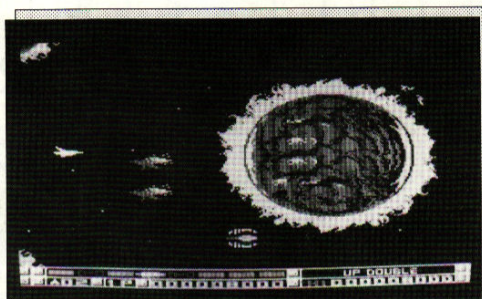




# IN THIS ISSUE!

NEMESIS 3

On The Eve Of  
Destruction?



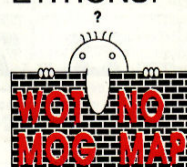
**Nintendo®**

**SPOTLIGHT**



**WHAT ELSE? WELL, THERE'S.....**

- \* SALAMANDER/TYPHOON/KINGS VALLEY 2 COMPETITIONS!
- \* AN OCEAN OF MSX SOFTWARE?!
- \* MSX CLUBS REVIEWED!
- \* GRADIUS REVIEWED FOR THE NES!
- \* AND THERE'S EVEN A QUESTIONNAIRE!



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## Mr Editor's Editorial

**Hi!! Where HAVE you been? What you been doing? Enjoyed yourself? Yes? Good, good!!**

So, what's been happening? We've been kept busy with this issue, and have managed to get you all a free copy of the Club Nintendo magazine (recognise the Editor?!), included with our very own newsletter. Impressed? Thought you might be. You can become a member free of charge by sending in a membership card found in a Nintendo Game Pack or one of the NES console sets. If you bought one of the earlier Nintendo's that did not include such a card then send in your bar code or serial number to the Club Nintendo address found in the magazine, and you will receive a membership application back. Complete and return this, and you will get a copy of the best magazine available, free of charge, for a whole year. Good innit? It's even reason enough to fork out for a Nintendo Entertainment System itself!

In this issue of the KSC magazine, you will find quite a few goodies, including an insight into Ocean's MSX games, exclusive Kings Valley 2 tips, a two page review on Nemesis 3, Salamander, Typhoon and Kings Valley 2 competitions, plus we shine our own, unique spotlight on the Nintendo Entertainment System. Look out too for the MSX Club reviews, which might raise a few eyebrows!

Concerning the MSX Club article, if you have any thoughts of your own then don't keep them to yourself, let us know! We asked someone else to give us his opinions on the clubs, but you may think different, so share your views with over five thousand readers by writing to the usual address!

The Ocean coverage will be a continuing thing, with more machines covered in the future. The MSX has got the article to itself in this issue, but next time we will be branching out to the 16 Bit field, followed by Commodore, Spectrum and Amstrad coverage.

We had actually promised a map of the Maze Of Galious for this issue, but, due to space, it just wasn't feasible. However, some bright member came up with the idea of printing it separately, and asking for a small amount, just to cover the cost (which depends, of course, on demand). Anyone else interested?

You've probably had enough of me now - turning eighteen has gone to my head (as have a few other things!!) - so I'll sign off. Read on!

### \*\*\*\*\* FAN CLUB MAIL TO.\*\*\*\*\*

**The One and Only Konami Software Club,  
Sherwood House,  
22 Courtenay Park,  
Newton Abbot,  
Devon,  
TQ12 2HB**

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### \*\*\*\*\* CAST OF THOUSANDS\*\*\*\*\*

Mr. Editor ..... Mark Smith

Mr Photographer/  
KSC Pet ..... Dennis Hemmings

Master Work XP lad  
(who ain't no longer with us) .. Alan Dawkins

Artwork &  
Typesetting People ..... Catalyst Publishing  
(somewhere north of the Watford Gap!!)

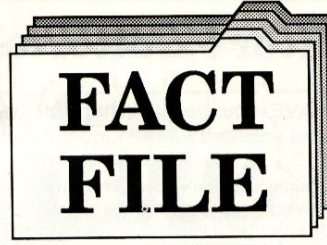
Lunch Lady ..... Betty  
(Dennis sends his love)

Loads a KSC readers .....  
(Insert Your Name Here!)

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**You still here?**





When MSX owners call the Konami Helpline, they usually ask about when the next game is coming out ('soon'), and where they can get more information from. The best way, apart from the KSC and Games Machine magazines, is to join one of the MSX Clubs. In fear of getting 1001 spelling mistake ridden lawsuits, we sat down our work experience lad, Alan Dawkins, and told him to give us his thoughts on the fanzines produced by the clubs. Being an intelligent chap, and not wanting to incur the wrath of the infamous KSC pets, he did as he was told.....

## MSX Central

The first part that struck me about the MSX Central fanzine was the shabby print. OK, it's readable, but a little more effort on presentation wouldn't go amiss. The content and editorial is generally good, although I was disappointed at the number of reviews and lack of thought put into them. Better design and maybe a percentage mark would help.

Other articles were focussed heavily on music utilities and programming. Again, although readable, the presentation fluctuates between awful and pathetic.

MSX Central represents good value for money if it's serious information that you're looking for, as long as you don't mind the odd headache from eyestrain. Games enthusiasts would be recommended to look elsewhere.

## MSX Gazette

I found MSX Gazette to be an initially bland but ultimately interesting fanzine. The front cover in no way reflects on the content, being rather basic and dull. Once you've started reading it, though, any initial disappointments will cease to be. The text is clearly laid out and reproduced in a similar quality to that of MSX UK, giving it a very clean 'feel' about it.

The games that are reviewed are pretty dated now, 'The Goonies' and 'Speed King' having been featured in one particular issue! Other regular features in the fanzine include hints and tips, a multitude of articles concerning graphics and music, and also Readers Top 5's of clubs, software houses and computer games.

### FACT BOX

**Title:** MSX Central  
**Correspondance:** David Krawczyk,  
14, The Wardens Avenue,  
Allesley Village,  
Coventry,  
CV5 9GJ  
**Production Rate:** Quarterly  
(Every 3 Months)  
**Annual  
Subscription:** £3



The cover price of £2 per issue is a little steep, but many MSX owners may find quite a bit of entertainment from MSX Gazette. It's definitely one of the more interactive clubs, so take a look!

#### FACT BOX

**Title:** MSX Gazette  
**Correspondance:** Robert Wilson,  
 47, Reedswood Road,  
 Hastings,  
 East Sussex,  
 TN38 8DW  
**Production Rate:** Monthly  
**Annual**  
**Subscription:** £24/£2 per issue

### MSX Link

The first thing that you notice about every issue of MSX Link is the dismal front cover and nauseating colour scheme. Unfortunately, this reflects on the general presentation - feeble printing, spelling mistakes (nobody's purfekt - Ed) and dull text. It proved quite frustrating, especially when you consider that correct paragraphing is virtually non-existent.

What bugged me about the editorial is that it was always the same old story that had appeared in the last issue. There are no real

#### FACT BOX

**Title:** MSX Link  
**Correspondance:** David Webb,  
 11, Ayscough Avenue,  
 Spalding,  
 Lincs.  
**Production Rate:** Monthly  
**Annual**  
**Subscription:** £8

articles as such, and the mail bag pages are never constructive, but always from people who are interested in joining the club. Having said all of this, though, the reviews are very good, having been well thought out, and concise and to the point.

Eight pounds is a reasonable price to ask for, but I would personally take a serious look at the other clubs before choosing this one.

