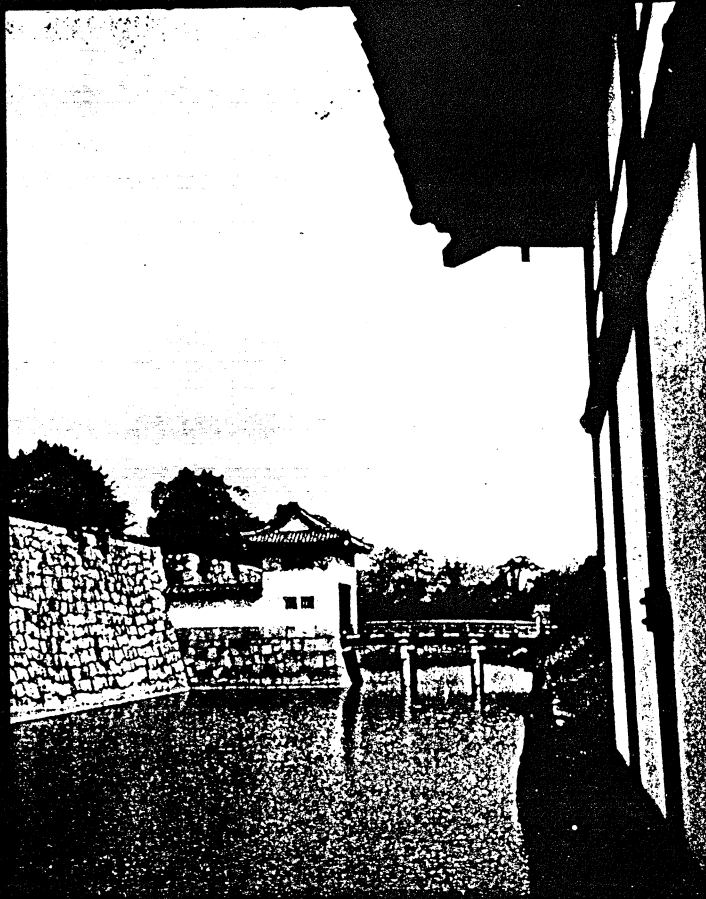
Kenzo Tange
Tokyo Olympic Swimming Pool. Showa Period.

**MUSIC
SQUARE**



Unfortunately the Japanese discovered Western architecture at one of its weakest periods, essentially one of eclecticism, of imitation, which in turn was imitated by the Japanese: "The French Renaissance style was used in building a palace; a calm half-timber style for residences; the classical style for banks; the baroque for government offices; the Moorish for a museum." Every conceivable style of Western architecture was employed during this time, with less than satisfactory results, but the contemporary attempts to use an Oriental style for large-scale public building proved even less successful.

The traditional Japanese style continued only in private houses, Buddhist temples and Shinto shrines. In his *Impressions of Japanese Architecture*, the American architect Ralph Adams Cram gives a good summary of the prevailing styles of 1898: "Domestic work is still almost wholly on the old lines, so far as the middle classes are concerned. The nobles are building palaces from European designs that would dishonour a trans-Mississippi city or a German suburb. The public buildings designed by local 'foreign' architects are even worse, and the least offensive examples of Western styles are the works of natives, Nippon Ginko and Teitoku Hotel being fairly creditable examples of German classic. Occasionally important temples are built in the national style, conscientiously and with fine results in the case of the great Higashi Honganji temples in Kyoto, but usually in the bastard Shinto that marks the Tokyo Shokonsha." Despite this point of view, which was somewhat biased, Western styles helped to shape the development of Japanese architecture and established a firmly entrenched tradition.

