

The Official

NEO GEO



Newsletter

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Next Issue: **end-Jan. '93.**

Review: **The Art of Fighting**

Previews: **Fatal Fury 2**
Superside Kick (Soccer Game)
Viewpoint

• News:

• **CD Neo Geo**

• **Neo Geo 2**

• -The next Generation of Consoles

SENGOKU



GAME STYLE: FIGHTING
NUMBER OF PLAYERS: 1/2
MEMORY CARD SAVE? YES
CARTRIDGE SIZE: 55 MEGA

The scene is set, 400 years ago a powerful warlord tried to take over the world and two Samurai warriors joined forces to fight a fierce battle and defeat him. On his death bed he uttered the words I shall return in 400 years and I shall be even stronger! The time is now and he has returned so prepare to do battle. Sengoku is a one or two player game and a second player can join a one player game at any time.

The action takes place against a horizontally scrolling backdrop, and as in the finest fighting games you have to clear a section before the screen scrolls onto the next part of the level. From time to time you can go to the Other World and battle against spirits and evil warriors which if you defeat them, you are giving a helping hand from the Hermit who increases your physical power.

Sengoku is a martial art fighting game with a difference. The action is intense and deep. You can collect power-ups along the way that greatly enhance your fighting powers. Depending on which of the two characters you are, the power ups behave

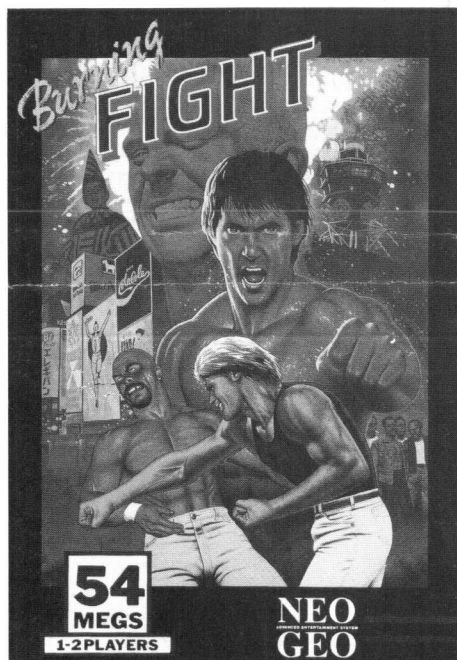
differently. The Hero can get twin swords, the Akatsuki sword, Cirrus Sword or the mystical magic. While Samurai can get magic powers which include Na Mu Mi or Da Bu Tsu.

To help top up your life meter there are green spheres, if you collect 10 of these you can top up one unit of your life gauge, or the Goddess Paula will give a very much appreciated 4 units of life gauges.

If you are not up to the task, you even get continues when you get to game over.

Sengoku has a distinct look and fighting style. The graphics are straight out of Japanese comic strip, the music is perfect for combat and the sound effects are in stereo and you end up feeling you are in the middle of a street fight, being attacked from both sides!

BURNING FIGHT



GAME STYLE: FIGHTING
NUMBER OF PLAYERS: 1/2
NUMBER OF STAGES/LEVELS: 5
MEMORY CARD SAVE? YES
CARTRIDGE SIZE: 54 MEGA

You take up the challenge of battling the Casterora family. They are a sinister Mafia clan and they have left New York and moved to Japan. You have three alter egos, Duke Edwards, Billy King and Ryu Saeba and you can take any of these three forms to battle the family.

You have to battle across five stages and kill the evil boss and destroy the crime syndicate. The action takes place against a horizontally scrolling backdrop and each stage has a sharp, distinct style and fighting feel. From the streets of the city of Osaka, to the Underground and roof of the moving train, to the shopping precinct and upper roof and Bay side where the hoods are hiding in the warehouse.

As you go through each stage there is a timer that counts down, you must clear each stage within the time limit or you lose a life. As the gangsters attack, your energy goes down and if that hits zero you lose a life so you have to attack wisely and with caution.

To help you along the way you can pick up bottles, knives, staff and

sticks of dynamite which you can throw around. The best weapon is the gun but this is always short of ammunition!

To help top up your energy bar you can break or smash canisters or phone booths and other fixtures to release food, there are also jewels, gold coins and even a camera for points.

Each of the three possible characters you take on has very special fighting characteristics. Duke can do the submarine screw move and also has the dubious honour of being the most flexible fighter of the three. Billy has the Hyper Tackle but he is very popular with children and women but is very brutal and mean to bastards!

The graphics are colourful, crisp and supremely detailed. The digitised fighting sounds make you feel you are there kicking butt and the game play is horribly addictive.

Burning Fight is not for wimps, so pump those muscles and go for it!!

NEO GEO SURGERY

Write in with your technical and game queries.

*The Neo Geo surgeon will answer your queries
in the surgery column of each issue.*

(Quote your membership number with your query).

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Member's Letters

Do you have anything you wish to rave about?

*Members write to the editor with your views,
opinions, and comments.*

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Console Connections,

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