### MSX Tech

Jeff Whiting must be one of the most involved guys in the MSX scene at the moment. Apart from hosting shows and generally 'keeping the faith', he also produces the MSX Tech fanzine, a very well presented publication. Tech is mainly aimed at the computer boffin, but includes a subtle touch of humour, making it both understandable and readable.

#### FACT BOX

**Title:** MSX Tech  
**Correspondance:** Jeff Whiting,  
 8, Blackheath Crescent,  
 Bradwell Common,  
 Milton Keynes,  
 MK13 8AD  
**Production Rate:** Monthly  
**Annual**  
**Subscription:** £12

Tech manages to cover both games and the technical side of the MSX in great detail, with a lot of depth and imagination. The members are involved a lot, with a constructive letters page and a number of competitions. The only thing that prevents Tech from being near perfect is that it's photocopied (as is every other club fanzine), but even that is of a high quality. Check it out!



## MSX UK

Anyone who was around when Craig Bell started his club will remember that it was the Scottish cousin of MSX Link. Since the split that shook the MSX world to its foundations (ahem - Ed), MSX UK has had a bit of a revival. The six weekly fanzine has now got a good following, producing one of the best written and clearly printed 'zines.

Craig writes most of MSX UK himself, and it includes plenty of first class reviews (the 'Elite' review was brill! - Ed), a wealth of information on the MSX 2, and also an in-house mail order service. A contributing member, Shane Dale, has a great programming article nearly every issue, and the letters page (when there is one) is rivalled only by Tech's. MSX UK is a real games players treat, and serious users might find it useful too. Great value at only £7.

### FACT BOX

**Title:** MSX UK  
**Correspondance:** Craig Bell,  
 North Lodge,  
 Cairnhill Road,  
 Airdrie,  
 Lanarkshire,  
 Scotland,  
 NL6 9RJ  
**Production Rate:** Every 6 weeks  
**Annual**  
**Subscription:** £7

So there you have it. Five 'zines, five decisions. Please remember that all of this was our contributor's personal opinion, and not necessarily Konami's or the Editors. When writing to any of these clubs, please mention the KSC and always enclose a stamped addressed envelope.

## MSX2 + MSX2 = MSX2+ ?!

We all know of the ludicrous state that the MSX is in. Ridiculed by much of the computer press, laughed at by other 8 Bit computer owners, and totally ignored by many ST and Amiga owners. MSX had its day in the UK way back in 86/87, when it was one of the biggest selling computers of that time. But the good old days weren't always good, and tomorrow ain't as bad as it seems, as ASCII have now released a new specification for a new generation of MSX. Called (very originally) MSX2+, the specification reads thus.....

Z88 main processor (BOO!), minimum 80K Rom, minimum 64K Ram (although all current machines have over 256K), minimum 128K Video Ram, FM Stereo sound chip with 9 voices (more than the SCC!) spanning eight octaves and 64 flexible waves, hi res screen of 512 by 424 pixels using a palette of 19268 colours and vertical and horizontal scrolling built in. WOW! A 3.5 inch disk drive and two dual fire button joystick ports are also standard on the current machines, made by Sony, Panasonic and Sanyo, and the average retail price is just £310.

The first games to be released include a super version of F1 Spirit by Konami and Super Laydock 2 by T&E Soft, both on disk. F1 Spirit is an enhanced version of the MSX1 original, with a larger choice of car parts and tracks, and a view from behind the car instead of from above. The graphics look absolutely amazing, easily approaching and surpassing Amiga standard. Another aspect of this new game is that you can link up two machines via telephone from anywhere in the world and compete against each other!

The KSC, lucky buggars that we are, will be getting hold of one of these beauties real soon, so look out for a full article and great screen shots soon!!



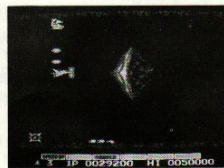
# GRADIUS

Gradius is better known as Nemesis and was the basis of such classics as its sequels Salamander and Vulcan Venture. It was released on the three main eight bits and the MSX some time ago, with the MSX version receiving the best reviews in the regular computer press. Now the game has undergone a name change and a conversion to the Nintendo, and shows just what this sophisticated console is capable of.

Planet Gradius, a peaceful Earth like world (it can't be THAT peaceful then! - Ed), is under attack from the evil Bacterions. In an attempt to save the people of the world Gradius, you have been selected to fly out in the latest state of the space ship, the Warp Rattler, with the instructions to seek and destroy the brain of the superfortress, Xaerous. The whole world is waiting with baited breath - get ready for blast off!

As you fight off the aliens, red pods will appear that can be used to greatly improve your arsenal. As you collect the pods, the indicator at the foot of the screen will progress along the list of available weapons. When the indicator reaches your desired weapon, then you can select it by pressing the B button on your controller. Such weapons include multiples, missiles and lasers, as well as a shield and speed up facilities.

The game scrolls from left to right against a variety

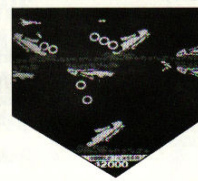


of backgrounds. Level one is the volcanic level, where you have to negotiate several mountains before dodging erupting rocks from a volcano near the end. The second level involves stonehenge style brickwork, and level three has you fighting against Easter Island Maoi heads. The next four stages all involve something new and more difficult than before, and takes several goes before each level is overcome. At the end of every level, there is a large spaceship which must be destroyed by shooting it's nucleus before you can proceed.

What really makes the Nintendo version shine is the graphics. Rich, vibrant colour and very smooth scrolling with excellent animation on all sprites allows the game to play at a superb speed. The Nintendo version makes all of the others look awful in comparison, but that is what you would expect from an arcade emulator! The music and sound effects are every bit as good as the original arcade version and utilizes the sound chip well.

Gradius on the Nintendo just can't be faulted - I thought that nothing would supersede the MSX version, but I am glad that I have been proved wrong. A game that no self-respecting Nintendo owner should be without!

Reviewer: Alan Dawkins





# Letters to the Editor

## Compilation Cartridges

**Dear Ed,**  
Award yourself with 50 brownie points for placing Stephen Fernandez back in line. If he felt that your software was 'CRAP' (sic), why on earth did he order the newsletter? Owning an MSX, I know that your software is of top quality, especially 'Nemesis 2', which has caused a broken joystick, a lot of frustration but many hours of fun! For months now, I have been stuck on the floating continent; could you tell me if there is a bonus level?

It is also noticable that Konami are releasing many games for the three major formats, the most recent being a great compilation. Is it possible to produce compilation on cartridge, so MSX users can enjoy the likes of 'GBert', 'Boxing' and 'Track and Field' on one cartridge?

I love the newsletter - very professional. My only quibble is that they're always late!

**Justin Bennett,  
Gateshead, Tyne and Wear**

*I suppose that it is possible to produce a compilation cartridge, although I don't know if Konami have any plans to release such a thing. It's worth considering, though.*

## Fundamentally Important

**Dear Editor,**  
I really do think that it is about time that I wrote in and commented about the quality of your newsletter. I am not going to be mendacious about the Editor because this would be ludicrous, but the things I am going to say are fundamental to the newsletter (is this guy for real?! - Ed).

First off is the amount of pages we get each issue (even the Sun has more!). It's not a lot is it? OK, so it's not the staff's fault, but maybe it's the subscribers. If we paid more then we could have more pages.

My next point is about the Editor, Mark Smith. I know he is fidelity to the monthly publication, but what about the rest of the staff, do they work just as hard?

