

## Arcade Review

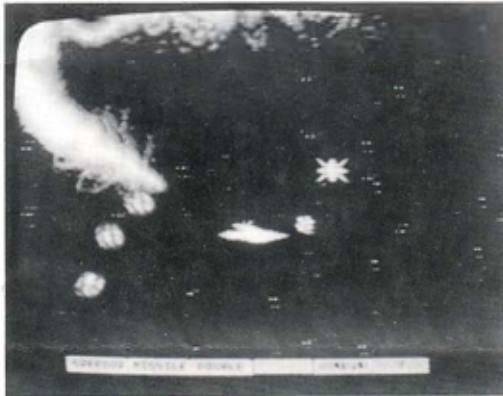
### Title: *Vulcan Venture*

On the first day, They said 'Let there be *Nemesis*'. And there was. For one year, They rested.

On the first day of the second year, They said 'Let there be *Salamander*'. And there was. For two years, They rested.

On the first day of the fourth year, They said, 'Let there be One more that will go forth and multiply with all before'. And there was.

In this second sequel of the classic *Nemesis* saga, you venture once more into the heavens (well, space) to thwart the evil plans of the Bacterions. This time, they have even more allies on their side, all attempting to halt your solo attack on their forces.



At the start of the game you are presented with a choice of weapons which will be available to you throughout the game. There are four choices, each comprising of five weapons, and apart from the original *Nemesis* options, new weapons include photon missiles and back-fire. You are then required to choose between a shield and force field as your protection. The selection of the weapons is exactly the same as in *Nemesis*, where you collect red pods found after destroying certain enemies, which cause the weapon available to proceed along the list at the foot of the screen.

As you move your ship around you will find that the screen scrolls up or down as you move in that direction. This allows for some exciting action as well as a few untimely deaths.

You are greeted with fire breathing dragons as well as the Bacterion ships on the first level. Flaming red stars light up the skies and are dangerous obstacles which must be avoided.



It goes without saying that the graphics are of the highest quality. The detail and colour on the backgrounds is superb and everything, notably the sprites, is fully animated. Movement, like the scrolling is very smooth, and allows for fast action and shooting.

Speech has been implemented into the arcade version, with an American voice announcing each weapon as it is collected. Music is excellent throughout, although I don't suppose you will hear much in a packed arcade hall!

At the end of the first level, you have to destroy a guardian, the first being a large Phoenix. This darts around the screen at a terrific speed, firing lasers and constantly breathing fire. The only vulnerable part is its head which must be shot many times before the Phoenix bites the dust.



*Vulcan Venture* as a game is quite amazing. The concept isn't too original, but there are a lot of new ideas to keep you interested for many many goes. A beautifully executed game that should put Konami back at the top where they belong.

And Amen to that!!

## Letters to the Editor

### MSX Messiahs?

Dear Editor,

I have received six issues of the newsletter and these were brilliant! I would like to say to you, on behalf of all MSX owners, 'THANK YOU FOR SUPPORTING MSX'. I am glad to say that I saw the MSX2 machine reviewed in the Games Machine, which made me buy the mag instantly. They also had a competition to win a Philips NMS 8220 [did you know that Nightdare sell it for only £200? (Yes — Ed)] plus copies of *Salamander*, tips on games and they promise to review all new games as they are released on the MSX. Good stuff!

Please could you tell me if any American wrestling games are to be released on the MSX, because I get a bit jealous when my mates show me Micro League Wrestling?

When is *Kings Valley 2* coming out? Will it have the SCC, and will it be a one mega or two mega bit cartridge? Are Konami going to convert *Vulcans Venture*? Finally, could you print a list of games which are going to be released?

Dilip Mistry,  
Loughborough

*Why get jealous at a pathetic little wrestling game? I don't think any are coming out, but just show your friends F1 Spirit and let them go red.*

*Kings Valley 2 is scheduled for release in August/early September, and it will be a mega bit cartridge with SCC. I doubt very much if Vulcans Venture will be released. The only game that we know of that is definitely being released is Kings Valley 2.*

### Sega Sensation?

Dear Editor,

I know that most members of the KSC are avid fans of the MSX and Nintendo cartridges, but do you know if Konami intend to release games for the Sega system? If not, why not? Is it because of Sega's asking price for a third party licence deal or is it because of rival competition?

