



KONAMI

SOFTWARE CLUB

MONTHLY NEWSLETTER

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Editorial

The current situation with the MSX is pathetic. All of the MSX manufacturers have bowed out in disgrace. There is no dedicated news-stand material. The purchasing user base has dropped to about 6000. No high street stores stock MSX software. Very few software houses even bother with the MSX in UK and Europe. But what can anybody do?

The optimistic side of me is hopeful. ASCII, in Japan, are still working with the MSX, and are looking into the specifications of a new micro. The Japanese market is quite strong, even with the domineering shadow of the Nintendo looming above, although the MSX2 position isn't as healthy as some people would have us believe. Konami, amongst others, are regularly bringing out high quality software which manages to do justice to the high quality of the machines. All very well if you're Japanese!

However, I'm not, and the realism lingering in my blood tells me that we won't be seeing such software over here. Nor will we be getting any more support from the (ex) MSX manufacturers. But why should they continue any support? They have reputations to maintain, especially if they want their lap top portables to succeed. Anyhow, even if they had continued support (and lost a lot of money in the process) it would not have made much difference. The computers would still be stuck in a big, black hole. The companies are obviously not blameless, but it is much too easy to criticise what they did without looking at it from their point of view.

The most frustrating point about the MSX is that there is no-one who is totally to blame. The lack of media and manufacturer support is all to do with money and company politics, and the rules have to be kept. If you look closely, Toshiba and Co, and Haymarket Publishing, had very few options.

These words could already have people reaching for their pens (or guns!) to write me a very strong letter telling me where to stick this editorial. Just think for a minute, though. Isn't it true? We can all wish that it wasn't, but if we acknowledge it now then maybe something can be done.

A few clubs (and one dealer) have held exhibitions. This is a step in the right direction, but how about all of you making an effort to attend? We can all shout and cheer when a show is held, and point out that the MSX must still be strong to warrant its own exhibition, but how many of you were slumped in front of the television watching the Sunday afternoon film when Bullocks had a show on March 27th? The majority I expect. If you can start to realise that your machine needs your support then you can help us to help you.

The MSX is also in need of some kind of professional media. All of the clubs do a good job (a little more

co-operation wouldn't go amiss), but, unfortunately, this is insignificant to the outside world. There are various groups of enthusiasts and experienced journalists looking into the possibility of an MSX magazine. But you would have to help them by paying £1 for a 24 page magazine to help them get started. You should all be prepared to do that.

Less words and more action is what is needed. ATTEND the shows, JOIN the clubs, BUY a new magazine (if one appeared) if you do not want to own an obsolete machine within six months. It may be expensive, but it will cost you even more if you have got to go out and buy a new computer.

Your thoughts on this editorial should be directed to the Editor as it is my view and not necessarily Konami's. Maybe all of us together still won't help the MSX; maybe it will sink into oblivion before long. However, I, for one, would rather play the game and lose than not play at all.

Broken Link?!

Well, not quite. The Scottish and English MSX Link offices have decided to go their separate ways, with Craig Bell now naming the Scottish office 'MSX UK', and the membership, priced at £9, being open to anybody. Contact Craig at MSX UK, North Lodge, Cairnhill Road, Airdrie, Lanarkshire, Scotland, ML6 9RJ.

MSX Link in England, though, are still going strong with a vastly improved newsletter. David Webb and Keith Neal are also planning a MSX show sometime in the Summer. Write to David or Keith at 11 Ayscough Avenue, Spalding, Lincs, PE11 2QB.

Jeff Whiting of MSX Tech is also organising an exhibition, possibly in Sheffield, again around July and August. Jeff has made some pretty effective alterations to his magazine too. More information can be obtained from MSX Tech, 8 Blackheath Crescent, Bradwell Common, Milton Keynes, MK13 8AD.

My mate, David Krawczyk, has now given a bit more style to his quarterly magazine by adding a colour cover to MSX Central. Dave isn't planning any shows, preferring to spend his time on preparing a great mag. Write to MSX Central, 14 The Wardens Ave., Allesley Village, Coventry, CV5 9GJ.

There is also a MSX club magazine being produced by Mathew and Tracey at Bullocks Hi-Fi. This is an excellent read, with all of the latest games reviewed, plus some rather controversial comments! You can get more information by writing to Bullocks MSX Centre, 884 Washwood Heath Road, Ward End, Birmingham, B8 2NB. Bullocks are also running a 'Nemesis 2' competition on Sunday, August 28th. It costs 50 pence to compete, and the highest scorer will receive various software prizes. You can get an application form by writing to the above address.