**Ian Robinson,  
Tottenham, London.**

*The Sun has got more pages, but it isn't half as interesting! Seriously, the reason we put the price up was to give you more pages, which we have done.*

*Maybe fidelity is a funny word to use, even when referring to me, but I do agree, I work very hard. And what other staff? I do all of the KSC work sonny!*

## Get The Balance Right

**Dear Editor,**

I am writing in to agree with Stephen Fernandez, who had a letter printed in the May issue. Your four page newsletter is rubbish! As for the quality of Konami's games, I say the same again. You said that Salamander on the Spectrum was good, while one Spectrum magazine, 'Your Sinclair', gave it four out of ten!!

As for saying your games on the MSX are good, I have played around fifteen games on the MSX, yet I have seen better on the Atari console. Getting back to your newsletter, all you go on about is how good your games are, when they are rubbish, and about the MSX. Why not just call it 'MSX HYPE'?

If you don't print this letter then I will know that you only support the MSX and won't say a word against it.

**Neil Finegan,  
Skelmersdale, Lancs.**

*Your Sinclair isn't the only magazine, you know. Crash, Sinclair User and Ace all reviewed the Spectrum version, and all gave it eight out of ten. The general opinion is that the game is very playable and as good a conversion as you are going to get on the Spectrum.*

*I'll let someone else reply to your comments about the MSX games although I find it hard to believe that you really have seen 15 of our cartridges.*

## Missing MSX2 Software

**Dear Editor,**

First, I would like to thank you for a great newsletter. Secondly, I would like to ask you a few questions:

1. Why are only some of your MSX/MSX2 games coming out in Europe? I know that the user base in Japan is higher, but I think that it would have increased if you had released every game in Europe too. I am sure that many people bought an MSX because they know that Konami were producing games for it.

2. I have heard that Gryzor and Samurai are out for the MSX2. Is this true?

3. Could you please list the MSX2 games that we have missed in Europe?

4. Are there any more cartridges, apart from 'Nemesis 2', 'F1 Spirit' and 'Salamander' holding the SCC?

**Arild Tennessen,  
Norway**

*1. As I explained in issue 10, a lot of games just aren't suited to the European market. And from what you said, it appears to be a 'chicken and egg' situation - Konami can't release too many games because of the small user base, yet the user base won't expand until Konami (or someone else) releases more games!*

2. Yes.

3. Samurai, Tricky, Travels, King Kong 2, Break Shot and Base Ball.

4. Nemesis 3, Parodious and Kings Valley 2 have.



## Bugged Option

Dear Editor,

I was extremely surprised and delighted when I received 'F1 Spirit' a few months ago, and, more recently, 'Salamander'. I won them both in KSC competitions, and I think both of the games are brilliant. However, in Salamander, I think that I have found a bug. On the dual play mode, when one player has got three options, neither he nor the other player can collect any more. Only when the player with the option dies do they become available again. Also, I noticed that the copyright year on the manual box is 1988, whilst the game copyright is 1987. Could you also please tell me if the Konami Hyper Speed is out yet. I thoroughly enjoy the newsletters - keep up the good work!

Craig Barrett,  
Morton, Middlesborough

*How the hell did you win two competitions? I think that I'd better have a word with my mate who draws the names from the hat! There isn't a bug in Salamander at all. In the dual play mode you are only allowed three options between you (it does say in the instructions....). The copyright difference is probably to do with the fact that the game, although written in 1987, was not released in Europe until early 1988. The Hyper Speed project has been dropped for now. We'll let you know of any advances in that area.*

## Amiga One MSX Nil

Dear Editor,

Three years ago I bought a MSX, three months ago I sold it to my friend and bought a Commodore Amiga. No doubt, many of your readers will gasp and mutter TRAITOR, but I would like to say that the MSX was, and always will be, my favourite eight bit machine. The reason that I bought my Amiga was for the extra processing power and, let's face it, availability of software, along with better support prospects. When will the games mentioned in issue 10 be released? Will they be Ocean conversions or internally dealt with? Finally, thank you for your card, but what can I do with it?

Mathew Peck,  
Aylesbury, Bucks

*I don't think anybody will condemn you for buying an Amiga - I have one myself, as well as a Nintendo, ST and, of course a MSX 2. Ocean will be doing the conversions for the Amiga and ST, and, like you, I can't wait either!!*

*Use the card number when corresponding with us, entering competitions, or claiming discounts, and bring it along to any show that Konami attend, just in case!*

## Uh-oh.....here's trouble!

Dear Editor,

I am still waiting for issues 11, 12 and 13. There obviously seems to be something wrong. I can see quite a few possibilities why this is:

1. The staff of the KSC newsletter are all on holiday.
2. The staff on the KSC have just come back from their holiday and can't be bothered to write the newsletters.
3. The staff of the KSC are all on strike over a pay dispute.
4. The KSC has been disbanded.

Anyway, enough of this. Congratulations are in order! Salamander C64 is brilliant! I'm glad you took my advice and got Imagine to write your conversions. Let's hope 'Metal Gear' goes the same way!

Maybe you didn't get my last letter (maybe you didn't read it, maybe it went straight in the bin). Either way, I think I ought to repeat myself a bit, but as I can't instantly recall half of what I said, I shan't bother.

What I did mention was that the title of the newsletter is entirely inappropriate. Konami SOFTWARE Club? Come on, you've got to be kidding! 99.9% of what you review is cartridge games, and I always thought that cartridges were classed as hardware! I believe that this is extremely misleading to Commodore and Spectrum owners.

Well I hope that this letter gets through,  
Stephen Fernandez,  
London

*The points that you refer to concerning the KSC and cartridge games aren't quite right, Stephen. The KSC is late for a number of reasons, mainly because of the new management at Konami Europe. It took some time to sort out the new concept of the KSC too, as well as advert rates and software sales.*

*Concerning cartridges, of course they are software. Any type of media that you load in to your computer, be it cassette, disk or cartridge, is software. Hardware is additional peripherals that either compliment the functions of the computer (such as a disk drive) or perform something that the computer cannot (such as a printer). So the title of our newsletter is perfectly acceptable. And 99.9% of games that we review aren't cartridges anyway - take this issue for example. True, a good half is based on cartridge based games, but that is split between MSX and Nintendo, and we always include other 8 Bit games where possible.*

*Anyway, Stephen, thank you for your letter, it was a bit more constructive than last time!*

**OK guys and gals (especially!), that's that for another three months. If you have anything daft to say then write to:**

Mr Editor,  
The Konami Software Club,  
Sherwood House,  
22 Courtenay Park,  
Newton Abbot,  
Devon,  
TQ12 2HB.

REVIEWS  
REVIEWS  
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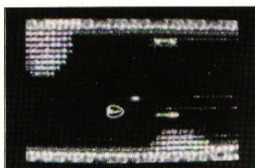
## SALAMANDER

**Title** ..... Salamander  
**Machine** ..... C64/Amstrad/Spectrum  
 (C64 version reviewed)  
**Format** ..... Cassette/Disk  
**Price** ..... £7.95 (Spec) / £8.95 (Amstrad/C64)

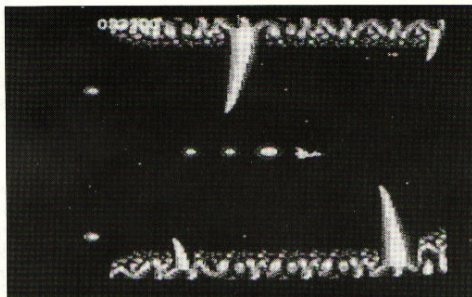
Salamander has already appeared on the MSX and the Spectrum, both versions being very playable, if a little frustrating. The C64 version was awaited with quite a bit of expectation - thankfully, Ocean have delivered the goods.