Don't worry though, as I will soon be obtaining a Nintendo console, and I look forward to the Konami games appearing after the Summer.

David Mullighan,  
Norfolk

*What me, worry? The reason that Konami don't do any games on the Sega is probably to do with the inadequate market. Around the world there are very few compared to the Nintendo and MSX, and making games would not be in any third party's best interests.*

### Effective Editorial?

Dear KSC,

I would like to thank you for the excellent editorial in issue nine of the newsletter. It managed to prompt me to write to a couple of addresses given, and I hope that it had the same effect on other KSC readers.

Have you any effective techniques for defeating the mothership on the very last level of *Nemesis 2*? If so, please could you slip it in with one of the forthcoming newsletters.

Justin Daddow,  
Kent

*The editorial, which, as you say, was excellent (there's modesty for you!), did prompt quite a few people to 'Get out of their lazy bed'. Hopefully, that is just the start.*

*As yet, we haven't any tips for the last mothership in Nemesis 2 but I am sure that somebody out there has. How about it?*

*Another month ends, another European Championship ends, another manager ends, another era ends. It's all happening here! To get in on the act, send your brick-bats and bouquets to:*

**The Editor,  
Konami Software Club,  
Bank Buildings,  
17 Bank Street,  
Newton Abbot,  
Devon TQ12 2JL.**

## Editorial

### Loadsadosh!

Changes at the KSC offices are underway. From August, we have decided to double the size of the newsletter, allowing for more in-depth reviews, maps, extra game tips, more screen shots and more space for editorials. As only can be expected, what with the mortgage interest rising along with a penny increase on cow juice, your subscription for a year will now cost £8. A reminder should be included with this newsletter, but if there isn't one and you received issue one (not through back issues), then your time is up kiddo and you need to give us some dosh. All membership renewals should be in cheques or postal orders (and not cash) and be made out to the Konami Software Club. Then you post it to the usual address in Newton Abbot, and, hey presto, you won't have to pay again until next year! Overseas members have to pay a higher subscription price than those in the UK and will be informed of the cost in their reminder.

Although we printed differently in issue 10, we are pleased to announce that Konami WILL be exhibiting at the PC Show in September, and the KSC will be there with them. There will be MSX, Nintendo and Arcade games on display, and I will be there with game advice, information and autographs at 25p a time (only kiddin'!). You could even speak to Dennis if I'm too crowded, I would personally join the queue!!

Memories of last year's PCW Show still haunt me — we really had a great time! Hopefully, this year should be just as good, and anyone who attends will enjoy it immensely. For us exhibitors, it's a very hectic and exhausting time, yet we still enjoy speaking to loyal devotees and members. Tell your friends that, if they aren't already a member that they should (will!) join at the exhibition.

During these hot, sticky summer months, we usually get a lot of members who are having a holiday in Torquay coming in to see us. This isn't a problem, but please respect that we are very busy and that you should let us know if you are popping in for half an hour or so. Our office pets (two deadly cockroaches and a hive of killer bees, plus the PR man) don't take too kindly to guests who turn up unexpected or those who outstay their welcome so be warned!!

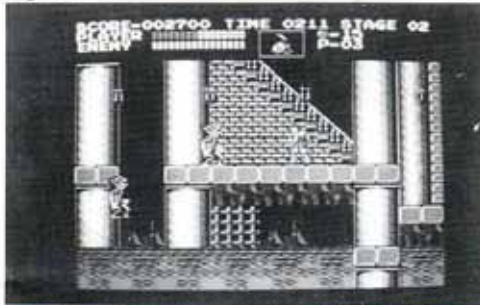


## Ghosts and Ghoulies

**Title:** Castle Vania  
**Machine:** Nintendo Entertainment System  
**Format:** Cartridge  
**Price:** T.B.A.

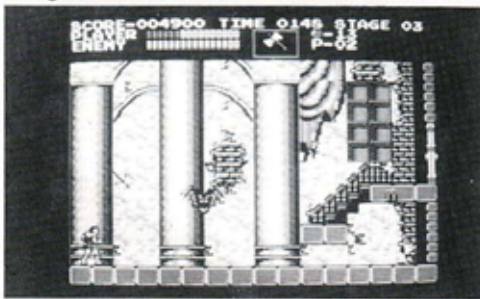
Konami have produced three different versions of *Castle Vania* — *Vampire Killer* on the MSX2, this one, and *Haunted Castle* in the arcades. How does the Nintendo game compare?

