

# TURBODUO PLAY



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August/September 1992

TURBODUO Brings Reviews  
of the Latest and Greatest:  
Shapeshifter  
Dead Moon  
Splash Lake  
and More

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PREVIEWS  
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You've asked for more games, and TTI has heard your call for help. What that means for TURBOPLAY readers is more reviews, more previews...just plain more! You'll be formally introduced to new software, such as *Shapeshifter*, *Dead Moon*, *Prince of Persia*, *Order of the Griffon*, *Splash Lake*, *Chase HQ* and many more. All that, in addition to our normal platter of tips and news, plus a trip to the Tokyo Toy Show. Just turn the page and enjoy!

## IN THIS ISSUE:

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### TURBOMAIL

As always, you can count on our "mailman" to delve into the questions you need responses to. This issue, find out about pinball games, Super CD, heavy metal, sports games and rentals.

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### TURBONEWS

Did you know that the TurboExpress has come down in price? How about a way to hook a TurboDuo to a PC? Or how you can get a free video? We don't have film at 11, but we've got all these stories for you now...inside.

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### TOKYO TOY SHOW 1992

Last year, this feature was one of the most popular articles in TURBOPLAY, because it gave TG-16 owners a look at what could come to the U.S. At your request, we've journeyed to Japan again for a sneak peek at this year's crop of PC Engine games.

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### TURBOTIPS

Chris introduces TG-16 players to some newly unearthed tricks for *It Came From the Desert*, *Yo' Bro* and *Blazing Lasers*.

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### CLOSER LOOK

As the TG-16 library grows, you have more choices. To make you a more informed consumer, we give you reviews of *Shapeshifter*, *Order of the Griffon*, *Dead Moon*, Jackie Chan's *Action Kung Fu* and *Splash Lake*.

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### GAMES AROUND THE WORLD

Should you get yourself one of the more recent Japanese games? Check out Victor Ireland's ongoing look at imports to find out.

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### COMING SOON

The list is growing! TURBOPLAY updates you on the current release schedule and gives you previews of the games to be reviewed in the next issue.

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### CONTEST PAGE

Ouch! Sharp-eyed TG-16 players took us to task for a mistake in last issue's contest. We'll give you all the details on that and introduce you to a new way to win prizes.

Cover art: ICOM Simulations was kind enough to provide us with one of the beautiful pieces of art that were digitized into *Shapeshifter*, one of the new TG-16 games we review this month.



I still play *Alien Crush* and *Devil's Crush* often, and I wonder if there will ever be a third *Crush* game. Does Turbo Technologies have any plans for another pinball game?

—Howard Dean Krzywicki  
East Boston, Massachusetts

*Good news, Howard—sort of. TTI's latest release schedule includes Time Cruise II, a decent-looking HuCard pinball game that was profiled in our April/May Games Around the World column. Just don't expect to see it until later this year or early 1993.*



I can't wait for the Super CD-ROM to come out—the games look awesome! Can you tell me the price of the new TurboDuo system, and if there are any new fighting games on the way for it?

Also, I read that the game *Loom* will feature the music of Tchaikovsky. I think it would be cool for a video game to have a rock or heavy metal soundtrack. Do you know of any games like this for the TG-16?

—Erik Cronin  
Trenton, Michigan

*The TurboDuo is expected to appear in selected markets on October 10 at a suggested retail price of \$299.99. There are several fighting games in the works for all three formats—TurboChip, CD and Super CD—but one of the best seems to be*



*Riot City, a Super CD set for release in early 1993.*

*Classical music has frequently appeared in video games because it's mostly in the public domain—that is, the game manufacturers don't have to pay anyone for the rights to use Tchaikovsky's music because the material is not copyrighted. The boom in CD-ROM gaming will undoubtedly lure established composers and musicians into working on game soundtracks the way they currently work on movies and TV shows. An early example is TTI's upcoming Camp California game, which features the music of the Beach Boys on CD. In this case, the music was not expressly written and performed for the game, but it's a good start.*

*Many of the TurboGrafx-CD games have had soundtracks that were performed by Japanese rock musicians with pretty good chops, from the frantic rhythms of Last Alert to certain heavier, more guitar-laden passages of Ys—Book I & II. Though the predominance of keyboard work keeps it out of*

*the same league as Metallica or Exodus, the new Gate of Thunder Super CD also has plenty of crunchy guitar riffs and double bass drums.*



I'd like to find out more about sports games on the PC Engine. I had planned to get a converter that would allow me to play PC Engine games on my TurboGrafx-16, but I'm not sure how many sports games are out there—particularly hockey and soccer games. Can you tell me about some PC Engine sports titles?

—David Machado  
Selden, New York

*There aren't a lot of hockey games available for the PC Engine, David—the only one we're aware of is Hit the Ice, a conversion of the Williams coin-op. Hit the Ice is expected to be released in this country soon.*

*If you're into baseball, there are a ton of games out there, including Intec's This Is Pro Baseball series and Namco's popular World Stadium titles. The best baseball action on the PC Engine can be found in Hudson's Power League series; Power League V has just been released overseas.*



*continued on page 21*



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But one final word of warning, Lord and master. This is a treacherous world of secret enemies and hidden blades. And it is easy to loose your head!



Holy Halibut! Who would've thought being a cartoon character could be this dangerous? You're Ozzie the Ostrich and if you don't peck the bridges out from under your cute but deadly little enemies, they'll cheerfully send you to the bottom of Splash Lake.

But don't let its apparent simplicity fool you. CD technology makes the more advanced levels of this game of skill and strategy challenging enough for your friendly neighborhood rocket scientist. Happy pecking!

**SPLASH LAKE**



Available at Toys "R" Us, Babbages, Electronics Boutique, The Good Guys, Software Etc., Walden software and through Sears Catalog.

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TURBOGRAFX CD



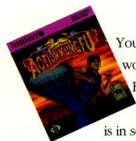
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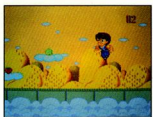


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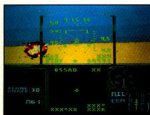
*Grafx-16 has never been more affordable than right*

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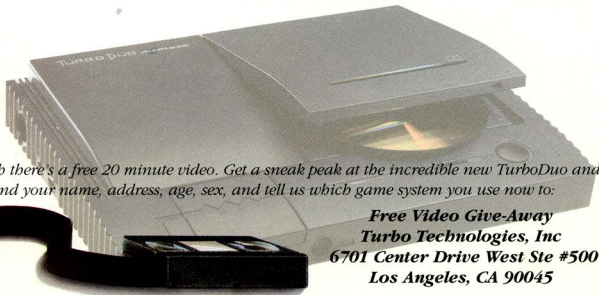
*Chan's Action Kung Fu. And let the games begin!*



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**Coming Soon!**



*As if all this wasn't enough there's a free 20 minute video. Get a sneak peak at the incredible new TurboDuo and software line-up. Send your name, address, age, sex, and tell us which game system you use now to:*

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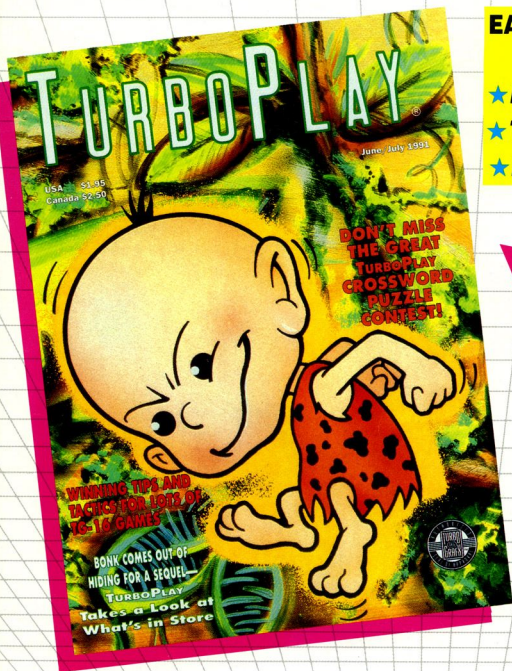
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# TURBO NEWS

## SUPER SYSTEM CARD SET FOR 1993 RELEASE

Originally slated to appear in October to coincide with the release of the TurboDuo, the new Super System Card for the TurboGrafx-CD has been pushed back until early 1993. The reason given for the delay is the production time of the American version of the new card, which is expected to take six months.

