

duo world®

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SEPTEMBER/OCTOBER 1993

DUO WORLD
Reviews the
Newest Software:
Dungeon Explorer II
John Madden
Football CD
Exile : Wicked
Phenomenon



*Dungeon
Explorer II*

Dungeon Explorer II



DORZ

DWARF

Weapon: Battle Axe
White Magic: Binding
Black Magic: War Siren



SEPI

THIEF

Weapon: Dagger
White Magic: Mind
Black Magic: War Siren



EFREEM

WIZARD

Weapon: Star Missile
White Magic: Binding
Black Magic: Thunder Bolt



RJOT

BAR

Weapon: Cards
White Magic: Return
Black Magic: Request



SORU

CLERIC

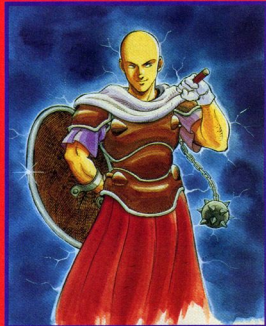
Weapon: Holy Light
White Magic: Magic Curing
Black Magic: Mortal Breath



FJNA

ELF

Weapon: Power Bolt
White Magic: Magic Curing
Black Magic: Thunder Bolt



Characters

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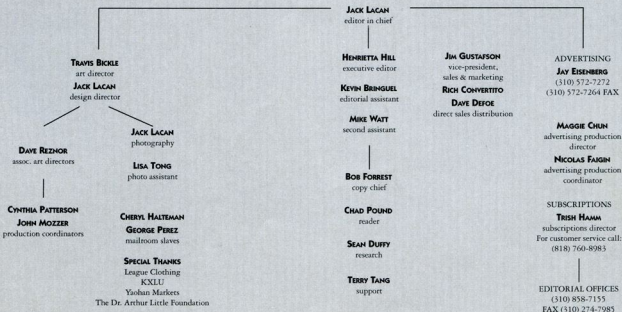
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duo world

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SOUNDBOARD

ENGINE QUERY

Dear Editors,
I heard there was a Japanese magazine that reviews Turbo PC Engine games and things like that. How can I get a subscription?
Sincerely,

Ryan Thompson
Woodlands, TX

Write to:
PC ENGINE
Kadokawa Shoten
Publishing Co., Ltd.
27-5 Ichigaya-Kofu Bldg.
Sakmachi Shinjuku-ku
Tokyo Japan
and ask about foreign
subscription information. -
ED.

ANGRY READER

Dear Duo World,
Nintendo has been ripping you off. It's true. Your most popular game series, **Bonk**, has been ripped off. He's now on a Gameboy game.
And **Bomberman** is on a Super NES game. What's going on?

C. Doleman
British Columbia, Canada

Other companies can't help copying a good thing C. Just remember, the Duo was the first and the best! -ED.

TIPMAIL!

Shockman

Dear Editors,
I have a code for **Shockman**. At the end screen that says "Thank You, For Now . . ."

press **UP** or **DOWN** and **SELECT**, **BUTTON I** and **BUTTON II** to scroll through the music of the game.

Kyle Hower
Myerstown, PA

Riot Zone

Dear Duo World,
I have a tip to tell you. In **Riot Zone** there is a way to punch super fast which allows you to keep punching the enemy until they are dead. When you start the game get your life meter down so low that you can't use the "Killer Technique". Now, if you try to use the "Killer Technique" you only punch. At this time put the **TURBO SWITCHES** in the **UP** position on **BUTTONS I** and **II**. Now, hold in **BUTTONS I** and **II** and you will punch super fast.
Thank you and keep up the great work!

Keith Fambrough
Louisville, KY

Lords of Thunder

Duo World,
I just received your 1st issue of Duo World and it's great! The July/August issue is packed with lots of information I can use to improve my game play as well as secret tips to conquer the most difficult game! Speaking of tips, I have a great one for **Lords of Thunder!** All you need to do is enter the **CONFIGURATION SCREEN** and set the **Level** to **Hard**, **Music** to **01** and **Sound** to **01**. Then press **SELECT** and **BUTTON I** to engage the **Select-The-Boss**. A sound effect will sound off and the word "Boss" will appear if you did it correctly. You can also change the difficulty After you hear the sound effect. Also, at the **CONFIGURATION SCREEN**, set the **Level** to **Super** and **Music** and **Sound** to **02**. Press **SELECT** and **BUTTON I** and a sound effect will ring off.



