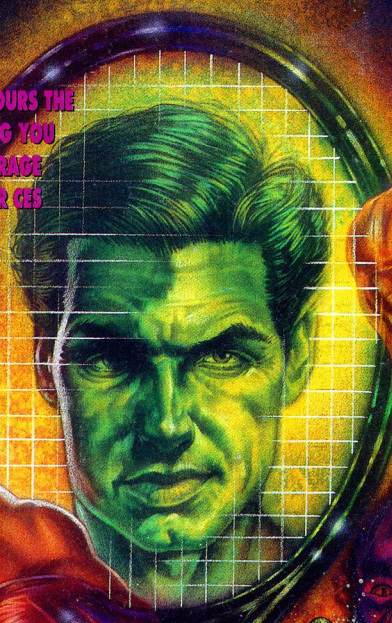


TURBOPLAY[®]

USA \$1.95
Canada \$2.50

August/September 1991

**TURBOPLAY SCOURS THE
GLOBE TO BRING YOU
DETAILED COVERAGE
OF THE SUMMER CES
AND TOKYO
TOY FAIR...**



**...PLUS MORE TURBOTIPS, REVIEWS, GAMES
AROUND THE WORLD AND ANOTHER CONTEST**



I am a proud owner of the TurboGrafx-16 and at this time have six games. My first magazine came in, and I looked through it, read it and thoroughly enjoyed it. In reading the magazine, I noticed that a sequel to *Y's Book I & II* is coming soon. My favorite games are any of the role-playing games, and I was wondering about a few things. Is the TurboGrafx going to adapt the *Ultima* saga from Lord British? And if so, when could I expect them to be in the stores?

What about this new CD-ROM TurboChip that is supposed to be coming out? What improvements does it have from the first CD-ROM TurboChip?

Will I be able to get back issues of this magazine? Or do I start at the February/March issue and go from there? Will the role-playing games *Dragon Warrior I-III* and *Final Fantasy* be coming to the TG-16? Or is Nintendo the sole owner?

Finally, I've got a problem with a certain abbreviation, and it's been bothering me ever since I got my TG-16. What on Earth does NEC stand for?

TurboCharged Consumer,
Dennis Benedict

Thanks for the praise. We're glad you like the magazine.

At this time there are no plans to get the Ultima series for the TG-16, but if and when it is planned, you can be sure we'll let you know.

For information on the new CD-ROM system card, see the Tokyo Toy Fair article, which begins on page 24.

As far as we know with regard to Dragon Warrior and Final Fantasy, the answers would be No and No.

To answer your last question, NEC stands for Nippon Electric Company, but the name was changed in 1980 to NEC.

I was reading through a list of TG-16 games, and at the end of the list was a "coming soon" column. Of the games listed, most had already come out or were about to. *Chase HQ* was the one I was most concerned about. I haven't heard about NEC making an American version for this game. I know about the PC Engine version, but I didn't want to buy a convertor if I didn't have to. The other game was *Cadash*. Could you please tell me when these games are coming out and if they'll be on CD-ROM or not? Thanks.

Aaron Schoen
Perrysburg, Ohio



Thanks for the info on CD+G. I've been trying to find out what's available for a long time. I'd like to know if Turbo owners will be able to get an updated system card somehow. What happened to *Chase HQ* and *Cadash* for the Turbo? I got something from NEC that had them listed as coming soon. I'm also wondering about PC Engine CD games. If you play them on the Turbo, will it talk in Japanese or English?

Bill Hammell
Highland Park, New Jersey

P.S. Chalk up another vote for *Keith Courage 2*.

Well, Aaron and Bill, we've got some good news and some bad news. First, the bad: No plans for Chase H.Q. to come to America have been made as of yet, but we're still hopeful.

Now the good news: Cadash and Parasol Stars: Bubble Bobble 3 will be available later this year. They're being

brought to the U.S. by Working Designs. Dates (for now, though they are subject to change) are October for Parasol Stars and November for Cadash. If you want to contact Working Designs, you can write to 1701 Clear Creek Road, Redding, CA 96001, or call them at (916) 243-3417. Also, these titles are on TurboChip not CD-ROM.

If these titles do well, you can look forward to more Taito games coming across.

To answer your last question, Bill, although the TG-16 is an American unit, a PC Engine game is programmed for the Japanese market. For that reason, its text and voices would be in Japanese, even when played on a TurboGrafx-16, unless there is an option built into the game for English or another language.



When I first decided to subscribe to the magazine, I was quite skeptical about its quality and was afraid it was going to be nothing but fluff. Boy, was I wrong! I just got my first issue and would like to congratulate you on a super job. Victor Ireland's article, "The Sound and Vision of CD+G," was highly informative and a super piece of work. Also, your game reviews are excellent and not at all one-sided like I feared they would be.

I would also like to say that I think the Japanese strategy game *Vastee!* sounds terrific, and I would urge NEC to release this game in America as soon

continued on page 15

CORRECTION

In our June/July 1991 issue, we neglected to note that our crossword puzzle was created by and Copyright © 1991 of All Systems Go!, Inc. of Cypress, California. Thanks for the help.

PUBLISHED BY L.F.P. INC.

EXECUTIVE EDITOR

ANDY EDDY

SENIOR EDITOR

DONN NAUERT

ART DIRECTOR

CATHERINE RUNDLE DUNN

COPY EDITOR

NORMA EDWARDS

EDITORIAL ASSISTANT

TAMMIE L. CUSHMAN

VICE-PRESIDENT, PRODUCTION

DONNA HAHNER

PRODUCTION COORDINATOR

GREGORY ROSATI

NATIONAL ADVERTISING MANAGER

JAY EISENBERG

JE PUBLISHER'S REPRESENTATIVES

11150 W. OLYMPIC BLVD.

SUITE 600

LOS ANGELES, CA 90064

(213) 479-6844

Fax: (213) 479-3290

ADVERTISING PRODUCTION DIRECTOR

MAGGIE CHUN

ADVERTISING PRODUCTION COORDINATOR

RUKKU RAO

CORPORATE ADVERTISING DIRECTOR

DEBBIE EDEN

SUBSCRIPTIONS

IRENE GRADSTEIN

FOR SUBSCRIPTION INFORMATION CALL

(818) 760-8983

EDITORIAL OFFICES

9171 WILSHIRE BLVD., SUITE 300

BEVERLY HILLS, CA 90210

(213) 858-7155

Fax: (213) 274-7985

Hello, again, TurboFans! This issue of TurboPlay is loaded with hot information on the exciting TurboGrafx-16 world. There's Victor Ireland's recap of the Summer Consumer Electronics Show. We've got more coverage of *Games Around the World*, and don't miss Donn Nauert's look at the Tokyo Toy Fair. Plus, there are more *TurboTips*, reviews and another contest. What are you waiting for? Turn that page and enjoy.

IN THIS ISSUE:

2

TURBOMAIL

All the letters that fit, we print. This issue we cover more of the subjects that prompt TURBOPLAY readers to put the pen to paper and stamp to envelope.

6

TURBOGRAFX-16 DEVELOPMENTS AT THE SUMMER CONSUMER ELECTRONICS SHOW

Victor Ireland recently attended the Summer Consumer Electronics Show in Chicago and came back with a detailed report on what's coming to the TurboGrafx-16.

14

NEC LOWERS THE PRICE OF THE TURBOGRAFX-16 AND TURBOGRAFX-CD PLAYER; CREATES NEW "BONK SUPERSET"

Extra, extra. Read all about it.

16

CLOSER LOOK

On the review slate this month are in-depth looks at Yo' Bro! and TV Sports: Hockey TurboChips.

19

TURBO TIPS

Impress your friends! Be the TurboStar of the neighborhood. Try these tricks for Bomberman, Devil's Crush and World Class Baseball.

20

GAMES AROUND THE WORLD

They say that long distance is the next best thing to being there. This month's peek at international fare turns your attention to Special Criminal Investigation, St. Dragon, Cyber Combat Police, Cadash and Out Run.