Though the TurboDuo has the new operating system built into its hardware, owners of the original TurboGrafx-16/TurboGrafx-CD setup will need the upgrade card's larger memory capacity in order to play the new Super CDs, which are generally incompatible with the old system card. "Non-Super" CD-ROM games will

still function properly with the new operating system, but few of them will be enhanced in any way by the extra power the new operating system provides.

TTI is prepared to offer Turbo-CD owners two different ways to purchase the new card. For \$95, gamers will receive the Super System Card, a coupon book worth \$50 toward the purchase of Turbo products in the future and the previously announced three-in-one CD that includes *Gate of Thunder*, *Bonk's Adventure* and *Bonk's Revenge* on a single disc. Alternatively, \$65 will nab you the new card by itself with no software.

Interestingly, the Super System Card will not be available in any stores. Instead, Turbo fans will need to contact the TTI customer service line to place an order by credit card.

## TURBOEXPRESS PRICE SLASHED

TTI recently announced a cut in the suggested retail price of the TurboExpress, the handheld version of the TurboGrafx-16. Not only can you buy the system for \$199.99 at most retail outlets,

but you'll also get four free games (by mail) with your purchase. Despite the limitation of the four games having to be selected from a field of just six of the older TG-16 titles—*Pac-Land*, *Victory Run*, *Alien Crush*, *Fantasy Zone*, *Vigilante* and *Power Golf*—it's still a great deal for newcomers to the portable gaming scene.

A tip from the TURBOPLAY editors: If you're going to take advantage of this offer, choose *Alien Crush* as one of your four freebies. It's a

to be bundled with the release of the new TurboDuo system in October, Turbo Technologies Inc. has recently announced the game's withdrawal from the new package. In its place will be a different TurboChip game; though earlier reports indicated that *Bomberman* could be included as the pack-in, the latest word from TTI's Los Angeles headquarters identifies the martial arts beat-'em-up *Ninja Spirit* as the fifth game in the TurboDuo box.



*Ninja Spirit* (not *Final Lap Twin*) will be the TurboChip packaged with the TurboDuo.

highly entertaining pinball simulation that plays beautifully on the small screen.

## TTI CHANGES DUO PACK-IN

After our June/July issue announced that *Final Lap Twin* was going to be included as one of five games

Sources indicate that the primary reason for the change lies in the billboards that appear on the side of the road in certain stages of *Final Lap Twin*. Most of the ads that fly by are simple plugs for Namco—the developers of the original game—but other billboards



The PC Engine Super System Card needs a special adapter to work with the Turbo-CD.





An example of the billboards that kept *Final Lap Twin* out of the TurboDuo package.

advertise fictitious brands of cigarettes, like "Maboro" or "Gamel." Though there were no objections to these phony ads upon the game's original release in 1990, the game industry as a whole has been much more careful about the possibility of copyright infringement ever since the Philip Morris company won its suit against Sega in a trademark dispute over Sega's *Super Monaco GP* coin-op earlier this year. In that decision, Sega was ordered to recall all outstanding game EPROMs from the arcade owners and replace them with a newer version of the game. The original *Super Monaco GP* included the trademark Marlboro logo, which had been used without permission.

### TURBODUO SCSI INTERFACE FOR CD-ROM

Though the details are sketchy at present, TTI has announced tentative plans to market a Small Computer Systems Interface (SCSI) adapter that will allow personal computer owners to use the TurboDuo as a CD-ROM drive for Macintosh or IBM-compatible PCs. A working demo of the adapter was exhibited last May at the TTI booth at the Summer Con-

sumer Electronics Show in Chicago.

The display featured a Macintosh that could load software from a Mac-compatible CD that had been placed in the CD-ROM drive of a PC Engine Duo. The Duo was connected to the Macintosh by way of the prototype SCSI adapter, which was plugged into the TurboChip slot of the Duo.

No announcements have been made regarding the adapter's expected release date or suggested retail price, but the demo certainly gave hope to those in the industry who understand the value of inexpensive CD-ROM drives for personal computers. Prices vary, but it's not easy to find a CD-ROM peripheral for a Macintosh or IBM-compatible PC that sells for less than \$600 or so. With the TurboDuo retailing at \$299, you can expect the combined price of a Duo with SCSI adapter to be fairly attractive. Stay tuned to future issues of *TURBOPLAY* for more details as they become available.

### FREE TURBODUO VIDEOTAPE

Since June, prospective purchasers of the TurboGrafx-16 or TurboDuo have



TTI's free videotape shows off the new system and plenty of upcoming games.



been offered a free 20-minute VHS videotape containing footage of current and upcoming TTI software. The video features sneak

previews of games like *Riot City*, *Darkwing Duck* and *Dragon Slayer*, some of which will not be released in this country until 1993. To request a copy of the free videotape, send your name, address and age to:

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**H**eld every year at the Nippon Convention Center, the Tokyo Toy Show is usually used by video-game hardware and software manufacturers to showcase products that are expected to hit the shelves in the second half of 1992. Unlike last year's show, the amount of new CD titles for the PC Engine greatly outnumbered new HuCard games by about three to one.

NEC dominated the show with an impressive booth that had more than 36 new releases for the PC Engine, Duo, Core Grafx II, LT and GT. Games of all types were on display, including action games, shooters, RPGs, digital comics, sports titles and military simulators.

## NEW HARDWARE

The new 32-bit machine wasn't on public display, but NEC did announce plans for a new RAM backup cartridge for the PC Engine Duo that plugs between the game unit and joystick. The backup cart will have one megabit of static RAM (SRAM) and will use four AA batteries. NEC plans on releasing the device in Japan either in the fourth quarter of 1992 or the first quarter of '93.



BY MIKE DAVILA

iniscient of Electronic Arts' *Centurion: Defender of Rome*.

## COCONUTS

*Color Wars* (CD-ROM—June '92, ¥7,300) A very entertaining puzzle/strategy game.



The player drops colored balls on a matrix of rods to trap groups of the opposing player's balls. One to four players can compete against each other or the computer.

## DATA WEST

*Rayxanber III* (Super CD-ROM—June '92, ¥6,800) At last

year's Toy Show *Rayxanber II* was introduced. This year's

shooter-sequel continues the struggle to save the Earth from an invading alien force—in outer space this time.



## HUDSON

*Bomberman '93* (HuCard—end of '92, price N/A) The long-awaited sequel is almost



here. New levels and features have been added. Gamers can now kick bombs at their opponents.

*Capcom World—Adventure Quiz* (Super CD-ROM—June '92, ¥6,200) Quiz-type games are somewhat popular in Japan now. Similar to quiz-type games found in American arcades and watering holes.



*Dodge Ball* (HuCard—September '92, ¥6,500) This new dodge ball

simulator lets gamers choose team members from a roster of several different players.



*Power League V* (HuCard—August '92, ¥6,800) The latest in this baseball series from Hudson uses real Japanese



baseball teams. You can choose from one of 12 pro teams in this six-megabit HuCard. Just as with the previous *Power League* games, it's doubtful we'll see this one in the U.S.