Welcome to the ancient land of 10,000 crystals!
One note though: for both to work, **you should not have Exit highlighted** and you can do them in any order at the same configuration screen.
Keep up the good work!

James S. Brooks
Ontario, Canada

Thanks for the Tips guys,
keep up the good work! -ED.

GAME IDEA

Dear Editors,

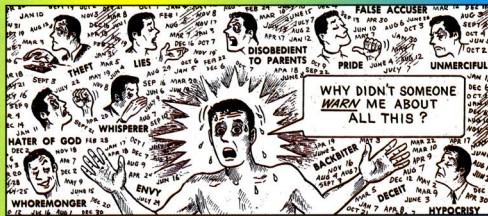
I was thinking of a game that consists of a lot of the famous martial arts heroes. The characters are Bruce Lee, his look alike Bruce Li, Chuck Norris, Jackie Chan, Steven Segal and Jean Claude VanDamme. It could be called *The Martial Arts Legends*. The game can be a one on one combat or 5 player every man for himself battle royal. All their secret moves could be tricks that they used in real life! Like VanDamme's famous split trick, Bruce Lee's speek, and Chuck Norris' Swift kicks. I drew little cartoon men to give examples of moves to use.

Michael Burton
Dolton, Illinois

Great Idea Mike. Be sure to
copyright and sell it!

PSYCHO LETTER OF THE MONTH:

Dear Duo World,
I must admit that I was impressed by your



Joshua also sent this picture in with his Psycho Letter.
See you around Josh! -ED.

magazine! You have changed your magazine for the better!!!! It was worth the wait!!!!

But I'm not thrilled about your counterpart VG&CE!!!! Since VG&CE supports that advertisement: *Cobra Mission; A SEXY ROLE-PLAYING GAME AND SUCH OTHER LIKE STUFF!!!!* I hate that smut!!!! I will not support such trash!!!! Nor will I support you!!!! I cancel my subscription!!!! I want my money back as soon as possible!!!! I have written VG&CE two times and nothing happened!!!! I guess I'll have to take action on where it hurts, the pocket book!!!!
Thank you, Gentlemen

Joshua Makin
Corbett, Oregon

JURASSIC PARK?

Dear TurboGrafx-16,
I have seen the video game Jurassic Park for the Genesis & Super NES games. It is my all-time favorite movie!! I am writing to

Letters to be considered for publication
should be addressed to: *DuoWorld*, Attn:
SoundBoard, 9171 Wilshire Blvd., Suite 300,
Beverly Hills, CA 90210. Letters may be edited
for style, clarity and space considerations. We
regret that we cannot respond to all mail.

ask that Jurassic Park be made available for TG-16.

Sincerely,
Chris Lester

Take things into your own hands, Chris. Write to TTI, designers of the Duo, and demand *Jurassic Park*. If you show interest, maybe they will start designing. -ED.

GAMES?

Dear Sir or Madam,

Turbo Technologies Inc. has said over the phone that there will soon be a video game featuring Godzilla for the Duo. When will the game be scheduled for release?
Anyway, I feel that Turbo Technologies Inc. is doing a superb job of bringing out a long line of game releases. And I also feel, truly, that your magazine is greatly informative and gives the Duo the respect it deserves.

Unequivocally
Andrew Ely
Kutztown, PA

Thanks for the compliments Andrew. Godzilla is scheduled for release in early 1994. Before it comes out, though, check out the new *King of the Monsters*, scheduled for December. -ED.

ULTRAMAN

FEELING FRISKY AGAIN!