24

TOKYO TOY FAIR—SUMMER 1991

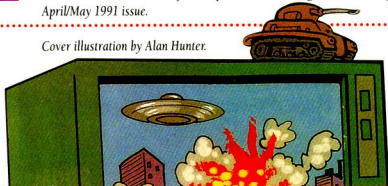
Donn Nauert traveled to Japan to give TURBOPLAY readers an exclusive look at what was shown at the Tokyo Toy Fair, including the wild PC Engine Duo.

32

CONTEST WINNERS

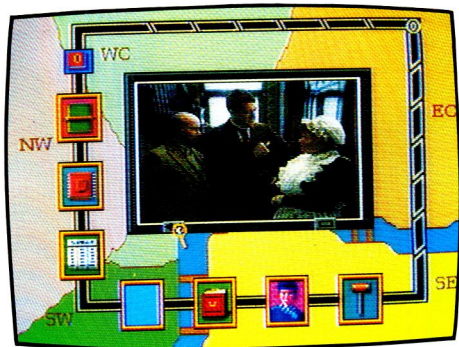
Yep, it's another chance to win wonderful prizes if you put your mind to work. We also announce the winners of the Super Star Soldier high-score contest from our April/May 1991 issue.

Cover illustration by Alan Hunter.



ANNOUNCING
SOMETHING NEVER
BEFORE SEEN

IN A
VIDEO
GAME.



Holmes and Watson question the maid. Will she come clean?

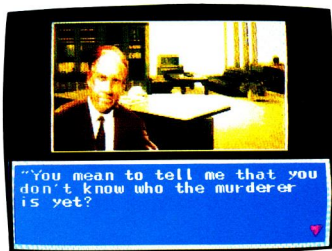
GAME. VIDEO.

For the first time ever, CD technology is being used to create live action video in a video game. That's video that features real live actors. And you interact with them.

In **Sherlock Holmes, Consulting Detective**, you question suspects and search for clues to three bewildering



You'd look silly too if you had just seen an ant the size of a nuclear reactor.



"You mean to tell me that you don't know who the murderer is yet?"

This murder is so shocking that even your host is losing sleep. Not to mention his hair.

desert town of Lovelock. So get into the next generation of video games. Only on the TurboGrafx-CD system. And remember. If you're not playing real live action video, you're just playing games.

more than a standard cartridge game.



A TurboGrafx-CD holds 4400 megabits of information. That's more than 2000 times

mysteries. In **J. B. Harold Murder Club**, you try to unravel a hard-boiled murder in a world of dark secrets and deception. And in **It Came From The Desert**, you've got to stop giant radioactive ants from annihilating the small



**TURBO
16
GRAFX**
NEC

The Summer Consumer Electronics Show (SCES) in Chicago, Illinois, provided the perfect opportunity for NEC to silence the naysayers that predict its demise. The folks at NEC showed renewed commitment to their TurboGrafx-16 platform by adjusting pricing, showcasing new games and showing a bit of their plans for further expansion of the system's capabilities.

NEC got the jump on the competition at the SCES this year by dropping a bombshell before the show even opened. As you know by now, late in May NEC dropped the price of its TurboGrafx-16 to \$99 and the TurboCD to \$299. In addition, it repriced many of the older titles into the \$19-39 range. NEC apparently is betting that many of the 1.5 million consumers Nintendo has projected to buy the original NES this year will instead choose the now comparably priced TurboGrafx-16. The strategy seems to be paying off: Retailers have confirmed that sales of the base system have increased from 56 to 200% over last year, and sales of the TurboGrafx-CD have also increased markedly.

An impressive price drop is a valuable way to attract new customers, but it's the software that really makes or breaks a video-game system. NEC showed that it is committed to ending the virtual drought of new software that TG-16 owners have experienced in the last few months by stocking their booth with lots of innovative and fun new titles, most of which are due out this year.

Despite initial predictions of releasing 50% of this year's software in CD format, it appears that carts will still be the largest portion of the NEC lineup for 1991. Here are approximate release dates:

TV Sports: Basketball (June)—The second entry in the TV Sports lineup proves to be another winner. The multiplayer mode (using the TurboTap for two to five



**TurboGrafx-16
Developments at the
Summer Consumer
Electronics
Show**

players) of this game is what makes it exciting; you haven't lived until you've tried it with five players.

TaleSpin (July)—If you haven't seen this gem yet, by all means, take a look. In this great Disney license, you are cast as Baloo the bear or, in some stages, his sidekick Li'l Britches. You must gather four pieces of a map that will lead you to a lost land and, hopefully, untold wealth. This game is a little on the easy side (due in part to the fact that Baloo no longer throws underhanded, as in the version shown at the Winter CES), but the diversity of levels and detail makes this a treat.

Bonk's Revenge (August)—Finally, here is the sequel to the number one-selling 16-bit video game to date! Bonk is back and will you be surprised at the improvements! This game is so varied, calling it *Bonk's Vacation* was even considered at one point!

The familiar play mechanics are all here but have been supplemented with new twists. Bonk can breath fire, swing around tree trunks and limbs (horizontally and vertically), climb shafts by bonking from one wall to the next, bonk flowers to change their function and

collect happy faces to get to better "bonus trains" at the end of each round (instead of just collecting bonus points). New enemies

also await, including vain beach bunnies that strangle poor Bonk if he disturbs them—hilarious stuff—surfing axe masters, pirate captains, a ballerina with a wicked twist and not-so-woolly mammoths remain on the prowl for intruders. This new improved Bonk is also packed with new bonus rounds; I didn't count, but it seems to have many more than the original. It goes without saying (but I'll say it) that this is going to be another major seller.

TV Sports: Hockey (September)—This title is even better than the TVS: Basketball translation. Keeping the puck under your control takes a lot of skill, and this

BY VICTOR IRELAND

game allows actual fights (with players even controlling the players) to break out when things get too rough. Again, like the rest of the *TV Sports* line, this game is a blast to play with two to five players using the TurboTap.

Yo' Bro! (September)—Formerly called *Camp California*, this game has gone through a number of changes since its inception. The player is still cast as a rad skateboarding bear in the surf-side city of Santa Monica. It will take all the skill you've got to save the kids of the town from nasty invaders like man-eating plants and Africanized killer bees. As you save a kid or destroy an enemy, you are spurred to further action with encouraging messages like "Rad!" "Righteous!" "Outrageous!" etc. Although this was one of the weakest titles shown (the skateboard control is pretty poor), this title may please fans of games like Atari's *720°*.

Silent Debuggers (October)—Forget about waiting for Tengen to make up their mind about bringing *Xybots* to the TG-16. This hot title mixes the first-person perspective of that title with the suspense and intensity of the movie *Aliens*. You are one of the Silent Debuggers—paid mercenaries that live for danger. Your companion talks big, but leaves you to do all the dirty



Ridding the space station of alien intruders is your job in *Silent Debuggers*, due out in October.

work. In this case, dirty work means riding a space station of alien invaders and trying to unravel the mystery of how they took over so fast. The space station is divided into sections (denoted by letters) clustered around a central core. If the computer detects alien intrusion, it will seal off that section. Being caught in a sealed section means death, as does allowing the computer to shut down all sections in a

level. It's up to you to rid each level of aliens before they get rid of you.

Fortunately, you are helped along by a selection of weaponry that includes grenade launchers, cannons and night vision (when the aliens shut down the lights, you can't see well without it). The intensity of this game increases quickly,

as do the demands on your thoughts and reflexes. On the higher levels, the most powerful (and deadly) aliens can evade your radar, so you must learn to recognize their breathing to know when they are sneaking up on you. When you're in the heat of battle fighting off scores of aliens and hear that breathing, your breathing is going to get short and fast.

Impossible (November)—Life's rough for Monty these days. Accustomed to lounging around and getting fat, he was suddenly thrust into the role of a



One of the first games to come from Europe, *Impossible*, features Monty the Mole as *Impossible*'s superhero.



