



KONAMI

SOFTWARE CLUB

MONTHLY NEWSLETTER

MARCH 1988

Issue No.8

Title: Double Dribble
Machine: Nintendo Entertainment System
Format: Cartridge
Price: T.B.A.

There had been very few basketball games, let alone successful ones, until Konami released 'Super Basketball' in the arcades. They have now converted a version to the Nintendo games console and have come up with a rim-rockin' smash hit!

'Double Dribble' consists of a 5-on-5 basketball game with a variety of moves at your disposal. The game is played over four periods, each lasting five to thirty minutes (not real time), selected by you at the start of the game, and the winner is the team with the most points at the end of play.

As in real basketball, you score two points for throwing the ball through the hoop at the opponent's end. However, if you manage to land the ball in the basket from outside of the other team's semi-oval area, you will receive three points.

You control one team member at a time, both when in possession and out of possession of the ball. When you're on the offensive you can pass the ball around, by using the A button to throw and the cursor pad to select the receiver, or, if you think you are near enough, you can shoot the ball at the basket by pressing the B button.

When the other team has the ball you can try and steal the ball by moving your man towards the opponent in possession and pressing the A button. However, if you collide with him or press the button too early, thus blocking or pushing your opponent, you will be penalised, and the other team will get two free throws at the basket. Each shot is worth one point if the ball falls through the basket.

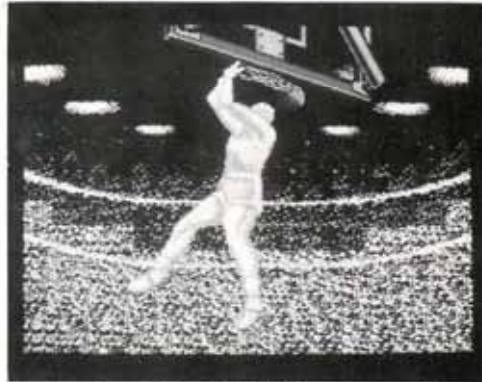


The ball can also be passed over to the opposing team if you commit a violation. These include holding but not dribbling the ball for five seconds, running without dribbling the ball, and not taking a shot within 24 seconds of the particular team member taking possession. Whatever you do, the ball goes to the byline and is given to the other team.

If you get close to the basket and attempt a shot, a randomly chosen close up of the slam will appear. These very realistic screens only appear on uncontested shots, although this doesn't mean that you will always score!

You can play against the computer or another player, and, apart from selecting the time the game is played over, you can choose team name and colours, and the level to play against (on one player mode only). The teams include New York, Chicago, Boston and Los Angeles, although the computer is always Boston. The level select allows you to choose how tough you want the computer controlled team to be.

At the end of the game, the captain of the winning team is brilliantly displayed against an ecstatic crowd and dancing cheerleaders. Even the shirt on the figures back changes to match the winning team's colours!



The graphics in *Double Dribble* make everything on the Sega system look like a five year old designed them. The sprites are fast, well animated and very colourful, and the court and crowd are very detailed and realistic. The opening and ending sequences are excellent, and the slam shots are quite unbelievable!!

The digitised speech is adequate, and the other effects have been cleverly interpreted. For example, the players' shoes make a small squeaking sound as they move about, and there is a bigger cheer than normal when you score a three pointer. As in all other Konami games for the Nintendo, the music is excellent, and just what you would expect from an arcade machine.

No other sports simulation comes close to *Double Dribble* for realism, Konami MSX games included. Everything has been catered for, right down to the spectacular half time show. The game is not out until later this year, but it is going to be worth the wait.

Please Note: This game is only on general release in America and Japan, and there is no official launch date, as yet, for the UK.

Letters to the Editor

Dear Mark,

I recently played 'F1 Spirit', and was impressed. The beginning sequence is superbly done, and the game captures the speed and skill of racing. Intend to buy it as soon as possible.

Since my last letter, I have heard that there is a possibility of MSX 3D glasses and a light gun. Is this true, and, if so, how much will it cost?

After completing the *Maze of Galious*, I am now after 'Shalom'. Will it use the new sound chip, and will it be a shoot 'em up like 'Knightmare', or a platform game, like MOG?

