

# TURBOPLAY<sup>®</sup>



USA \$1.95  
Canada \$2.50

February/March 1991

**TONS  
OF  
TURBO TIPS**

**A Look at Upcoming  
TG-16 Products at  
the Consumer  
Electronics Show**



**WINNING  
TIPS AND  
TACTICS FOR:**  

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**SINISTRON**

**ANOTHER  
TURBOPLAY  
CONTEST TO WIN—  
AND THE WINNING  
ARTISTS FROM  
OUR LAST ONE!**



I simply have to commend you on an excellent magazine. The game reviews and *Turbo Tips* have been particularly useful. I especially like the *Super Strategies* on some games, most notably *Bloody Wolf* and *Ninja Spirit*. Probably the most intriguing aspect of your magazine is the *Coming Soon* department.

I have only two requests. One, make the rating system in the game reviews a little more sophisticated. Produce a way of rating sound, graphics and playability individually. Also, add a page where people can order games and accessories directly from you when they can't be found in stores.

Whether you include these suggestions or not, I will still love your magazine. Keep up the good work, and keep those strategies coming.

Keith Doyle  
Rapid City, South Dakota

Well, thanks for all the compliments. We try to get every tidbit of information on TG-16 and its games and relay it to our readers as fast as we can. As far as your suggestion about a more comprehensive rating system, check out the reviews and ratings guide in this issue and tell us what you think. Perhaps you read our minds.

The last part of your letter suggests that we are a part of NEC, which we're not. We get hundreds of letters making suggestions about TG-16 games and other related items—and all we can do is pass them on to NEC itself. NEC does have a toll-free number where you can order TG-16 hats, T-shirts, water bottles and the like, but you can't order games from it yet. NEC's looking into selling games directly, and the decision will be made within a few months. If you're interested in any of the wallets, game holders, footballs, watches or shades, the number to call is (800) 368-8726. Products take four to six weeks, and NEC will accept MasterCard, Visa, checks and money orders.

Speaking of accessories, in the last issue we said that there wasn't a game cleaner available for the TG-16—not one made by NEC that is. To correct the statement, there are TG-16 game cleaners in stores right now made by Game Clean and Eliminator, so check your local toy store or wherever you buy your TG-16 products.



I recently received my latest issue of TurboPLAY, and I was extremely pleased to see that you introduced a column about international games for the PC Engine and SuperGrafx. I'm already dreaming about the possibilities of playing *Y's Book III* (called *Wanderers From Y's*) and *Ghouls 'n' Ghosts*. But then I saw that there was no *Coming Soon* section as in past issues. Will these two columns be in alternating issues in the future, or will one replace the other?

Another question I have is regarding your list of coming games: neither *Lords of the Rising Sun* (CD) nor *TV Sports: Baseball* appeared on the list. Are these games in limbo, or have the ideas been scrapped? Also, is *Loom* (CD) the same as the Lucasfilm game of the same name? I hope so, that would be great.

Steven Davanzo  
Detroit, Michigan

We're glad you liked it. *Wanderers From Y's* is scheduled to come out in July and it looks hot. See the Winter CES (Consumer Electronics Show) report on page 8 for more details. *Ghouls 'n' Ghosts* unfortunately will not be seen in the U.S. for some time. The game is currently available in Japan on the SuperGrafx, which is not coming to the U.S. for a while, if at all. Regarding the Games Around the World and Coming Soon columns, we've thought about it and have decided to alternate the two columns for now. This month, *Coming Soon* takes a look at the games that were shown at the Winter CES—games that will be available sometime this year. Sorry, *TV Sports: Baseball* and *Lords of the Rising Sun* were not intentionally left off the list. The release dates for these two games right now are June and July, respectively.

