



KONAMI

SOFTWARE CLUB

MONTHLY NEWSLETTER

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Issue No. 1

Introducing Mark Smith Editor

When I was first informed that I had to write a mini description of myself, frankly, I was worried. Not that I was stuck for ideas, but it isn't easy to sit down and write about someone that you have only known for sixteen years, that is interesting ... and still printworthy!

One of my primary tasks in the *Konami Software Club* is to actually write and compile the newsletter. This will include the writing of reviews, something which I consider myself to be quite competent at. Already I have written for various publications in the computer media field, although I consider my current position to be the most interesting and exciting yet!

Even though I am an MSX enthusiast, I enjoy using other machines too. I have no favourites outside of the MSX field, and I always review games keeping in mind the machine's capabilities and limitations. So, from the humble Spectrum to the mighty MSX2 and Atari ST, you can expect fair and unbiased reviews!

Apart from editing the *KSC* mag, and generally making a nuisance of myself, I will also be manning the Konami Helpline from 9-5 every weekday. I will be helping out callers with their gaming problems, and also answering any queries that you have about the Club. When you ring, please quote your number so that you can receive a more personal service.

The *KSC Newsletter* will also be featuring any questions or information that you send through the post. If you want to see any specific item in the mag then let us know — it's always interesting to see other people's ideas and articles!!

INSIDE:

Jackal Review – Nemesis Playing Tips
Penguin Adventure Cut Short!
Amazing Maze Of Galious
News In Brief ...



FREE NEMESIS POSTER INSIDE!
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Arcade Review: JACKAL

I'm sure that all of you will agree when I say that Konami never cease to amaze us when it comes to arcade games (or even computer games!). All of you must remember the excitement caused when *Hyper Olympics* and *Hyper Sports* were let loose into the arcades — you had to form a queue on every machine for hours to get a go! Konami have gone from good to better ever since, with smash titles such as *Salamander* and *Nemesis*. Thankfully, *Jackal* is no exception, being a top quality and exhilarating game to play.

In *Jackal* you control a small, two-manned jeep, which is green in colour and sports a cute flag, showing the jeep's player number (as two players can play simultaneously). Once you've inserted your money and pressed the start button, you and your jeep are parachuted into enemy territory. Your mission is to rescue as many PoWs as possible and carry them safely to the next rendezvous point where they will be lifted out by helicopter.

While rescuing the prisoners, you have to try and avoid the many obstacles in your way. These hazards include enemy artillery, landmines, falling rocks, flame-throwers, enemy aircraft and missiles. Konami use true state of the art graphics, combined with an excellent array of colours. As well as all of this, there are a series of superb tunes played throughout, accompanied by some outstanding sound effects!

If you survive all or the treacherous landscapes, you will have to confront and destroy the Master Complex. This is guarded by two laser-firing turrets which are near impossible to outmanoeuvre. The only way it can be done is to immediately career to the right or left and position your jeep so that you have a clear shot at the building itself, which has to be shot several times before it eventually explodes.

Your jeep is supplied with grenades and bullets at first, but you can build up your weaponry by penetrating a selected amount of huts and picking up the PoWs that emerge from them. Four 'power ups' can be collected, and they form together to produce an extremely destructive piece of equipment. When you have collected the first power up, you are given a simple exploding missile, then on to a two-star missile and, last of all, a four-star which looks just as it is described. Once you have the four-star missile, enemy destruction is imminent, especially if two players are playing.

Overall, *Jackal* is intriguing to play and a real challenge to all you arcade buffs. Once you get familiar with all of the screens and find out where a lot of the enemy appear, all of a sudden the game is much easier. As soon as you've lost all of your lives, a map is displayed, showing you how far you have gone. Playability is slick, with some moves only possible with practice. Movements of your jeep and the opposition are well animated and a pleasure to watch, especially the explosions! *Jackal* really is one of those games that makes you want to come back for more and more ... until completion. Well worth your spare ten pennies!

