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Issue No. 7

## Latest Release

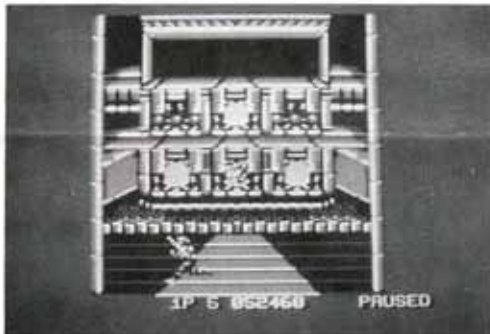
**Title:** Gryzor  
**Machine:** Amstrad  
**Format:** Casette/Disc  
**Price:** £8.95/£14.95

As with most Konami arcade games, 'Gryzor' was a coin-op smash. With ten megabytes of pure arcade magic it couldn't fail to be. But just how could Ocean even hope to reconstruct such a game to eight bit computers? They kept the faith, though, and it's paid off tremendously!

As Lance Gryzor, a member of the Federation for Earth's Defences, you must infiltrate the stronghold of a race of aliens who have attacked our world. These aliens, the Durrs, have an Atmosphere Processing Plant which they can use to control the Earth's weather. Only by fighting through the Durr's fortress, and into the heart of their complex can you destroy the APP and make the world a safer place to live.

You start off with a normal, single fire rifle, but by shooting weapon stores or carriers you can collect new guns. These range from a rapid fire machine gun to a laser gun. It's also possible to collect a barrier which makes you invulnerable for a short while.

*Gryzor* is made up of three sections, each one loaded separately (unless you own a 6128). In the first two sections you have to destroy the two outposts that have been built by the enemy, while you have to defeat the mothership and destroy the APP in the last section.



The first stage is viewed side on, with Lance being able to leap downwards, somersault up, run left or right, and fire in all directions. Many aliens stand in your way, some looking quite humanoid, and others looking more robotic in construction. They are all placed strategically around the landscape, and, if you're going to be successful, you will have to learn where the aliens are positioned and where they shoot. Otherwise, it's Cheerio Lance!



At the end of the first stage you have to shoot two gun turrets that constantly pour bullets in your direction. Once you have destroyed them, and blasted away the door leading into the complex, you continue onto the next stage. This time the action is in 3D, with Lance racing around a maze, set against a host of aliens and a tight time limit.

To progress from one room to the next, you have to shoot the glowing energy balls that block your path. You're going to have to be quick, though, if you are going to destroy them and dodge the bullets streaming out of them too.

Once you've completed all of the rooms in the maze, it's time for the final challenge. The third stage looks vaguely similar to the first, although you have to jump upwards, rather than run right, to get anywhere. Even more aliens hang around this area, and they make it very difficult for you to reach the mothership, and, finally, the atmosphere processing plant.

Most people have already witnessed the graphical delights of the Amstrad, but I was still surprised at the sheer quality of the sprites and backdrops in *Gryzor*. The animation is excellent, the sprites are beautiful, and the colour scheme brings out the best in the CPC. Not many other 8 Bit machines can rival this sort of quality, let alone better it!

Very few games seem to escape the grasp of music maestro David Whittaker, and, thankfully, *Gryzor* is no exception. Brilliant music and sound effects grace the game, and the fact that you can't have them simultaneously does nothing to ruin my enthusiasm.

The gameplay in *Gryzor* is smooth and very pleasing to the eye. The screen doesn't scroll, but flicks from scene to scene, and this works perfectly. The sprites move realistically, and the movements hardly, if ever, slow down.

*Gryzor* really is a classic game, which all Amstrad users should own. Ocean have done themselves, and Konami, proud.

## Latest Release

**Title:** Salamander

**Machine:** MSX1

**Format:** 1 mega-bit cartridge

**Price:** £19.95

When *Nemesis 2* first appeared on the MSX, many people instantly thought it to be *Salamander*. We knew different even then, but could not tell you. Now we can. Just think of *Nemesis 2* as setting the scene for the ultimate cosmic adventure ...

The ancient civilisation of the planet Latis, that thrived millions of years ago, held a strange psychic power which allowed them to see into the future. All that they prophesied was written on metal and stone tablets which later became known as 'The Prediction'. Unfortunately, for the current civilisation, the people of Ancient Latis predicted the invasion and possible destruction of their planet. It looks like it's going to happen too!