Lastly, what is the difference between a MSX cart and a MSX2 cart. If it is the advanced graphics chip in the MSX2, I am sure that a less spectacular version would not be minded. 'Nemesis 2' shows what can be done on the MSX, so get on with conversions!

Neil Gannon
Upholland, nr Skelmersdale

There is a possibility of 3D glasses and a light gun coming out for the MSX, although we have no details on what price it will be.

Shalom does not contain the SCC, but the music is still excellent, and the graphics are the best I've seen on the MSX yet. The game starts off as a text adventure, and then progresses on to a more arcade style game, with the graphical representation giving a birds-eye view of the action. You control a character around a large landscape, interacting with other travellers and solving various problems. There aren't any further details yet (it's still in Japanese!), but hopefully there will be a full review in a forthcoming issue.

An MSX2 cartridge can only be used on an MSX2 because of the graphics chip (amongst other things), and it is doubtful whether there will be MSX1 versions of these games.

Dear Editor,

I enjoyed the November and December newsletters, but is there any way to get hold of the first three?

I agree with those who want some screen shots. I hope that they appear by the time Nintendo games are reviewed.

Talking of the Nintendo system, will *Salamander* be released on it as mentioned in a particular games magazine (it also mentioned a Jan '88 release). Also, is there a release date set for any of the games mentioned in KSC number 5? I can't wait!

I was a bit disappointed to see that the newsletter was centered on the old MSX machines, but if Konami's games are concentrated there, then it can't be helped. Maybe this will change in the future with the Nintendo (and Einstein etc.) stuff. I know I keep on about it, but I am really excited, and I'm sure that I speak for my friends too when I say 'Hurry up Konami!!'

Tim Simpson
Lowestoft

Back issues are available at 40p, including P&P (see elsewhere).

You'll be pleased to see that Nintendo games are being reviewed in your favourite publication. However, no Nintendo games will be available until after the summer from Konami.

Dear Editor,

As a Nintendo owner, I was pleased to read in issue 5 that Konami will be releasing games in 1988. Could you please tell me which games will be available, and when?

Could you please also tell me if there is a chance of games such as *Iron Horse*, *Combat School* and *Jail Break* will be converted?

Stuart Ford
Sheffield

Usually, all that we know is printed in the newsletter (such as the release date) so if you study past issues, most of your questions have already been answered!

So far, we have no information on whether the games that you mentioned are to be released.

Send your questions, answers and comments to the normal KSC address, marked 'The Editor'.

The HX10 Slot Expander

Many Toshiba owners constantly write in, enquiring about a second cartridge slot expander for their MSX which would allow them to use the Games Master cartridge. There is such a device, which the KSC has managed to test successfully.

No instructions are needed for the expander which plugs snugly into the back of the HX10 machines. All of the features can be used with the Games Master cartridge, including screen dumps, the altering of levels and lives, and the ranking table. The slow motion and frame advance options also work perfectly, as does the save game feature.

It is also possible to use two separate cartridges together, such as *Penguin Adventure* and *Nemesis 2*, for special effects. That means that you can use all of the tips printed in previous issues and not feel left out anymore!

The price of the slot expander ranges from £14 - 18, and is available from the better mail order houses, including Knights, Nightdare and Tavistock Hi-Fi.

Rebels With A Cause ...

It isn't often that computer games make the news, so it was to everyone's surprise when an announcer on the radio told the listeners how Japanese schools had been affected by kids taking the day off to buy a computer game called *Dragon Quest III*. Over 2 million copies were sold in its first day of release, as people literally lined the streets in fear of missing out.

There isn't anything new or special about *DQIII*, which is on the Nintendo Games Console, except that the previous two games had been very popular, and Enix, the publishers, had built up a sense of expectation by delaying the release of the game by two months. *DQIII* involves a lot of action and exploration, and has impressive graphics as well. There are no plans, as yet, for its release in the UK.

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Back Issues

Many members have written to us, enquiring about back issues of the KSC newsletter. Numbers one to seven are available, costing just 40p, which includes postage and packing.

