



KONAMI SOFTWARE CLUB

MONTHLY NEWSLETTER

JUNE 1988

Issue No. 11

Title: Track and Field

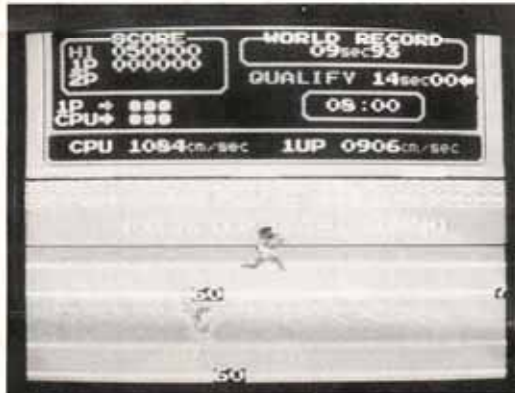
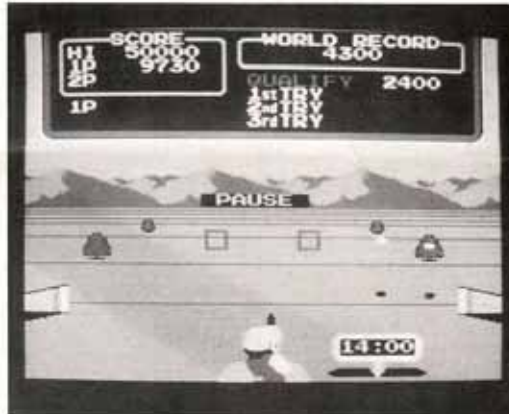
Machine: Nintendo Entertainment System

Format: Cartridge

Price: T.B.A.

Many money worries were caused when Track and Field was first released in the arcades, as nearly every trend respecting kid churned coin after coin into the machine. The game was subsequently cloned and copied onto nearly every computer, and it was no surprise when the sequel, Hypersports, was every inch as successful.

Track and Field was one of the first games converted by Konami to the Nintendo, yet it isn't a straight copy. Instead of having all of *Track and Field* events, three games from *Hypersports* have been added, making eight events in all. Thus, people who found the sequence of games in the arcade versions a little tedious, are going to welcome this new approach.



Even though it is possible to choose the order of events yourself, it is best to follow the sequence at the start. This means that the first event is the 100m dash, which is just a matter of tapping the A button as fast as possible in order to get a time within the qualifying parameters.

Taking a run and jump is what is required next. As in all of the events, speed and timing is needed to make a long jump (!) and qualify for the next round.

Running and jumping is also the theme of the 110m hurdles, yet in a different sense. Whilst pounding on the keypad, you must successfully clear the hurdles and finish within the pre-set time.

Throwing pointed sticks was never my scene, yet this primitive sport proves popular in sports simulations. Javelin Throwing is another event using the speed and angle movements, and it isn't the most exciting event in *Track and Field*.

High scores can be gained in the Skeet Shooting event with very little practice. You have two sights with which to aim at the clay pigeons flying out from either side of your competitor, and, if you manage to 'dust' off all of the skeets then you are given the chance of shooting two flying bonuses.

The Triple Jump, which comes next, could be criticised for being too much like the Long Jump, yet Konami have made it different enough to make it enjoyable. Angles for the hop, skip and jump plus a fast speed is what is needed to qualify.

Playing Robin Hood comes after the Triple Jump, in the form of the Archery event, and is a very skill demanding sport, with varying winds and angles. Shooting the arrows into the bullseye produces a 'NICE!' and 600 points, while other areas on the target give smaller points and no comment!!

Finally, there's the High Jump, which is identical to the arcade version. To round off your game with a win, you are going to have to sprint up to the bar and guide your athlete over it by pressing the keypad to lower your angle when you think that the time is right. You have three attempts to clear the bar, and, if you don't, then you have come all of this way for nothing!

Obviously, if you fail to qualify for any of the events then your game ends. In the two player mode, a qualifying player will carry on his game regardless of the other player's results.

Any Nintendo owner who intends to buy *Track and Field* shouldn't be disappointed when it is released. The graphics and tunes are adequate, and, although it will be a little easy for anybody who is good at the arcade version, it is a very enjoyable, and very exhilarating game.

Letters to the Editor

Exposing Link

Dear Ed.,

I am writing to say that I, and, I'm sure, everyone in Link fully supports everything that you said in your April newsletter. I felt that we should have had a lot more people at our first Link expo, held last December, as it was pre-Xmas, and a good time to buy software for the family.