(gulp) superhero. This game takes it to bizarre limits. Plucked from your comfortable lifestyle by aliens and faced with the option of becoming a superhero or a tasty burger treat for your alien captors, you (as Monty the Mole) make the obvious choice. As Impossimole, you are compelled to travel to the Orient, Bermuda Triangle, Land of Ice

and Amazon Jungle. To get through these stages, you must battle a potpourri of foes, including pirates, aliens, samurai warriors (some appear to be diaper clad, strangely enough), kick boxers, man-eating plants and deranged monkeys. All the while you're trying your best to gather scrolls allowing you to complete your quest—whatever that is. After they empowered you, the aliens were a little ambiguous on the part about your ultimate mission. Were they serious when they threatened to turn you into a mole burger? Do you want to know? I know I do.

Davis Cup Tennis (November)—If you've watched the Davis Cup on TV lately, you can't miss NEC's name plastered all around the court. Now, *Davis Cup Tennis* comes to the TurboGrafx-16, courtesy of Loricel—France's largest software publisher. Although the version shown at CES was very rough, it clearly demonstrated that this title may become the most impressive tennis game ever. Once the clay or grass court is selected, each match starts with the national anthems of the players selected, and then the



Davis Cup Tennis, from Europe, is one of the best tennis games ever.

action (for one to four players) begins. The game even sports a line judge and announcer with stuffy English accents that are great. The sound of the ball making contact on the player's rackets and crowd applause are even digitized into this winner. Another plus is that this game will work with the TurboExpress TurboLink cable, allowing two TE owners to play head to head.

Andre Panza Kick Boxing (December)

—Who is Andre Panza? I approached this game quite skeptically, partially because I thought, *Kick boxing?* but I walked away impressed. Loricel has a



Andre Panza Kick Boxing, by Loricel, promises to be a great success.

one-two punch coming with this and its tennis game coming out this Christmas. Andre Panza is *the* world champion of kick boxing and he's from France. Maybe national pride in its champion is why the



NEC's first game in the Champions Forever series is Champions Forever Boxing.

France-based Loriciel felt compelled to make this game so great. The player's actions in this are very realistic. One of the best animation pieces is when a player that was knocked down shakes his head to clear it and then staggers to his feet to continue—this type of attention to detail is just incredible. This game also sports all the customary practice modes for a sports game and allows you to customize your fighter by selecting his moves. It is for one to two players and is TurboLink compatible.

Champions Forever Boxing (December)—Here's your chance to put up or shut up. This title, the first in NEC's *Champions Forever* series (racing is also planned), lets you play against some of the greatest boxers that ever stepped in to the ring. Greats like Muhammad Ali, George Foreman and Joe Frazier will show you that they've still got the touch. The game features digitized photos of the champs and realistic boxing action. Though the players are not huge, they seem far more responsive than in other boxing games that feature large and limited characters.

Night Creatures (first quarter 1992)—“Vam-



Beware of things that go bump in the night, as you battle your way through villages, graveyards and other scenes in Night Creatures.



pires and undead cannot withstand a wooden kiss....” So advises a woman in the village where this unusual game begins. Along with that gem, she loads you up with all sorts of advice—I had to write it down to remember it at first—on how to kill or divert rats, dogs, vampires, bats, zombies and a host of other creepy creatures. Fortunately, to aid you in your quest to rid the land of these night creatures, you are stocked with a variety of weapons, each designed to work on a specific class of monster. You also have the ability to transform into different



creatures to help your advance: a rodent (for getting into tight spots), an owl (flying), a bear (brute force and height) and a dog (biting ankles?). This game is packed with stuff to do, pick up, become and explore.

One of the best visual effects is in the graveyard, where impressive use of dual-plane scrolling is made.

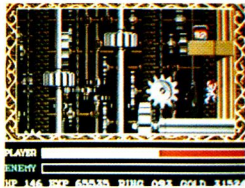
Ballistix (first quarter 1992)—Psygnosis is bringing its futuristic air-hockey game to the TG-16 early next year. The version shown at the show was pretty

rough, but playable enough to discern that this game is relatively simple—and quickly addictive.

Ballistix, by Psygnosis, is a relatively simple futuristic air hockey game that can become very addictive.



With increased sales of their CD unit, NEC will have a lot of new CD owners to impress. Its fall/winter lineup of CDs should do the



job. Here are some of the scheduled titles:

Discus (October)—The videotape demonstrating this title was not shown, but NEC assured me that this title *will* make it out this year. As was reported in our WCES coverage, this title is basically an electronic storybook that enables the user to point to any word, phrase or paragraph to command the program to read it aloud. One can also point to components of pictures to have the name of the item read aloud (for instance: crown, hat, prince, dragon, etc.). This is an excellent example of the promise of interactive multimedia.

Wanderers From Ys (October)—The third installment in the Ys series will be out in time for Christmas. As was reported before, this version sports stunning introductory graphics that top the original. In this quest, you travel to Felugana, the land of your mentor, Dogi. When you arrive, you learn that you must rid the land of the evil that hangs over it. In the pursuit of victory, that heartbreaker Adol picks up another girlfriend and another great story to tell his children.

Addams Family (November)—NEC snapped up the rights to this hot property back when the movie was still being made by the financially troubled Orion. Paramount is finishing the movie, and NEC still holds the rights to make the game. Icom Simulations (*Sherlock Holmes*, *Camp California* CD) is creating a creepy, kooky, mysterious and ooky translation for the TG-CD. This game is said to feature continuous scrolling without the annoying CD "pauses" between areas and real sound effects straight from the CD. The tape at the show promised that players can strike it rich, if they can endure the foibles of the Addams Family.

Lords of the Rising Sun (1st Quarter 1992)—This long-awaited CD title appears to be nearing comple-

If you liked Y's Books I & II, you'll love *Wanderers From Ys* (also known as *Ys III*), where Adol sets off again.



PLAYER
ENEMY
HP 096 EXP 65533 BUNG 098 GOLD 46544

tion. In it, you are cast as a member of one of two great families in control of the region during the GenPei war. With a strategy section (like the Broderbund classic *Ancient Art of War*) and varied arcade sequences featuring ninja attacks and castle stormings, this is a title to look for.

It Came From the Desert (December)—Fight the mutant ants, save the town from destruction, real actors, interactive movie...you've heard it for a year and a half now. With a reputation like Bigfoot—which earned it an under-the-table title of *Lost in the Desert*—this game has once again been sighted and is reportedly set for a December release. Really.

Valis III—The bad news is that this title has been pushed into January of '92. The good news is that it is worth the wait. This time around, you have the ability to switch between one of three female characters, each with different abilities.

Now, on to the NEC third parties. With the exception of *Accolade* (*Turrican*), none of them were showing anything new on the floor, but these four titles will make it out by Christmas:

Astralilus (October)—IGS is working the bugs out of its attempts to translate this RPG to the TurboGrafx-16. This is one *huge* game.



Astralilus, the first CD-Rom game from IGS for the TG-16 will be one of the largest, longest and most complex games found to date. This is one you won't want to miss.

Through the course of your travels, you acquire up to three companions, each with different abilities. The combat interface is the closest to a true RPG yet seen on the TG-16, though the black background



could have been improved. There are puzzles to solve; rafts, ships, camels and reindeer to ride; marriages to arrange; mines to explore; and machines to fly on your way through the different continents that make up *Astralius*. This includes a continent that's completely upside down! The planet's flat and you fall through to the other side. Retrieve the silver flute at the end and restore peace to the land.