While we're on the subject of release dates, here are some schedule updates (though these are also subject to change):

Bomberman	April
J.B. Harold	May
It Came From the Desert	June
Yo' Bro	July

(formerly Camp California)

Ballistix	August
Paradroid	August
Tennis Cup	August
(formerly Championship Forever Tennis)	
Gunboat	September
Impossamole	September
Falcon	October
Camp California CD	November
Champions Boxing	November
Darkwing Duck	November
(the second Disney TG-16 game)	
Night Creatures	November
Shadow of the Beast	November
Loom (CD)	December

And, yes, it's the same Loom.



After receiving the second issue of TurboPLAY, I think it has improved greatly. The strategies on *Bloody Wolf* helped me pass the game. It is such a great game.

TurboPLAY also has the best drawings accompanying the various sections. I think to make the magazine just a little longer, you should review some of the first games out on the TG-16.

The magazine keeps getting better and better. Keep it up.

G. Rivera  
Bronx, New York

Thanks, we appreciate the compliments. Reviewing older games is another suggestion that we have considered. We might include some in later issues of the magazine, but for now we hope the ratings found on page 24 will do.



I've heard that the SuperGrafx is coming to the U.S. Is this true, and if so, when? Also, I was wondering if you could give me some more information on *Bonk's Revenge*.

Eric Bookout  
Warren, Michigan

The SuperGrafx, the upgraded version of the PC Engine in Japan, is not slated for release in the U.S. anytime soon. If the SuperGrafx were to come to the U.S., it would probably be in late 1992. But for now, NEC is steadfastly denying any such move. For more details on a possible 32-bit CD-only system and *Bonk's Revenge*, turn to the WCES report on page 8.

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

PUBLISHED BY L.F.P. INC.

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Welcome to the fifth power-packed issue of TurboPlay Magazine, the best source for information on the TurboGrafx-16. In this issue, our *Coming Soon* department gives a behind-the-scenes look at the Winter Consumer Electronics Show, detailing all the hot, new products you'll soon see for the TG-16. Also, there's a *Super Strategy* on *Sinistron*, new *Turbo Tips*, another exciting contest, our drawing contest winners—and more. Enjoy.

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### TURBOMAIL

A look inside the TURBOPLAY mailbag at letters from TG-16 enthusiasts around the country. Is your letter going to be answered this issue?

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### CONTEST/DRAWING CONTEST WINNERS

We received hundreds of entries to our request for TG-16-related artwork, and there were some real champs. Also, here's a chance to win a free copy of Bonk's Revenge.

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### COMING SOON

#### TG-16 PREVIEWS

A look at the closed-to-the-public Winter Consumer Electronics Show. NEC and its licensees have lots of great games in the works.

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### SUPER STRATEGIES

#### SINISTRON

Wipe the sweat off your TurboStick for a minute, and pick up this detailed guide to defeating the planet-gobbling bio-morphic being and its minions. We know you can make it out alive.

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### CLOSER LOOK

#### TURBOCHIP GAME PREVIEWS

Reviews of Jack Nicklaus Turbo Golf and Magical Dinosaur Tour.

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### TURBO TIPS

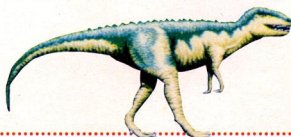
More slick tricks for Devil's Crush, World Court Tennis, Y's—Books I and II, Tricky Kick, Keith Courage in Alpha Zones, Monster Lair, Neutopia, Blazing Lazars and World Class Baseball.

24

### TURBOPLAY SPECIAL

#### TURBOPLAY RATES THE GAMES!

There aren't many TG-16 owners that have all of the TurboChips and CDs made for the system. For that reason, TURBOPLAY's Donn Nauert has made a listing of all the games currently available and rated them to help you become a more informed buyer. Do you agree with his assessments?



# DRAWING CONTEST WINNERS

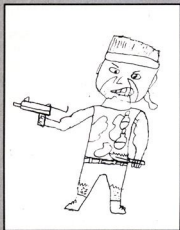
GRAND PRIZE!



GRAND PRIZE!