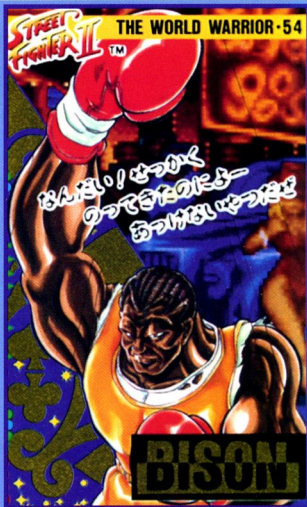
Ultraman monster braces itself as Ultraman attacks from the rear.

Maybe you thought Ultraman was played out. But think again. Standing 198 feet tall and emitting beams of light from his fingertips, ULTRAMAN returns in a live action series to defend earthlings from aliens and monsters. In production since June, Tsuburaya Productions Co., Ltd. along with Major Havoc Entertainment, Inc. have created a 13-episode series available for broadcast in March of 1994. Ultraman monsters like Aboras, Baltan, Chandra, Doraka, Gabora, Gomora, Jamra, Monster DaDa, Pestar, Pigmon, Red King, Teresdon, Zambora and Zeton - they return as well. So watch for it: Ultraman: The Ultimate Hero. His power light is blue once again.

Street Fighter II Cookies?



Street Fighter II edibles. Four tasty but kinda weird pieces of gum and two SFII cards for \$1.79. The "vitality cards" are definitely worth it. They're also stickers, and when you peel back the stickers you find Knock Out tips. On the back of the card there are stats: birthdays, blood types, etc. (Guile's birthday is Dec. 23, 1993.) Check out the cookies too!

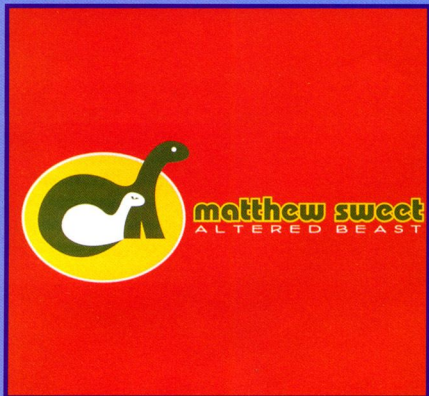


Turbo X-Press:

On the Road With Matthew Sweet



NEWS
THE NEW
MUSIC
MAGAZINE



Alternative rock star Matthew Sweet is such a big fan of the Turbo X-Press, he plays it while on the tour bus as he cruises the world. Sweet's favorite games include: *Street Fighter II* (Japanese version), *Air "Zonk"*, *Dead Moon*, and *Cyber-core*. He likes any game with deformed characters, or mutations. His new album is even called *Altered Beast*, after the Genesis game about a shape shifting human. When he was on tour in Japan, he bought himself a PC Engine, and a lot of games to keep himself happy when on the road.

WANNA' BUY A WATCH?



Be the only kid on your block to own an X-Men watch. In fact, own a collection of six: X-Men, Cyclops, Wolverine, Cable, Dark Phoenix, and Professor X himself. You get a watch every six weeks, plus a "cast alloy vehicle container" (just what I've always wanted) and trading card. Call Character Time at 1-800-92-COMIC or write them at P.O. Box 10810, Canoga Park, California 91303-1810.

BIG IN JAPAN!

Certain Yakuza and Wo Hop To members gave us literal translations of some of the top games in Japan. We think something sometimes got a little lost in the translation. Of course, we didn't argue for fear of getting our fingers chopped off.

- 1 **Super Older Noble Brother** (JCS) A fighting game, where you actually get to play your cruel big brother.
- 2 **The 1552 Huge Civil War Across All the Land** (Kodansha CD) Wow! We're talking a really big war game here.
- 3 **Kabuki That Tells of Wild Devil Storm** (Hudson Soft CD) There's nothing like a good video game about storms.