If anything, *Castle Vania* is more similar to *Vampire Killer*. The opening screens are identical to the MSX2 and young Simon is greeted with the same style of backgrounds. The idea is to fight through the many levels of Dracula's castle on a two dimensional screen and rescue your girlfriend who has been imprisoned by the evil vampire. He has made your task nearly impossible by positioning his minions around his castle with the orders to kill you! Life's tough sometimes, but staying alive can be even tougher!



For Si's protection he has a whip. But this is not ordinary whip, oh no, for this whip will disintegrate some creatures at the slightest crack. Killing some creatures and hitting various walls will bring reward: in the form of weapons and items. These allow for more powerful attacks as well as some special effects, such as halting time.

The creatures that have been sent out to attack you, such as skeletons, mad dogs and bats, all take various amounts of hits to kill. The guardian, which lingers at the end of every third level, takes many more hits than normal, and can cause a lot more damage to the hero too!



*Castle Vania* differs from *Vampire Killer* in quite a few ways, notably because it scrolls and you don't require keys to complete each level. Also, you are able to carry two weapons at a time, as long as one includes a whip. Although this might seem insignificant to those who haven't played the MSX2 game, it does make a real improvement in gameplay over *Vampire Killer*.

Graphically, *Castle Vania* is excellent. The backgrounds are nicely coloured and varied, and the sprites are smoothly animated. The latter levels are particularly impressive with castle exteriors, lavishly decorated palaces and caverns making up the majority of the backgrounds.

As with all Konami-Nintendo games, the music and sound effects are of a very high quality. Various tunes play throughout, and the sound effects manage to add to the atmosphere and not irritate.

*Castle Vania* is a great challenge and will be a worthwhile purchase on release day. It is even better than the MSX2 version, which really speaks for itself, so start saving your pennies now!!

## Ain't Misbehavin' Just Messin'

**Title:** Game Master  
**Machine:** MSX  
**Format:** Cartridge (Utility)  
**Price:** £18.95

This cartridge, although old, is still as unique and essential as when first released. The whole idea of the 'Game Master' is to enhance the use of most Konami-MSX games, allowing for more enjoyment and making each game easier to play.

To use the 'Game Master', you plug it into the first cartridge slot on your MSX and then put your chosen game into the second slot. When you switch the computer on, you are presented with three menu headings, allowing you to play the game ('GAME'), modify certain game statistics ('MODIFY'), or load and print saved screen data ('SELF'). The Modify option has the most sub-menus, and will let you select your starting level, number of lives (up to 99), ranking mode (which will remember, save and display the top ten high scores along with the player's name) plus a colour test to see if the TV needs adjusting.

When you are playing the chosen game, there are many more options that you can select. If the game is getting a bit hectic (like level 8 on *'Knightmare'* or *'Yie Ar Kung Fu 2'*) then you can put it into slow motion or simply advance it frame by frame. When you do this, everything will slow down, including all of the sprites and music, and you can select which speed you prefer playing at.

Also possible at any stage in the game is to save your position to tape or disk. When you load it in again, you will begin from exactly where you were before, with any items and weapons that were previously collected, and with your old score.

Anybody who owns a MSX-standard or Epson-colour printer will be able to hard-copy any screen that they want. The picture will be superbly reproduced in shades of grey (on a dot matrix, single colour printer), and can be displayed for all of your friends to admire. It is also possible to print out the ranking table.

At the back of the manual, there is a summary of which games work with particular options. All games will work with the slow motion, print and save features, but only some will allow you to select the number of lives and starting level.