Turrican (November)—Accolade is bringing out this popular sci-fi shooter this Christmas. You must guide your advanced armored character through four different worlds, and avoid scores of dif-



For you *Bubble Bobble* fans, newcomer Working Designs will bring *Parasol Stars* (*Bubble Bobble 3*) to the TG-16 this October, along with another great Taito title, *Cadash*.



ferent enemy waves teeming within the mazelike underground and on the planet's surface. This version actually looks better than the Genesis version, due in part to the different aspect ratio of the TG-16 screen. However, the TurboGrafx-16 version will only feature Levels 1, 2, 4 and 5 (omitting Level 3 found in other versions) in order to squeeze this action-laden, tough, new title into only 2 megabits.



Accolade's Christmas offering for the TG-16, *Turrican*, won't disappoint.

Parasol Stars (October)—Newcomer Working Designs has chosen the third installment in the *Bubble Bobble* series from Taito to be its first offering for the TG-16. In this chapter, you once again play Bobby

and/or Bobby (in simultaneous play), and blast your way through nearly 100 levels using rain, star, fire and lightning drops to save eight planets from destruction. The game also features lots of hidden power-ups, levels and bonuses.

Cadash (November)—This Taito title is the NEC help line's number one most requested and is now coming to the U.S. courtesy of Working Designs. It is a side-scrolling pseudo-RPG and nearly a carbon copy of the arcade version. Once again, you are out to save a princess from the clutches of evil. Along the way, you will encounter scores of monsters that can be defeated for gold, including the best zombie splats since *SplatterHouse*. One or two players can play at the same time, choosing from four characters (warrior, wizard, priestess or ninja). Choose your characters carefully. This can be one tough quest!

Not one to be satisfied with the games due in the near future, NEC also had a videotape showing more titles in different stages of development—some even at the storyboard stage. They should start trickling into stores in '92. Here's a peek:

Arena 3000—This overhead-perspective shooter borrows heavily from the popular arcade title *Smash TV* and the Arnold Schwarzenegger movie *The Running Man*. It is a one- or two-player simultaneous battle to escape the deadly game-show arena (where contestants fight for their lives) and exact vengeance on the corrupt host of the show, Roland Garth III.

Shape Shifter—Hack and slash your way through the Land of Krillian in search of the evil force that is holding the powerless wizards of the Ring of Six. This game features wonderful 3-D scrolling effects and a host of great looking nasties to overcome.

Beyond Shadowgate—Grab your joystick and don the identity of the faithful Prince Eric in this sequel to the popular *ShadowGate* title. Your objective this time around is to save the king (who else?) and halt the rise of the villainous Warlock Lord.

Camp California CD—This long-talked-about Icom Simulations CD title features music from the Beach Boys and is a far cry from the *Yo' Bro!* cart.

The perspective here is side view (as opposed to overhead in *Yo' Bro!*). You are a beach-lovin' bear trying to save the beach from Big Cheese Industries, who want to take it over. Avoid the heavy-metal band "The Rats" and save the day.

Cyborg 297—This title *sounds* great! Still in the storyboard stages, the plot goes like this: In the future, the Corporation created numbered fighting machines to end the wars on Earth. This was successful, and the entire planet was completely disarmed. The fighting cyborgs were collected up and detained until such time as they were needed again. Time passed with no more conflicts, until one day Cyborg 552 malfunctioned, escaped the complex

and began a violent rampage on the now-defenseless planet. As Cyborg 297, you are assigned to collect information leading you to Cyborg 552 for the final showdown.

Perhaps the single most exciting thing at the NEC booth was the introduction of their New Interactive Display (NID) technology. This compression technology is a by-product of NEC's research into HDTV (High Definition Television), and NEC will make it available as yet another add-on for the NEC TurboGrafx-CD unit. It syncs another video-graphics processor to the one in the TG-16, enabling it to display near-videotape quality images and boosting the color palette of the TG-16 to an astounding 16-million colors, making it compatible

with the NTSC standard for broadcast images. At a full 30 frames per second, the regular TurboGrafx-CD would run out of space in a matter of a minute or two, but the NID technology achieves a compression ratio of up to 100:1, allowing the TG-CD to store enough video for a whopping 72 minutes!

This is not *Sherlock Holmes*-style video either—we're talking clear, jerk-free video like you would see on television. Slight blurring is the only penalty I noticed during the demo of the actual product. In fact, the NEC demo included footage of a

football game that the user could stop, play, reverse and run in slow-motion just like a VCR, but because the system is *all* digital, the annoying noise lines are gone. The applications for this technology boggle the mind.



The most requested game on the TG-16 hot line, *Cadash*, will be available in November courtesy of Working Designs.

Imagine being able to play a game like *Sherlock Holmes*, but this time the picture is full screen and free of jerkiness, and the actors voices are totally in sync with their lips. Another possibility is a video encyclopedia, where moving or still video images of the subject requested are presented. Or how about buying a CD by your favorite recording artist, complete with a music video for each song on a 5.25" disc? Maybe electronic painting is your bag—how about an electronic cut-and-paste set where you can alter video images by cutting up one picture and pasting elements of it into another? Bored of riding that annoying exercise bicycle in place? How about an electronic "world" disc full of interesting city streets that can be played in full motion? The technology could allow you to turn onto intersecting streets at the push of a button. As you can see, the possibilities for this technology are truly limitless. And, while NEC did not announce a price for the add-on box that will bring this technology to the TG-16 late in '92, a price of around \$400 was hinted at. While that may seem steep, remember that competing technologies are weighing in at around \$1,000.

Another much-talked-about CD enhancement is the BIOS+RAM upgrade discussed in the WCES report (February/March 1991 *TURBOPLAY*). NEC was not showing this at the SCES, due in part to problems with the *Loom* project, but it is still lurking in the wings. It was shown at the Tokyo Toy Fair (elsewhere in this issue) and is packed onto a new Hu-card featuring a reworked BIOS (basic input/output system) and 192K of additional RAM that will bring the total buffer space on the TurboCD to 256K (two megabits). This will allow future games on CD to access the disc less, thereby reducing or eliminating those annoying pauses in CD titles. It's important to note that this upgrade, due out with *Loom* early in '92, is a separate unit unrelated to the NID box. This BIOS+RAM upgrade increases the functionality of the TurboGrafx-CD unit, whereas the NID add-on brings capabilities to the TurboGrafx-16 and CD unit that they do not currently possess. I realize that some of you are probably getting confused by all of this, but think of the TurboGrafx-16 in terms of a component stereo system. There are a wide variety of options to buy for a component sys-

tem, but you only buy those that fit your needs. NEC is expanding the options for the TurboGrafx-16 (TurboBooster+, NID box, TurboGrafx-CD, BIOS+RAM upgrade, TurboTap, etc.), but not every component NEC offers will be a required purchase to keep your system current. Pick the ones that allow you to get what you want from the system.

Last, but not least, here are just a few noteworthy tidbits that were heard in and around the Summer Consumer Electronics Show:

- NEC has completed the TurboGrafx TurboChip version of a game converted for it by Accolade called *Gunboat*. Unfortunately, NEC doesn't plan to release it this year, and the title doesn't even appear on its schedule into early '92. Don't ask me why; the lineup is healthy, but not crowded. If you want to see it, let them know.

- *Dangerous Dimensions*, the new RPG play system (not a game, as such, because games will be written for the time, space, rules and combat interface called *Dangerous Dimensions*) from the original D&D guy, Gary Gygax, is apparently in a little contract difficulty. Also, Japanese interest in the project is waning, so it may be a while before you see TG-16 RPGs written for it on store shelves.

- The 32-bit CD-only monster that NEC has in development may not end up as CD-only after all. A version with a cart slot is also said to have been developed. In addition, a graphics demo showing what the new processor can do is a mind-bender—but don't hold your breath for this baby to show up in your store anytime soon. With the components necessary to build this machine, it will be a while before it is inexpensive enough to end up in your home.