'Reviewer of the Year'

Surprisingly there were quite a lot of entries for this chance in a life time competition. However, although not wanting to upset anybody, very few were of an acceptable quality. Douglas Inness, whose review follows, was the best entry that we received, and he will be reviewing the next MSX title when it is released, as well as receiving some Konami goodies! Congratulations Douglas — we will be in touch shortly.

Title: Penguin Adventure
Machine: MSX
Format: 1 Mega-Bit Cartridge
Price: £17.95
Reviewer: Douglas Inness

Someone at Konami has a soft spot for penguins. A penguin cheers you on in 'Ping Pong', and he reappears (complete with mortar board!) as your tutor in the 'Gamesmaster' cart. He is now really put through his paces in this excellent arcade game.

'Penguin Adventure' is a sequel to 'Antarctic Adventure', where our hero had a game to himself. This time there are more screens and a greater challenge in an amusing game, accompanied by lively music and realistic sound effects.

You play the part of the penguin, and the objective is to save your girl, while racing against the clock, collecting treasure and dodging various villains. Tactics are required to amass a high score, and fish can be caught to be bartered for useful items. There are two levels of difficulty, and the early stages allow you to get into the game easily — the challenge increases gradually as you progress.

You start with three lives (you get another after 50,000 points) but if you hit an obstacle, or are hit by an enemy, you lose a life. There are numerous enemies, like whirling fire and ghosts shooting lightning bolts, which all must be dodged.

The title screen shows a despondant, tearful penguin dreaming of his love, amid a sky-blue Antarctic landscape. A shooting star bursts in a flash of light, and there is her picture, framed by a yellow heart.

The next screen displays a map showing your position along the route of 24 stages. You also return to this screen after completing a stage.

The main screens display different landscapes. At the top of the screen, time remaining, stage length, fish and treasure collected and your speed are shown.

You race forward — hopping comically over craters and crevices — moving the joystick to increase speed or move left or right. Button one controls jumping, and button two fires your gun.

You battle across desert and snow covered wastes, between ice flows, down rivers and under water. Each one scrolls smoothly and quickly towards you, and is viewed from a 'front-on' perspective.

There are 2 sizes of crevice to dodge on the various landscapes. The larger ones slow you down, but by going down the small holes you can trade your fish with the fierce, but useful, trader. If you have insufficient fish for an item then you can gamble for more. Choose this option and you go to a beautifully animated slot-machine screen which is almost a game in itself.

Occasionally, little coloured hearts float temptingly across the screen. Capture one and you get its power temporarily, or bonus points. Sometimes a pair of wings fly across the screen, and if you capture these

you are whisked heavenwards to a bonus screen, and a 'penguin-eye' view of earth. As you float in space, asteroids and fish race towards you. Collect the fish and they are added to your total.

At the end of a stage you pause for breath, sweating with exertion. After every three stages a Phrysauros (a monster with a love for penguin snacks) appears. Hop onto large spikes, or use your gun to defeat it. The screen flashes, the ice splits and the cross-eyed creature sinks beneath the surface. Our hero then performs a little dance, accompanied by some of his little baton twirling friends!

If you don't own 'Antarctic Adventure' then 'Penguin Adventure' is a must. If you liked the other game's graphics and concept, then the game is worth considering. The amusing sprites are smoothly animated and the gameplay offers a lot more fun, depth and challenge, combining luck, skill and tactics. It will appeal to players of all abilities.

Arcade Review Rack 'em Up

The latest game from Konami may disappoint those who think of pool as nothing more than sticks and balls. However, game players who recognise pool as a game of skill will be enthralled with Konami's video interpretation.

Basically, 'Rack 'em Up' is for one or two players, with the idea being to pot either nine or fifteen balls in rotation. As long as you hit the lowest numbered ball first, though, it doesn't matter which ball is potted. The amount of points that you get for potting a ball is identical to the number on that ball. The player is obviously the player with the most points at the end of the game. Once you have cleared one table, then you carry on to the next game, the overall aim being to get a high score and percentage rating.

If you fail to pot the lowest numbered ball within three shots, or the cue ball goes into a pocket, then you lose one of your three 'lives'. When all of these lives have been lost then the game is over.



'Rack 'em Up' is similar to the MSX game of old, 'Billiards'. However, you have more control of the speed and direction of your shot, and on the amount of spin that you want to put on the cue ball. It goes without saying, of course, that the graphics are of a higher quality, with close ups of Newman and Cruise look alikes, not forgetting the woman with the eye popping (amongst other things) figure. The music varies as you complete each game, and sound effects help complete the excellent atmosphere.

'Rack 'em Up' is an excellent simulation which plays just as good as the real thing. Worth the odd 10p or two!

