

duo world[®]

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NOVEMBER/DECEMBER 1993

DUOWORLD

REVIEWS THE NEWEST
SOFTWARE:

BEYOND SHADOWGATE
SYD MEAD'S
TERRAFORMING



**BEYOND
SHADOWGATE**

BEYOND SHADOWGATE



PRINCE
ERIK

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SOUNDBOARD

STREET FIGHTER II?

Dear DuoWORLD,
I heard that Capcom could not get the rights to release *Street Fighter 2: Champion Edition* for the PC Engine in the U.S. Is this true? I was also wondering how to go about ordering games overseas. Also, where could I get a PC Engine converter? All the stores near me don't know what a converter is! Thanks for your time.

Jason Irving
Morrison, CO

It was TTI that couldn't get the rights for SF2 in the US. In Japan, it was released by NEC. Check out Die Hard Game Fan's mail order service to find a PC Engine converter for your DUO.

I WANT JAPAN!

Dear Sir,
I have seen your DuoWORLD magazine and am wondering if you could send me a free catalog of games that can be purchased overseas in Japan. If it is not possible for you to send me such a catalog, then would it be possible for you to give an address of where I could get one?

Robert S. Miller
Norton, OH

Try Die Hard Game Fan as your source for Japanese games.

IT'S BROKEN!

Dear DuoWORLD,
I recently bought a TurboExpress about a year ago, and now one of the buttons doesn't work. When I play a game, I can't move, jump, shoot, etc. Could you please send me some information on how to get it fixed? Thank you!

Brett Johnson
Eden Prairie, MN

Call the TTI customer service line at 1-800-366-0136 to get your Express fixed.

COMPUTER QUERY

Dear DuoWORLD,
It's great to have you back. Us TG-16 and Duo owners really need a magazine like yours.

I have a few questions to ask. Can my TG-16 play computer CDs without having to have a computer?

Also, I own a TurboExpress and have been unable to find the following accessories: rechargeable battery pack and TurboLink communication cable. Is there a source where I can purchase this hardware?

Keep up the great work!

Greg Plant
Stanwood, WA

Once again, the TTI customer service line will be your source for any kind of DUO products. The number is 1-800-366-0136.

GAME INFO

Dear Editors,
Congratulations on a great second issue! I would like to see a lot more on *Street Fighter II* for the PC Engine. I would also like to know about *Dracula X* and other new games for the PC. Keep up the good work!

James King
Monument, CO



Konami is releasing Dracula X in Japan, but it is unknown as to whether it will be released in the States. It sure looks like a hot game. We'll probably find out if Dracula X will be released at the winter CES in Las Vegas. Look for that info in the next issue of DuoWORLD.



JOIN THE T² TEAM CLUB!

TTI has just kicked off a new program of merchandise awards for purchasers of the company's Super CD-ROM home video game titles.

When you're a T² Team member, you can save your receipts and points from Super CD purchases and redeem them as Turbo Points, which count toward items in the Merchandise Catalogue. Members can choose from lots of great prizes, including the Duo, TurboExpress, a 13-inch color television, SNK's Neo•Geo home entertainment system and even a Pioneer LaserActive multimedia unit. There's also TTI clothing, software and electronics available.

T² Team Club members will automatically receive, with their first order for merchandise, ten Kick-start points just for enrolling.

T² Team Club members who haven't yet received their catalogues and membership cards (and newcomers who want to sign up) are encouraged to call TTI to sign up.



Just call:
(310)337-6916

Enrollment is free, so what are you waiting for?
Join the T² club right now!

GREEN JELLY SPLATS THE TURBO EXPRESS

GREEN JELLY



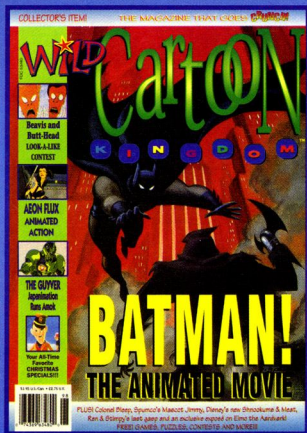
The long list of rockers who tour the world with their portable Express grows longer every day. Green Jelly recently came back from their European tour thankful that they had brought a couple of Turbo portables to help them forget the boredom of the bus. Their favorite game was *Bonk*, because of his big head. Look for Green Jelly on MTV next fall, when their new afternoon cartoon and video show goes on the air. "The show will be a cross between the *Banana Splits* and *Beavis and Butt-head*," says Green Jelly leader Moronic Dictator. The band will also have their own toy line, comic book and possibly a video game in the near future.