A message has recently reached the *Nemesis* satellite from the planet Latis:

'The four planets around Latis have been attacked by an unknown fighting group known only as Salamander. They have installed a fortified base on Odysseus and have taken control of Latis. The few remaining people of Latis are retreating to the space station Zot SOS ... SOS ...' At the request of the head of the Imperial Space Archaeology, the Emperor of *Nemesis*, Lars XVIII, has ordered two space fighters to the scene.

So far only two parts of the prediction have been found, these being the preface and chapter 1. It is known that the other five chapters are hidden on the four surrounding planets of Latis, and, if found, will be a great help in defeating the enemy guardians.

Quite a plot really!! The basic idea is to destroy the lingering Salamander troops on Latis, thus leading the remaining survivors to safety, and then set the 'crush blow system' on the four surrounding planets. This will clear the Zelos force, caused by the enemy, which engulfs Latis, and rid the planets of the Salamander troops. And you thought *Nemesis 2* was hard!!

Your ship is equipped with seven weapons at the start, exactly the same as in the arcade version of *Salamander*. However, the weapons are collected by accumulating red power capsules that appear when killing either certain aliens or a whole wave. It is also possible to collect new weapons, such as homing missiles or screw laser, by getting fifteen of the energy capsules that are dispersed when an enemy pod is destroyed.

On level one you will find many of the features from the arcade version, including the blood-stained tusks, waving hands and pulsing clouds. The Salamander forces don't believe in giving you an easy time, and constantly pour out of pods and attack you from all sides. The landscape twists and turns wickedly, and, on two occasions, the scrolling actually changes direction!

After (or if!) you have shot through or avoided the ever-growing pods at the end of the first level, you are confronted by a huge brain, with two thrashing arms and an eye, which is its only vulnerable spot. Only by shooting this eye can you defeat the guardian and continue to level two.

Placed at various points on each of the stages are certain items which will give you different powers for a specific amount of time. These include scroll stop, option hold (holds the position of your options to allow for formation attacks), and a spark light which illuminates darkened areas in the game.

In the two player game there are even more items and weapons to collect. These include a twin and triple shot laser, and an option chain, which holds the options at equal positions between the two players. It is also possible to combine both ships into one, making it more powerful than before. The player taking the combining device controls the movement, whilst the other player controls the powering up and firing.

The scrolling changes from one stage to the next, with three vertical and three horizontal levels. However, after the first two levels you must choose which one to go to next (out of 3, 4 and 5). You are shown the strengths and positions of the enemy by your navigation computer, and the best idea is to choose the hardest level first, otherwise the enemy has time to build up their forces even more, making some levels virtually impossible.

If you have *Nemesis 2* plugged into the second slot of your MSX then you will get an extra level, helping you even further in your quest. It's then onto the final level with even more aliens to fight!

Just winning battles in *Salamander* isn't enough. The Prediction must be found and solved in order to defeat the final enemy guardians. Only then can you hope to save Latis.

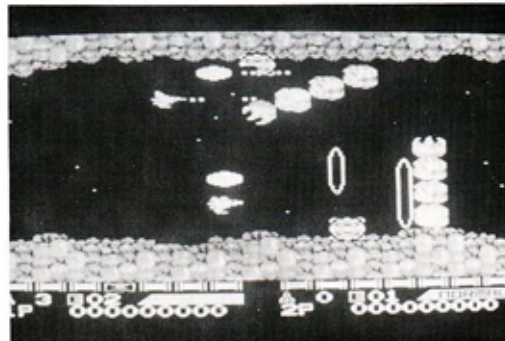
There are many new and original types of aliens in *Salamander*. They range from bouncing balls, which spin back onto your ship, to stationary gun turrets which can jump up and dodge your missiles!! There are also option eaters, who gobble your options, metallic medieval men, giant space ships, throbbing aliens that home in on you and many more, not forgetting the enemy guardians at the end of each level.

Obviously, the graphics are exceptional. At first, I thought the redesigned ships looked odd, but now they look much slicker, and the other sprites are very colourful and fast. The backgrounds are brilliant, from the bubbling first level to the bas-relief level four. The latter stages certainly look the best and are well worth fighting for.

The animation is smooth and realistic too, and the end guardians are very similar to the arcade version in style. Once again, though, the scrolling is appalling, but it affects the game in no way at all. Anyway, everybody knows the MSX cannot scroll properly!!