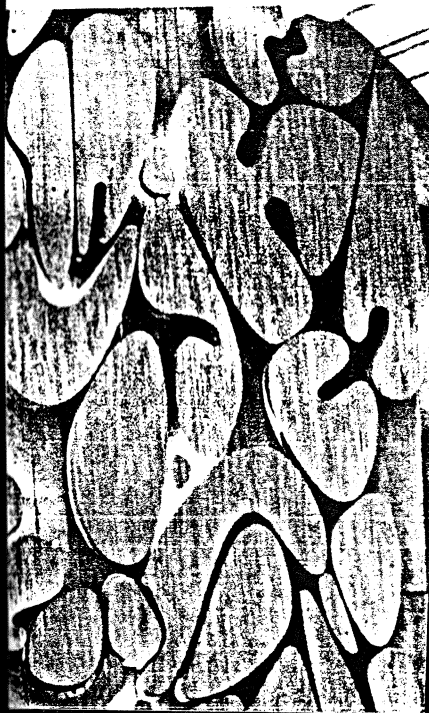


Nijo Castle, a palace built by one of the shoguns in the early seventeenth century—looking along the moat to one of the gate-houses.

It soon became apparent that the brick and stone construction employed for earlier Western-style buildings was not suitable for a country that had frequent earthquakes. The search for methods of earthquake-proof construction was accelerated after the large earthquake of 1901, resulting in the widespread use of American-style steel-frame construction, first used in Japan in 1895. By 1909, the first reinforced concrete buildings were constructed, and thereafter this material was employed in all multiple-storied buildings in large urban centers. The role of the engineer increased in importance, particularly after the great earthquake of 1923 destroyed most of downtown Tokyo and confirmed the necessity for earthquake-proof construction.

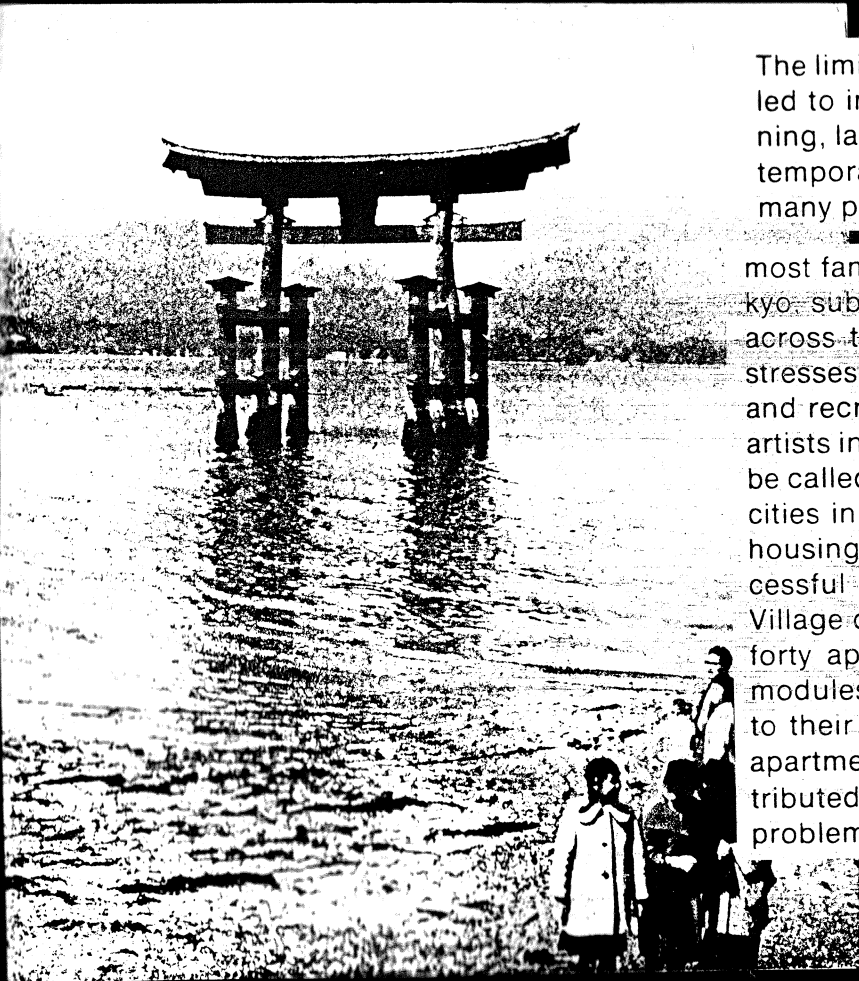
During the war years and the years immediately following there was little new building of any kind. Massive bombing virtually destroyed the large industrial centers, except for Kyoto, which was spared because of its historical and cultural significance. Tokyo was the hardest hit, with firebomb destruction of the entire central section. Here, as in the great earthquake of 1923, the traditional wooden buildings were more vulnerable, while the solidly-built reinforced-concrete structures were better able to withstand the bombing and subsequent fires.