The scenario follows on from that of Nemesis, but adds a whole new array of strange enemies. The idea is to fight through each of the six levels to rid the local galaxy of the evil Salamander forces - easier said than done!

The weapons available in Salamander differ slightly from Nemesis. A ring style 'Ripple Laser' has been added, as have three multiples (instead of two) and two-way missiles. Lasers and shields are still available.



If your ship is destroyed then the weapons disappear slowly off the screen. You can collect them back by making contact with your own ship - but you're going to have to be quick! (You collect weapons by picking up tokens designating different types).



Beginning the mission against a smooth scrolling backdrop, wave upon wave of aliens home in on you right from the start. Evil claw-like tentacles grab at your ship, and only with the fastest reflexes, and a touch of luck, will you manage to avoid them. After the winding landscape has been successfully negotiated, you will be set upon by a giant brain with arms flailing and eyes flashing. Rapid firing into his eyes should do the trick, but keep one of YOUR eyes on the arms!

The second level now bursts into action, bringing asteroids thundering towards you and aliens creeping out from behind rocks. After an immense struggle, you will come face to face with a huge armoured spider - hungry for your blood! Only by skilfully weaving your ship in-between it's arms and shooting at the right moment will you be able to beat this guardian.

More levels await you in this commendable coin-up conversion, utilising all of the best aspects of the C64. The only feature missing is the two player mode - although disappointing, it doesn't spoil the game's appeal. Check it out!

## TYPHOON

**Title** ..... Typhoon  
**Machine** ..... C64/Spectrum/Amstrad  
 (C64 version reviewed)  
**Format** ..... Cassette/Disk  
**Price** ..... £7.95 (Spec) / £8.95 (Amstrad/C64)

Prepare to take to the skies in Ocean's interpretation of Konami's arcade hit, 'Typhoon'. Can you take on the seemingly limitless hordes of flying invaders and still survive?

Six levels of frantic action await you in Typhoon, with only you in your F-14 to prevent the enemy from reaching their goal - domination of the earth. The end of each level brings on a real nasty adversary, such as an aircraft carrier, intent on stopping you!

'Typhoon' is a 3-D shoot 'em up along the same lines as Sega's 'Afterburner', and has converted superbly (much better than Activision's attempt at 'Afterburner'). All the excitement is still to be found, with hectic dog-fights occurring frequently, and Smart Bombs which obliterate *everything* on-screen. Many types of enemies await your one man assault,

including anti-aircraft turrets that could have come straight out of Top Gun!

The phrase 'If you liked the arcade version, then you'll love the computer game' has been linked many times with other conversions, but 'Typhoon' is one game that is worthy of such a comment. We've had many hours of fun blasting away at everything in sight, helping to relieve the pressures of running the best in-house quarterly magazine around! If you haven't already bought it (and why not?) then check out our competition and try to win one!!





# An MSX **ocean** Of Software

**MSX Games?! On tape? You're kiddin'!!**

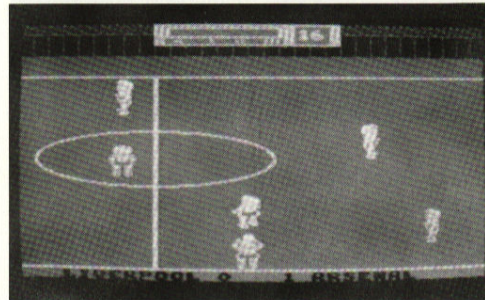
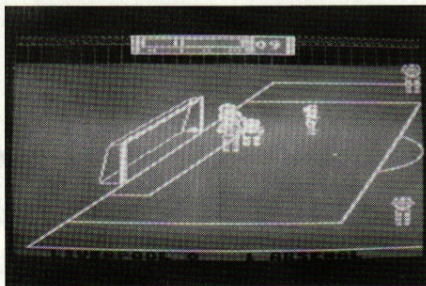
Come on now, would we, of all people, kid you? Ocean, responsible for classic conversions on the Amstrad, Commodore and Spectrum, have come up with five titles on the MSX good enough to join the Konami library. And that ain't bad.....

## Matchday 2

How would you like to be the next George Graham and lead your young side to the top of the first division? You would? Then Matchday 2 is the game for you!

Basically, Matchday 2 is a soccer simulation, in much the same vein as Konami's Soccer. On field, you control one player at a time (normally the guy nearest the ball) who can run, kick at varying amounts of strength, head the ball, or shoot at goal. Passes are possible through kicking the ball and trying to judge the amount of kicking strength needed to reach the designated player. When your opponent shoots then you automatically take control of the goalkeeper, being able to leap up, dive left or right and try to prevent the ball going in the net.

There are a number of pre-game options in Matchday 2. You can play in a league, or the cup, with up to eight players, compete in a one or two player friendly, choose your team name and colours, select



the type of kicks available, put the goalkeeper under computer or manual control, and select the computer level difficulty.

One of the more interesting and unique features of Matchday 2 is that two players can play on the same side, depleting the amount of off-field violence a bit!

Matchday 2 is graphically very much like the Spectrum version, although sprites (albeit one colour) are used on the players. Music is limited, but the crowd cheering is atmospheric, escalating as you approach the goal, and deafening if you actually score!

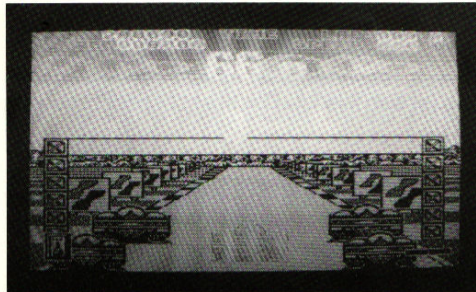
All in all, Matchday 2 is a fine game, even challenging Konami's Soccer for the top slot in MSX footy simulations.

# MSX



## Wec Le Mans

S'funny that Ocean got the licence for a MSX version of Wec Le Mans, Konami's own racing simulation that makes Out Run look like a kiddies toy. Never mind, the game's still here, but how did Ocean fare with such a mammoth conversion?



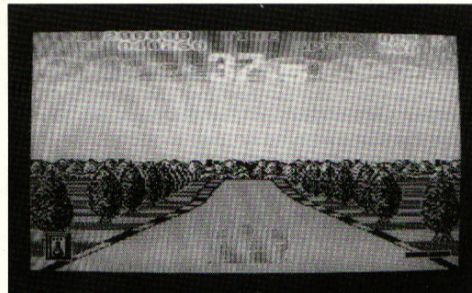
Wec Le Mans is based on the famous French race, staged over 24 hours.

The idea is to reach each checkpoint within the time limit, avoiding the other competitors on the way. The road fluctuates up and down and involves some nasty corners - so you are going to have to be on your toes if you are going to reach each checkpoint successfully!

Trees and obstacles line the road, not helping your cause one little bit. The other cars are out for the big prize too, so don't expect to make any friends in them....

Wec Le Mans will suit racing fans who enjoyed Konami classics like 'F1 Spirit' and 'Hyper Rally'. The race is a bit more realistic than these, but doesn't involve as many options as there are in F1 Spirit. It is a good attempt at a conversion, but the MSX isn't that powerful, and it hasn't quite worked.

