

Duo-Dimensions

THE FANZINE DEDICATED TO THE
TG-16 TURBO-DUO P.C. ENGINE & P.C.
DUO SYSTEMS AND SOFTWARE

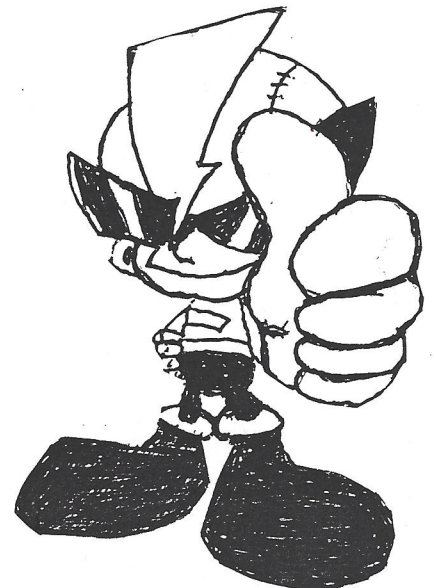
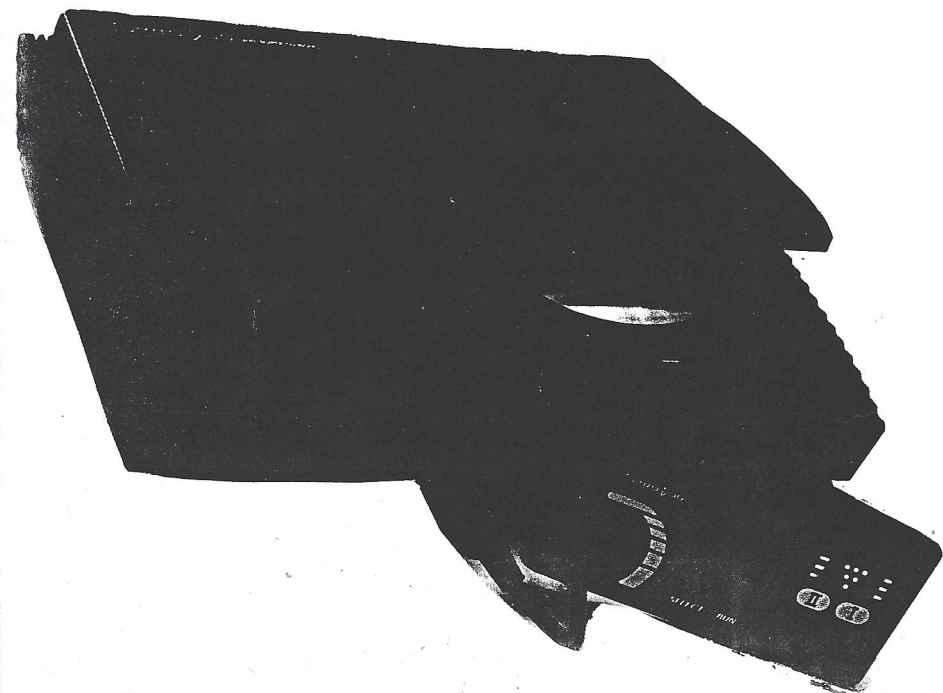
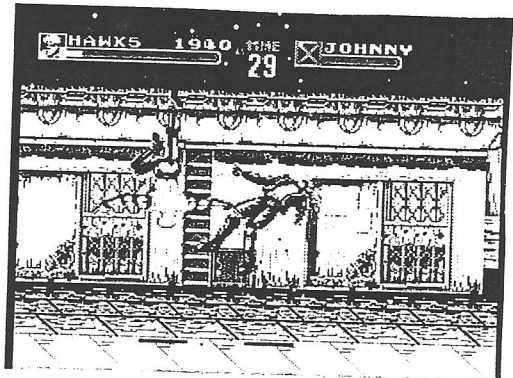
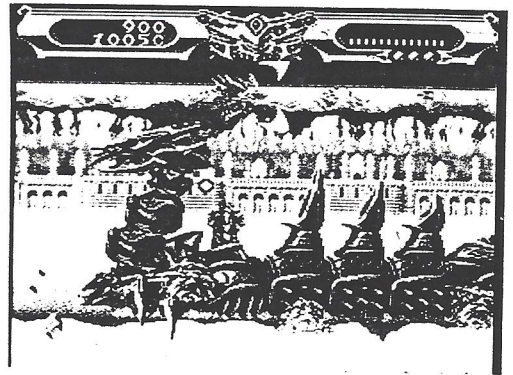
REVIEWS