Kwik Tips

Before we continue with the Metal Gear tips, we would like to point out that although we don't mind helping with your gaming problems, we do hold back some tips in order to give you a chance to complete the game yourselves. It is much more satisfactory if you can solve all of the puzzles without our help, and then you also get your money's worth out of the game.

There is also no way that we are going to give the whole solution to *Metal Gear*, just some little nudges in the right direction. The biggest problem that most players have is getting out of the prison and retrieving their equipment. Punching the second door in the room next to that of the prison (the one with the machine gun soldier in) will make it open and will reveal your equipment. By using card two to enter the first door, you will find a new supply of ammunition plus card three!

To get into building two you need the uniform which can be found in the west part of the basement. Punch the wall which sounds as being weak, and then blow it up with a plastic bomb. The bulldozer at the start of building two can be destroyed by using the grenades.

If you cannot find the rocket launcher or compass then call the 120.45 number in every room on the floor where the professor is captured. You should then receive some help.

Finally, use the grenades to destroy the helicopter on the roof of building one. Hit it on top of the cockpit from the left, next to the adjacent wall.

Tips are starting to arrive from members themselves, which helps somewhat. Mr Campbell, from Kent, has sent in all of the passwords to the Goonies, which are printed below.

Level One	: Goonies
Level Two	: Mr Sloth
Level Three	: Goon Docks
Level Four	: Doubloon
Level Five	: One Eyed Willy

Mr Campbell also noted that, near the fire in *The Maze of Galious*, there is a notch in the wall. By going into this, 999 coins are obtained.

Somebody who signed themselves just as 'The Games Master', from Hackney, in London, has sent in some tips for *Nemesis 2*. By holding down SHIFT, CTRL, TAB, ESC, CLS, INS and DEL simultaneously at the start, you will always get at least one bonus weapon each time you complete the mother ship stages.

TGM also mentioned how to get an extra bonus stage in the bonus stage of level 6. When you enter the first bonus stage shoot away all of the pods at the beginning, thus making the ancient ruin fall downwards, and then go to the top of the screen. You will then shoot off to the extra bonus level!

Many MSX2 owners (both of them) have been phoning in and asking about the passwords on *Treasure of Usas*. As the game is still very new, we have decided not to print them as yet, but, rest assured that when the time is right, we will let them out!

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Title: Rush 'n' Attack
Machine: Nintendo Entertainment System
Format: Cartridge
Price: T.B.A.

Everybody who has ever entered an arcade hall must have seen the hugely successful *'Green Beret'*. Konami have now done all of the Nintendo owners a great favour and converted it to their console, as well as throwing in a few new extras along the way!

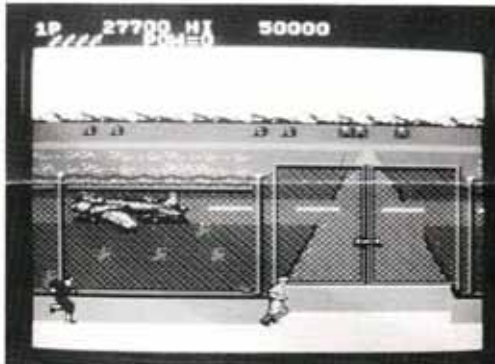
Dozens of American POWs are held inside a heavily armed base and it is up to you to free the captives and then destroy the base. (Forget any prejudices about locking all of the Yanks away as you can always shoot them AFTER you've rescued them!). There are six levels to fight through, each one with various sceneries to admire and different soldiers to dispose of.

Your Blue Beret (I kid you not) parachutes down at the beginning of the game with just a knife in his grasp. It is possible to collect such weapons as bazookas and grenades, but you have to kill the weapon carrier first.

The screen scrolls horizontally as you run along, killing off all of the nasty commies rushing towards you. There are six types of enemy soldiers, including those carrying weapons, paratroopers, foot soldiers, artillery men and some who kick you in the face if you don't get them first.

When you get to the end of each level, you are greeted by an onslaught of various soldiers, ranging from rocket men to parachuting troops. On the third stage you have even got to fight off hordes of blood curdling dogs, whilst on the next level men in autogyros (one man flying machines) swarm in on you!

One of the other added features in *'Rush 'n' Attack'* that isn't on any other version is the introduction of a two player mode. This allows two characters to fight on the same screen at the same time. Occasionally, one guy can get trapped at the back of the screen if the other player keeps on running. Not a major problem, though, if a little co-operation is used.



The graphics and scrolling in *'Rush 'n' Attack'* are exceptional. Excellently animated sprites, detailed backgrounds and fantastic use of colour put the game in a class of its own. The scrolling, too, is faultless, the only bug being the odd sprite flicker — more to do with the hardware spec than the game, though.

Musically, the game is superb. Six tracks for each level plus one more after they are completed will have you humming all day!