BONK IS BACK!

Coming out of your homes and hitting the streets, *Bonk's Adventure* is a new arcade game from Kaneko. In this version of the Bonk series, you can choose from either boy-Bonk or girl-Bonk, head-butting your way through 28 levels of monsters, flowers and hearts. Try to collect smiley faces to increase your head range. The more heads you have, the further away you can "Bonk" your opponent. The coolest feature of the game is the two-player "Head to Head" option, which allows players to compete against each other. Who would have thought that a game about head concussions would be so popular?

PRINTED IN JAPAN





THE MAGAZINE THAT GOES CRUNCH!

If you want the latest information about what's going on in cartoons, check out the new magazine *Wild Cartoon Kingdom*. The latest issue has a 16-page cover story on *Mask of the Phantasm: Batman The Animated Movie*, going behind the scenes at Warner Bros. Animation, the makers of the film. Other *Wild Cartoon Kingdom* features include an episode log of the MTV cartoon series *Aeon Flux* and a *Beavis and Butt-head* look-alike contest. Combined with super-cool pinups, news and reviews, *WCK* is perfect for those who are addicted to animated Saturday-morning mayhem.



NEW HARDWARE! INTELLIGENT LINK HAS BEEN RELEASED

Turbo Technologies announced the release of Intelligent Link, an adapter that will convert your Duo to a CD-ROM drive for personal computers. Retailing for \$129.95, the link plugs into the TurboChip slot of the Duo and into either a Macintosh SCSI port or the parallel port of a PC. With this simple hook-up, your Duo can read High Sierra and ISO 9660 CD-ROM disks. Your technological abilities at home will increase 100% with this handy device. Not only will you be able to play Duo games, but also the top CD computer games. Check out Virgin's *The 7th Guest*, or the new *Rebel Assault* game by Lucas Arts. Once again, the Duo leads the pack in bringing technology to you!



BEYOND SHADOWWALKER





duo world[®]

TIPS & TRICKS

Y's Books 1 & 2



Passwords for Y's Core:

p9WaA/ TF?mlHH/ HHHHHHG/ XGGHH/
yLLLWvj/ j4ejzz2/ 1NO4s/ Wtt*acM/
N2N2N2N/ ???

Note: Tenth character is a small "L".

Start game with 99,999 experience points and 65,535 gold:

*Q2eb/ bbbCFjj/ ijhgghg/ ghghg/ hghghgh/
ghghghg/ yQyQy/ QyQyQyQ/ yQyQzPz/ PzA

COSMIC FANTASY II

Here's what you can do so you can check out all the animation sequences in the game:

When "CD ROM" appears on screen press RUN.

When "wait a moment" appears on the screen, press and hold LEFT, SELECT and RUN until the code activates.

(Note: Make sure you press SELECT before you press RUN or the game will reset.)



EXILE

To find the visual debug and sound test, at title screens:
Press UP, UP, DOWN, DOWN, RIGHT, LEFT, RIGHT, LEFT, 2, 1.



GATE OF THUNDER

Here's a level select for *Gate of Thunder*, at the title screen:
Press 1,2,2,1, SELECT, 1,2,1,2, SELECT, SELECT, RUN.



For total invincibility, on the title screen:
Press 2,1,1,2.



You'll know you did it right if your life meter is at 99.



LORDS OF THUNDER

An easy way to get through the game is by cheating with 10,000 gems. Just go to the configuration screen and put level on "SUPER" and sound and music on "02." Then press SELECT, then SELECT and button 1 together and you'll hear a tone. Put level and sound and music back to what you want and proceed as normal.



To fight only the bosses of *Lords of Thunder*, go to the configuration screen. Put level on "HARD", sound and music on "01." Then press SELECT, then SELECT and button 1 together and you'll hear a tone. Put level and sound and music back to what you want and proceed as normal.



SOLDIER BLADE

To select any level on *Soldier Blade*, at the title screen:
Hold UP, press SELECT. Hold DOWN, press SELECT. Hold LEFT, press SELECT. Hold RIGHT, press SELECT. SELECT.

VALIS II

To find the visual debug, on the title screen:
Press UP, 1, SELECT, 2, DOWN, then RUN.