Jorge Ramirez, San Ysidro, California

## 10 HONORABLE MENTIONS



Justin Shorn, 7, address unknown  
Contact us for your prize!



Mark Altamirano, 8, address unknown  
Contact us for your prize!



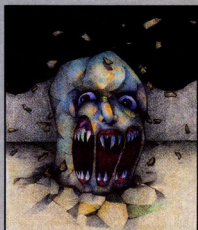
Philippe Desmarais, 13  
Quebec, Canada



Brian Forgos, 20  
Chicago, Illinois



Steven McNeely, 13  
Cypress, California



Richard Barnes, 17  
Tewksbury, Massachusetts

## 10 HONORABLE MENTIONS

(continued)



Chance Lohse, 16  
Valrico, Florida



Edgar Pena, 14  
Lynn, Massachusetts



Bernard Abarquez, 11  
Willowdale, Ontario, Canada



Yan Talbot, 10  
Port-Cartier, Q.C., Canada

## OTHER MENTIONABLES

Jerome Abarquez, 15, Willowdale, Ontario, Canada  
Lester Abarquez, 11, Willowdale, Ontario, Canada  
Todd Adams, 12, Levittown, PA  
Kristofer Alexander, 18, North Attleboro, MA  
Dustin Allan, 10, Somers, CT  
Megan Baird, 10, Tillsonburg, Ontario, Canada  
Todd Brown, 9, Encino, CA  
Brión Calo, 15, Virginia Beach, VA  
Michael Campana, 16, Poland, OH  
Rick Castellanos, age unknown, East White Plains, NY  
Danny Churchill, 15, Anchorage, AK  
Feliciano Contreras, 19, Lynn, MA  
James Dallamora, 27, Framingham, MA  
Terry Daniels, 16, Cypress, TX  
Jacques Desmarais, 15, Montreal, Quebec, Canada  
David DiCicco, 14, Pennsville, NJ  
Dean Dodrill, 13, Aurora, CA  
Richard Dunahoo, 16, Chelsea, MI  
Scott Earl, 32, Jupiter, FL  
Kevin Fear, 18, Belle Vernon, PA  
Thomas Frustaglia, 16, Maspeth, NY  
Anthony Fuson, 18, Dayton, OH  
Ken Guanga, 16, Fremont, CA  
Jim Hakola, 18, Lakewood, CA  
Adam Harrison, 9, Philadelphia, PA  
Sarah Haynes, 8, Ardrossan, Alta, Canada  
Greg Hill, 10, Cherry Hill, NJ  
Aryll Holmes, 15, Torrance, CA  
Greg Honoré, 16, Lompoc, CA  
Au Ka Yin, 17, Houston, TX  
Rodney Kilmer, 24, Palmdale, CA  
Cliff King, 17, Pilot Mountain, NC  
Anh Lam, 10, Highland, CA

Shawn Larkin, 14, Fredericton, N.B., Canada  
Dan Lim, 22, Vancouver, B.C., Canada  
Don MacKinnon, 17, Lewisporte, NF, Canada  
David Martin, 15, Ridgecrest, CA  
Rob Merz, 14, Palantine, IL  
Chris Morris, 12, Inglewood, CA  
Matt Opprieht, 14, Madison, WI  
Larry Perera, 12, Punta Gorda, FL  
Michelle Ponders, 13, Brandon, MS  
Jason Radniecki, 20, Cypress, CA  
Michael Reeves, age unknown, Quinlan, TX  
John Rhee, 16, Roslyn, NY  
Robert Rivera, 17, San Diego, CA  
Sheryl Robinson, 16, Chicago, IL  
Luis Roman, 13, Rochester, NY  
Oscar Sauga, 14, St. Catharines, Ontario, Canada  
Jeff Sharpnack, 17, Hesperia, CA  
Patricio Soler, 15, Fresno, CA  
Bill Thaw, 15, Morgan Hill, CA  
Jeff Ting, 11, South Hadley, MA  
John Tlustachowski, 21, Commack, NY  
Lawrence Tolefree, 13, New Bedford, MA  
Chris Torlinski, 16, San Francisco, CA  
Issac Trotts, 15, Eureka, CA  
Shawn Trowsdale, 12, Windsor, N.S., Canada (most entries sent)  
Tyro, 17, Jamaica, NY  
John Wawrzynski, 36, Glendale, NY  
Terry Weber, 16, Westminster, CO  
Eric Whang, 14, address unknown  
Amos Wong, 16, Tops Field, MA  
Paul Wozniak, 14, Emporia, VA  
Allen Zlotkowski, 8, Thornhill, Ontario, Canada