Our next exhibition is at the Market Deeping Centre, Market Deeping, near Peterborough in Cambridgeshire, on 14th August. Doors open at 9.30 am until 5 pm Admission is only 50p for adults and 25p for children under 14 years old.

Thanks for the newsletter each month, and please keep it going.

David Webb,
Spalding, Lincs.

*Anyone who remembers the confused bitterness between Link and myself in the past will be as pleased as I was to read this letter. Attitudes like this are what is needed to help MSX generally.
Thank you David.*

Ignorance Is To Blame!

Dear Editor,

I agree with your Editorial on the state of the MSX in this country. However, there is one point which I don't agree with, and that is about the lack of High Street stores stocking MSX software. Here in Milton Keynes I have no trouble buying MSX games, even though it is only budget titles.

As for sitting at home on March 27th watching the Sunday movie, I didn't know there was a MSX show on that day! If a magazine did appear for the MSX then I would be the first to buy it!!

E Gregg
Milton Keynes

Budget titles are hardly the end of the world though, are they? And Milton Keynes has always been different to every other town in England - just look at it!

I expect to see you at the MSX Link show then, now that you know that it is on. No excuses this time!

Dumbfounding Digits

Dear Mark,

I have read the editorial in the April issue of the KSC newsletter, and I totally agree with you, yet why aren't Konami releasing all of their games in the UK? For example, the RC number on *Usas* and *Salamander* appears to prove that there were four other cartridges between these two games, but none were released in the UK.

This fact probably accounts for the long delay between Konami games. I hope that this pause in the action ends soon.

Matthew Preece
Broadstairs, Kent

*The difference between the RC numbers does not necessarily mean that there were other cartridges in between - it's just the way that product numbers work. One reason could be the SCC chip, as the Japanese could see it to add a digit or two to the RC number. Also, not all of the cartridges are released in Europe because they just aren't suited, or because of Japanese text problems. For example, *Shalom* was heavily text based, and a straight translation would not have been adequate, and it would have taken a lot of money to do the script properly, which sales would not justify. Another example is the *MSX2 Gamesmaster* - there was absolutely no point in releasing the cartridge as there are only three *MSX2* games currently available that it could be used with. You would only moan even more, Matthew, if you didn't like the games or felt that you had wasted you money. Trust us.*

Just Can't Get Enough ...

Dear Sir (A bit humble, isn't it?! - Ed.),

Thank you very much for the Konami *F-1 Spirit* cartridge that you sent me as a result of the competition in the KSC newsletter. It is a brilliant game and the sound is quite stunning. Since receiving the game, my friend and I have had hours of fun battling against each other through the Easter holidays.

I would also like to say how much I appreciate the Software Club, especially the Kwik Tips section! In my opinion, the newsletter has greatly improved over the last couple of editions (scrapping the programmer profiles and adding the screen shots). I really look forward to receiving each copy.

Finally I would like to ask if there is likely to be a review of the *Games Master* cartridge in the near future, and if there is any chance of a small discount off Konami games for members.

Keep up the good work!

David Howe,
Rugby, Warwickshire

*It seems that a lot of members would like to see a review of the *Games Master* cartridge, so we will be assessing it, despite its age, in a forthcoming issue. Discount on games is currently being looked into - again, we will let you know in a couple of months.*

Another month of letters rounded up, and another football match is about to start (why do we work on Saturdays?). Hopefully, England will knock the stuffing out of the Swiss (you should know by now anyway). Until the next season starts, try writing to the Editor at the KSC, Bank Buildings, Bank Street, Newton Abbot, Devon TQ12 2JL.

Konami Helpline

The Konami Helpline is here for you to use so that you can ask us questions about your favourite games. We should be able to give you a helping hint for most games that will set you on your way again.

We will also be answering any queries that you have about the Konami Software Club, and letting you know about forthcoming releases on all machines. You can also find out all about the new titles by phoning after five and listening to the Helpline Hotline.

Tel: 0626 56789

Arcade Review

Haunted Castle

Once upon a time, girls and boys, there was an oriental man and an oriental woman who decided to get married. The big day came with lots of joyous celebrations, and the happy couple left the church to live happily ever after. End of story.