Gate of Thunder

Air Zonk

Shadow of the Beast

Exile



What's Inside

A letter from the Editor	Page 2
Reviews:	
Gate of Thunder	Page 3
Air Zonk	Page 4
Shadow of the Beast	Page 5
Exile	Page 6
News & Stuff	Page 7
Up & Coming	Page 8
Next Issue	Page 9
Questionare	Page 10

Thank You

Thank you to the following people. they have helped me get this thing going and I appreciate that.

Terry Tang at T.T.I. (Say that three times fast)
Victor Ireland at Working Designs
Die Hard (for all the Japanese stuff I'm gonna be getting)
Ralph Barbagallo
Ernie Makris

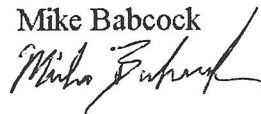
A letter from the Editor

To all fellow Turbo-Duo gamers.

I'm writing this to welcome you to Duo-Dimensions, the fanzine dedicated to bringing you all the latest news and reviews for the Duo & P.C. Engine systems and software. I will do this in a honest and un-biased way. If I or one of my staff dislikes a game we review we will tell you why, but just remember don't always base your opinion on what a magazine or fanzine has to say. I will try to include as much as possible into my reviews, I will also compare games to the ones on other systems if I feel it should be. We will also have a list of up and coming software. plus any hardware that may come out. We may be changing format for the first couple of issues to find one that best suits us and you. I thank you for your time and have a great new year of gaming.

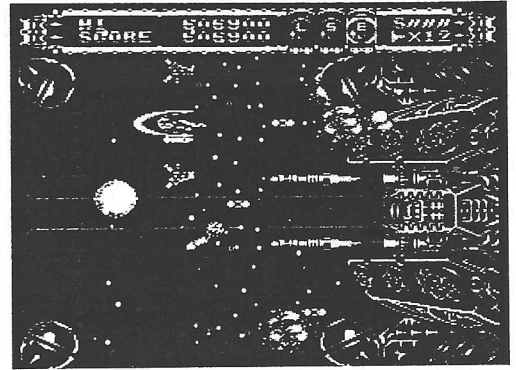
Sincerely:

Mike Babcock



Gate of Thunder

Theme: Shooter Format: SuperCD
Graphics: 9 Sound: 10
Playability: 9 Overall: 9.5

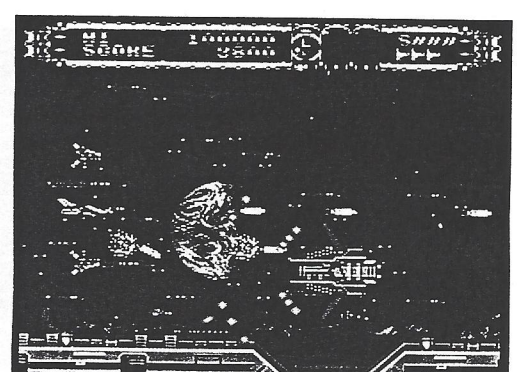
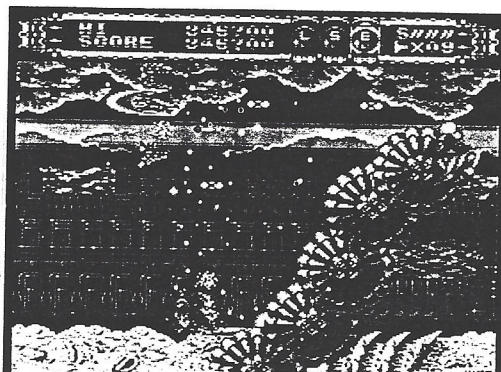
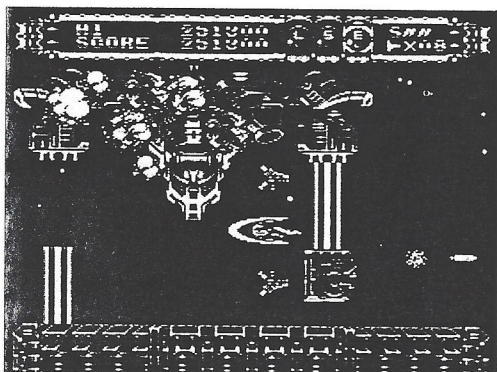