*Salamander* holds the SCC and thus the music is superb, with some snatches from the arcade version even! The sound effects compliment the game perfectly, and are very distinctive and unique. There isn't any speech, but it would be foolish to expect any without having to take out any of the gameplay.

The two player mode, four multiples, heaps of weapons and the smoothest gameplay you could wish for, make *Salamander* the best shoot 'em up around. Nothing currently available challenges it, and I doubt that there will be anything for some time. There is no reason to be without it.



## Letters to the Editor

Dear Sir,

After receiving December's newsletter, I noticed the address for MSX Tech, and immediately sent off for details. By return of post there was a reply, with a copy of issue two of MSX Tech and a hand-written letter. This explained that there weren't a lot of games in issue 2, but that there possibly could be some more in issue 3. On reading the magazine, both my sister and I agree that Jeff Whiting seems a genuine type of guy — we've even dubbed him 'User Friendly'!!

The magazine covers a fair amount of different aspects which I think will only get better as the magazine takes off. It is well put together, with a PD software section, a free sales and wants column, and a free MSX Dos insert.

If it hadn't been for the KSC, though, we would not have known about any of the clubs. This is one area in which the club can be of assistance.

I must say the MSX Tech is worth getting, and other members of the KSC with MSX machines can only gain by getting in touch with Jeff at: MSX Tech, 8 Blackheath Common, Milton Keynes, MK13 8AD.

When I can afford the ten pounds subscription I intend to send it off. The price may be high, but so is the quality, and there is a little personal touch added by Jeff which makes all of the difference. Both my sister and I wish them luck in the future.

Lee Murdie  
Northumberland  
Mem No: 00153

*It's nice to know that the mention given to all clubs last issue was of use. Not all of the clubs were ecstatic about my comments, though. That's gratitude for you!*

Dear Editor,

After reading and enjoying the last few KSC newsletters, I have come up with a couple of queries for you to answer.

1. What does the bell, necklace and the map do in *Penguin Adventure*?
2. On level twelve of *Penguin Adventure*, I find that when I have about fifty km left I am put back to 515km. Do you have an explanation for this, or do I have a faulty cartridge?
3. In *The Maze of Galious*, how do you cross the water on World 2? The Goddess Athena told me to hit a wall — which wall?
4. Are there any MSX1-MSX2 converters on the market which will allow the use of the MSX 2 carts?

I recently purchased *Nemesis 2* and I am compiling some tips for you if you're interested.

Matt Hobbs  
Yelverton, Devon

*From the beginning:*

1. See tips.
2. As mentioned last issue, you need the map to complete levels 12, 18 and 24, which you can only obtain on these levels. If you don't have the map, and you're coming up to the end of the stage, you'll just start again with about 500 km to go. So, you needn't worry, your cartridge is fine!

3. Go up the left hand ladder as soon as you get inside world 2, and when you can go no further, go left again. You will now be in a room with a flashing woman (!) and a gravestone at the top. Go up to the gravestone and hit the wall on the right of it six or seven times. A decorative doll will then appear and with this, a bridge will form across the lake.
4. There is a Neos version, but it isn't widely available in Britain, and they aren't made to run on our mains or on a standard television. We have one here, and, as the upgrade kit uses two cartridges, you also need a four slot cartridge adaptor, which, again aren't made for the English market, and are very easy to blow up (I know, believe me!). A lot of people might fool you into thinking that they are worth the money, which comes to about £250 for all of the kit, but don't let them. Anyway, they aren't fully compatible. Wait until Konami import some MSX2's (the real thing!), which will most likely be cheaper.

*Of course we're interested in *Nemesis 2* tips!!*

*Send your brick bats or bouquets to the Editor at the normal address.*



## Salamander Competition

Probably the best game in the world. That is, until Konami bring out something better. But for now, *Salamander* is one game that is worth pawning your Granny for. However, we would hate to be responsible for too many family feuds, so we have five copies of this magnificent game for you to try and win!

If you care to glance at the *Salamander* review in this issue you will see what we mean about it being one of the best games available at the moment. Cool graphics, snazzy soundtracks and generous helpings of action are all included in the little black box they call a cartridge. To win a copy, all you have to do is answer the questions printed below, and the first five correct entries out of the hat win the prize!

1. Who is Lars XVIII?
2. How many games are now available in the *Nemesis* saga?
3. What snake-in-the-grass were you pitted against in *Nemesis 2*?
4. What was the prototype hyper-space fighter that you were required to fly in *Nemesis*?
5. What are the group of aliens that attack your planet in both *Nemesis* and *Nemesis 2*.