The graphics in Wec Le Mans are adequate, and about as much as the MSX could handle without the screen going up in a blaze of glorious colour clash! The same goes for the sound effects, and the gameplay is affected by both, so don't expect too much. A brave attempt, but there was never much hope.



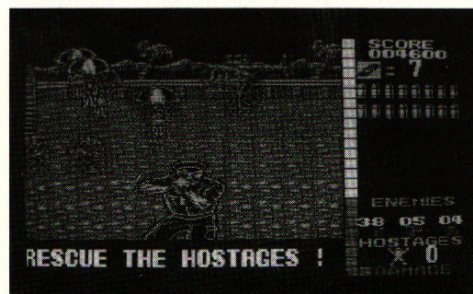
## Operation Wolf

Operation Wolf was a large success in the arcades, bringing out the violent tendencies in what were once normal(ish) acne ridden teenagers.

The blood and gore has spilt over onto the MSX in less glorified but just as playable style.

The scenario - let's face it, there ain't much of one. Shoot everything in sight except the hostages to proceed to the next level, and ultimately, save your fellow countrymen. The background scrolls continuously to the right (you're moving left) with enemies appearing on screen from all angles and distances, just as keen to shoot you as you are them!

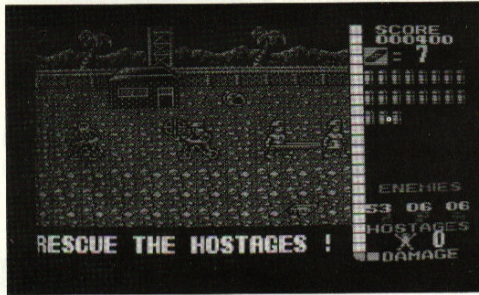
The further away the soldiers are, the more appear. Even so, those closest are more lethal, firing guns point blank, lobbing grenades and throwing knives in a bid to put an end to your heroics.



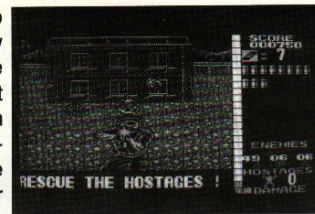
**MSX** ○ **MSX** ○ **MSX**



Human fighting machines aren't your only worry - real mechanical fighting machines such as jeeps, tanks and helicopters make untimely appearances too. It's an idea to have a few grenades handy so that you can send them to the great scrap heap in the sky.



To allow you to shoot and throw grenades, there is a small sight onscreen which you move around with the cursor keys (or a joystick).



Ammo and grenades are limited, though, so keep an eye out for the extra items scattered around the POW camp. It's not surprising that Operation Wolf was such a success in the arcades - simple, blasting 'fun' with genuine excitement and a 'one more go' feeling. Ocean have managed to interpret this onto the MSX as much as is realistically feasible. Ok, so it's really just a Spectrum download, but it's still a damn good game. Hard core Op. Wolf fans will be delighted!

## Rambo 3

Uh.....uh.....yeah.....duh.....he.....ain't  
.....yeah.....'eavy.....yeah.....I  
fink.....duh.....I fink that this  
is.....uh.....not bad.....yeah.



Rambo 3 wasn't quite the sequel in the movie world that is generally envied. However, Ocean were obviously impressed enough to run it as a computer game - bringing mixed feelings about the result.

There are three stages to Rambo 3 - two 'fortress' style scenes and a manic blasting affair, with Johnny in a tank giving the Ruskies a bit of hassle in an attempt to reach the border. It would have been less hectic to catch the bus, but that wouldn't be much fun, would it?

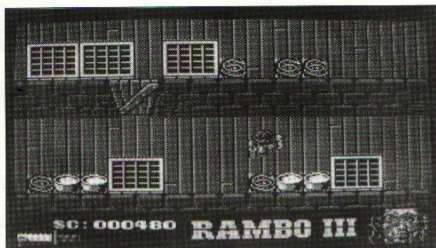
The reason Rambo has returned to Vietnam is that his old buddy and army instructor, Colonel Trautman (the stereotype clean cut American), has been captured by the nasty Commies, and is being held in a mountain fortress. All Rambo has to do is get him out of there, and out of Vietnam - No problem! (ahem).

The first stage takes place in the enemies large fortress, where you have to collect items and weapons which will help you in your mission. There are doors, passages and rooms to explore, but keep an eye out for the traps, mines and nasty Commies that linger around the complex.

**MSX** ○ **MSX** ○ **MSX**



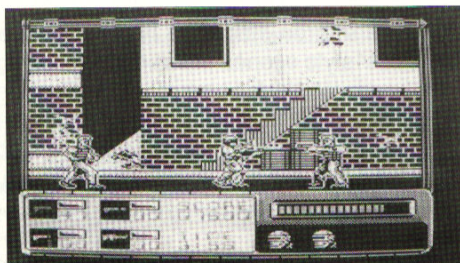
Once Trautman has been rescued, Rambo has to escape to a stolen helicopter. Once more the Russians are hot on your trail, so laying mines behind you proves necessary.



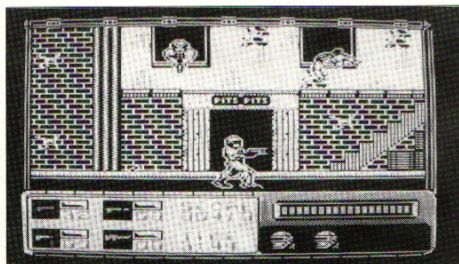
The final stage has Rambo driving around in a tank towards the border. The Ruskies have had enough now, and are doing all they can in a last ditch effort to regain some of their pride. Helicopters, tanks and soldiers with guns and grenades make this a bit different from your normal drive in the countryside!

Rambo 3 combines an excellent arcade adventure with great action sequences, and will appeal to all fans of the film. However, the first two stages can be a long winded affair, so those with little patience should stay away!

## Robocop

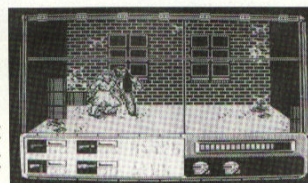


OK, hands up those who have seen the film? Good wannit? Well, now you can take control of the meanest cop since those famous comics from Keystone (!) in this excellent Ocean licence!



\*\*\*\* IN THE NEXT ISSUE - BATMAN AND WEC LE MANS ON THE ATARI ST!!! \*\*\*\*

Robocop is basically a series of shoot 'em ups. You start on a street full of crooks,



gunning down each one before they shoot you. Once the street is clear you proceed to a cross-haired sight sequence where you have to save a young lady from the hands of a ruthless punk (snigger!). After you have saved the woman, you go back on the streets to face more hassle, including a mob of Hell's Angels on motorbikes. It's then onto the Detroit police station to match up ID's with Murphy's 'killers'. When the faces are matched, you plod off down to a drugs factory to arrest your killers, and, finally, you face one of the executives of OCP, who created the concept of Robocop, and who is holding the president hostage.

Robocop is a superb game, mainly violent shooting but with overtones of some strategy action (the identi-kit for example). Graphically similar to the Spectrum version, the animation and scrolling is excellent, and the music sets the atmosphere brilliantly. Check it out!!