Dungeon
Explorer II



duo world[®]



PRICE: N/A
AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY: WORKING DESIGNS
 18135 CLEAR CREEK ROAD
 REDDING, CA 96001
PHONE: (916) 243-3417



Exile: *Wicked Phenomenon* was wildly popular in Japan. It has finally, made it to the U.S. for the Duo and luckily, it's not one of those Japanese games that is translated badly. In fact, *Wicked Phenomenon* is really good! What's really great about *Wicked Phenomenon* is that it combines both arcade play and role playing, smoothly alternating between the two genres. You begin the game as the hero, Sadler and as the game progresses, you meet four more characters



that you can switch between depending on the monster you're fighting. It's important to continue switching between characters in order to spread out the amount of hits each character can take. With this strategy, you can battle for longer stretches of time.

The key word for playing *Exile: Wicked Phenomenon* is patience. It's not like other adventure games that you have to hack or shoot your way through levels as quickly as possible. Instead, timing is of the essence when battling the various beasts. Especially important is your ability to jump defensively. It will save you more than once.

The role playing aspect of *Wicked Phenomenon* is

much easier than the arcade action. Basically, you move from person to person finding information about events happening in the area you are in. Then you go fight the monster that is causing the trouble. Money and experience points are given for each monster killed. When you have collected enough, you can go back to the towns and buy various weapons and potions that allow you more hit points or stronger attacks.

What clinches *Wicked Phenomenon* as being a good game is its use of sampled sound and music, especially during the intermissions.

Fire spewing plants, giant insects, and oversized serpent charmers are just a few of the bosses you meet on your adventure through the deserts of Exile II.



THE BRAND-NEW DUO WORLD REVIEW SYSTEM!

SYSTEMS



MEDIA



GENRES





A good mixture of role-playing, action/adventure and animated intermissions makes *Exile: Wicked Phenomenon* an enthralling trip through video game heaven.

These animated sequences run like cartoons, capturing the tension and adventure of the game.

Overall, *Wicked Phenomenon* is a fast, good looking game, that plays well. Check it out!

—Jack Lacan



GRAPHICS

The RPG sections are just like regular RPG games, but the intermission cartoons are incredible. They really fit the mood of the game.

SOUND/MUSIC

Excellent. Each level has its own theme song, with the intermission levels having sampled voices and sound effects.

PLAYABILITY

The combination of action and RPG keeps the game interesting and fun to play.

EDITORS' RATINGS

JACK **9**
TRAY **9**
HENNIE **10**
DAVE **9**

BANG FOR THE BUCK

THE LOWDOWN

Wicked Phenomenon's combination of great sound, graphics, action and rpg make it a great game for the Duo.

JOHN MADDEN DUO CD FOOTBALL

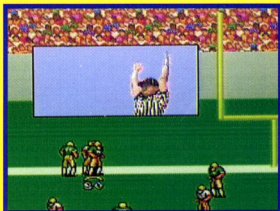


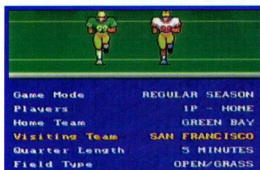
PRICE: \$49.99
AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY: TURBO TECHNOLOGIES INC
 6701 CENTER DRIVE WEST, SUITE 500,
 LOS ANGELES, CA 90045
PHONE: (310) 641-4622

John Madden sure gets around. He's made football games for just about every game system in the world, and now he finally brings his version of football to the Duo.

John Madden Duo CD Football is your basic football game, but it has some exciting features thrown in. Like most football games, you pick the plays as coach and then you control your players. With *Madden Football*, you have extra control over your players, using buttons I and II to spin and dive to avoid your attackers. You can also change who you're controlling in the middle of plays to facilitate your team's scoring ability.

What's really cool about *Madden Football*, is that it uses live video to illustrate referee calls and other





plays. You actually see the toss of the coin, the crowd cheering, the ref calling offsides, etc. You even see a helmet tumble by on an especially brutal play. All of these video samples are accompanied by audio samples of the ref calling the play, crowd screaming, or football players grunting.

Another cool feature is the instant replay. You can analyze every down, studying the other team's weaknesses in order to counter their attack. You can slow down, reverse and speed up play.

Other *Madden Football* features are special teams and pre-game, half-time and post-game shows which feature the best plays of the game.

In all, *John Madden Duo CD Football* is a great sports game with many surprises.