Thankfully, the KSC staff no longer have to wait for this quality game. However, you still have to, but, when the game does arrive on the UK consoles, it's going to knock your socks off!

Letters to the Editor

Dear Ed,

The first six issues have been brilliant. Everything that I expected has been included. However, the screen picture of 'Salamander' was not impressive. It is not possible to see what is happening. I know that the game is action packed, but surely you could have got a better picture.

I am a great fan of Konami, and have got fifteen of the MSX cartridges, including every game released since the end of 1986. The KSC reviews of most of their cartridges are excellent.

Please could you list the games to be released in the next six months. I am especially interested in whether Konami intend to release 'Wec Le Mans' on the MSX in the next year. Also, are Konami likely to release any two mega bit or four mega bit cartridges on the MSX like there are on the Sega?

Please go back to the small writing used in issues 4 and 5, as so much more can be fitted in!

Richard Campbell,
Sidcup
Kent

The Salamander picture was not one of our photographer's best. However, most of his photos are superb as you can see from other pictures printed in the newsletters, and, as you say, Salamander is an action packed game.

There are no details on what games are coming next, or whether Konami intend to release two mega bit cartridges on the MSX. However, as soon as we know, you'll know!

Dear Editor,

I have just received my first newsletter, and I am very impressed. It has a high class atmosphere to it, though a mere four pages are really not enough, and I am sure that most readers would be happy to pay more if you increased the size.

I am really disappointed to see that Konami aren't going to release Nintendo games until after the Summer. We have all been waiting far too long. I think that there are about 40 Konami games for the US Nintendo — if you release any one of them (especially 'Salamander') in the UK now, then we would all rush out and buy it; the sale of the console would subsequently greatly increase. Konami would then be praised by all of the people, and make themselves a good reputation amongst us. Surely you don't want to compete with Nintendo, Taito and Namco? Therefore I represent all of the present NES owners to beg you a game or two for us to see us through the summer.

Derek Wong
Surrey

About the Nintendo games, Luther De Gale, software sales manager of Konami UK, commented "Negotiations with Nintendo, who are expected to produce the Konami games, have not yet been concluded, and it is doubtful that they will be resolved until after the Summer." That's the reason for the delay, I'm afraid, so even if you came down here and made us coffee all day then we still could not help you!

Dear Editor,

When I read your previous newsletter, I thought it was outstanding. The reviews are superb, and so are the competitions. My only criticism is that there aren't enough reviews or competitions for the Commodore 64!

I loved the posters for *Gryzor* and *Nemesis*, do you intend to give away any more in the near future?

Mark Hill,
St Helens
Merseyside

We print as much as possible for the C64, but the problem is that the majority of our readers own either MSX machines or Nintendo Games Consoles, so we do our best to balance the magazine on the basis of what members own what machines. No more posters as yet, but we'll try and get more as soon as possible.

Dear Editor,

Thank you for a great newsletter (January '88). This is my first and I am really impressed by it!

How many Konami games have been released on the MSX? On my latest Konami — rom, the number says RC-751, but I am quite sure that there are not 751 games by Konami!

I have read in issue 6 that it is possible to achieve different cheat modes if you plug different cartridges in the second cartridge ports. However my Spectravideo has only got one port. Is there an expansion that I can get for it?

Thore Johnson
Norway

There certainly aren't 751 carts for the MSX — I don't even think that there are that many games overall! The RC number is just the product number. There have been 36 MSX1 and 2 cartridges released in Europe in total.

To my knowledge there is no expansion for the 728 — if anyone knows better then please get in touch.

Send your letters to the Editor at KSC, Bank Buildings, Bank Street, Newton Abbot, Devon, TQ12 2JL.

Cross-Fertilization

Yes, we are talking cartridges, and, no, it doesn't mean that you can breed them! Many new members have asked us to print all of the cartridges that can be used in conjunction with one another. So here they are!

Nemesis 2 in slot one with the following in slot 2:

- Maze of Galious* : This allows you to continue with the weapons you had before you died.
- Penguin Adventure* : Turns your space ship into a Penguin and the pods into fish!
- QBert* : By typing in these words when paused the following will happen
 - 'METALION' : A green energy will surround your ship, acting like an all round shield.
 - 'LARS18TH' : You automatically have all of the starting weapons.
 - 'NEMESIS' : You move on one level.

F1 Spirit with *QBert* in the back allows you to race on any of the tracks.

QBert can also be used in the second slot when playing *The Maze of Galious*. This then gives you 100 of each item (coins, ammo and keys). *Nightmare* in the back of the computer whilst play-MOG will let you restore Aphrodite and Popolon 99 times at the shrine of Death instead of the normal once.