Past issues contained the following:

- Issue 1 *Jackal* (arcade) Review
Maze of Galious (MSX) Review
Penguin Adventure Cheat Mode
- Issue 2 *Gryzor* (arcade) Review
Nemesis 2 (MSX) and *Track 'n' Field* (C64) reviews. *Nemesis* Tips
Nintendo Games Console Evaluated
- Issue 3 *Jackal* (Spectrum) Review
Iron Horse (Arcade) Review
Maze of Galious Tips
- Issue 4 *F1 Spirit* (MSX) Review
Jackal (Amstrad) Review
Salamander (Arcade) Review
Maze of Galious Solution
MSX2 Evaluated
- Issue 5 *Metal Gear* (MSX2) Review
Combat School (Arcade) Review
Salamander (Spectrum) Review
F1 Spirit/Maze of Galious Tips
- Issue 6 *Treasure of Usas* (MSX2) Review (Two screen shots)
Combat School (Spectrum) Review
Salamander (MSX) Preview (One screen shot)
Nemesis 2 Cheat Modes
- Issue 7 *Gryzor* (Amstrad) Review (Two screen shots)
Salamander (MSX) Review (One screen shot)
Nightmare, *Maze of Galious* and *Penguin Adventure* Cheat Modes

This offer unfortunately excludes any posters previously given away with the newsletter. Overseas members must add 20p per newsletter, and pay by cheques or giros drawn on an English bank only. Eurocheques cannot be accepted.

Send the total amount, along with the newsletters required and your name, address and membership number, to:

Back Issues Dept., Konami Software Club, Bank Buildings, Bank Street, Newton Abbot, Devon, TQ12 2JL.

Make all cheques or postal orders payable to Konami Software Club. Allow 14 days for delivery.

Application Changes

Remember filling out those application forms some time ago (or maybe it wasn't so long ago!)? A couple of questions dealt with computers owned and the next computer that you intended to buy. If you have changed your computer or your preference then please let us know so that we can alter the computer records.

Also, please check the labels on the envelope with the newsletter, just in case there has been a typographical error. If so, mention it when you write in next so that we can change it and save the postman any confusion!

MSX2 Update

Contrary to what the KSC newsletter revealed in issue 5, Konami have decided not to become involved with MSX2 hardware, preferring instead to concentrate on the software side. However, there are now a couple of mail order houses which are importing MSX2's, notably Knights of Edinburgh and Nightdare of Torquay.

Knights stock a variety of machines, although the Sony HB-700F is by far the best bargain at £300 + VAT. It holds 256K RAM, 128K VRAM, 64K ROM, a 720K (double sided) built-in disk drive, 9 screen modes with 512x212 the highest, 80 character display for word processing and the standard MSX sound chip.

With the Knights deal you get some good demonstration packages, plus Sony's HYBRID dos, a GEM style program which holds an interesting array of business titles, such as a spreadsheet, database and word processor.

The HB-700F works only off a monitor unless you purchase a TV adaptor for an extra £25 + VAT.

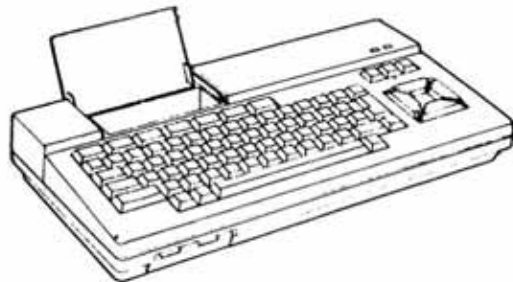
Knights can be contacted at: Knights TV and Computers, 108 Rosemount Place, Aberdeen, AB2 4YW, or telephone (0224) 630526.

Nightdare are currently stocking the Philips NMS 8220 MSX2s, which sell at a ridiculously low price of £200 including VAT! This machine, which holds 64K RAM, 128K VRAM, and 64K ROM, does not have a disk drive, but does have an amazing in-built graphics program and an updated 2.1 version of basic. The graphics resolution and sound capabilities are identical to all of the other MSX2s.

Nightdare's MSX2s can be used on any standard television or monitor without alteration.

You can contact Nightdare at: Nightdare Ltd, 11B Walnut Road, Chelston, Torquay, Devon, TQ2 6HP. Their phone number is (0803) 606146.

A full review of the MSX2 was printed in issue 4 of the KSC newsletter.