*Power Sports* (HuCard—September '92, ¥6,600) An Olympic-style games contest, *Power Sports* lets

gamers choose from several sporting events (e.g., track and field, rowing,



etc.), and each event is further broken down into other subcategories.

*Record of Lodoss War* (CD-ROM—July '92, ¥7,200) A cross between a strategy game and an RPG, this CD game has all the elements of a me-

Now let's take a look at some of the new software on display.

## ASUKU KODANSHA

*Taikouki* (CD-ROM—undecided release date, ¥8,500) A purely strategic game, it revolves around the ancient Japanese Shogun warriors in the late 16th century. *Taikouki* uses an icon-driven interface and is rem-







dieval theme to it. Neat visuals, similar to the *Bard's Tale* series.

**Soldier Blade** (HuCard—July '92, ¥6,500) Overhead perspective shooter with great graphics and sound. Different types of play modes are available, including two- and five-minute challenge modes. This game is slated

for an October release in this country.

**The Supplementary of Momotarou** (HuCard—end of '92, price N/A) An RPG designed for a young audience, very cartoonish, still in the early stages of development.



**Yuna** (Super CD-ROM—October '92, price N/A) A digital comic that is targeted toward a young female audience. Based on a popular Japanese



comic strip, this CD-ROM version will have an original plot.

## KOGADO

**Super Schwarzschild II** (Super CD-ROM—end of '92, price N/A) The original will hopefully be out soon in the U.S. for the TG-16. This sequel has had a major overhaul and looks nothing like the first *Super Schwarzschild*. The game still retains a military strategy theme, but the battle is now in space.



## KONAMI

**Snatcher** (CD-ROM—October '92, price N/A) First debuted at the Tokyo Toy Show, this game looks like it's going to be a best-seller, based on the attention it was getting. Called a



"cyber punk adventure," the game has a very *Blade Runner*-like story line in which the player goes up against cyborgs. In early August, Konami will also release the *Snatcher Pilot Disk*, which is basically a demo version of the game.

## MASNA

**Ranma 1/2—Defeat the Former Champion!** (CD-ROM—October '92,



¥7,200) The third in the series to come out for the PC Engine based on the Japanese comic book character. Lots of new fight sequences.

## MICRO CABIN

**Daisenryaku II—Campaign Version** (Super CD-ROM—May '92, ¥7,800) A military hex-grid board-style game, the gamer selects troops, tanks and other military armament to deploy against the enemy. Players can also choose from the different scenario maps available.



## MICRO WORLD

**Slime World** (Super CD-ROM—September '92, ¥6,800) Based on the original Atari classic for the Lynx, this CD version for the PC Engine has all the original features plus new audio tracks.



## NAMCOT

**The Tower of Druga** (HuCard—June '92, ¥6,800) This four-meg Hu-





Card is an action RPG with 59 floors of action and maze solving.

## NAXAT

*Tsuppari Ohzumou* (HuCard—September '92, ¥6,300) Hard to pronounce, but not as hard to play, this game is a sumo wrestling contest. The wrestler can train in the different disciplines before competition to improve his technique.



*Wizardry V—Heart of the Maelstrom* (Super CD-ROM—third quarter '92, price N/A) Upgraded version of the original computer game. *Wizardry V* was basically the first of that gaming series that allowed you to interact with the character in the dungeon and established nonplayer characters (NPCs) as much more than monster feed.



## NIHON BUSSAN

*F1-Circus Special* (Super CD-ROM—June '92, ¥7,900) Having



nothing to do with the circus, this is an overhead perspective Formula One racecar simulation that looks a lot like an old eight-bit title.

*Terra Cresta II* (HuCard—September '92, ¥6,900) A frantic shooter, also overhead perspective.



## NEC AVENUE

*Bonanza Brothers* (Super CD-ROM—July '92, ¥6,800) Robbery and theft is the name of the game here. A strange pair of characters that look like hot dogs with sunglasses are the two main characters in this game. The player must break into a bank and steal as much money as he can from different locations, without being caught.



## TECMO

*Tecmo World Cup Soccer* (Super CD-ROM—end of '92, price N/A) Only about 40% completed right now, this soccer match lets players compete on an international level for the World Cup trophy.



## TELENET/LASERSOFT

*Cosmic Fantasy III* (Super CD-ROM—September '92, price N/A) The adventures of 16-year-old Ban continue. Last year's show introduced *Cosmic Fantasy II*, which was one of the hottest selling RPGs for the PC Engine to come out.

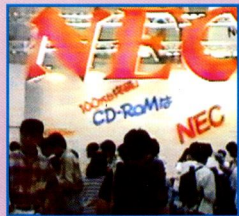


## VICTOR MUSICAL INDUSTRIES

*Dungeon Master* (Super CD-ROM—August '92, price N/A) Based on the original computer game that came out five years ago from a software company called Faster Than Light Games, the PC Engine version is almost identical to the Super NES version. In this RPG, you must search through dungeons, look for clues, solve puzzles and fight monsters.



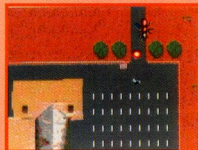
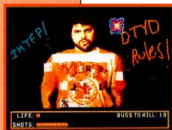
So there you have it, not all, but all the hard-hitters in the software lineup that's on its way...well, maybe not here, but at least in Japan. ✨



# IT CAME FROM THE DESERT

Here's a great tip that will help you get through the shoot-'em-up "android" sequences in this B-movie adventure. When any android scene appears, point the control pad to the upper right and hold down the I, II and **SELECT** buttons. The screen will go blank for a few seconds, then the "Android Game Menu Selection" will appear. You can change the difficulty level from this menu, and you'll also be able to pick which of the game's characters will be gnawed on by the ants. Choose the last name on the list to see John Botti—the designer of the "android game"—and watch the ants chew off his T-shirt!

To practice the arcade sequences in the game—including the above-mentioned android scene—just press the controller button as shown while the "TurboGrafx-CD" title screen reads "JUST A MOMENT..." and hold it down until the indicated scene starts to appear.



Press and hold I



Press and hold II



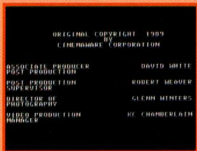
Press and hold I and II



Press and hold Left



Press and hold Up



Press and hold Down



BY CHRIS BIENIEK

## YO' BRO



Get off to a great start in Icom's skate-board adventure with this helpful TurboTip. Skate up to the building directly above you at the game's opening and toss a bomb at the door with the green awning. Once you've blown the door open, you'll find a huge warehouse loaded with power-ups inside—but you'll have to hurry, since the game only gives you 30 seconds to make your way around the room!

## BLAZING LAZERS



If you own a TurboStick controller, you can warp directly to the ending sequence of this classic shoot-'em-up. As soon as the title screen starts to appear, simply press the **SLOW** button to activate the controller's slow-motion feature. Be prepared to press the button again as soon as the ending appears, because slow-motion will take you out of the ending sequence, too.

A special thanks to loyal TURBOPLAY reader Doyle Benton for providing this Easter egg. A \$10 TurboTip "finder's fee" is on its way!



# SHAPESHIFTER

ONE PLAYER

TTI—Super CD-Rom



SOUND/MUSIC ★★★★★★ 8 ★★

GRAPHICS ★★★★★★ 9 ★★

PLAYABILITY ★★★★★★ 7 ★★

OVERALL ★★★★★★ 8 ★★

Everything was going fine in Krellion, until the rivers of life starting running black. It was then that the Ring of Five, the five local wizards who were the protectors of the land of Krellion and the creators of the rivers of life, disappeared. Soon evil creatures appeared in Krellion, and the people learned that the wizards had been captured by the Dark Ones, controllers of the Evil Realm. Only the hero Lykos can defeat the Dark Ones and put an end to their nasty ambitions.