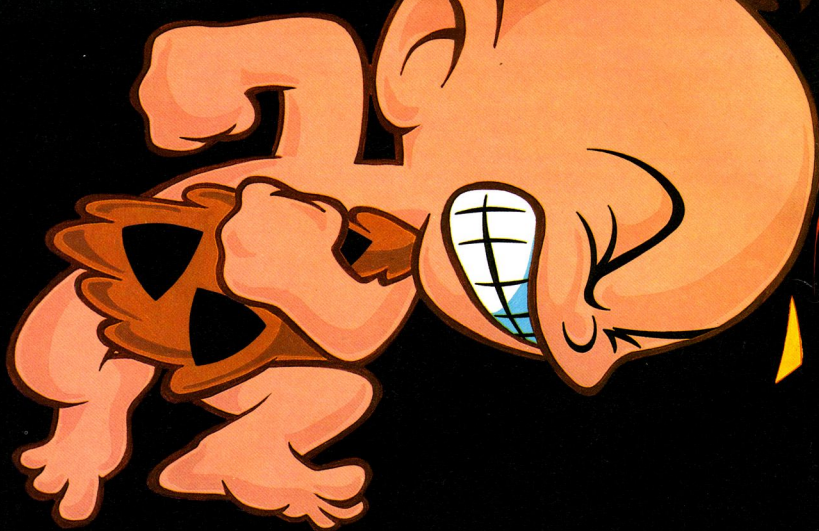
The staff of TURBOPLAY would like to congratulate all of the fine entries in the October/November TURBOPLAY Drawing Contest. There are some great pieces of artwork, though only a few could win the prizes. We think you'll agree that the artistry demonstrated on these two pages is worthy of reward. Again, hearty handshakes to all.

As for this month's

# contest,

we'd like to drop back to a simple format again (put away your crayons and paint sets for a while), picking a winner from a hat. The prizes are no less treasured. Ten winners will be picked randomly from the postcards received by the deadline below. Each will be awarded a copy of the new *Bonk's Revenge* game when it rolls off the production line.

Sound good? Well, all you have to do is put your name, address and telephone number on a postcard (no envelopes, please), and send it to *Bonk's Random Revenge*, c/o TURBOPLAY Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Entries must be received by April 30, 1991, and the winners will be announced in the June/July 1991 issue of TURBOPLAY. Multiple entries will be accepted, provided they are sent individually—please no shoe boxes filled with cards. Best of luck!



# BUY TURBOGRAFX-16 NOW AND GET BONK'S ADVENTURE *FREE.*

Now, when you buy a specially-marked TurboGrafx<sup>™</sup>-16 System, you get a lot more than just ballistic 16-bit power, killer graphics, and blazing sound.

Because now you get Bonk's Adventure, the most popular 16-bit video game of all time, completely free.

All 28 stages of primordial bad guys. All five levels of prehistoric swamps, tropical forests and stone age

deserts. All for a mere zero dollars.

All you have to do is buy the specially-marked TurboGrafx-16 System now (which already comes with another great game, Keith Courage in Alpha Zones) and you get Bonk's Adventure right on the spot.

So you can save 50 bucks, and start banging heads immediately.