Here's a handy weapon select so that you can use some of the bigger guns earlier in the game:
While playing *Valis II*, hold button 2 and press RUN. Then press SELECT, 1,2,1, then RUN to unpause.
Now when you pause the game you can choose your special weapons by pressing the 1 or 2 buttons.



VALIS III

Here's the code for the visual debug in *Valis III*:
On the title screen, press 2, 2, LEFT, RIGHT, DOWN, UP, then RUN.



THAT'S IT FOR THIS MONTH, KIDS. NEXT MONTH YOU'LL SEE CODES AND TRICKS FOR DUNGEON EXPLORER II AND EXILE: WICKED PHENOMENON!

DUO 16



PRICE: N/A
AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY: TURBO TECHNOLOGIES, INC.
 6701 CENTER DRIVE WEST, SUITE 500
 LOS ANGELES, CA 90045
PHONE: (310) 641-4622



If you were a fan of Shadowgate for the PC or the NES, and you got all excited that TTI was coming out with *Beyond Shadowgate* for the Duo, then you might be a little disappointed with this review. *Beyond Shadowgate* is nothing like the original *Shadowgate* game. It has a whole new story line, new graphics, new perspective, new everything. Thank

goodness, because it's a way better game.

In the first *Shadowgate* game, you were a guy whose country had been taken over by an evil wizard. This warlock had taken control of the force that kept peace in the land: The Power of Shadowgate. You spent the game fighting through the evil henchmen of the wizard, finally reaching an evil demon that he had summoned from the depths of

the earth. To finally win the game, you had to break the warlock's spell on the demon which caused the demon to turn on the wizard, dragging him to a premature meeting with his maker.



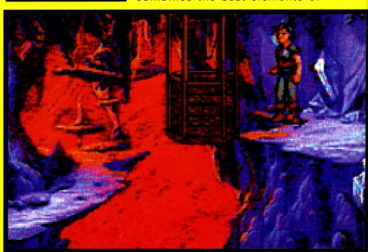
The plot for *Beyond Shadowgate* is totally different. It has been many years since the warlock has been defeated. You play Prince Erik, a distant relative of the hero of *Shadowgate I*. In preparation for your upcoming coronation, you have been travelling the world, educating yourself through experience. One day you receive a letter from your father's advisor Balazar telling you that King Erin, has been murdered, and that you must come home right away.

Upon arrival to your kingdom, Balazar meets you and you are promptly put under arrest for the assassination of your father. The game starts with you in prison, trying to figure a way to escape and defeat the evil Balazar, who has stolen your place on the throne.

What's really cool about *Beyond Shadowgate*, is that it combines the best elements of



What makes *Beyond Shadowgate* different from other games is the hand-painted backgrounds that were then digitized into the game. Combined with the advanced color palette of the Duo, the backgrounds give the graphics a depth not found on many other games.





action and RPG games into a fun and exciting romp through a kingdom plagued by evil monsters and political intrigue. As a gamer, you are asked to both solve puzzles, and hack and slash your way through various adventures, finally storming the castle and taking the kingdom that was rightly yours.

The other great feature, is that *Beyond Shadowgate* is a big game. As soon as you think you are almost at the end of your quest, a whole new section of the kingdom is opened up to you, making the game that much more harder.

The graphics and sound are top-notch. With the CD sound, sometimes you'd swear that there were bats flying in the room with you. And the painted backgrounds are really a different way of experiencing a video game.

Beyond Shadowgate is a great game that will keep you playing for a long time. Check it out.

-Jack Lacan



GRAPHICS

The hand painted graphics are a definite breakthrough in gaming. It's like the difference between *Asteroids* and *Dragon's Lair*. *Beyond Shadowgate* gets the game away from the cheesy repetitive backgrounds that are so prevalent in other RPG games.

SOUND/MUSIC

The power and clarity of the CD comes through in this game. From blood-curdling screams of pain to music that is reminiscent of the New York Symphony Orchestra, the sound gives an added dimension to the feel of the game. If you wear headphones, you'll swear that the chill wind that blows through the forest is coming from your own window.

PLAYABILITY

Though it takes a while to get used to the controls (you'll die a couple of times before you get the hang of it), Prince Erik moves easily. The difficulty of the game fluctuates between real easy and real hard, partly due to the differing levels of logic that it takes to get through the game.