In *Shapeshifter*, a new CD-ROM game for the TurboGrafx-16, you play Lykos, as he hacks and slashes his way through Krellion, dispatching monsters and avoiding dangerous traps. Your goal is to locate and release the five captured wizards and, of course, to



- SUPER CD
- CD-ROM
- ▲ 4-MEGABIT TURBOCHIP
- 6-MEGABIT TURBOCHIP

destroy the Dark Ones and so thwart their plans to control Krellion. But, before you taste victory, you must master the astounding shapeshifting abilities that will help you to the end of your quest. Only in these powerful new guises—black panther, psionic shark, rock

troll and gold dragon—can you hope to defeat all your enemies.

Obviously, in *Shapeshifter* you must be fast on the control pad if you expect to live long. Whenever you leave the safety of a town in this hack-and-slash adventure, hordes of vicious enemies will descend upon you, all with orders to stop you as quickly as possible. To survive, you must fight cleverly, learning each creature's weak points and attack style, and using that knowledge against him.

These creatures, sent by the Dark Ones, include spiders, bees, worms and a castle-load of other horrors. Most of the creatures are oversized, rather than being tiny, hard-to-identify images. Some boss enemies, in fact, fill as much as half the screen, although the entire creature isn't always animated.

As is typical in this type of sword-fest, defeated enemies often leave behind special items that help you on your way. These include gold, which is used to buy equipment and services; gems, which power your shapeshifting abilities; potions, which provide healing powers; and various power-ups that enhance your weapons or your shapeshifter forms. In addition, helpful items can be purchased in town, including armor, weapons, fortune telling and healing.

Thanks to the storage capability of CDs, *Shapeshifter* features lots of digitized voices and sound effects. For example, when you converse with a character, you won't see long-winded, on-screen messages; instead, each conversation features digitized voices, for both the character's lines and your responses. Add to that the fact that the voices were recorded by professional actors, and you have a game filled with both graphic and auditory drama.

If *Shapeshifter* has a flaw, it's an uninspired plot line and game play. Although its quality graphics and digitized voices do much to enhance the game, it's a fairly ordinary hack-and-slasher. Still, you'll find yourself spending many hours on the control pad, battling the Dark Ones' minions—just to discover what lies around the next corner.

—Clayton Walnum





# ORDER OF THE GRIFFON

ONE PLAYER  
TTI—Turbochip

4

SOUND/MUSIC

GRAPHICS

PLAYABILITY

OVERALL

Rumor has it that a vampire has gathered monsters to terrorize the people and take over the land. Lord Korrigan doubts these "superstitions," so he commissions a fact-finding party to uncover the truths to these stories. You put together adventurers from seven character classes (fighter, cleric, thief, etc.) and three different personalities from each of these. There are 21 people to choose from to fill the four positions available for the journey.

After Lord Korrigan briefs you, you begin in the corridors of the castle Radlebb Keep. Go through doors and you may discover clues and important information waiting behind them—or zombies, rats or other nasties. Outside the castle, your party will be walking through the town, where a tavern,



weapons shop and holy place are. Beyond Radlebb Keep are other castles and towns where you must go to search for more clues.

Since *Griffon* is based upon the *Dungeons & Dragons* games, D&D terminology is used in game play. However, it's hard to figure how a character's intelligence, wisdom and charm would affect the

fight scenes—but they do. Outcomes in the game are affected by the makeup of your characters' stats.

*Griffon* has an easy-to-use inventory selection screen—unusual, unfortunately, for too many RPGs. Arming or disarming your characters' weapons is effortless, as is selecting spells. And this simplicity of function is still complex with regard to play content. It's this RPG's strongest point and handled very well without confusion.

Fighting becomes common when you leave a town and journey to another location. Groups of monsters jump out at every step of your way. It takes trial and error to find out which of your party members is most effective against certain types of monsters. Winning these battles brings the reward of the fallen enemies' weapons and money, which you can always use for your party's own benefit; so learning to fight effectively is a must.

There aren't many locations to explore in *Order of the Griffon*, and most of the mysteries in

the plot aren't so puzzling to figure out. Surviving the many fights you'll encounter is the key to this RPG. In summary, this is a simple detective adventure in fantasy garb, proving to be a good intermediate-level RPG.

One final note: The version of *Order of the Griffon* we reviewed was nearly finished except for some of the images in the first-person perspective sequences. Thus, the graphics rating could swing one point higher in the completed version.

—Howard H. Wen

# DEAD MOON

ONE PLAYER

TTI—Turbochip

4

SOUND/MUSIC          

GRAPHICS          

PLAYABILITY          

OVERALL          

Two hundred years have passed since mankind first began to explore space, and something strange is happening. A new comet has appeared from the far reaches of the solar system near Pluto. Monitoring stations in the area have sent back enough information to determine that the comet shouldn't be a threat to Earth, as it should pass well out of range. As a precaution, probes are launched to further investigate this visitor to our system.

As the probes approach and begin to relay information back to Earth, the comet suddenly becomes much brighter and changes course toward the probes. The probes are disinte-

grated, and the comet appears to be heading directly toward Earth. Members of the U.N. quickly combine their resources to deal with this threat, and manage to create several ATFI mis-

siles with six levels to conquer. The action starts in the skies of Earth, proceeds through space toward the moon, then finishes on the moon's surface. Success here sends you down into caves

beneath the surface of the moon where even more aliens await. A hidden lake is next, after which you must travel into the moon's core to root out the enemies entrenched within.

You start the battle with three lives and three bombs. Additional lives are awarded for high scoring, and extra bombs may also occasionally be found throughout the game. There are four different weapons to choose from, each selected by grabbing the appropriate power-up as it floats by. There are also two auxiliary weapons: Guided missiles and circling drones help in protecting your ship from danger. There are four levels of power for your main weapons, and several for either of the two secondary ones. The power-ups are a necessity for success, but are actually too plentiful in some areas, making the game too forgiving and easy overall.

The graphics are O.K., though I found the bosses kind of average and not particularly challenging after a few rounds against them. Scrolling is great, with multiplane backgrounds throughout, and the regular enemy ships are decently designed. Music and sound effects are acceptable. I did have to shake my head at the intro—not the graphics, but the text. There you'll find 11 spelling errors and numerous grammatical errors. Sure, this doesn't affect game play, but it makes one wonder about overall quality when something this simple is overlooked.

The big question mark for me was the game's longevity. With only six levels to play and unlimited continues, this game could use some more tweaking. It's not pushing the memory limit of the system, so there isn't any reason an addition of several levels couldn't be made. Otherwise, hard-core shooter fans should suppress a yawn.

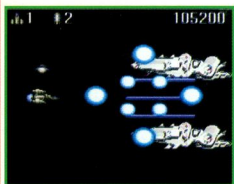
—Brent Walker



siles, which are launched to try and alter the trajectory of the comet.

The missiles are successful in protecting the Earth, but the comet smashes into the moon instead. Additional probes sent to the moon discover a host of alien spacecraft moving toward Earth. The battle begins....

*Dead Moon* is a horizontal-scrolling shooter





# JACKIE CHAN'S ACTION KUNG FU

ONE PLAYER  
TTI—Turbochip  
4

SOUND/MUSIC ★★★★★★6★★★★

GRAPHICS ★★★★★★7★★★★

PLAYABILITY ★★★★★★6★★★★

OVERALL ★★★★★★6★★★★

First dates are generally tricky to handle, and Jackie Chan isn't immune from nervousness as he takes his gal Josephine out for their first time together. However, when an evil power awakens from a forced slumber of 3,000 years and abducts Josephine, things get much worse. Unluckily for Jackie and his gal, Josephine is apparently a descendant of the ancient evil warrior who has kidnapped her.