What can I say about this game but WOW! This is the first american SuperCD and a pack in with the Duo. Yes, it's Gate of Thunder and it's just incredible. Even from the intro you can tell this game takes full advantage of the 3.0 upgrade. The game has 7 levels of intense graphics, even comparable to or better than the Super-Nes. The music just suits every level from guitar slides to some hip-hop beats it makes the game just that much more enjoyable. As for options there are three levels of play Normal, Hard, and Devil, also there is three weapons options that power up twice each. the actual story is a familiar one as follows, you are Hawk and you are out to stop the Obellon army led by Gen. Don Jingi and his right hand man Eagle. They are out to steal the "Starlight " a source of energy that could destroy the universe if in thier hands. The first stage takes you above the planet slash to fight a battle ship larger than the one in R-Type. Stage two is at the forefront of the enemy grounds. Stage three takes place in a mining area, and the rest are as follows : Stage 4: enemy relay station Stage 5: artillery hangar

Stage 6: above the spaceship Stage 7: inside the spaceship

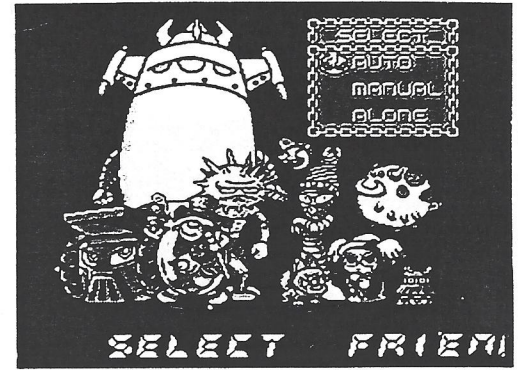
So, if your a shooter fan and own an old Turbo with the CD get this along with you upgrade card. and if you don't own the system and you are a big shooter fan I would suggest getting it just for this game. hopefully there will be a review on the sequel "Lords of Thunder" in my next issue.

Reviewed by: M. Babcock



Air Zonk

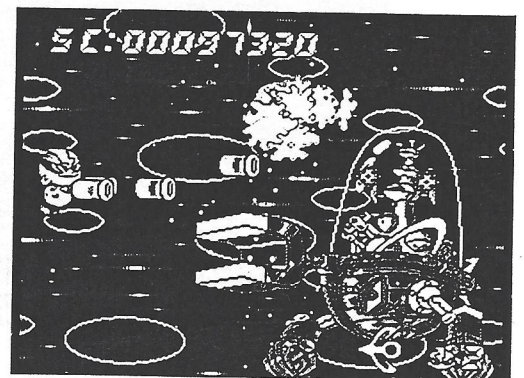
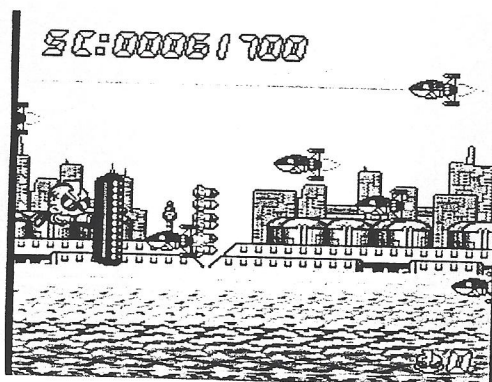
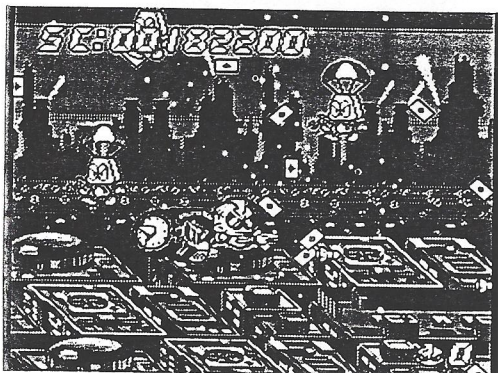
Theme: Shooter Format: Hu-card
Graphics: 9 Sound: 8
Playability: 9 Overall: 8.5