Wow! Seems like there is a lot more happening with NEC since the last show, doesn't it? With the new low price for the TG-16 and CD, Sega's CD introduction in Japan this coming October and Nintendo's expensive entry into the 16-bit market in September, the next few months will be wild. The Winter CES in January 1992 will be the perfect place to sort it all out. You can count on *TURBOPLAY* to bring you the *real* scoop. ★

NEC lowers the price of the TurboGrafx-16 and TurboGrafx-CD Player

CREATES NEW "BONK SUPERSET"



As many of you know, NEC has reduced the price (to \$99.99) of not only the TurboGrafx-16 but the CD-ROM unit (to \$299) as well. They have also created the "Bonk SuperSet" (retails for \$149.99), which includes two TurboControllers, a TurboTap and *Bonk's Adventure* along with the system. Sorry, no good news as far as the portable goes. The price of the portable remains the same at \$299.

But what does this mean to those of you who already have all the systems and other accessories? It means as more people purchase the system and CD-ROM (sales are up 200% in some areas), there's more of a chance that NEC will be able to land the big third-party licenses that have gotten away. This translates into more games being available and a bigger TURBOPLAY Magazine. And by the look of games to come, you and the new TG-16 owners will have a lot to cheer about. ★

as possible. I know I would buy it and so would my friends.

Keep up the excellent work.

Gregg Sconce
Chicago, Illinois

As always, we love to hear from our readers, whether it be good or bad words about the magazine. Thanks.

Your letter brings up a point that should be addressed. Our philosophy behind doing a video-game magazine is to bring our readers the best up-to-date information as we can, as well as being as honest as we can. We also realize not everyone is going to like a game. Therefore, a game we might like, someone else might think is bad. And a game we don't care for might be the world's best game to someone else. This kind of thing is to be expected. Hopefully, by being as honest as we can be, in our own little way, we will push the game companies to provide the very best possible games, thus avoiding another "crash" like the one in the early '80s.



I'm writing to thank you for your article "The Sound and Vision of CD+G." I have been trying for three months to find a selection in my local store, and you're right: Clerks have tended to give me the sideward look a dog gives when called through a snorkel. I finally get to use the "other reason" for buying my CD-ROM unit.

One more thing: if I buy Japanese CD games, are there English instructions? Would Wastee be playable without documentation?

Anthony Brisson
Naples, Florida

We're glad you enjoyed the article. Victor had a lot of fun researching and writing the piece as well. We were amazed at how many music executives at the different companies had no idea what he was talking about. They kept thinking of the 12" laser discs instead of CDs. Victor also wants to remind

everyone that, as hinted at in the article, there will be some extension to the CD+G library soon, so be on the lookout.

As for Japanese CD-ROM games, all the instructions we have seen have been in Japanese. While some games give you an option of text in the game, such as J.B. Harold, few (if any) have English instructions included. So far, we haven't had any problems playing Vastee. We've found that most games work off the same or similar commands, which makes them easier to figure out. You'll notice that most games, regardless of the manufacturer, work or play in the same manner. So, if you have a general knowledge of video games, you should be okay.



I have a few questions concerning the new CD-ROM system card for the TurboGrafx-16 CD-Player. Will I be able to buy the new system card separately? Can I buy it from the store? Or will I have to special order it from NEC? Do you know if the new card will have the option to remove the command section from the CD+G screen? When I play CD+G discs, the command section gets in the way of the incredible graphics and sometimes ruins the effect. Thank you for your time.

Toby Clark
Indianapolis, Indiana

Well, so far the answer to most of your questions is, "Not yet." We hope to get definite word on when the TG-16 owners in North America will see the new card. Right now the talk is that it will be here later this year around Christmas time, possibly packaged along with Loom. We hope to have more details by next issue, and if we do, we'll pass the information on.

For now look at the Tokyo Toy Fair report for more information on TG-CD developments. As far as your question about the command section, try pressing the **SELECT** button when playing a CD+G disc. That will remove the control panel so you can see the entire screen without obstruction.



I was paging through my April/May 1991 issue of TurboPlay, and I have several comments and questions.

In the TurboMail column there was a writer who wrote in about a sequel to Keith Courage. Personally, I would not be interested in a sequel, as I didn't care much for the original. There was also a suggestion about a column that would cover CD-ROM information. I have a CD-ROM and would be interested in such a column.

In your Closer Look column, you reviewed Sherlock Holmes. I have yet to see that game in the stores. When is it scheduled for release?

David Algranati
Chesterfield, Missouri

That's a sample of the letters we have received concerning a Keith Courage 2, which so far are running about four to one in favor of a sequel.

As far as a special CD-ROM section, we'll consider it when more game titles become available. Finally, as we write this (in early July), Sherlock Holmes has just been spotted on the store shelves. You should have it at your local store by the time you read this.



I like your magazine very much. It has helped me play much better. My favorite game is *Bonk's Adventure*. I drew a picture for you on the back. I hope you like it.

Michael Faccidomo
North Brunswick, New Jersey
Age 8

Thanks for the letter and the picture, Michael. Our Art Director liked it so much that she put it on her wall. Perhaps your drawing talents will win our next drawing contest! ✨

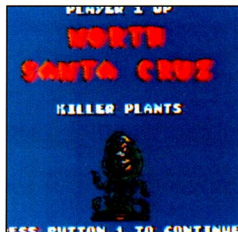
Send your mail to TURBOPLAY, 9171
Wilshire Blvd., Suite 300, Beverly
Hills, CA 90210.

YO' BRO!

ONE OR TWO PLAYERS
NEC—Turbochip

SOUND/MUSIC	★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★
GRAPHICS	★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★
PLAYABILITY	★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★
OVERALL	★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Close LOOK



There was a time when the streets of California were at least reasonably safe (if you could overlook an earthquake or two). But ever since Professor Liverhosen released his horde upon six unsuspecting West Coast towns, most people have been afraid to leave their homes—most people, that is, except for the kids. They refuse to be penned up inside and are out in droves. It's up to you, as Little Bro, a skateboarding bear, to send the kids home and clean up the vermin from the streets.

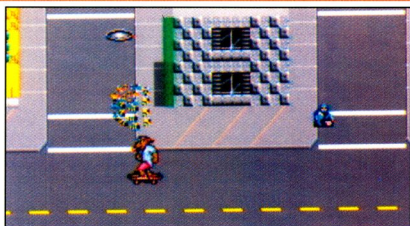
Each of the six represented cities contains five levels of game play, giving you a total of 30 areas to scour for baddies. The baddies come in many forms, some more dangerous than others. Plan to battle such malicious creatures as man-eating (and bear-eating) plants, swarming



bees, dinosaurs, aliens, robots, zombies and even killer bunny rabbits. (Those bunnies may be cute and fuzzy, but stay away!) Some creatures are produced by a base machine or organism, which means you'll face a never-ending stream of meanies until you destroy the base. Luckily, an on-screen pointer guides you through the streets, pointing the way to the nearest enemy or base.

As you search out enemies, you also must rescue kids by running over them and sending them home. At the end of each level, your score is boosted by a "kid bonus," so it's well worth the extra time required. Besides, someone has to save these kids from their own stupidity! If you don't get them, Professor Liverhosen's creations will, leaving behind little piles of clothes and other remains. Gross!

Dead enemies will often reward you with several types of prizes and power-ups. Junk food items, when scooped up, add to your score, whereas extra am-



munition for your slingshot can make you a mean dude indeed. Available weapons include a standard slingshot, which fires one pebble at a time; a rapid slingshot, which shoots faster than the standard slingshot; a three-way slingshot, which fires three rocks simultaneously; and the mega slingshot, which fires a large rock that inflicts triple damage.

You manipulate your speedy skateboard from the control pad, of course. You can speed up, slow down, spin around and perform the usual skateboard antics. However, the controls, like a real skateboard, take some time getting used to. When you first play, you'll overshoot most of your targets and have a difficult time lining up your shots. Still, once you get the hang of it, the skateboard effects are wonderfully realistic.

To round out game play, you can, by blowing up some walls and manhole covers, discover bonus rooms that contain a supply of weapons and power-ups. Also, secret warps, if you can find them, quickly transport you forward several levels.