EDITORS' RATINGS

JACK 8
TRAY 9
HENNIE 9
DAVE 7

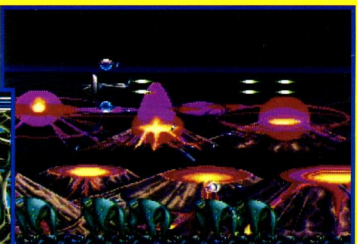
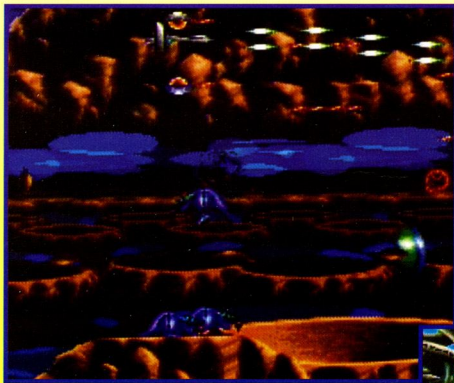
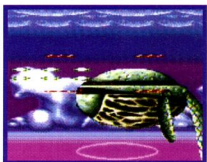
BANG BUCK

THE LOWDOWN

Other than the graphics and sound, the biggest highlight of *Beyond Shadowgate* is the variety of game play. Sometimes you have to fight your way out of a situation, and other times you can use a magic object or tool, to help you. This means you have to THINK! It's nice to find a game that flexes both your gaming head and muscles.

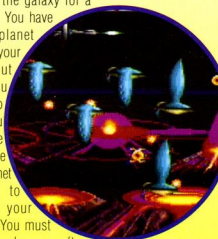


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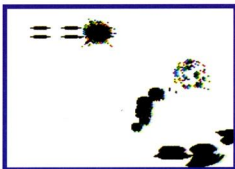
The lush backgrounds of *TerraForming* give the game excitement and depth.

exploring the galaxy for a new Earth. You have found a planet that suits your needs, but when you attempt to land, you find that the organic life on the planet wants to eradicate your presence. You must fight through wave after wave of alien being while trying to find some way of communicating with the planet's interior brain in order to make peace.



For the past 20 years, Syd Mead has been one of the most influential artists in Hollywood. He changed the look of science fiction with his ground-breaking set designs for *Blade Runner*, *Star Trek* and *Aliens*. Now, Mead wants to change the look of video games in the new shooter for the Duo, *TerraForming*.

You play the commander of a ship

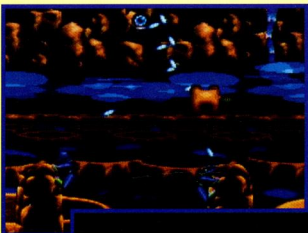


Terraforming is the best shooter for the Duo that I've seen. Using the expanded color palette of the Duo, the backgrounds and visuals are so complicated, it's like playing a video painting. The scenery changes in each level, with different forms of alien life attacking from all directions. There is almost an overload of visual stimulation.

The music for *Terraforming* is as astounding as the graphics. The symphonic sounds charge your attack with the highs and lows of the musical tempo and melody. It reminded me of the effect music had on the troops in the "Flight of the Valkyrie" scene in *Apocalypse Now*. As you move in to attack, you can almost smell the natural vegetation of the planet as you take out the anthropomorphic bosses.

With its stunning visuals and rousing game play, *Syd Mead's Terraforming* is recommended highly. If you're going to get one shooter for the Duo, this is the game to buy.

-Jack Lacan



GRAPHICS

10

I hope that having cinematic graphic designers participate in the game-making process becomes a trend in the industry. With results like *Terraforming*, gaming will be taken to a new level.

SOUND/MUSIC

10

Though the sound effects were almost nonexistent, the music more than makes up for the lack of effects. Mead must have also had an influence on the game's music, because the mix between music and graphics is as good as a Hollywood film.

PLAYABILITY

9

Though this is your typical shooter, game control was always smooth. Sometimes, when the graphics on a shooter are too complicated, the game suffers from slowdown, but *Terraforming* passed the slowdown test with flying colors.

EDITORS' RATINGS

JACK 8
TRAY 9
HENNIE 9
DAVE

BANG BUCK

10

THE LOWDOWN

It was sometimes eerie experiencing the flow between game play, graphics and music. When the hairs on the back of your neck stand up while you're playing a game, you know it's a winner.



DUO T-T-i