Now, this is what a Hu-card game should look like. Air Zonk is an example of what can be done on the Tg-16 or Duo. There are five levels crammed with enemies and scrolling backgrounds as well as plenty of powerups. The story of this game is as follows: You are Zonk, shot into the future by (Guess who?!?!) to do battle with creatures sent to the future by (Guess who again?!?!) This is where the game get's interesting, in each stage you can choose one of an array of friends to help you, or you can go solo. If you choose to take a buddy along you can actually Combine together to become a whole new creature. For example, if you were to take Moo-Moo the cow along, you would become a Zonked-out cow creature. (Provided you gathered up the right power up's in the game) There is two bosses in each stage, except for the last in which you fight all the bosses from stages one thru four plus two Bonk look alike, Evil King Drool, and a Drool Robot.

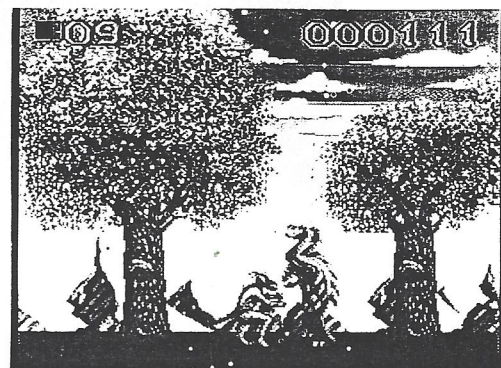
So, if your a fan of shooters and Bonk then, this is one game you shouldn't pass up. Even other game reviews say you should get a Tg-16 or Duo just for this one. Hope to see Air Zonk II soon.

Reviewed by: M. Babcock



Shadow of the Beast

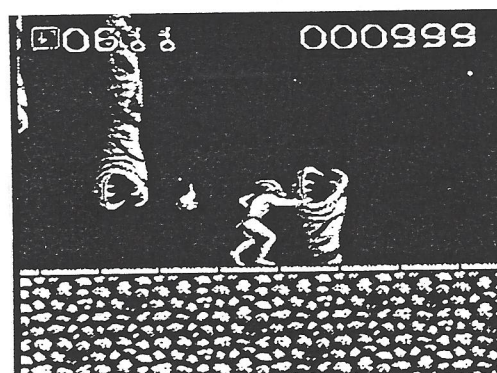
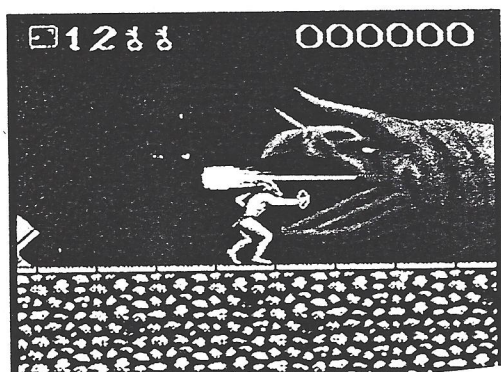
Graphics: 9.5
Sound: 9.5
Playability: 9
Overall: 9.5



This is a game I've played on different several formats, I've played in it's original format on the Amiga, I've also played it one the Commodore64 (Yuck) Sega Genesis (Double Yuck) and now on the Duo. It's about time someone came close to the original classic, and even added to it. This Version has Incredible graphics, totally awesome music (especially on my surround sound stereo!) The only thing missing is the scrolling in the underground sections. If that was there this game would have been a 10+ This version also has an extra screen that will let you beef up your life guage and listen to this game's incredible music and the sound effects. My only complaint is that the game seems too short, even with the little cinemas during certain sections it takes 1 hour tops to complete this game. I think it is one of those games that just has to be in your collection.

I hope we see Beast II&III on super CD also.....