Well, not quite - it wouldn't be much of a game if all you had to do was simulate a happy marriage (on the other hand ...!). A nasty vampire swooped down as the couple left the church, grabbed the screaming bride and rushed off to his castle, probably to have his evil way with her. All would have been good and well if the bride had taken out life insurance, but, having the incompetence of a dumb blonde, she hadn't, so off our reluctant hero trots to get her back.

Dressed in thought evoking clothes and armed with a whip (Nuff Said!), William (the hero) has to fight off the vampire's minions and find the blushing bride, who is hidden in the castle. The stereotype creatures include skeletons, ghouls, bats and mummies, which decrease your energy when they hit you. Unsuccessful or clumsy players will soon realise that Haunted Castle can be a costly game - you only have one life and a short supply of energy each play!

The undead aren't your only worries, though - moving slabs of stone have to be successfully leaped over, falling boulders must be dodged, mists have to be seen through and giant steps must be overcome. Other evident dangers include an exploding wall, which breaks up in the middle of a thunderstorm (complete with rain), and a trail of fire caused by a falling chalice.



On the latter levels the action gets pretty hairy, with bouncing dwarves and medieval knights attacking you from all sides. At one point in the castle, you are transported into a Greek setting with winged angels proving formidable enemies.

At the end of each level, you must fight off and defeat a guardian. A topless Medusa seduces and attacks William on the first level, while a giant snake wriggles around our hero on the next level. All in all, more like a horror movie than a Grimm fairytale (Geddit?!).

Beating up the vampire's creatures does have its rewards, and not just that of satisfaction. Hearts, special weapons and extra energy fly out of the defeated creature's body, with the hearts being used up each time you use one of the special weapons.



Haunted Castle features an array of clever graphical effects, including mists, rain, changing times of day and thunder clouds. The backgrounds are beautifully drawn, with good detail and the characters have been portrayed in a similar fashion.

The game also has many original aspects to it, and, although it is based on the MSX2 and Nintendo cartridge versions of *Vampire Killer* and *Castle Vania* respectively, it takes a different enough style to warrant a look. A lot of skill and cash is needed to finish the game, but the satisfaction is well worth it!

News in Brief

After the abrupt departure of Luther De Gale, two Japanese gentlemen, Mr Ando, and Mr Yamada, have arrived to handle the running of Konami Ltd. in London. We are sure that you are with us as we wish them all the very best in their new positions.

If you can't get enough of the Editor (and who can? -Ed.), then check out the next copy of MSX UK. In there you will find an interview with Mark, and Konami's P.R. guy, Dennis Hemmings. Write to MSX UK, c/o Craig Bell, North Lodge, Cairnhill Road, Airdrie, Lanarkshire, Scotland ML6 9RJ

Even more Konami reading material was available last month, in *The Games Machine*, along with a review of the MSX2. May we thank Brian Saville of *Nightdare*, and Dennis Hemmings, as well as ourselves(!), for helping to organise the competitions and articles. Brian would like us to point out that the MSX2 donated by his company is available from him at £200, and not £300 as stated in 'TGM'. For more details contact Brian at *Nightdare*, 11b Walnut Road, Chelston, Torquay, Devon TQ2 6HP.

Finally, thanks to *Games Machine* themselves. They have returned our favour with a lot of support for the KSC, and have been a great help over the past few months. We'll even forgive them for making exactly the same mistakes as we did in *The Maze of Galious* codes...

KSC newsletter copyright Konami Software Club.

Editorial Office: Bank Buildings, 17 Bank Street, Newton Abbot, Devon TQ12 2JL

Konami is a registered trade mark of Konami Ltd and with the title, Konami Software Club, is used with the permission of Konami Ltd. No part of this publication can be reproduced without permission. While every effort is made to ensure the accuracy of all features we cannot accept liability for any mistakes or misprints. The views and opinions expressed are not necessarily those of Konami, but represent the views of our contributors or readers.

Kwik Tips

As mentioned in a previous issue, many MSX2 users are having problems with *The Treasure of Usas*, mainly getting from level to level. Personally, I found the game a little easy, but, because very few people are as talented as myself (stop that laughing at the back!), the passwords are as follows.

Level 2	-	JUBA RUINS
Level 3	-	HARAPPA RUINS
Level 4	-	GANDHARA RUINS
Level 5	-	MOHENJO DARO

When your character is happy then he is granted a special power. In Wit's case, he is able to jump up twice (press the UP key whilst in mid air), and Cles is able to walk across the air for a short time. This effect is available in any mood if *F1 Spirit* is plugged in the second slot.