Tokyo Metropolitan Festival Hall.



Japan's period of recovery in the 1950s stimulated the resurgence of building activity and by the next decade Japan was established as one of the leaders in modern architecture. The dramatic advance was due largely to a small but dedicated group of European-trained, avant-garde architects. They had advocated advanced architectural concepts as early as twenty years before, but it was only in the more liberal and open post-war period that their ideas were translated into practice. The masters of the International Styles, especially Le Corbusier, Mies Van Der Rohe and Gropius, continued to influence them heavily, and to these were added Pier Luigi Nervi, Felix Candela, Eero Saarinen, and Paul Rudolph.

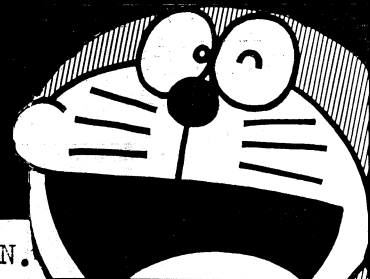
It is Kenzo Tange (b. 1913), however, who has achieved the greatest international prominence among the contemporary Japanese architects. He completed the course at Tokyo University and continued his studies with Maekawa. Since his appointment in 1946 at the Tokyo University, he has influenced a generation of young architects. His first major project, the result of a competition, was the design for the Hiroshima Peace Hall (1949-1956) which immediately established his reputation.



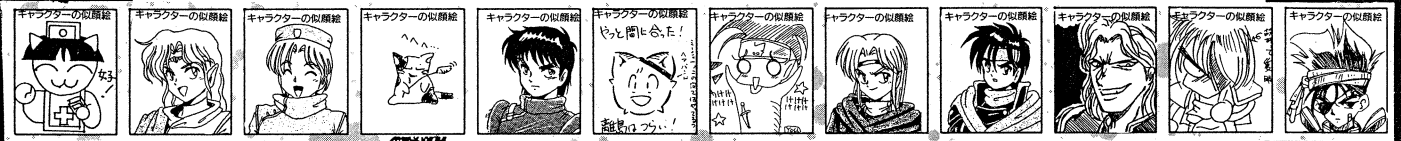
At Miyajima, an island in the Inland Sea, near Hiroshima, with a celebrated Shinto shrine: the 55-foot high red-painted torii gate standing in the sea. The photograph is taken from the shrine and has the mainland in the background.

The limited space and large population of Japan have led to increasing study of the problems of city planning, land utilization, and mass housing among contemporary Japanese architects, and to the creation of many plans for urban renovation and expansion. The

most famous is Tange's plan for the expansion of Tokyo, submitted in 1960. It outlines a linear city, lying across the sea between Tokyo and Yokohama, and stresses a new relationship between housing, work and recreation spaces, and traffic patterns. Younger artists in the Metabolism group, as they have come to be called, have suggested even more daring schemes, cities in the sky or underwater cities. Of those mass housing projects which were realized the most successful and aesthetically satisfying is the Sakurada Village of Shozo Uchi, built in Yokohama in 1970. Its forty apartments form a unified group of individual modules, effectively related both to one another and to their landscape setting. Other experimentation in apartment clusters and prefabricated units has contributed significantly to the solution of the worldwide problems of urban planning.