Jackie finds he is no match for this warrior from the past in his present condition, and therefore must go back to his master for additional training and meditation to improve his skills before setting off to rescue his dearest Josephine.

Jackie's primary weapons of battle consist of his own two hands and feet. Jackie also has a limited supply of "psycho waves" that can be conjured forth by his mind to be launched into oncoming enemies, but they must be used sparingly.

There are also four special attacks available to Jackie upon finding the corresponding power-up for each. Frogs scattered throughout the stages will cough up

either one of these power-ups or, occasionally, an extra health point.

Only one player may play, and starts the game with one life plus four continues. Each life contains six health points, and, once they're gone, you lose a life and must continue from the beginning of the stage. Additional lives/continues are acquired by finding hidden 1-ups, by collecting 100 "purple jades" from slain enemies or from one of four different bonus areas. These areas provide Jackie with the opportunity to regain health and psycho waves and to earn additional lives.

The action proceeds through horizontally and vertically scrolling land-



scapes, where the land often provides as many or more challenges as the enemies that populate it. The action is pretty straightforward—kill everything that moves, except the frogs, while trying to build your health and continues along the way.

The graphical representations of the levels, enemies and bosses are all pretty good, though the backgrounds are a little plain in a few areas. No flickering or slowdown is present. The musical soundtrack changes frequently, and, along with good sound effects (especially as Jackie flies about during attacks), didn't become tiresome or annoying. The game starts out fairly easy, but as the action progresses, it becomes much more challenging, and so shouldn't become boring too quickly.

Good game play is what kept me coming back for more, as well as the convulsions that Jackie goes through when he kicks off. While it's not flashy or innovative, *Jackie Chan's Action Kung Fu* has its niche for players looking for a good, solid game.

—B.W.



# SPLASH LAKE

ONE OR TWO PLAYERS  
TTI—CD-ROM



SOUND/MUSIC

GRAPHICS

PLAYABILITY

OVERALL

Here's a snappy little game that can be favorably compared to some of the best TurboChip titles on the market. Unfortunately, *Splash Lake* is not a TurboChip—it's a CD-ROM title. Why a simple 60-round action/puzzle game was given the luxury of the full CD-ROM treatment, I'll never know—but the quirky Danny Elfman-inspired soundtrack nearly steals the show, so I can't really complain about the wasted storage space.

The object of *Splash Lake* is pretty mindless: As Ozzie the ostrich, you must peck at the blocks that float upon the lake and try to cause the collapse

of the playfield—or at least the parts that you aren't currently standing on. If your timing is right, you'll be able to evade the bad guys who chase after you and dunk their ugly hides into the beautiful briny deep. TurboTap owners who plug in a spare controller can get help from another ostrich in a two-player cooperative contest.

After every ten levels, there's a new episode of "Ostrich Theater," a series of comical animated intermissions. Again, these brief interludes are not quite what you'd expect from a CD-ROM title, as most of them don't last much longer than 20 seconds. Many of the game's options—from the color of the ostriches to the design of the blocks—can be changed, and the built-in battery backup of the TurboGrafx-CD saves your game automatically each time you play.

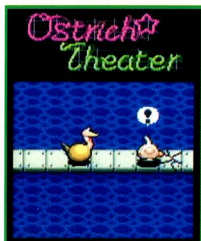
As a throwback to block-breaking strategy contests like *Pengo* and *Kickle Cubicle*, *Splash Lake* fares pretty well. Its bright colors and cartoony characters are pleasing to the eye, and the controls are simple enough to understand without cracking open the documentation.

Ah, but looks can be deceiving. Though you can expect to coast through the first half of the game without a serious challenge, things start to get very complicated from Stages 3 through 10. There aren't any true puzzles in the game, but the patterns of

the different enemies require you to come up with alternate strategies at nearly every new screen.

Even if it's too simplistic to make much of an impact on the TurboGrafx-CD crowd, *Splash Lake* is certainly an addicting game that's suitable for all ages. And, if nothing else, it's important to note that being released as a CD-ROM seems to have had little or no adverse effect on the game's suggested retail price. Those who enjoyed earlier TurboChip titles like *Chew Man Fu* and *Timeball* can expect good things from this one.

—Chris Bieniek



Several soccer games have also appeared. One of the best we've seen is an overhead-perspective game from Hudson Soft called Power Eleven (see Games Around the World in the October/November 1991 issue of TURBOPLAY). Another interesting title is Naxat Soft's Kunio's Soccer, a cartoonish but



complex game that was developed by Technos Japan (of Double Dragon and Combatribes fame; it also developed World Cup Soccer for the NES and Game Boy). You won't need a PC Engine converter to play Kunio's Soccer, though—it's a Super CD-ROM.



I'm glad that Turbo Technologies is now running the show for TG-16 owners. The TurboGrafx and TurboDuo lineup seems to be headed in the right direction—which is something that NEC apparently could not do—and I thank TURBOPLAY for being the only magazine to give the Turbo a respectable amount of coverage.

I'm writing to suggest some ideas to the people who market the TurboGrafx-16. Why doesn't TTI take a hint from Nintendo and suggest to national video chains that they rent TurboGrafx games? In the long run, this would widen the base of TurboGrafx support and encourage more licensees to jump

on the TG-16 bandwagon. And if the TurboGrafx were advertised on television as much as the Super NES, sales would skyrocket!

Don't get me wrong—Turbo Technologies seems to be making a great start. But I don't want my TurboGrafx-CD, TurboTap and 19 games to become extinct because of too-high pricing and too-little advertising. Those were NEC's biggest mistakes, and I hope they won't be repeated.

—Keith Kelly

Friendswood, Texas

You've raised a few good points, Keith. Some of these have been considered, and others have already been addressed. The pricing problem, for example, seems like it's no longer an issue on the hardware side: the TG-16 is \$69.99, the TG-CD is \$149.99 and the TurboExpress is now \$199.99. Decision-makers at TTI have also recently shifted their sights from a marketing standpoint, as they admit that the power struggle between Sega's Genesis and Nintendo's Super NES doesn't really allow much room for a third voice in the 16-bit market. They've targeted the NES as their main competition now, and are working to develop the public's perception of the TG-16 as an inexpensive "entry-level" machine for those who have never owned a game system. Looking at the TurboGrafx and the NES side by side, I'd say they have a pretty strong case—especially when you consider how the flow of NES software has slowed down in recent months.

TTI is well aware of the benefits of having TurboGrafx software available for rent in video stores. Unfortunately, no one has been able to convince the national chains that there is an installed base of TG-16 users that's large enough to make TurboGrafx rentals worthwhile to a store owner. This is just one of several ideas that TTI's marketing group has considered in its attempts to increase TG-16 awareness. Others include: a huge, traveling TurboGrafx roadshow to demonstrate hardware and software at colleges, state fairs and sporting events; Bonk commercials and/or Saturday morning cartoons; and the possibility of using popular musical groups to create music for CD-ROM games or to appear as characters in such games.

As you said, having more third-party licensees releasing games in this country is crucially important. In fact, many people consider the lack of third-party support to be the number one reason why the TG-16 isn't as popular here as it is in Japan.

For the record, your remark about the rental of games in video stores is slightly inaccurate. Nintendo officials have never encouraged video stores to rent games for their systems—in fact, they have gone out of their way to discourage such activity. Fortunately for gamers who like to "try before they buy," Nintendo has not been able to control the practice of game rental. ✨

Send your mail to:  
TURBOPLAY  
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Beverly Hills, CA 90210



# GAMES AROUND THE World

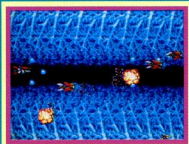
by Victor Ireland

It's summertime, and traditionally that means a lag in new releases for the PC Engine. This summer is no exception, so this installment of *Games Around the World* will cover some of the newer PC Engine games and a few older titles as well.