The graphics in *Yo' Bro!* are not up to the quality one has a right to



expect from a graphics powerhouse like the TurboGrafx-16. Most of the creatures are well rendered, but the backgrounds lack detail. Still, the animations are competent, and the music, which features various Beach Boys hits, is good, beach-bopping stuff.

The bottom line: *Yo' Bro!* is a slightly better than average game that'll give California dreamers many hours of enjoyable game play. While it's basically a shoot-'em-up, it contains enough depth to transcend that genre. If you've a hankering to roll your way through the streets of famous California cities, you might want to grant Little Bro and his arch

enemy, Professor Liverhosen, an appearance on your screen.

TV SPORTS: HOCKEY

ONE TO FIVE PLAYERS

NEC—TurboChip

SOUND/MUSIC ★★★★★☆☆☆☆

GRAPHICS ★★★★★☆☆☆☆

PLAYABILITY ★★★★★☆☆☆☆

OVERALL ★★★★★☆☆☆☆

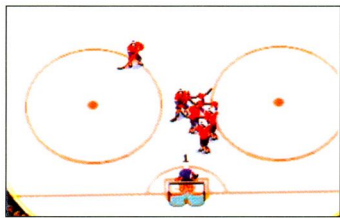
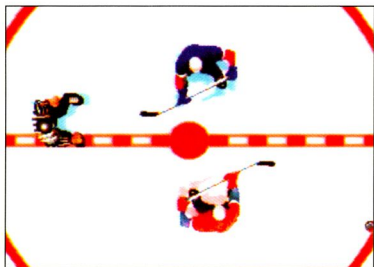
Looking for a great hockey game for your TurboGrafx-16? Well, the bad news is that you don't have much to choose from, since *TV Sports: Hockey* is the first of its kind. But the good news is that this game should satisfy your requirements, whether you're a hockey fan, a video-game aficionado or a little bit of both.



Sharp, clear graphics have been the hallmark of the *TV Sports* line to date, and *TV Sports: Hockey* maintains the tradition with great-looking character animation and true-to-life details. You'll see shreds of ice being kicked up by players who change direction quickly, players who lose their balance and fall over after being checked and a realistic stadium that includes a well-drawn audience, penalty boxes (with individual seats!) and even an official scorer's box, where a little guy sits behind a desk looking at his score cards spread out in front of him.

Hockey purists may cringe, but the video-game marketplace considers fighting to be an important part of the sport. That being the case, the fight scenes in *TV Sports: Hockey* are exaggerated to a surrealistic extreme—they're actually more like miniature boxing matches than the bench-clearing brawls that occasionally erupt during real-life hockey games. Not only does time stand still while the two players go at it, but their teammates do the same, locked in motionless stares until one of the combatants falls to the ice. These scenarios may not be terribly realistic, but neither are they particularly worthy of criticism, unless you object to the sight of blood squirting from a player's nose when he's punched in the face.

Like the basketball game that preceded it, *TV Sports: Hockey* is a perfect vehicle for the TurboTap's



five-player capabilities. There's no way to describe the enjoyment that a five-player game can deliver, particularly when all five players are on the same team. Where *TV Sports: Basketball* may have confused players by using a color-coding scheme to identify which player

was under your control, the hockey game uses a clear numbering scheme that helps you find your player much more easily. Oddly enough, this improvement is offset by another problem: sometimes

it's hard to find the puck! The player controlling the puck does flash, so it's not a significant flaw; it's really just the nature of the sport that makes the puck seem so elusive.

Finally, *TV Sports: Hockey* makes up for all of the missing elements that made *TV Sports: Basketball* look incomplete. The close-ups, the digitized crowd noises and the atmospheric organ

music may not have been absolutely necessary, but when you combine these "extras" with solid game play, the result is a full-featured hockey experience. Fans of the *TV Sports* series won't be disappointed. ★

BOMBERMAN



You can get different bonus icons if you can do the specified requirement. For 18,800 bonus points you must destroy all the blocks without getting any of the enemies. For 24,800 points you must stand still, without moving or setting a bomb, for three minutes. For 39,800 bonus points you must get all the enemies without destroying any of the blocks. To get 111,110 bonus points requires only luck. Simply exit and if you get it, you get it. And for the 123,450 point bonus you must have at least one enemy left and be standing on the exit when the timer shows 3:33 left.



Turbo TIPS

BY DONN NAUERT

DEVIL CRUSH

Want to make a cool 100,000,000 extra points? If so, get the face to the last stage with your bonus tip points between 60 and 69, and have your bonus multiplier at nine. This is a tough one to get.

Y'S BOOK I & II

A correction needs to be made to the code in the April/May issue. The code for the Y's core in the photo is correct but the type isn't. The correct code should read p9WaA / TF?mlHH / HHHHHHG / XGGHH / yLLLWvj / j4ejzz2 / 1NO4s / Wtt*gcM / N2N2N2N / ???. The tenth character is a small L, not a one.

WORLD CLASS BASEBALL

Here are some codes that will allow you to play against the Turbo-Champs, using any team.

Ninjas-E650
Apples-7AB8
Stars-8428
Towers-8237
Winds-B595
Lords-27F1

Fries-91E3
Togas-306B
Bears-3233
Ducks-99DB
Buddhas-8ADB
Sharks-68CO

GAMES

WORLD

Special Criminal Investigation (S.C.I.)

Once again, Taito produces another quality game. As the title implies, you're out to capture all the bad guys. Riding in your Ferrari, you must take out the no-goodniks by running them off the road. The bad guys do have a little help, though, from other vehicles, helicopters and the time limit you have to capture them in. This is a good translation from the arcades, but a little short—it has only five levels.

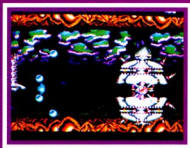
TAITO



St. Dragon

An alien force is devouring all the planets in the galaxy and slowly working its way toward Earth. All the nations have gathered to create the ultimate fighting machine, St. Dragon. To help protect its fragile head, St. Dragon is constructed of five ringlets of steel plates that can't be penetrated. This is a Jaleco arcade game that was released in 1989.

AICOM CORP.



Cyber Combat Police

Several years have passed since the evil Dr. Nosemead tried to take over Earth, and now there's a new menace: a being from another dimension. Once again, the Galaxy Police deploy the only one who can find the aliens' hidden base and stop it—Closewiper.

FACE





Cadash

For those of you who asked, here are some more photos of this game. As reported in the CES article (elsewhere in this issue), this game will be coming to the U.S. soon. In this two-player game, you control one of four characters as you set out on a mission to rescue the king's daughter from the evil Barrog. Each character has its own weapons and magical strength. This is a great translation from the arcade game.

TAITO



The Video Game Specialists

**24 HOUR
ORDER/INFO LINE
(214) 218-5800**

We can accept VISA and MASTERCARD orders by phone. Money orders can be mailed to us for prompt processing. In stock games ship within 24 hours. All games are brand new, even though our prices resemble other's charges for used games. Normal UPS shipping and insurance is \$1 per cartridge and \$5 per game system. Texas residents must pay 7.25% sales tax. A single \$3 processing charge is assessed per order. Prices and availability subject to change. We are proud to be a member of the Better Business Bureau of Dallas, and have been serving our customers since 1986.
COMPARE OUR SERVICE AND SELECTION!

HERE ARE JUST A FEW EXAMPLES

Turbo GrafX-CD	\$279.95	Sherlock Holmes	\$54.95
Turbo Express	\$299.95	Pac-Land	\$19.95
Bonk's Revenge	\$49.95	T.V. Sports Hockey	\$47.95
Tailspin	\$54.95	J.B. Harold	\$54.95

For a complete catalog, send your name, address and \$1 for shipping and handling to:



TELEGAMES USA



BOX 901T • LANCASTER, TEXAS 75146



Out Run

This classic driving game would be a natural for the U.S. market. Hopefully, this one will make it over here soon; however, it's not on any of the product lists that we've seen. All of the same features and effects in the arcade version can be found in this one, including the five stages of 15 courses, giving you 16 different possible routes to the end.