Metal Gear fanatics will be pleased to learn that there are a few type ins for their favourite game. Just type in the following words, after you have paused the game, and then release pause. Remember not to press return.

Keyword	Effect
DS 4	Increases your star rating by one.
INTRUDER	Allows you to collect up to 999 bullets for your gun.

To find the bomb blast suit in *Metal Gear*, go to the left hand side of the basement, and hit the walls on the right. When you have found the weak part of the wall, explode it with a plastic bomb, and you will then be allowed to go into the maze. Keep punching and exploding the walls, so that you can get into the centre of the maze and find the bomb blast suit!

I made a small mistake in the April newsletter when I said call the number 120.45 in building 3. Actually, the number is 120.48.

Referring back to issue 9 again, it appears that some people are having difficulty in getting captured in the first place! Well, you must go to floor three and then take the east lift down to floor one. Rescue all of the prisoners, and follow the path south. You will then be captured and thrown in a cell near Grey Fox.

To get out of the cell, punch the wall on the left until you find the weak part. You will then be able to enter the room where Grey Fox is held. To get out of there hit the wall below you.

Mathew Preece has sent in some tips for *Penguin Adventure*, telling me how to get the mystery objects. First, get the arm band on stage 6 and then run at full speed on the far left. Then, on stage 13 run on the far right from the beginning. On both occasions, a question mark will appear, giving you a bonus item.

Mat also asked a funny question, as he thought that maybe Konami put a MSX1 version and a MSX2 version of the same game on one cartridge. His 'proof' for this is *Nemesis 2*, which he says has more colours on the MSX2 'version'. Sorry to disappoint you Mat, but the MSX2 doesn't come out well on a normal TV, thus making some colours a little fuzzy. There's two things that you can do here, and that is either to buy a monitor or get your eyes tested!!

Finally, a plea from *Salamander* playing Spectrum owners. Many are looking for a poke for this rather difficult game, which is why I am turning to you. To add a little incentive, the first working cheat mode will reward the sender with a *Salamander* T-shirt. Send your tips for this, and any other game, to the usual address.

Loadsacards!!

More important than your N.I. card! Richer than your credit card! Nearly as rare as the Ed.'s business card, it's finally here! By now, every Konami Software Club member should have their own KSC card and number (beautiful, isn't it?). Clean the mud from your shoes with it, hit the cat with it, do handstands on it, do whatever you like with it, even sign it, but don't forget to quote your membership number when corresponding with us. And, if you do have a short memory, you could always tie a knot in the card...

Parody – taking the Mick

One of Konami's newest games in Japan is called *Parodious*, a game which involves many aspects of Konami's precious games and puts them in a comical form. It looks all very amusing too. From what I can make out from the Japanese text and screen shots (I have always preferred looking at pictures!), you have a choice of ships, ranging from Warp Rattlers to Penguins, and you then face an onslaught of cartoon-style characters in true *Salamander* fashion. There are items available on the way to collect, and it all looks good, clean (ish) fun. Whether it is released over here or not has yet to be decided, but when Konami release the sequel, they could always take the 'p' out of *Parodious*, and call it *Arodious*...

Letter from Australia

D. L.Chittenden, a mail order stockist based in Chesham, Bucks., informed us recently of how somebody wrote in from Australia, requesting a slot expander. The poor old Aussies can't get supply in Ausland, so they had to go to them. Chittenden's dispatched the order immediately, but the Aussie has quite a surprise waiting for him. The P & P was nearly as much as the £14.95 expander...

These are my Favourite Fings!

Some members came up with the idea of having a chart compiled by KSC readers and, after much consideration, we have decided to give it a go. At first, this dummy run (in the literal sense!) will only be open to MSX users (See?), and all that they have to do is write down their five favourite MSX titles (not necessarily Konami's) on a postcard, include their name, address and membership number, and post it to:

MSX/KSC Chart
Konami Software Club
Bank Buildings
Bank Street
Newton Abbot
Devon
TQ12 2JL

Also let us know what T-shirt size you are, as every month we will be drawing a card from the hat, and rewarding the sender with a T-shirt. So now you know.

Salamander (MSX) Competition

Congratulations to David Styles of Erith, Kent, Craig Barret of Middlesborough, Tim Fawcett from North Yorkshire, Michael Monaghan of Newcastle, and Donald Poland from Dumfries in Scotland. Your prizes are in the post!