## Heavy Unit

Yet another conversion of an arcade property. This side-scrolling shooter has the usual array of weird enemies and obstacles—and even weirder bosses. Since you assume the role of a transformer, you can toggle between being a robot or being a spaceship. Whatever you choose to use most, you'll probably be done with this one quickly.

TAITO—THREE-MEG HU-CARD  
DIFFICULTY—EASY



## Overhauled Man 3 (Shubibinman 3)

Wowza! This has got to be one of the hottest action games to come along for the PC Engine CD-ROM in a long time!

I was never a fan of parts one and two, but this game is just outright fantastic! Most of the problems I had with the original game have been addressed in this version, and the characters are much easier to see.

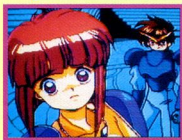
In the game, you can play the boy or the girl, with the option of two-player simultaneous play. The game is much easier in one-player mode, but more fun in two-player simultaneous mode.

As in the other games, you're trying to get to the mad scientist who originally turned you into quasi-robot crime fighters. And, as usual, there are bad guys trying to stop you. The difference this time around is that there are "anime" sequences to flesh out the story—and they are great!

Along the way, you'll fight some wrestlers, knights, glass spiders, chattering kleptomaniac dolphins and, in one of the hottest sequences, a huge dragon that spits awesome green fire!

Although it is not announced yet, you can bet that this title is sure to be translated for the U.S. TG-16!

NCS—CD-ROM  
DIFFICULTY—EASY





## Forgotten Worlds

Capcom's hit arcade property finally came out for the PC Engine, and it took the creation of a new control pad to do it: NEC Avenue gives away one of its Avenue Pad three-button controllers with every copy of this game. With it, you can use one button to rotate your weapon right, one to rotate left and one to fire (if you've disabled the auto-fire option).

If you are familiar with the Genesis version, this translation is virtually identical graphically, with the exception that most of the dual-plane scrolling is missing. The brief intermissions between rounds feature digitized speech in this version, and it also sports the usual assortment of decent CD music to back each of the rounds.

But, when a company is *giving away* a control pad with a game that only costs approximately \$63 (U.S.), something's gotta be amiss. Well, in this case, it's that this conversion stinks overall. As I said before, the music's good (as should be expected from a CD title), but the two-player simultaneous option has been removed, and this version suffers even more slowdown than the Genesis version—if you can believe that! About the only thing that would be considered markedly better than other conversions is the weapons shop. It looks better, and the scantily clad gal at the counter speaks in a good-quality digitized voice.

NEC AVENUE—SUPER CD-ROM  
DIFFICULTY—EASY



## Tatsujin

*Tatsujin*, the latest HuCard shooter for the PC Engine, literally means "master, expert." American gamers will recognize it as the arcade conversion *Truxton* that showed up on the Genesis. The game is virtually identical to the Genesis version, except that there is no vertical status bar running down the right-hand side of the screen.

It is a vertically scrolling shooter with lots of enemies to shoot and very large and colorful bosses to blast to smithereens. Since this is basically a conversion of an older arcade title, the game has a dated feel to it. No multiplane scrolling and cheesy space backgrounds (although the bases are very nice looking).

Once you press **RUN**, you'll notice that the game is fairly difficult with just the standard peashooter laser. Don't let that fool you. If you can get any of the three available types of weapons powered up, the game's only moderately difficult. But, if you *do* fail to power-up, forget it—this is one tough shooter.

TAITO—FOUR-MEG HU-CARD  
DIFFICULTY—AVERAGE

# Super Darius

This conversion of the Taito hit set a new standard for CD-ROM shooters, one that wasn't surpassed until *Ghost Warrior Spriggan*. With multiplane scrolling, huge bosses and numerous paths to the end, this game has lots of repeat play value. The format is side-scrolling with a split at the end of each level that gives the player a choice of paths to the end of the game.

Fortunately, it seems that this game will finally be available in the U.S., as TTI is talking about converting it to the TurboGrafx-16. And even though the game's look is slightly dated by now, it will be a welcome addition to the TG-CD lineup.

NEC AVENUE—CD-ROM  
DIFFICULTY—HARD



# GunBuster

The folks who brought the graphically excellent RPG *Burai* to the PC Engine have just released the first installment in their "Digital Comics" series.

This interactive comic-book—actually, more like a novel—game features an interface very much like *Cobra Legend* (and also vaguely similar to the TurboGrafx-16 release *J.B. Harold Murder Club*). There's a decision box on the left, a picture window in the center and a dialogue box on the bottom of the screen. One of the most annoying things I noticed right off the bat was that the pictures do not change quickly, as in *Cobra Legend*, but fade out and then in. However, there are some nice animation sequences within the center box at various points in the game.

Although I wouldn't try this if you don't know Japanese, these interactive novels on CD seem to be the rage in Japan, so it's only a matter of time before they arrive here in the U.S.

RIVERHILL SOFT—  
SUPER CD-ROM

DIFFICULTY—N/A



# Ninja Warriors

Getting this hot action game to fit comfortably on the PC Engine was not an easy task, so the final product is not really true to the original. In the arcade version you had multiple screens, two-player simultaneous play, ultrahigh-resolution graphics and incredible stereo sound. The PC Engine version stripped out the high resolution, two-player simultaneous play and some of the bosses. The cyborg ninja moves are still cool, and some of the sound effects are much like the original, but there's just too much missing to make a fan of the arcade version happy.

TAITO—THREE-MEG  
HUBCARD  
DIFFICULTY—  
AVERAGE



# Spriggan Mark 2: Re-terraforming Project

This is, without a doubt, the most anticipated shooter for the PC Engine. Following up on the enormous success of *Ghost Warrior Spriggan* was a tall order for the programming wizards at Compile, and the strain shows. It's not really fair to compare *Spriggan 1* and 2—but everyone will, so here's my shot at it.

*Spriggan 1* was a vertically scrolling, overhead-perspective shooter, which worked beautifully. The vertical format allowed them to do some hot multiplane scrolling with five-plus levels of scrolling in most areas.

For *Spriggan 2*, the programmers tried a horizontally scrolling, side-perspective format. They've also added a heavy plot to the game that unfolds in dialogue boxes at the bottom of the screen. Whenever something happens to affect the story line, a picture of a person pops up in the dialogue boxes and talks—a very annoying interruption in a shooter. Fortunately, this chit-chat can be disabled.

*Spriggan 1* had four colored globes that could be combined into a total of 23 different weapon combinations. *Spriggan Mark 2* takes a different approach here, too. You are given a choice of two to six different fully armed robot configurations on a screen much like *Veigas Tactical Gladiator*. The weapons are fairly standard transformer fare, like heat-seeking missiles, photon sabers, cannons and rocket launchers.

*Spriggan 1* had fairly spartan animated intermissions. *Spriggan Mark 2* has an excellent introduction that is as exciting as it is long. This is mostly due to the fact that *Spriggan 2* is a Super CD-ROM. The advantages of the extra memory available with the Super CD-ROM card are obvious here.

The running trend in PC Engine software sequels is to try something different. Sometimes a little different or, as with *Spriggan Mark 2*, something a lot different. Unfortunately, the sequel doesn't work nearly as well as the original, but that doesn't mean that I'm not looking forward to Compile's next effort!