# Kings Valley

## II

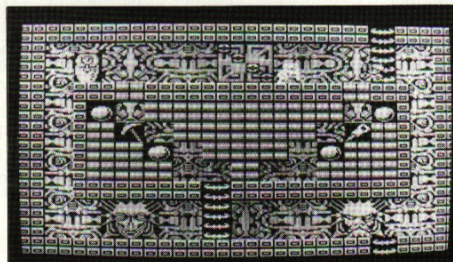


Vick is back!! Many years after the original Vick enjoyed jovial adventures in Kings Valley (sounds like something out of 'Viz' dunnit? Oh, alright be like that), his ancestor, Vick XIII has been called upon to save the world. It's been discovered that the pyramids in Egypt cam from the land of Remool, and that they were a device to transport the souls of the dead rulers to their homeland. However, thanks to the delvings of curious archaeologists, including Vick I, the pyramids are heading towards self destruction.

There's only one way to save the Earth (no, not by blowing up Asia), and that is for Vick XIII to travel to Remool and put an end to the core functions of the controlling pyramid, destroying all of the 'soul' stones of the dead leaders on the way. Can Vick XIII really save the world?

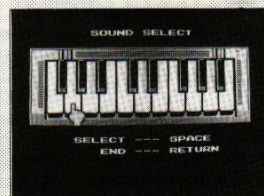
Game .....Kings Valley 2  
Machine ...MSX  
Format .....Cartridge  
Price .....£19.95

Vick XIII (yeah, that's you) starts off in a single room pyramid with just four soul stones to collect. It looks easy, until you realise that you're going to have to dig and drill your way into the walls and floors to get to the stones. And then, of course, there's the creatures of the pyramids who aren't too keen on you walking into their home and nicking their decorations - It's taken centuries for them to collect all of those pretty stones, and you waltz in there, bold as brass, and start taking them! It's hardly surprising that they haven't organised a friendly welcoming committee!



### LISTEN GUV' .....

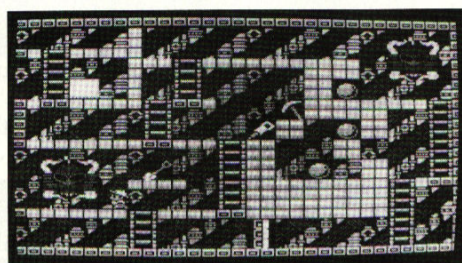
....you wanna know a secret? Cost ya just five bob darlin'. Alwight treacle? Nah, I ain't BT mate, it's all kosher. I'm telling you how to busk mate, right in this 'ere game, Kings Valley 2. 'Ave you got to stage 7? No? Well, just you get there, mate, or I'll break ya legs. Alwight? Alwight. Well, 'ere's wot ya do. On the first screen, you'll see a soul stone in the top left 'and corner, but ya can only get there by going up 'n' around. Done that? Alwight. Don't take no items with ya, and jump up and down where the soul stone once was, and, blow me down, a little door appears. Go in there, and a keyboard comes on screen, allowing you to listen to all of the tunes from the game to ya 'earts content. Now, where's me five bob?





Once that you have collected all of the soul stones in one stage, then it's a mad dash to the door which leads to the next stage. That's providing, of course, that you have left yourself a route to get to it - with all of the cutting and digging that's going on, that isn't any mean feat, you must also remember that the Solmans, Flomans, Pyoncys and Rocks Rolls (hey man, let's rock and roll! Oh well, never mind.....) are hot on your trail, and that each stage can be spread across six screens. And there are sixty stages....

Don't be put off, though. The Konami game counsellor managed to complete the game (cue applause), and so has the Editor (which isn't surprising, considering that they are the same person) - so don't despair.

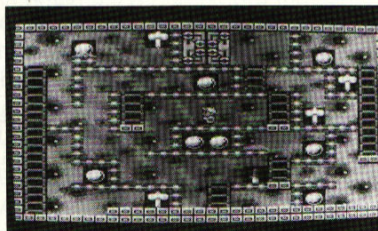


On the other hand, don't expect an easy ride, and never think that you're on top until you have completed the last stage (watch out for stage 53 too - it's a real toughie!!).

Kings Valley 2 is one of those unique games that requires a whole lot of thinking as well as fast reflexes. It's interesting, fun and frustrating to the last, and is certainly no pushover. The graphics are colourful and cute, and the SCC brings great Egyptian tunes to your TV set as well as some of the best sound effects that we have ever heard. Plenty of gameplay is included in Kings Valley 2, so forget your chores, forget your paper work and go grab a copy of this as soon as possible!

## CODING IT

When you complete each stage of Kings Valley 2, an eight letter code will appear on screen. Write it down, and, when you return to the game later, you can type in the code on the 'PASSWORD' screen, and, hey presto, you'll begin from where you left off. What other non-Konami MSX game does this, eh? Well? Answers on a postcard....



## BORED? You cannot be Serious!

IF (and, as you can see, that's a big if) you get bored, or you complete the game, you can always try your hand at designing your own stages, and then saving them to tape or disk. Each stage can have up to six rooms, and can include just about anything that you want - walls, floors, ladders, steps, weapons, items, enemies, and loadsa soul stones (up to sixteen per stage). You can then play them in any order that you see fit, even trying them out on a friend.

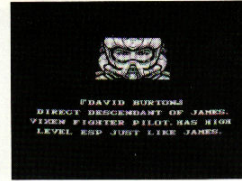


It's certainly an interesting addition, and something which Konami can build upon, but the whole game is just too intriguing for anybody to take this part seriously.



# NEMESIS III

## THE EVE OF DESTRUCTION.

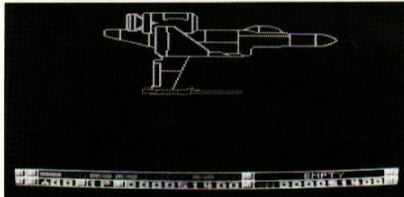


**Machine** .....MSX  
**Format** .....2 Mega Bit Cartridge  
**Price** .....T.B.A.  
 (probably around £22 /£23)



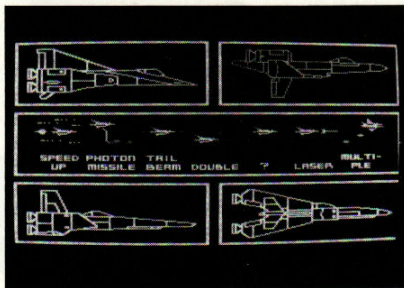
There are now four different types of space craft to choose from, each one carrying a different range of weapons. You can also select between a force field and shield, and whether you want your multiples to be shadowing your

Those Bacterions have been real nasty before - they've attempted to take over worlds, solar systems and galaxies - but now they really are pushing back the limits of evilness. Through an elaborate time travel system, they have travelled back to when James Burton was just a little kid, and intend to kill him, thus none



of his heroic actions would have happened. Since James is dead in the present time (he kicked it some 200 years back), it's up to one of his off-spring, David, to follow them back in time, and put an end to their evil plan.

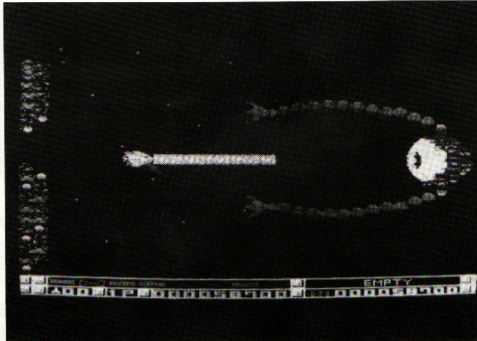
movements, remaining fixed or rolling around your ship. Built into all ships is 'Gaudi', an Artificial Intelligence Device, who relays information to you throughout your mission.