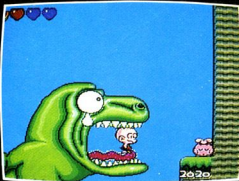
**\$50  
VALUE  
FREE**

# ADVENTURE



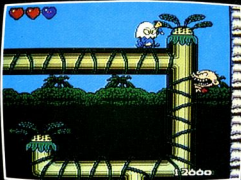
As Bonk, you must battle Huey, the first Boss. Huey is hypnotized, so he forgets he's really your friend. Just keep bonking him on the head to jog his memory.

Look for more lives inside the dinosaur. Also remember to check every cave entrance and bonk all walls to find secret bonuses.

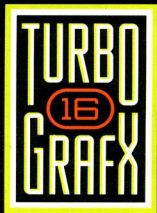


Meat helps Bonk get fired up to beat the bad guys. Like all fast food, you never know when you'll come across it, so keep your eyes peeled.

A most heinous boss, Tractor Head, has a deadly beanball fight with Bonk. You can beat him, just use your head.



Sometimes Bonk needs to climb to get where he's going. Since they hadn't invented the ladder in 10,000 B.C., he uses his teeth.



**NEC**

Offer good at participating retailers while supplies last.

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# WINTER CES REPORT

NEC unveiled its product strategy the first half of this year at the 1991 Winter Consumer Electronics Show. Trying to build on increased sales of its TurboGrafx-16 in the second half of 1990 and the sold-out first shipment of its TurboExpress portable, NEC targeted several areas for increased attention in 1991, including CD-ROM, multiplayer games and game quality and quantity.

## CD Push

NEC is putting strong emphasis on CD-ROM products during 1990. Fully 50% of the new products released for the TurboGrafx-16 in 1991 will be on CD-ROM. In fact, NEC will soon officially unveil a new CD-ROM system TurboChip that will replace the existing card required to operate the TurboCD unit. The new card will have an all new BIOS (basic input/output system) for communicating with the CD unit and an additional 192k (1.5 megabits) of RAM that can be used as a buffer for games on CD. The current TurboChip that operates the TurboCD has no RAM on-board, leaving CD game programmers with only the 64K (.5 megabits in game terms) built into the TurboCD interface.

Boosting the amount of RAM available for buffering graphics from the CD will reduce the number of times the CD must be accessed during a game and allow finer graphic quality in CD games. The new TurboChip will also allow longer graphic intermissions with few or no pauses in the action. Only games specifically designed for the new BIOS/buffer will show any improvement in these areas, but older CD titles will continue to work with the new CD TurboChip. It will be shown at the 1991 Summer CES and should be available in July or August when *Loom* (from Lucasfilm Games), the first title to make specific use of the new buffer, is set to be released.

Another long-standing rumor heard once again at the show was that NEC will be getting more aggressive with their pricing on the TurboCD unit. With more titles available for the unit and many more on the way, NEC wants to get the TurboCD into as many homes as possible. Look for either a \$50 rebate or a drop in the suggested retail of the unit by summer.

Two forthcoming action/RPG CD's were also on display at the show. Both of them are "safe bets" for NEC because they are highly anticipated by TurboCD owners.

The first game, *Wanderers From Y's*, is due in July. This third installment in the Y's series appeared to have all the things that made *Y's—Books I & II* so successful. Adol is back, this

time with a mentor, setting sail for danger once again. The introduction to the game is graphically superior to *Y's I*, and the animation sequences feature more full-screen animated screens than *Y's I & II*.

The musical score to the game is also outstanding and, once again, seems to be tightly keyed to the animation. However, one major thing has changed: Instead of the game being displayed in three-quarters overhead perspective, the action portion of the game has been changed to side perspective. In *Y's III*, shops, buildings, caves, etc., can be entered by simply pressing up on the joystick when Adol is in front of the entrance.

*Valis III* is due in August. The action intermissions in this game have been improved considerably, and the play mechanics of the game have changed slightly, but the game remains basically a side-scrolling "hack 'n' slash." In Part III, you have the option of playing one of three female characters, each with different abilities. You can change between the three at any time during the game.