NAKAT—SUPER CD-ROM  
DIFFICULTY—EASY



**U**pdate: As you can see, TTI's schedule of upcoming software releases has changed quite a bit since our last issue went to press. Certain titles have been pushed back (*Lords of the Rising Sun*, *Legend of Hero Tonna*) and others are coming out sooner than expected (*Loom*, *Shadow of the Beast*). A few interesting name changes: The tentatively-titled *Bonk's Thunder Shooting* has been officially dubbed *Air Zonk*; *Syublbinman* is now called *Shockman*; *Mesopotamia* has been retitled *Somer Assault* for the American market; and *Genpei Tourmaden 2* has a new name—thank goodness!—in *Samurai Ghost*.

Still other games have vanished from the list completely. The bug-ridden *TV Sports: Baseball*

by Chris Bieniek

won't see the light of day until the 1993 baseball season, if at all, and the interactive *Discs Book* series of CD-ROM fairy tales continues to make its home in the land of vaporware. *Super Sagala*, *F-1 Circus*, *Ninja Warriors*, *Dynastic Hero* and *Rayxanber III* are other titles that had been included in TTI's plans but don't appear on any current release schedule.

Ah, but things are indeed looking up in TurboLand. A number of very interesting games are on the horizon—heck, more TurboGrafx-16 titles are expected to appear in October than have been released in the entire first half of 1992! Here's the way it looks as of August—but, as always, please keep in mind that the following list is subject to change.

# Coming soon

August  
August  
August  
August  
August  
August  
August

## FALCON

The first official release under the Turbo Technologies Inc. label. A conversion of Spectrum HoloByte's successful flight simulator for home computers, *Falcon* delivers first-person air combat excitement in a TurboChip. See Clayton Walnum's detailed review in the June/July 1992 issue of TURBOPLAY.



## LORDS OF THE RISING SUN

TTI's first CD-ROM title, *Lords* is a challenging 12th-century military strategy simulation. The scenarios are different depending on which of the three warlords you choose to control, but there's plenty of dramatic battlefield action and decision-making in all phases of the game. Reviewed in TURBOPLAY, June/July 1992.



## JACKIE CHAN'S ACTION KUNG FU

A highly playable punch-and-kick adventure, featuring a cartoon version of the martial arts hero. Earn power-ups from magic frogs, fight tigers, clowns and gargoyles and rescue Jackie's kidnapped sister. Check out Brent Walker's review of the *Jackie Chan* TurboChip in this issue's *Closer Look* section.



## NEUTOPIA II

Japanese gamers have been hip deep in this Hu-Card adventure since September of '91, and now it's your chance to take on the challenge of *Neutopia II*, the long-awaited sequel to one of the most inspired of the first wave of TG-16 titles. See the review in our June/July '92 issue, and look for Clayton Walnum's strategy guide in an upcoming issue of our sister publication, VIDEOGAMES & COMPUTER ENTERTAINMENT.





## SPLASH LAKE

Originally released for the PC Engine in Japan during June of 1991, this cartoony, action/puzzle game follows Ozzie the Ostrich as he hops around and dunks his enemies in the water by pecking at floating blocks. It's also one of the few CD-ROM games on TTI's schedule that doesn't require the Super System Card. See review in this issue.



## COSMIC FANTASY 2

A CD-ROM role-player from third-party Working Designs, this stylish adventure made a huge splash upon its original PC Engine appearance in April of 1991. In your quest to rescue Princess Laura from the clutches of the wizard Galam, you'll encounter helpful characters who join your party as you witness a ton of animated intermissions. Will be reviewed in the October/November issue of TURBOPLAY.



## EXILE

From Working Designs—the folks who single-handedly resuscitated the TurboGrafx-16 third-party market with conversions of *Parasol Stars* and *Cadash*—comes this dramatic CD-ROM hack-'n-slasher. Guide the sword-wielding Sadler through a variety of strategy, role-playing and action scenarios. Conversion of the original PC Engine version is nearly complete as of this writing.



## NEW ADVENTURE ISLAND

Fresh from its PC Engine debut in June, *New Adventure Island* brings Hudson Soft's NES mascot to the world of the TG-16 and TurboDuo. Help Master Higgins fight through seven waves of non-stop cartoon villainy in this TurboChip adventure. Keep an eye out for our detailed review in next issue's *Closer Look* section.



## ORDER OF THE GRIFFON

One of the first video-game RPGs with an official Dungeons & Dragons license from TSR Inc., TTI's *Order of the Griffon* TurboChip is a traditional role-playing game with spells, weapons, armor, hit points and dozens of freakish enemies around every corner. See Howard Wen's review elsewhere in this issue—sorry, dice not included.



## SOLDIER BLADE

Hot on the heels of scorching shoot-'em-ups like *Blazing Lasers* and *Super Star Soldier* comes *Soldier Blade*, a vertically scrolling TurboChip shooter that just appeared for the PC Engine in mid-July. Developed by Hudson Soft, it's an intensely challenging space shooter with plenty of power-ups and nicely detailed graphics.



## DEAD MOON

Developed by Natsume—the company formed by the acclaimed designers of *Top Gun*, *Contra* and other big-selling Konami titles for the NES—this high-speed shooter is a textbook example of the way every side-scrolling TurboGrafx-16 title should look. Lots of power-ups, biomechanical alien enemies and layered backgrounds in every stage. Reviewed in this issue.



Since the comet was only several kilometers in diameter, it seemed that the only damage was a sizable crater on the



## SHAPESHIFTER

A hack-'n-slash epic of major proportions, *Shapeshifter* documents the efforts of the warrior Lykos as he punches, kicks and stabs an army of strange and nasty creatures in the name of the land of Krellion. A Super CD developed by Icom Simulations (of *Sherlock Holmes: Consulting Detective* fame). See this issue's review for more information.



## AIR ZONK

Subject of the last TURBOPLAY's cover story, *Air Zonk* is a fast-paced, surrealistic shoot-'em-up with colors that are so bright you might have to wear shades—just like every one of the characters in the game. A futuristic descendant of everybody's favorite caveman, Zonk is an Astro Boy clone who sets the world on fire with wild weapons and weird friends.



## PRINCE OF PERSIA

A Super CD version of the award-winning Brøderbund game by Jordan Mechner, *Prince of Persia* sets new standards for character animation in video games. Every move your character makes has been cleanly digitized from footage of a real person, and the quality of his movements makes this run-and-jump adventure a sight for sore eyes.





## GHOST MANOR

What do you get when you cross *Splatterhouse* and *Psychosis* with *Wayne's World*? Such a bizarre combination could yield *Ghost Manor*, an atmospheric run-and-jump TurboChip with elements of each. If you can maneuver the grinning Arthur through the armies of the evil Orb Gamut, you'll have plenty of chances to search for hidden keys and power-ups.



## SHADOW OF THE BEAST

Here's a Super CD version of the classic *Psygnosis* beat-'em-up. Hauntingly atmospheric music and several planes of scrolling backgrounds are the highlights of this graphically outstanding contest. Kick and punch your way through the surreal creations of the Mages of Darkness, and search for the evil Beast Lord who stole your childhood.



## DRAGON SLAYER

As the Turbo-CD and TurboDuo thrive, so will CD-ROM role-playing games. This is a particularly involving RPG from Hudson Soft. As Prince Logan, you'll assemble a party of adventurers to do battle with loathsome creatures in your quest to pull the throne out from under the wicked King Drax. There are lots of good music and speech sequences in this one.



## HIT THE ICE

A great "party" game for up to four players, *Hit the Ice* is a TurboChip conversion of the popular coin-op hockey title. Don't expect a lot of fancy passing and stick handling in this one—with just two players on each team (and one in each goal) it plays more like *Arch Rivals* on ice. Watch for debris on the rink, and pay no attention to the dumfounded referee!