Kwik Tips

With the news of cheap MSX2s coming into the country, meaning a sharp increase in the number of machines in the UK (at least ten, and we have three of them!), many people will soon be writing in with their problems on *'Metal Gear'*. Having played, and completed the game, we are able to bring you a serialised solution of one of the best games from Konami.

Big Boss isn't the only person who can help you. The resistance leader, Mr Schneider, will also give you handy little tips, and can be contacted on frequency 120.79. However, you must send out a message to him (press <F4> and then the up cursor) before he can help you. Other wavebands that are of use can be obtained from various prisoners.

The first part of the game is quite simple if you use the following instructions. Collect the rations (three times), the binoculars, card number one and the gas mask (in that order), before continuing upwards and finding the pistol and the landmines (in the trucks to the left of the lift). Remember not to use the mines yet, otherwise you will be swamped by hordes of mean-looking thugs who, as sure as grass is green, aren't rushing over to give you a loving hug!

After grabbing the weapons, go left one room and wait until the two guards are relieved before you enter the lift. Go up to the second floor (the first isn't accessible from this lift), and as soon as you jump out, take note of the security cameras. You will notice that one travels up and down the left hand wall, whilst the other moves from left to right on a small tower in the middle of the room. Follow the left camera downwards, taking care that you aren't caught in its line of sight, and, when you are near enough, nip behind the tower, and let the camera move up again. As soon as it's gone past, take the bottom left exit from the room.

Race to the door on the left of this new room, making sure that you aren't seen by the roaming guards, and take the ammunition box that is lying to the north. You can get this three times, for a total of fifty bullets, by exiting and re-entering the room.

Next you have to go down through the bottom door, rescue the prisoner, open the right hand door, and, before entering the next room, put on the gas mask. Run through the gas room, and out of the door, punch the on-coming guard, slip past the security camera, and in to the bottom left hand door, where you will find Fox Hounder. Rescue him, and follow the path going right. By entering the door in the next room, you will be able to collect the plastic bombs, but first you will have to dodge the eight spinning barrels that roll from side to side. Once you've got the bombs take the right hand exit, keeping an eye out for the approaching enemy guard.

Now go right two more rooms, and enter the far door, where you will find card two. Retreat back to the room where you discovered Fox Hounder, and enter the other door, in which you will find the remote control rocket launcher. Return to the room below the security cameras, and enter the door to the right, which contains another prisoner waiting to be rescued.

To get the silencer, go to the right of the security cameras and enter the large storage room in the new found place. Kill off all of the soldiers in order to make the silencer appear, and then enter the storage cupboard to the right, in which you will find the grenade launcher. Go out of the storage rooms, so that you reappear on the right of the security cameras, and

then take another right, through the door that requires card 2. By taking yet another right (you're getting there!), and then going down, you will find that you are one room away from the place where you found card two (only an electrified floor stands in your way!).

That should get you started in *Metal Gear*. Next issue we will be bringing you a few tips on various problems that people have already encountered in the game.

Finally, a few words to all of the fanzines: If you must use the tips printed in the KSC newsletter, please write and ask us first, and credit anything to the KSC, otherwise you will be breaching our copyright.

Latest Release

Title: Combat School

Machine: C64

Format: Cassette/Disk

Price: £8.95/£14.95

Combat School was tremendously successful in the arcades and on the Spectrum machines. Ocean have also converted the game to the Commodore 64 with great care, and have come up with an excellent product.

The game is the same as on all of the other formats. You have to qualify for each event by completing the present one according to the pre-specified rules. There are seven events in all, including two assault courses, three firing ranges, arm wrestling and a fight with your instructor. If you manage to complete all of these events then you are plunged into a secret mission!

The method of play changes on each event making *Combat School* a fresh challenge each time. For example, on the first assault course it's just a matter of running and jumping, whilst the Iron Man race requires a more tactical approach. Subsequently, it takes time and practice to master each event.

Graphically, the Commodore version is fine. The animation works well, and the backdrops are adequately detailed and coloured. However, the sprites can occasionally be quite ugly and blocky and can give a bad impression of the game.

The music and sound effects are good enough, although there obviously isn't any speech.

Combat School converted well to the Spectrum and it is just as good on the C64. There's even a two player mode for the more competitive players. A worthy purchase.

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