The Game Master is a superbly presented and easy to use utility which will impress and prove useful to most gamers. Anyone who enjoys meddling with their games will love it!

## Kwik Tips

The following tips came from Matt Hobbs, from Yelverton in Devon. He promises some *Salamander* tips soon, so watch this space!

On *Nemesis 2*, level one, first get the laser, option and missiles. Any extra pods collected should go towards a shield and then another option. When you encounter the diamond shaped aliens, shoot them quickly otherwise they will retaliate with up to six bullets at a time! When you get to the second raid of green heads, stay near the front of the screen, and don't waste any time trying to kill them as they are invulnerable. On the mothership, just move in the opposite direction to it, shooting all of the time.

There is no particular technique on level 2 until you get to the walls that grow from the ground and the ceiling. Again, stay at the front of the screen and try to collect the pods for a shield. Weave between the lasers of the mothership and wait until it pauses before moving in and blasting it.

On level 3, blast the bases quickly before they let out the deadly yellow aliens. Shoot the pillars as soon as they appear on the screen which will prevent any columns falling on you when you are at the back of the screen. Use the same technique on the mothership as in level 2.

Save all of the pods on level 4 until you get a shield, as you are sure gonna need one! Take the top route otherwise the volcano aliens will land on you. Watch out for the laser beams, and try to blow them up as soon as possible, or, alternatively, wait till they fire once and go past them.

The motherships on this level are not easy. First there are ten ships from *Nemesis 1*, but they can be easily avoided by staying in the centre of the screen. The lightning ship is quite difficult, but if you can get between its 'claws' as it rushes towards you then you will be able to destroy some of its shields.

Thanks for those Matt. The rest of those tips will be printed in a forthcoming issue.

Many people are constantly asking for codes for *Maze of Galious*. We will be having a tips special on *MOG* next issue, along with a full map of the castle, but, for now, try these codes:

4630 UOWH UYTP	4R1F Y9JP CIWI	UR4F WL63 OLS5	V23B UR3F A	Worlds 1 to 6 open, plus great key to World 7
4B70 UOWH UYTP	9RH5 Y9JP CIWI	UR4F WLWH OLP7	M23N AN3Q F	Worlds 1 to 8 open, plus great key to World 9
6B2Q UOWH 2YT1	VR5E Y9JP CYWI	UR4F WLWH SLK8	M230 ANOX 2	Worlds 1 to 9 open, plus great key to World 10, plus the cross.

Thanks to Mike Wilson from Edinburgh for those.

Regular tip contributor Mathew Preece has supplied the KSC with hints on the arcade game '*Typhoon*'. He writes that when you are on the stages where you are flying a jet plane, always circle the screen when you reach the guardian base. You then must wait until it has fired three bursts of missiles and then move in and pump bullets into its nucleus (six shots should be sufficient).

When you are on stage 6 (the desert) and you are in a chopper, there are some extremely difficult laser firing statues to defeat. When you see the first statue, make sure that you are dead central and go to the bottom of the screen. When the second statue comes onto the screen, drop a nuclear bomb, which will blow up the first statue and cause the second statue to scroll down into the bomb!

Er... yeah. Ta Matt. As previously mentioned, we will have a map of the *Maze of Galious* next issue, along with a complete run-down on the game itself. Still keep the tips coming in though!

## Next Issue

**MOG Mania** -By far the game which most people request help for! Issue 13 will include a map of the castle, plus a list of all of the tips previously printed. There will also be a review for all of the uninitiated people who have yet to delve into the worlds of demons and danger!

**PCS Showdown** -Fun and frantic as ever, the KSC brings you the facts and dismisses the fiction!

**MSeXtra** -Nothing to do with the Editor or the award winning (!) fanzine, just more information on the two new Japanese games!

**Fighting Fever** -Konami's latest in the arcade halls is 'Main Event', a wrestling game which allows four players to compete simultaneously. Will it be a smash hit or a flop out?

Plus, of course, all of the regulars, including *Nemesis* on the Nintendo and the *Salamander* on the C64. With more appeal than Rambo, can you really wait?!

## 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**

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