The way to save your ancestor is by fighting your way through ten levels of Bacterion mayhem, collecting maps on the way which point to the whereabouts of young games. Your arsenal of weapons is available by accumulating the amount of red energy pods needed for your specified weapon, and then pressing the 'B' button on the joystick, or the <M> key, to select it. Other weapons, including a Twinkle Laser and Guided Missiles, can be discovered in some of the ten stages.

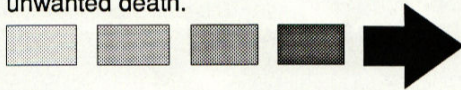


➔ Your escapades begin amongst large, pulsating stars, emitting red hot flames and swooping phoenixes from within. Flaming rocks erupt from the stars too, providing energy for your weapons when destroyed.

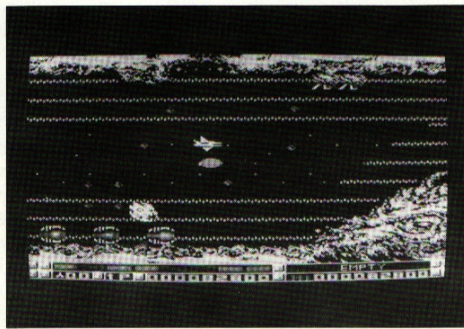


The second level carries you through an overgrown floral planet, decorated with living plant forms and moving earth. Pods fire from the ground, expanding around your ship, and a volcano inconveniently erupts as your ship passes over it.

Once you have found a path through the stars, a giant phoenix, dwarfing the others, will appear. Fire balls spill from it's mouth and razor sharp spikes fire from it's beating wings, forcing you to bank and dive to avoid unwanted death.



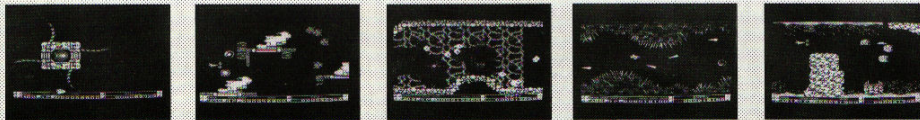
As you begin your travel back in time on the third stage, you are met by a present day force of Bacterion armament firing from the ground and encroaching from all sides. Tractor beams pull your unwilling ship around the screen, which only the most experienced pilots will overcome, and large black holes threaten to send you back the beginning of the level.



There's now doubting that Nemesis 3 is the finest game in the Nemesis series, combining frantic shoot 'em up action with a commanding element of ship control. Glorious sprites and characters adorn each stage, and the SCC is used to full effect not only offering captivating tunes but also fierce and varied sounds for the explosions and laser beams. It makes you proud, and privileged, to own a MSX.

### The Higher Levels

Well, check this out! (I really must stop using that phrase!). You're in for some real trouble with these Bacterion guys. On your way back through time in level 4, they threw in motherships from the previous encounters, whilst twisting Moai heads and traps, formed out of a matrix, await you back in the years when your forefather reigned supreme. Can you take all of this and still succeed? Buy a copy and find out!!





# Nintendo® SPOTLIGHT



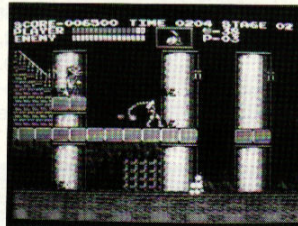
The Nintendo Entertainment System was released nearly two years ago, yet so far has to make a large impact on the British market. Many sales figures have been thrown around about it's main rival, the Sega system, but, despite a media bias, the Nintendo console does seem to be edging ahead of the competition, and is on the verge of having the same effect in Britain as it had in the States and Japan.

There are two Nintendo packages available, the 'Deluxe Set' and the 'Console Set'. The latter, the 'Console Set', will cost you just under £100, and consists of the console, two hand controllers and the biggest selling game of all time, 'Super Mario Bros.'. The 'Deluxe Set', which costs about fifty notes more, includes the console, two hand controllers, the Zapper Gun, R.O.B. (Robotic Operating Buddy), and two games, 'Duck Hunt' (which takes advantage of the gun) and 'Gyromite' (which utilizes the Robot).

Not too long ago, the Nintendo Entertainment System was criticized for lack of software support. Well, criticize no longer! NESI (UK) have released over ten more cartridges in the past few months, each one offering varied and appealing gameplay, coupled with great graphics and sound effects. Four of the most recent titles have been Konami's, these four being 'Top Gun', 'Castlevania', 'Goonies 2' and 'Gradius'. Even though we say so ourselves,



all four are superb and will appeal to many different tastes - 'Top Gun' is the best 3D shoot 'em up to date, 'Castlevania' even makes the MSX2 original look dated, 'Goonies 2' is a very competent arcade-adventure, and 'Gradius' surpasses all of the critics' expectations on how capable the NES is for arcade conversions. Expect more NES goodies from Konami when the days start getting longer!

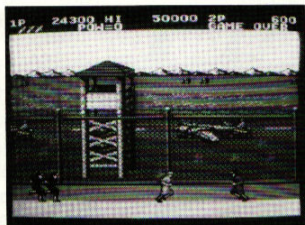


Konami are in a very strong position in both Japan and the US, with numerous past and present releases that reach (or will reach) the number one position. 'Rush 'n' Attack' and 'Double Dribble' are my personal favourites (along with 'Super Mario Bros. 2' and 'Pro Wrestling'), but, as yet, no release date has been confirmed. 'Rush 'n' Attack'





is certainly the best Green Beret conversion that we have ever played, with a simultaneous two player mode, six highly competitive levels, varied attack methods, stunning music and effective graphics. 'Double Dribble' is a very addictive basketball simulation, with outstanding graphics, snatches of speech and super-fast gameplay.



Konami have recently released a wealth of new games in the States, including 'Bayou Billy', based on the hit movie, 'Crocodile Dundee'. Whilst talking to one of the game counsellors in America (they do the same job as we do on the Konami Helpline, but on a much larger scale), he said that Billy is a kind of cult hero over there at the moment, much the same as Super Mario. I wonder if the game also includes Mental As Anything's 'Live It Up'?



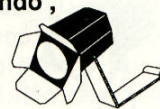
Apart from the Konami games, you can now also find a number of other exciting products for your Nintendo Entertainment System.

One of the most enjoyable ones must be 'Pro-Wrestling'. In a way, it's a parody of 'serious' wrestling, whilst, in another, it recreates all of the atmosphere of the real thing. There are a number of wrestling moves at your disposal, as well as six wrestlers to fight and two trophies to win. You can even throw your opponents out of the ring, where illegal moves are allowed (such as throwing them into the railings! HA!).

Other Nintendo games include 'The Legend of Zelda', 'Mike Tyson's Punch Out', 'RC Pro-Am', 'Rad Racer', 'Kung Fu', classics such as 'Donkey Kong' and 'Popeye', and, of course, 'Super Mario Bros.'. Future releases are numerous, and include 'Gunsmoke' (which you'll just love!), 'Super Mario Bros. 2', 'Ghosts 'n' Goblins', 'Volleyball', 'Trojan' and up to six more Konami games before the year's out! WOW!