—Jack Lacan

All the thumpin' and bumpin' you'd expect from a John Madden endorsed football game is what you get for the Duo. Its charm is in the endless, sweaty details.



You can play your favorite football team and beat the crap out of your favorite opponent. Replay the most historical matches as you sit in your favorite chair drinking soda.



GRAPHICS

Madden has regular football game graphics but is out of the ordinary in its use of video footage for illustrating play results.

SOUND/MUSIC

Like all Duo games, this has sampled sound for realistic referee calls and crowd cheers.

PLAYABILITY

Easy to learn and fun to play, *John Madden Football* is a cool football simulation.

EDITORS' RATINGS

JACK **8**
TRAY **9**
HENNIE **7**
DAVE **8**

BANG FOR THE BUCK

THE LOWDOWN

John Madden Duo CD Football is a good sports simulation game. The live action video and sounds make it different from all the other sports games, while the exciting football makes it fun to play.

Dungeon Explorer II



PRICE: N/A

AVAILABLE: OCTOBER 1993

DIFFICULTY: MEDIUM

COMPANY: TURBO TECHNOLOGIES, INC.

6701 CENTER DRIVE WEST, SUITE 500

LOS ANGELES, CA 90045

PHONE: (310) 641-4622



Finally, there's a new adventure game for the Duo. And it's a sequel! (I hate sequels) Honestly, I thought the first *Dungeon Explorer* was kind of lame. It didn't quite use the best sound and graphics that the Duo has to offer. It's sequel though, is quite a doozy. *Dungeon Explorer II* picks up where the old game left off. You control one of eight different characters that must save Princess Milliam from the clutches of the vile

only adventure games that has that feature and there's nothing like a private Duo party for five!

Second, *DE II* is hard! It takes a long time to figure



Natas.

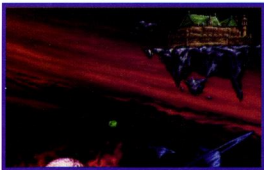
In order to find the princess, you need to explore the different parts of her kingdom, defeating monsters. Slowly you will gain clues to help you find Natas and defeat the terrible beast.

There are three things I really liked about *DE II*:

First, it has an option that you can play with up to 5 different players at once. This is one of the

Remember to talk to all the strangers you encounter on your quest to save the kingdom from Natas, the brutal yet eloquent commander of the dark hordes. Be careful yet brave!





out the correct people to talk to in order to find your way through the kingdom.

Finally, *DEI* has more than one game in the game. What I mean is that as you go along your adventures you can play cards with Death for life points. Though Death usually wins, it's cool to have a gambling feature to play with.

Of course, the sound for *Dungeon Explorer II* is fabulous. The opening scenes run like a cartoon, with voices telling you the *DEI* story. Some of the music is so good, it's hard to believe you're playing a video game.

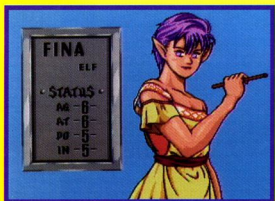
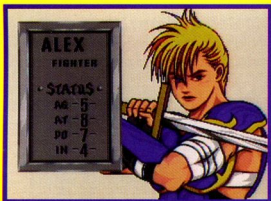
As far as graphics go, the colors of each screen set the mood of the game, fitting well with the music.

In all, I liked *Dungeon Explorer II*. It kept me entertained, and was one of the better adventure games that I've played for the Duo.

—Jack Lacan



Select from an array of youthful adventurers, willing to risk their lives in order to save the kingdom they hold so dear.



GRAPHICS

Dark. They give the game an ominous feeling.

SOUND/MUSIC

The music fits the evil tone of the game well.

PLAYABILITY

Dungeon Explorer II is a fun adventure game with role playing features. Though it's not super complex, it's not super easy either.

EDITORS' RATINGS

JACK 8
TRAY 9
HENNIE 9
DAVE 7

BANG FOR THE BUCK

THE LOWDOWN

With its mixture of adventure and role playing, *Dungeon Explorer II* is a fun game that keeps your interest. I especially liked its ominous tone and five player capability.

8

8

8

8



DUO
T.T.i