Review by Ian Machin

Nemesis playing tips

It appears that some people are still having difficulties on the first level of *Nemesis*. The best idea that I found was to first get the laser, then the option and then speed on the opening screen. When you move into the landscape area, watch your back, and take out the top enemies, then the middle, and finally the bottom. At the first possible chance get the missiles, which will probably save you a few embarrassing deaths!

Once you reach the rock with the missile launchers, keep high thus avoiding the looming menaces, and missing the enemies advancing from behind. Next you will have to deal with the erupting volcano, which needs cool(!) and active reflexes. The best position to situate yourself is directly above the first lava-breathing mountain, right at the top. This way you don't score many points, but you don't lose many lives! A missile or two is helpful, but not essential.

Finally, on the last stage of level one, you have to defeat one of the mother ships. To destroy it, you must shoot away its shields, which are situated in the middle, with only a small gap to shoot through. With a laser, the task isn't too difficult, but if your warp rattler has only bullets then your job is even more daunting than before! The only thing that you can do, apart from dying, is to shoot a few shields, dodge the missiles, and repeat over and over again, until it finally disintegrates.

CBM 64 owners can make life even easier by choosing the four player mode, and pressing shiftlock. This will make your ship invulnerable, but you will still have to shoot the bacterions to score points. Amstrad owners also seem to have a cheat mode. By choosing two players and letting the second player get as far into the game as possible, then, when you die, you will be able to start the game from where you left off (or so an anonymous caller tells me!).

Penguin Adventure Warp Mode (MSX)

So you've got the apple, defeated all eight Phrysaures and rescued Penguinette, have you? Well, we've news for you — you needn't have worked so hard, as you can get to level twelve in just three warp jumps! Here's how ...

Remember how you avoided those big crevasses like the plague, and looked out for the traders' holes as if they were gold? All of that will now change as it is the larger crevasses that trigger off the warp level. To find the easy way, you start on level and fall down all of the big holes whilst wiggling your joystick. One of these holes will take you a few levels forward through a warp system. Keep on doing this — it will only work on certain levels — and you should finally wind up on level 12!

Latest release

Title: *The Maze Of Galious*
Format: MSX Mega Bit (128k) Cartridge
Price: £18.95

The Maze Of Galious, Konami's latest release for the MSX, is the sequel to *Knightmare* which was released in the middle of last year. And, although it is totally different, the game carries on beautifully from where its predecessor left off.

In *Knightmare*, Popolon had to rescue Aphrodite from the evil clutches of the dark overlord, Hudnos. The kidnapping of Aphrodite, though, was a ploy by Galious, so as to leave Castle Greek vulnerable to attack whilst Popolon was away. Galious did start an assault on the castle, and he also took the unborn child of our intrepid couple from the heavens. He then hid himself, and the child, in the castle ...

It is your task to take on the roles of Popolon and of Aphrodite and rescue your future child, not forgetting the castle and its surrounding worlds. You can switch between the two characters during the game, both of whom have different energy and vitality (experience) ratings. You receive a certain amount of experience each time that you kill a monster, the total depending on the creature. When your experience bar reaches its peak then it resets itself to nought and you regain any lost energy!

The Maze Of Galious is a unique arcade adventure with ten different worlds to visit and a keyword needed to recover each one. When you type in the word in a certain room (you'll be able to recognise it by the morbid, but ingenious, music) a rather nasty looking creature will appear, which you will have to defeat. No mean feat, believe me!

In the game there are many items to find (or buy) and use. You can collect loose coins lying around, and then use them to barter with the traders in the castle. Castle Greek, though, is not a really friendly place to visit, however profitable, and I certainly wouldn't take my grandmother there on a Sunday afternoon. There are a great varying number of monsters to defeat and dodge, and not one of them gives you so much as a friendly smile! These hostile enemies include undead knights, sword weaving skeletons and even blood-sucking bats, not to mention the flesh-eating hedgehogs!

Another feature in *The Maze Of Galious* is the apparent ROM saving codes. During the game you can visit Gods who will give you a forty-five letter code to type in for when you switch off and return later, or when you die. This will start the game with all of the items and weapons that you left the game with, and also the energy rating that you achieved.