Up until recently, the mass media ignored the Nintendo console. Even now, they are still showing a surprising bias to the Sega, so why not check out the official Nintendo magazine? The first issue is out in March, and will include reviews on three top games, a sneak look at 'Super Mario Bros. 2', loads of tips on loads of Nintendo games (!), and quite a bit more, such as a letter from Super Mario (Whaddya mean, 'he ain't real'? Listen buddy, if I were you I wouldn't mess with a guy who grows twice as tall by eating mushrooms and who makes Mike Tyson look like a non-starter!). The membership's free, even though the mag's full colour, so, if you own a Nintendo, send in your bar code, or one of the cards from a Game Pack, to:

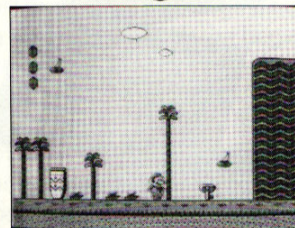
'Club Nintendo',  
PO Box 30,  
Coventry,  
CV1 3BR



Make sure that you give us a mention, alright? Alright.



Super Mario Bros. 1 to.....



.....Super Mario Bros. 2!!

Oh yeah (Tee hee!) any Sega owners can come out from behind the sofa now. We've finished embarrassing you (for now).

STOP PRESS



STOP PRESS STOP PRESS

The lovely Sue from Konami has just informed the even more lovely Editor that the next Nintendo game from Konami will be the much lovelier 'Rush 'n' Attack', due out in lovely June. Don't ya just love it?

STOP PRESS STOP PRESS  
STOP PRESS STOP PRESS



# *Its* COMPETITION *Time!*

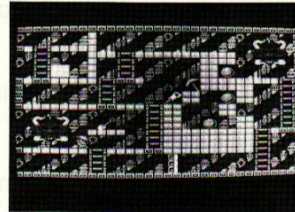
10 Copies of Kings Valley II  
To Give Away!

Fancy winning a copy of Konami's new MSX game, Kings Valley 2? You do? Here's your chance.....

Below you'll find a wordsearch with 15 hidden words concerning the Kings Valley 2 series (god, we're so original!). All you have to do is find and ring them - no big deal. They run diagonally (in any direction), up, down, left and right, and you'll find the words needed printed below - Get searching!

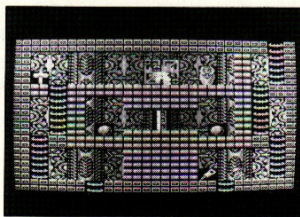


**MSX**



A	P	P	R	E	V	C	H	Q	W	R	E
P	Y	R	A	M	I	D	Y	E	H	A	G
S	O	L	U	S	U	S	T	O	N	F	Y
Q	N	U	E	P	E	M	R	N	L	O	P
U	C	G	N	A	R	E	M	O	O	B	T
I	Y	H	E	D	D	N	U	Y	F	W	N
D	O	R	L	E	T	M	Y	A	E	A	H
A	X	E	G	Y	A	F	L	O	M	A	T
B	Y	M	S	N	O	I	G	U	M	R	I
A	Q	O	P	A	S	S	O	R	D	W	V
S	W	O	R	D	H	L	P	A	B	S	I
E	H	L	O	U	S	I	N	A	T	E	C
N	T	O	Y	C	W	E	N	O	T	S	K
S	M	K	P	A	S	S	W	O	R	D	Z

**WORDS TO FIND:** PYONCY VICK STONE PYRAMID EGYPT SLOUMAN AXE  
BOOMERANG FLOUMAN REMOOL PASSWORD SWORD SPADE  
SOUL MUMMY



Once you have completed this, photocopy the wordsearch (or cut it out) with the discovered words on and send it to:

Jovial Wordsearch Dept.,  
Konami Software Club,  
Sherwood House,  
22 Courtenay Park,  
Newton Abbot,  
Devon,  
TQ12 2HB.



## Another Competition !

# *Its* COMPETITION *Time Again!!*

### 10 Copies of Salamander To be Won!

Oh, all you Commodore 64 owners out there, here's your chance to win a copy of Ocean's classic conversion of Salamander. We have ten of these to give away, and all you have to do is answer the simple questions below:

1. Name the arcade sequel to Salamander
2. Who converted Nemesis to the C64?
3. Which year was Salamander released in the arcades?

Easy, eh?

Ok, send your answers to:

**Salamander Compo.,  
Konami Software Club,  
Sherwood House,  
22 Courtenay Park,  
Newton Abbot,  
Devon,  
TQ12 2HB.**

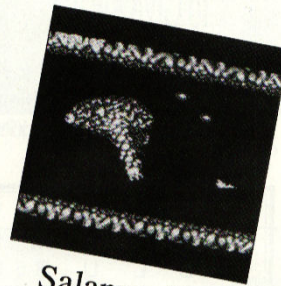
### Loads a Typhoon Games To Give Away!!

More goodies from Ocean for you to win, this time Typhoon being the prize. There are thirty to give away, ten each for Spectrum, Commodore and Amstrad owners. Again, it's pretty simple - answer the following questions, stuff them in an envelope, include which machine you own (and membership number) and send it to the address below.

1. Which other arcade hit is Typhoon similar to?
2. Which hit racing game did Ocean recently convert?

Think you can manage that? Yeah? Alright, send the answers to:

**Typhoon Compo.,  
Konami Software Club,  
Sherwood House,  
22 Courtenay Park,  
Newton Abbot,  
Devon,  
TQ12 2HB.**



Salamander



Typhoon

*Thanks to the lovely Tracy of Ocean Software who sorted out the prizes with the even lovelier Editor (that's enough of that).*



Lets  
Play...

# Twenty 20 Questions

## Yes folks, it's questionnaire time!

Aw, come on, don't be like that - It is our first one after all, and that ain't bad! Anyway, every entry that we receive will be put into a bag, and the first ten pulled out will be the lucky winners of a special KSC prize (ahem). All entries must be sent to us by April 28th, otherwise they won't be any good to anybody!

### The Boring Bits

- 1. Your Name: .....
- 2. Address: .....
- 3. Age (Don't be shy!): .....
- 4. Membership number: .....

### The Editorial Bits

- 5. Please give marks out of ten for the following:
  - Computer Reviews: .....
  - Nintendo Reviews: .....
  - Arcade Reviews: .....
  - Letters: .....
  - Game Tips: .....
  - General Articles: .....
  - Editorial: .....
  - Competitions: .....
- 6. Would you like to see more Konami based articles, or do you prefer the article-review ratio as it is? If you want more articles, please specify type. ....

### Other Bits

- 7. Do you think that the KSC represents good value for money? If not, why not? .....
- 8. Would you like to see the KSC more often with less pages, or do you prefer it as it is? .....
- 9. Which Konami game is your favourite? .....
- 10. What other magazines do you subscribe to? (List three anyway) .....
- 11. How many other people have read this issue of the KSC newsletter ('loads' is not sufficient!)? .....
- 12. How many times a week do you use the Konami Helpline? .....

- 13. Please comment on the friendliness and usefulness of the Konami Helpline. ....
- 14. Would you like to see more adverts in the KSC newsletters? .....
- 15. Do you intend buying a Nintendo Entertainment System in the next few months? .....
- 16. Which issues of the KSC were your favourite, and why? .....
- 17. Please give your T-Shirt size! (S/M/L/XL) .....
- 18, 19, 20. There aren't any.

When completed (write answers only on a separate piece of paper if you like), post it to:

20 (ish) Questions,  
Konami Software Club,  
Sherwood House,  
22 Courtenay Park,  
Newton Abbot,  
Devon,  
TQ12 2HB





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