So they're difficult questions!! For such a brilliant game, what do you expect? Send your entries to:

Salamander (MSX) Competition,  
Konami Software Club,  
Bank Buildings,  
Bank Street,  
Newton Abbot,  
Devon, TQ12 2JL

Remember, the game isn't out until the end of March, so winners will have to wait until then to receive their copy.

## Kwik Tips

This section seems to be getting more popular by the month, although it's still mostly the MSX owners that are contributing the hints and tips. What's happened to the rest of you? There isn't a virus going around is there??!

First tips and a plea for help comes from Matthew Hobbs, a local lad, from Yelverton, near Plymouth, in Devon. He wrote in to say that whilst he has seen the question marks that give you extra items, but, as yet, he can't work out how to trigger them off. Can anyone help? He also mentions that, by going to the far left at the start of level 7, and staying there, the bonus wings will appear.

If you've already looked at the letters section you will have noticed that Matthew was wondering what the bell, the necklace and the map were used for. The bell rings when you're approaching the warp holes, the necklace allows you unlimited plays on fruit machine, and the map is needed to complete levels 12, 18, and 24. Incidentally, the warp holes and the traders holes are not the same thing, as Matthew thought they were, so the bell really could be of some help!

Many people have written in and asked for codes for *The Maze of Galious*. Kieran Deroe, from Ireland, recently sent me his code for 'a lot of items' for me to print, and you to use.

9HU6	9R1H	UR4F	423G
UL6W	VR3F	UR3F	UR3F
UYT4	OIWI	58P2	1

You still have to complete world 2 if you use the above code, and then you are on your own.

Some useful tips came my way from Japan recently. Extra lives on *Knightsmare*, continue functions on *Penguin Adventure* and *Maze of Galious*, that sort of thing. Most are printed below, there will be more next issue.

**Knightsmare 1:** Hold down the I, N, the right and left cursors and the select key and you will automatically have 25 lives! Also, in the game, hold down the left hand cursors and the select key and you will become invisible for ninety seconds. you can only use this cheat three times per each game, though.

**Maze of Galious:** Start the game, press pause and type in 'ZEUS', and when both characters die, you will be able to continue by pressing <F5>.

**Penguin Adventure:** When confronted with the level select, type in 'NORIKO' and you will be able to continue once you die by pressing <F5>.

**F1 Spirit:** Type in MITAIYOENDDMO on the 'Input Password' selection and you will be able to see the ending demo!

Finally, let's dispel a myth flying around about cannons in *Penguin Adventure*. It was printed in C&VG recently that you could buy the gun twice and make it a cannon. As yet even they haven't done this, and I know of no-one who has found this either. It would be interesting if it could be done — but can anybody prove it?

I'm looking forward to hearing from you with your hints, tips and cheats, not forgetting any questions you need answering. After all, that's what we're here for!

## Konami Merchandise

Our T-Shirt range is now the best available to the games enthusiast with designs for *Gryzor*, *Salamander*, *Combat School*, *Jackal*, *Nemesis*, *Iron Horse* and *The Maze of Galious*. All are 50/50 washable, and are in FULL colour! The price is just £4.95 for KSC members which includes post and packing. The non-subscriber price is £5.95.

Orders should be sent to:

W&V Supplies,  
Bank Buildings,  
Bank Street,  
Newton Abbot,  
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.

Overseas customers please note: Payment can only be accepted in sterling drawn on a British bank, International Money Order, or Access/Barclaycard.

Also, please add £1.05 to the price for Europe, Middle and Far East £3.05. All orders despatched by airmail **ONLY**.

## Membership Cards

Due to the membership cards being printed in batches to keep our prices down, some members may still be waiting for their card to arrive. Rest assured, though, that as soon as the new cards arrive they will be despatched to you.

## Nintendo Update

Although Konami's Nintendo titles will not be out until after the summer, the Konami Software Club will be bringing you news and reviews of all of the latest games from across the Atlantic. Starting next issue, we will be building up your enthusiasm for the big day when the games are released. By saving the back issues of your KSC newsletter, you will be able to refer back to our comments and decide for yourself which games suit you best.

Full length reviews, big, bold and beautiful pictures and honest opinions — what other publication brings Nintendo owners more?

## 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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Editorial Office Bank Buildings, 17 Bank Street, Newton Abbot, Devon TQ12 2JL.  
Telephone 0626 56611 (Editorial)

Editor: Mark Smith

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