Reviewed by: M. Babcock



Exile



Theme: Action/Rpg Format: CD
Graphics: 7 Sound: 7
Playability: 8 Overall: 7.5

Exile is the second CD title from Working Designs. It is an interesting game but could be so much more with a little more work put into it. You are Sadler out to find the Holimax, an item of legend that will bring about a new age of peace. You have friends that join you along the way, but you never actually get to control them. This was one thing that bothered me. There were enough cinema displays to keep my interest in the game. Also there were two types of graphics in this game, the first was an overhead view when you were going from place to place. These were not up to par for a CD game. The second type is side-scrolling when you go into fighting scenes. These were very good with parallax scrolling and nice little touches in the backgrounds. The sound was nothing to speak of either. Overall this game had a decent storyline and cinematics. I'd suggest this one to people that like hack and slash games that have some plot behind them. I played an early version however, so I can't back this review up with all honesty. I hope that the version out now is better though. I will pick it up soon. I also hope that Exile II is a better game, with all these little things taken into account.

Reviewed By: M. Babcock

News & other stuff

Well, this is the section in this fanzine that is dedicated to news & gossip. By the time the next issue is out T.T.I. should have out the S.C.S.I. (pronounced SCUZZY) interface for the Duo. This device will let you hook up your Duo to an Amiga, Mac, or I.B.M. computer and use it as a CD-Rom for your computer, pretty neat huh? This should retail for under \$100 dollars. Well, rumor has it that the awesome Fighting Street II (yes we know it's Street Fighter II in the arcade) will come to the U.S. sometime this year. The P.C. Engine version however, will be out in april and will be an awesome 20megs (so much for the 16meg version on some other system) Also, look for several Neo-Geo titles to be out on Super-Cd. T.T.I. has announced (so far) 40+ new titles for there systems under a new name Duo-Soft. These will be from such companies as Working Designs, Electronic Arts, Taito, and so on. We should expect more titles to be announced as the year goes on. Also, look for a 6 button controller to be coming out for the Duo. Well, that's all for this issue. More news & other stuff next time.

To Subscribe to **Duo-Dimensions** send a check or money order (cash isn't a good idea in the mail) for \$5 dollars (for one year) to the address below.

Mike Babcock
10 East Prescott St.
Westford Ma 01886
Attn: Duo-Dimensions

Also, you can send any questions or comments to the same address. Be sure to make the check or money order payable to **Mike Babcock, Not Duo-Dimensions**. Thank you

Up & Coming

This is a list of new titles coming out for the Duo. They will be under a new label, Duo-Soft. There is 40+ titles already announced, but this will be just a sample of them.

Name - Format - Theme

Dungeon Explorer II - SuperCD - Rpg	SimEarth - SuperCD - Simulation
Bonk III - SuperCD & Hu-card - Adventure	Magical Chase - Hu-card - Shooter
Syd Mead's Terraforming - SuperCD - Shooter	Spriggan - SuperCD - Shooter
Liquid Kid - Hu-card - Shooter	Riot Zone - SuperCD - Action
GradiusII - SuperCD - Shooter	Sherlock HolmesII - SuperCD - Strategy
Cosmic Fantasy III - SuperCD - Rpg	Dragon SlayerII - SuperCD - Rpg
Beyond Shadowgate - SuperCD - Rpg	Macross 2036 - SuperCD - Shooter
World Heroes - SuperCD - Fighting	Ranma 1/2 - SuperCD - Fighting
Snatcher - SuperCD - Rpg	King of the Monsters - SuperCD - Fighting
Record of the Lodoss War - SuperCD - Action	Gain Ground SX - SuperCD - Action

We will be listing more games each issue. If there is a game you'd like to see, put it down on the questionnaire and it just make it onto the system. If the developers don't know what you want how can they get a game published right? Also, if you have an idea for a game let me know.

Next Issue

In the next issue of **Duo-Dimensions**, I hope to get a Question & Answer section started. I will also be doing reviews (hopefully) on the following titles. **Lords of Thunder**, **Riot Zone**, **BonkIII**, **Dragon Slayer**, **Somer Assault**, **Image Fight II**, and also a couple of P.C. Engine titles as well. As I get feedback on how this issue was (This was the first one after all) I will be changing things here and there, hopefully to make it as good as possible. I thank everyone who had an interest in this and you'll be seeing issue two in April.

Mike Babcock