NEC AVENUE



Ultimate Game Club
1491 Boston Post Road
Old Saybrook, CT 06475

or 1-203-388-6741
or Fax 1-203-388-0084

Call 1-900-TIP-LINE

For the latest Hints, Tips, Strategies, Passcodes, a Free Membership, New Games, New Release Dates and more information to make your gaming experience complete!

We promise:

1. We'll match any price any time on in stock merchandise.
2. We'll ship any game to you faster than anyone else; sometimes that same day!
3. We stock more games, been in business 11 years, & satisfied over 100,000 customers.
4. If your order is over \$50 you won't pay more for UPS Ground or US Mail shipping than your local sales tax.
5. If you buy over \$200 worth of games you'll receive up to a 20% discount, free shipping & a free Ultimate Hint Book.
6. If you order over \$500 worth of games you'll receive up to a 30% discount.
7. If you don't receive your game in 30 days you have the right to cancel your order and get a prompt refund.
8. We sell only authorized licensed legal products.
9. Our Mega Drive adapter converts Mega Drive games to play on Genesis for only \$29.99. Our PC Engine converter lets you play PC Engine games on your Turbo Grafx for only \$69.99. And both are guaranteed for life!

Ultimate Game Club 1-800-Buy-At-Game-Club

Call 1-900-Tip-Line & talk to me "Captain Ultimate"

1-800-289-2842

Specials This Month Expires 9/30/91

1. Buy 2 Electronic Arts games get 1 free except PGA or Might & Magic til 9/15/91!
2. Buy 2 Mega Drive games & get 1 free!
3. American Super NES & Games in stock now!
4. Buy 3 Japanese CD Rom games & get 1 free!
5. Buy 3 Turbo Grafx games & get 1 used free!
6. Buy 3 Nintendo games & get 1 used free!
7. Free Ultimate Hint Book with every order over \$100!
8. Free Mega Drive adapter when you buy 2 Mega Drive games!
9. Free Super Famicom game when you buy 2 new ones!
10. Turbo Grafx \$99.99, Genesis \$149.99 w/ Sonic! Turbo CD Rom now only \$299.99!



BATMAN
BATMAN

VG & CE Special
Batman New!!
Only \$24.99!

TOKYO TOY FAIR

Summer 1991

BY DONN NAUERT



ILLUSTRATION BY VAN ARNO

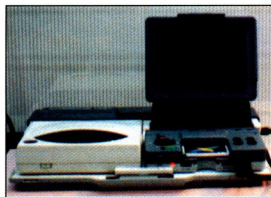
VAN ARNO

Although this is not the *biggest* Japanese trade show, it has, on occasion, been used to unveil some very exciting and important hardware and software. A couple of new PC Engine (the Japanese brother to the TurboGrafx-16) hardware units were seen, along with some other accessories that will make life as a TurboGrafx-16 owner that much sweeter (hopefully, very soon).

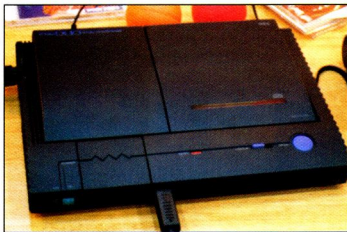
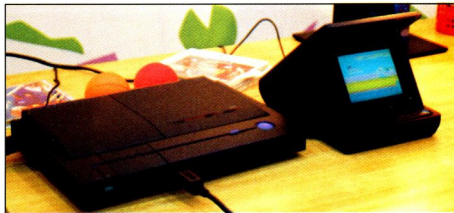
The first two products that will probably hit the U.S. market before the others are the new CD-ROM Super System Card and the battery pack for the TurboExpress. The Super System Card will allow for two megabits of memory (three times the current amount) to be stored in the CD-ROM system itself, thus allowing games to be processed quicker. The new battery pack will be rechargeable and last approximately four hours. Again, both of these products have the potential to come across to America very soon. There are no confirmed, or even rumored, dates at this point. In Japan, the release and price had not been determined for the Super System Card. The battery pack, on the other hand, is scheduled for release August 1991 for about 6,900 yen (¥6,900 is approximately \$50).

The next in line in the way of a hardware release from NEC is the PC Engine Duo. Although it uses essentially the same hardware as the regular PC Engine and TurboGrafx-16, the card ports and the CD-ROM have been combined to form *one* machine. Best of all, it will feature a four-hour rechargeable battery pack that slips on the back, which will make it the *ultimate* portable machine. The machine is compatible with any TV/monitor and is due to be released in time for Christmas. What about the price? Well, it's in the range of \$380, which is about the same price for current components.

It seems that the system was designed with the U.S. market in mind, because it has enough extra room in current models to allow for the shields required by the FCC, so that the signal won't interfere with your neighbor's television. Basically what you see in the accompanying pictures is what will come to the U.S. market: The small high-quality TV that is shown with the Duo is said to have been released two years ago. Unfortunately, it didn't sell well because of its \$600 (ouch) price tag—color me surprised. NEC is reportedly reducing the price to \$500 and placing it next to the Duo in hopes that it will sell.



NEC shows off its new line of "toys" at the Tokyo Toy Fair. One item featured was the first portable, full-size game console.



The Super CD-ROM² was also shown and commanded much of the hoopla, with NEC having special demonstrations. NEC had released a faster CD-ROM drive for its computer line, and we suspect that this is the same CD-ROM drive. Thirty games are scheduled for release within the next two

years for this monster system.

One device that NEC has no definite American plans for is the PC Engine LCD TV. This device plugs into cur-

rent PC Engines, adding to the game console a semi-built-in monitor. It can be used to play all TurboChip and CD-ROM games, has a built-in controller and uses the same tuner as the TurboExpress. A battery pack is supposedly in the works to make this a portable television. No release date or price has been set.

The thing to remember about all of these products is that they were not *officially* announced at the Toy Fair, even though they were shown. Therefore, they don't have set release dates or prices, and all this pertains only to the Japanese market. Although the PC Engine Duo was shown behind closed doors at the Summer CES for the U.S., no definite plans have been discussed as to which, if any, of these products will make it here or when.

Now to the software shown, and there were certainly a lot of great-looking games on display. Some of the better games that aren't shown in these pages but were at the show include: *Hit the Ice* by Taito; *Bomberman II*, *Final Soldier* and *P.C. Caveman II (Bonk's Revenge)* by Hudson Soft; *Burai* by River Hill Soft; *Mine Sweeper* by Pack-In Video; and *Coryoon* by Natxat.

(All of the following dollar conversions are approximations.)

POWER GATE

BY PACK-IN VIDEO

Hu-Card

Available August 1991—Y6,200 (\$46)

J. Bean and H. Jack have been given orders to stop the country of Zaban's experimentation on electron-nucleus missiles. The pair start at Madry Air Force base, near the Grand Canyon, where they must pass a variety of test flights. Then it's off for active duty, where they must rescue citizens, infiltrate enemy bases, dodge electron missiles and get home safely. The more enemy planes you shoot down, the higher your rank goes and the greater the firepower you can get.



SUPER QUIZ: HEART OF STONE

BY SUNSOFT

CD-ROM

Available December 1991—Y6,500 (\$48)

One day, a criminal kidnapped Hoshimaru's childhood friend, Mana. They demanded the Heart of Stone, which Genzou had found in the remains of a foreign country. After a short time, the criminals called Genzou and the police. They said that if Hoshimaru could get to their hideout in three days and answer some quiz questions, they would let Mana go free. So now Hoshimaru and a policeman named Hayase set off in search of the criminal hideout.