This title appears to me to be the MSX 1 version of *Vampire Killer*, the first Konami release for the MSX 2, as its style is similar in both gameplay and graphics. However, this game is a little more active, and the playing area is larger. Each world consists of about fifteen rooms and each has its own problems to overcome. The castle is larger still, with about 156 rooms to visit. The graphics are different in each place, and they are very colourful and detailed. Also, the music constantly changes, with a variety of voices, drums and effects to listen out for.

Without doubt, *The Maze Of Galious* is one of the best sequels to appear this year, and is on the same level as *Nemesis* and *Penguin Adventure* for sheer playability and enjoyment. I would say that it's highly recommended from us, but that's pretty obvious. So why not try it and see what you think?

News in brief ...

- Konami have licensed Ocean to produce *Gryzor* and *Combat School on the Spectrum*, *Commodore* and *Amstrad* formats. No release date yet but further details next issue.
- Battlantis*, Konami's most recent arcade game, is receiving good reviews, along with *Combat School*. Our reviews in future issues will be revealing!
- Iron Horse*, *Salamander* and *Jackal* are all scheduled for release on the *CBM 64*, *Spectrum* and *Amstrad* micros. *Atari 8 Bit* owners will be pleased to learn that *Jackal* will also be the first release on their machines. Unfortunately, there is no news of availability of these products on the MSX yet. However, there are rumours that a sequel to *Nemesis* is on the cards ...
- Looks like Konami aren't satisfied with the sound chip in the MSX machines (AY-3-8910 compatible). They have developed an eight-voice polyphonic sound chip to enhance their cartridges even further. The one tested here on a future release certainly takes music and sound FX into the realms of arcade standards ... more in a later issue!
- The second MSX 2 release from Konami is soon to be published. The game, *Metal Gear*, is a complicated army game with a massive playing area and so much to do that it's quite unbelievable! One special feature in this mega-bit game is the radio transmission. You can call up your squadron leader for information and also receive it back again. Great graphics and a film-style soundtrack make this game an instant classic!
- Ocean have licensed Konami to produce *Top Gun* on cartridge for the *Nintendo* games console ... wonder if it will be used in conjunction with the *Zapper Gun*?

About the Konami Software Club

The KSC was set up to bring micro users and arcade fans all of the latest news about Konami and their products. This was a result of many, many telephone calls, and an enormous amount of mail showing a great enthusiasm for Konami software. Although we do have a good relationship with most magazines, it would be unfair to expect them to devote too many pages to Konami, so this *Newsletter* will be bringing you all of the up-to-date news and items that you may not be able to read elsewhere.

In each issue of the *KSC Newsletter*, we will be reviewing arcade and computer games, looking at various machines, and keeping you informed on new products and ideas. In addition to the Spectrum, Amstrad, Commodore 64, MSX and Atari 8 Bit micros, we will also be covering the C16, Einstein and 16 Bit machines for which Konami are developing games.

One aspect of a successful newsletter is the readership input. We always welcome your letters and ideas that you send to us, and we are especially looking for your playing tips on both Konami arcade and computer games: So why not write in?

Free PCW tickets!

Thinking of going to the PCW show in September? The *KSC* is offering you the chance to enter the show on one of the public days free of charge! The first 100 members that write to us expressing a view on the first *Newsletter* (and claiming their prize!) will receive a complimentary ticket for themselves! It's as simple as that!

NEXT ISSUE ...

PCW preview - in depth.
Gryzor arcade review.
Track And Field - CBM 64 review
New Merchandise - more arcade T-shirts
New MSX release - surprise review!
Nintendo - another Japanese revolution?

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

Konami T-Shirts ...

Following our popular offer with C&VG for *Nemesis* T-shirts, there has been an increase in cost from the manufacturer. This has resulted in the cost rising to £4.95 for *KSC* members, including post and packing. The non-subscriber price is £5.95.

Orders should be sent to:
 W & V Supplies,
 Bank Buildings,
 Bank Street,
 Newton Abbot,
 Devon
 TQ12 2JL.

Chest measurements in inches please. Access/Barclaycard are accepted. Cheques and postal orders should be made payable to "W & V Supplies". Please allow 28 days for delivery.

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