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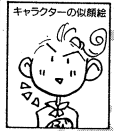
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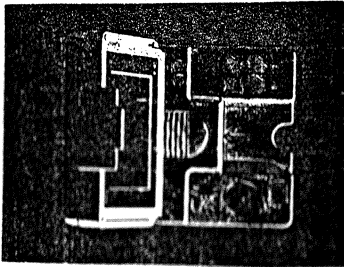
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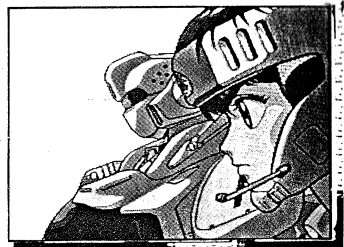
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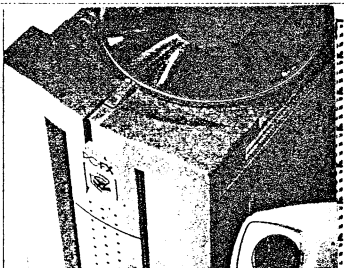
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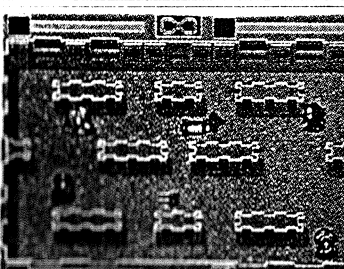
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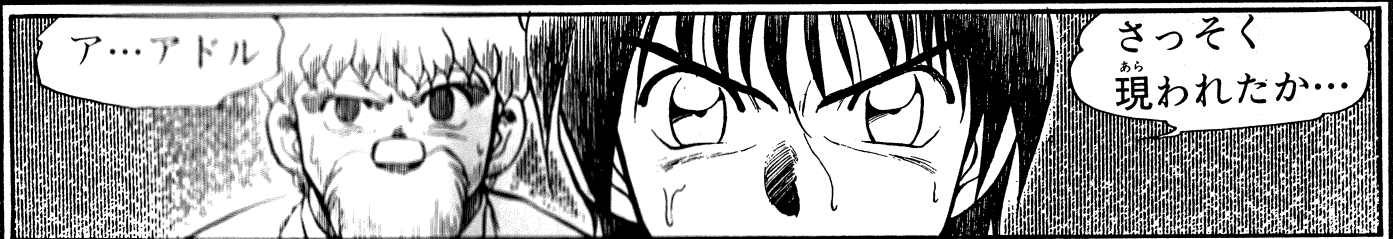
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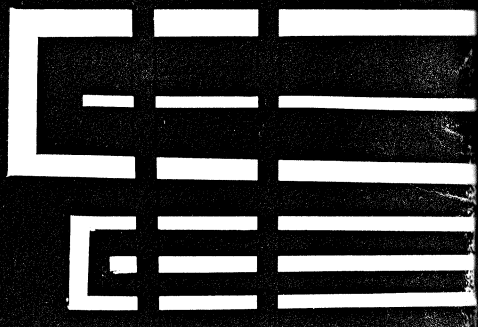


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 私のフェック加用いもうえなかつたとい
 木本意もあまらち(パーティとさう
 けうは他のパーティのあ姉さのたじ
 な 娘なのじ、はかなたのあたりなと
 も!ありえないの。(おたけ、はか(使)の
 今思い当たる先生が、描いておた
 パーティも見えたとおまかると思うが
 パティの本当の姿である事が...300
 読者の皆様からも、フェックが、はい、
 なって行かないと怒るもいたしおら
 本当、私かちんちんパーティ-フェックを
 したくとも向合合わないとい(泣)
 もう、二度とこーやあはかたの
 ない構に絶対の注意で今後
 ちびしく!フェックします!!
 (だら、許してね本当でほんなの
 じも私も覚えておけりあつた
 ほんか一番悲しい...生みの親として
 許せなかつた...しくいなの...)



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