MAGICAL CHASE

BY PAL SOFT

Hu-Card

Available August 9, 1991—Y7,800 (\$58)

An apprentice witch, named Lipuru, is left alone in the big house by the grand witch, who has gone away for a few days. Being told not to enter the grand witch's study room and cause mischief made Lipuru that much more curious about what was in there. Finally, her curiosity got the best of her and she went in, where she saw shelves upon shelves of mysterious books. As soon as she started paging through one of the books, there was a loud bang, and the room went dark. As the room became brighter, she saw many devils flying out of the book and through a hole in the wall. Now she has to return the devils back into the book before the grand witch returns, or else she'll be turned into a frog.



NEUTOPIA II

BY HUDSON SOFT

Hu-Card

Available September 27, 1991—Y7,200 (\$53)

Frey is a brave man as well as a descendent of Maldork. The story of *Neutopia II* begins on the 16th birthday of Frey's son. On that day, he awoke from a nightmare in which his father had been killed by a demon. He later learns from his mother, Rosa, that, in fact, his father had been killed in the dungeons of a foreign country many years ago. On the wishes of his father, he starts on a long journey.



COBRA II

BY HUDSON SOFT
CD-ROM

Available June 7, 1991—¥6,500 (\$48)

Cobra's domain is space, and he cruises the galaxy with his lady, Armoroid, riding shotgun. No one can match his sense of survival as he always outwits the Galaxy Patrol.

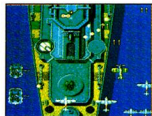
One day, he just up and boogied. Most folks think he's long gone, but he's not dead...he changed his face to fool the dirt bags who lurk behind the force of evil. He hangs out on Earth, waiting for his lady to tune-up his ultimate spaceship digger, Turtle. Now he's back to his normal self, and he's gonna waste any space filth that gets in his way.



DAISENPU CUSTOM

BY NEC AVENUE
CD-ROM

Available July 26, 1991—¥6,800 (\$50)



In the year 193x [sic], some fascists planned to conquer the country "R," targeting the small city of "s" first. The plan was to mix a special medicine in with the food supply, which would cause the people to become weak and less resistant. Some people escaped danger, however, and formed an air force called Daisenpu in a deep forest. Just as they were about to finish the air base, they were discovered by the fascists. Now Daisenpu must scramble in a violent last-ditch effort to remain free.

WORLD JOCKEY

BY NAMCO
Hu-Card

Available September 20, 1991—¥5,800 (\$43)

Take on the best jockeys in the world in this cart with an unusual theme for video games: horse racing. This is more of a comical Steeplechase with power-ups than a horse race.



VALIS IV

BY TELENET JAPAN
CD-ROM

Available August 1991—No price announced

Many years have passed since Yuko the warrior destroyed Demon King Grimes and went to the heavens. Now the demon world has reproduced itself and has conquered the human world. Will all of this agony and sorrow reach Yuko in the heavens? The game takes the basic characters from the last Valis game and gives them multiple movements.



POWER ELEVEN

BY HUDSON SOFT
Hu-Card

Available June 21, 1991—¥5,800 (\$43)

This new release by Hudson Soft is the third in the Power sports series. This soccer game includes an overhead perspective, a watch mode, a special PK mode, versus mode and the Hudson Cup (or tournament mode). It also provides the player with plenty of trick plays and shots to choose from.



SPLASH LAKE

BY NEC AVENUE
CD-ROM

Available June 1991—¥5,800 (\$43)

The object of this puzzle game is to eliminate all the enemies from the platforms. To do so, you must guide your ostrich over the blocks, then peck and crack all the connecting blocks to the



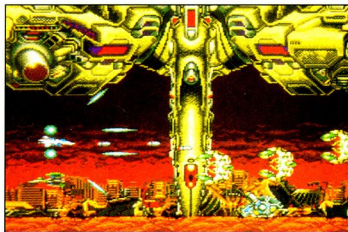
post, causing everything to fall in the water. The game features 120-plus levels of play.

RAYXANBER II

BY DATA WEST
CD-ROM

Available June 7, 1991—¥6,800 (\$50)

Save the Earth from destruction at the hands of an alien force. Battles take place over land, sea and in the air while you use every weapon at your disposal to repel the intruders. The highlight of this game is its graphics.



RACING SPIRITS

BY IREM
Hu-Card

Available July 1991—¥7,000 (\$52)

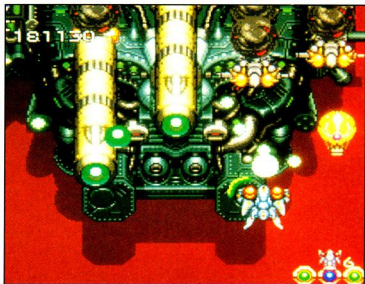
This two-player motorcycle-racing game includes eight tracks, pit stops and all of the other aspects of real-life racing, plus a split screen for simultaneous play in the two-player mode. Its play mode features the Nippon Grand Prix, an Endurance race and a test course. If you happen to pick the Suzuka Circuit (site of the real Japanese World Grand Prix), you can actually race in its eight-hour endurance race.



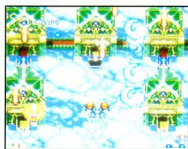
GHOST WARRIOR SPRIGGAN

BY NAKAT
CD-ROM

Available July 19, 1991—No price announced



The evil Braibzra Empire is on the move trying to take over various lands. That's where the Ghost Warrior SPRIGGAN is called to action. The twin-seat rocket plane is controlled by Jega (boy) and Ricart (girl), who are linked through ESP. This game comes highly recommended by many Japanese magazines.



SUPER METAL CRUSHER

BY PACK-IN VIDEO

Hu-Card

Available September 1991—¥6,200 (\$46)

This is a war simulation using robots. There are 15 stages in the game and 15 different weapons to choose from in battle.





**PREPARE TO BUTT
HEADS. AGAIN.**

The ultimate headbanger's back. Bigger, badder, and bolder than ever. And this time Bonk's got a score to settle. The evil King Drool III has



If the giant tortoise boss turns his back on you, watch out. He's ready to fire volcanic rocks.

retaken control of the kingdom with lightning fast speed. And it's up to Bonk to swim, fly, and battle deadly piranhas to avenge this travesty. Brace yourself for serious cranial impact: The head-banging cave dude has returned.



If your new game had 7 levels, and more than 7 secret bonus games, you'd be walking on air, too.



Those pesky creatures are back. And this time they're riding mutants. Giddyup.

BONK'S™ REVENGE



W I N N E R S

The *Super Star Soldier* contest in the April/May 1991 issue of TURBOPLAY drew a great response from our readers, and the scoring was hot! The object was to score the highest number of points in the five-minute mode.

The winners are

FIRST PRIZE

(wins five TurboChip games)

1,492,100 points
Jim Hakola
Lakewood, California

1,459,400 points
Alan Boyd
Orlando, Florida

1,411,500 points
Andrew Hew
Brampton, Ontario, Canada

RUNNER-UPS

(each wins one TurboChip game)

1,397,100 points
Feliciano Contreras
Lynn, Massachusetts

1,390,200 points
Edgar Pena
Lynn, Massachusetts

1,374,600 points
Will Cwierniak
Elmhurst, Illinois

Thanks to all who entered. Great job!

N E W C O N T E S T

Hey, TURBOPLAY has been known for some interesting contests. We've required our readers to draw, get the highest possible score, even send in postcards! Problem is, we're running out of ideas. What are the editors to do?

You guessed it—this month we introduce the TURBOPLAY Contest Search. Your role in this is to come up with a contest that we can use in an upcoming issue of the magazine. The winners' entries will be the contests for the December/January 1992, February/March 1992 and April/May 1992 issues of TURBOPLAY.

To enter, simply send your entry of 50 words or less on a postcard
—no envelopes, please—
to

TURBOPLAY Contest Search
9171 Wilshire Blvd.
Suite 300
Beverly Hills, CA 90210

Entries must be received by October 15, 1991, and the winners will be the ones judged by the editors of TURBOPLAY to be the most innovative, interesting contest ideas submitted.

**WINNERS WILL EACH WIN
FIVE TURBOCHIP GAMES.
GOOD LUCK!**