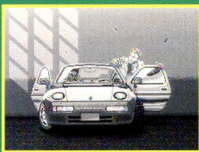
## LOOM

TURBOPLAY readers have been biting their fingernails down to the bone waiting for this Super CD to arrive. The atmospheric, emotionally involving tale of a hooded weaver named Bobbin Threadbare, this is a classy title with a look and feel all its own. Developed by LucasFilm, *Loom* was converted from the popular computer game.



**CHASE H.Q.**

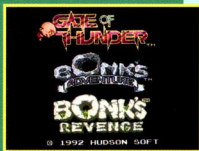
Taito's conversion of its own arcade hit, *Chase H.Q.* appeared in Japan for the PC Engine way back in January of 1990. Time hasn't diminished its playability, however, and TTI is set to finally bring this fast-paced driving game to the TurboGrafx-16 before year's end.

**FORGOTTEN WORLDS**

A Capcom license, this *Sidearms*-style Super CD shoot-'em-up first appeared as a PC Engine game in March of this year. It's an interesting variation on the typical shooter: Instead of spaceships, it's musclebound guys with sunglasses who hover in midair. The Japanese version is profiled in this issue's *Games Around the World* column on page 23.

**GATE OF THUNDER (3-IN-1)**

Soon after the limited release of the TurboDuo on October 10, the new Super System Card will be made available for TurboGrafx-CD owners with the same three-in-one Super CD that's packaged with the TurboDuo. If you're not familiar with *Bonk's Adventure* and *Bonk's Revenge*...well, this must be your first issue of TurboPlay! *Gate of Thunder* is the third game on the disk—it's an all-new Hudson Soft space shooter.

**December****SOMER ASSAULT**

(TurboChip)

**TIME CRUISE**

(TurboChip)

**SHOCKMAN**

(TurboChip)

**SAMURAI GHOST**

(TurboChip)

**January****BUSTER BROS.**

(CD-ROM)

**MAGICAL CHASE**

(TurboChip)

**CAMP CALIFORNIA**

(Super CD)

**February****DARKWING DUCK**

(TurboChip)

**WINDS OF THUNDER**

(Super CD)

**LEGEND OF HERO TONMA**

(TurboChip)

**March  
WORLD SPORTS  
COMPETITION**

(TurboChip)

**BOMBERMAN '93**

(TurboChip)

**DUNGEON EXPLORER II**

(Super CD)

**RIOT CITY**

(Super CD)

**Future Releases****SIM EARTH**

(Super CD)

**LODE RUNNER II**

(TurboChip)

**DANGEROUS JOURNEYS**

(Super CD)

**JOHN MADDEN FOOTBALL**

(Format unknown)

**GHOST WARRIOR SPRIGGAN**

(CD-ROM)

**FIGHTING STREET II**

(Super CD)

**BEYOND SHADOWGATE**

(Super CD)

**FANTASY STAR SOLDIER**

(Format unknown)



# Winners

What a challenge, but you were up to the task, that's for sure. The contest in the April/May 1992 issue was to name each of the 25 games that we pictured. The biggest trip-up for most entries was identifying picture No. 22 as *Sherlock Holmes: Consulting Detective or JB Harold Murder Club*; it was a shot of Tully from the *Addams Family* CD.

Now to the winners, all of whom had all 25 games listed correctly. The grand-prize winner, who receives a TurboExpress, is Andrea Martingano, of Houston, Texas. The five runners-up, each of whom receives three TurboChips of our choosing, are:

Nathan Walton  
Hartford, Connecticut

Brian Curley  
Livingston, New Jersey

Anthony Tasca  
Laguna Beach, California

Mike Asakawa  
San Diego, California

Cheol Rim  
Kent, Washington

Great work by everyone!

Here are the correct answers to the "Name That Game" contest:

- |                              |                                |
|------------------------------|--------------------------------|
| 1. Cadash                    | 14. Parasol Stars              |
| 2. Davis Cup Tennis          | 15. Aero Blasters              |
| 3. Dungeon Explorer          | 16. Blazing Lazers             |
| 4. Vigilante                 | 17. Neutopia                   |
| 5. World Class Baseball      | 18. Sinistron                  |
| 6. Psychosis                 | 19. Tiger Road                 |
| 7. Power Golf                | 20. Last Alert                 |
| 8. Sidearms                  | 21. Ys Book I & II             |
| 9. China Warrior             | 22. The Addams Family          |
| 10. Tale Spin                | 23. André Panza Kick Boxing    |
| 11. World Court Tennis       | 24. Veigues Tactical Gladiator |
| 12. Turricon                 | 25. Raiden                     |
| 13. Champions Forever Boxing |                                |

## New Contest

### OFFICIAL CONTEST RULES

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Six winners will be selected by the TURBOPLAY judges, who shall have complete and sole discretion in selecting winners. All decisions are final. All taxes on prizes are the sole responsibility of the winners. Winners release TURBOPLAY, L.F.P. Inc., and their subsidiaries and affiliates in all matters relating to the use of prizes.

Winners grant permission for use of their names, addresses and photos for advertising or promotional purposes without additional compensation. Contest void where prohibited by law, and otherwise governed by California law.

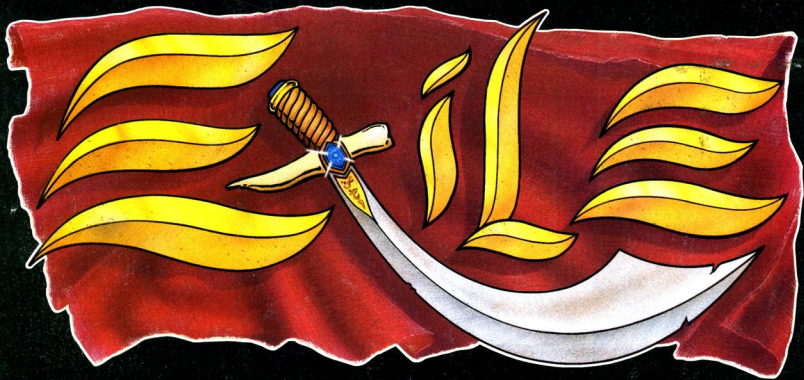
This issue's contest is back to basics. All we want you to do is send us the name of your favorite TurboGrafx-16 game on a postcard. That's all! Add your name, address and age, and send it to TurboPLAY Favorite Game, c/o TurboPLAY Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Entries must be received by October 31, 1992. Multiple entries are accepted, but each must be sent separately. No purchase necessary.

We'll draw six cards from all the entries, and they will be our winners. One grand-prize winner, the first one drawn, will receive five TurboChip games of our choosing, and five runners-up will each win one TurboChip game of our choosing. All six winners will have their names printed in TURBOPLAY. We want to see what your favorite game is!

### June/July Contest Correction

Whoops! Due to some unfortunate errors in our production department and at the magazine's prep house, the word grid on the June/July contest page is incorrect. For that reason, we're extending the deadline for entries to October 31, 1992. If you were pulling your hair out trying to find HORTON in the word grid, the answer to the final clue question about *It Came From the Desert*, rest assured that it *should* have been there. In its place was HORACE, which we'll accept. Or just ignore that one altogether. We'll take a completed puzzle, as long as it has all the other words circled. You've got some extra time to enter, so get your pencils out again and send in your completed puzzles.

*Alone.  
In a violent land.  
The quest begins.*



The original, uncut version,  
only available for the TurboGrafx™-CD.  
We think you can handle it.



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"Exile" is a registered trademark of Telenet Japan Co., LTD. Licensed from Telenet by Working Designs, 18135 Clear Creek Road,  
Redding, CA 96001. Oh, and did you remember to take out the garbage? For a dealer near you, call (916) 243-3417 ext. 190.