## Innovative CDs

NEC also demonstrated that it is not ignoring the progress of CD-I (CD Interactive) and the introduction of CDTV (Commodore Dynamic Total Vision, a technology based around the Amiga personal computer that competes with CD-I) by showing four titles that exploit interactive CD technology on the TurboGrafx-16. Three titles should be out by the time you read this,

and the fourth, *Discus*, is expected in the second half of 1991. The games are listed here in expected order of release:

*Magical Dinosaur Tour* (February)—This "dinosaur encyclopedia on a disc" may contain everything you wanted to know about dinosaurs. It includes charts showing the evolution of the dinosaur "families," pictures

and facts on dinosaurs, animated sequences showing selected species in their native habitats and geographical maps specific to each stage of the dinosaurs' existence. Users can guide the program to the specific area they are interested in by using simple menus. It's definitely *not* a game, but an interesting reference work on CD.

*Sherlock Holmes: Consulting Detective* (March)—In this eagerly awaited CD title, you are cast as the world's greatest detective. The CD contains three complete mysteries in which the player must decide whodunit by gathering



*Magical Dinosaur Tour* (top) is the first educational CD for the TG-16; *Sherlock Holmes: Consulting Detective* (bottom) is the first to use film footage.



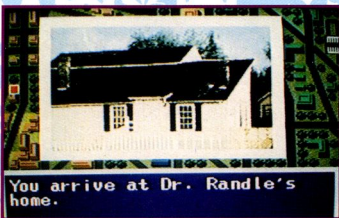
clues from various sources, including newspapers, locations and witnesses. Selected portions of the mystery are acted out in scenes that contain clues to the identity of the guilty party. These acted-out scenes are displayed in a box in the center of the screen that exploits the 512 x 240 resolution of the TurboGrafx-16 processor. It is the first title to take advantage of this mode, although the forthcoming *It Came From the Desert* may also.

*Murder Club, Starring J.B. Harold* (May)—The tried-and-true gumshoe detective novel is brought into the electronic era with the introduction of this title. You are cast as J.B. Harold, detective extraordinaire. NEC plans to change at least one of the scenarios for the U.S. market, which at press time had not been determined, but in the "show" version of the game your assignment is to discover who murdered Bill Robbins, a local businessman.

Your investigation will take you to 18 locations and require you to question 35 people, interrogate 12 suspects, exhume bodies and decide the relevance of 16 pieces of evidence. Along the way, you will discover how a missing watch, arson, a stolen car, an unsolved rape and a covert embezzlement scheme add up to one thing: murder.

This disc was originally released in Japan in bilingual format and contained the English and Japanese versions of the game on the same disc, making it possible to release the English-only version in America much quicker. J.B. Harold's second case is soon to be released in Japan (again in the bilingual format) and may be released by Christmas in the United States if this first title does well.

*Discus* (second half 1991)—A videotaped demo of the first title in this planned series of children's interactive storybooks on CD was shown at the show. It featured an illustrated storybook that a child can read by turning pages via the TurboGrafx-16's control pad. If the child desires assistance with a word, sentence or paragraph, he or she can simply point



It will take all of your deductive powers to master the likes of this CD-ROM game. In *Murder Club, Starring J.B. Harold*, you play detective J.B. Harold as you try to solve the murder of local businessman Bill Robbins.

to it, and it will be read aloud. Also, the child can point to elements of the illustrations, and the name of that item will be spoken to him or her.

## Future Projects

One CD-I project that is stalled for now is a joint project with Warner Brothers to produce music CDs with interactive graphics (CD+IG). CD+IG discs offer choices of what the user would like to see on-screen while the music from the disc plays. Also, CD+IG offers animated graphics on-screen (using sprites), whereas CD+G, which is the current standard, does not.

The first project (near completion) was *The History of Guitars*, featuring audio tracks from such legends as Bo Diddley and Eddie Van Halen. An ordinary CD+G disc only displays still pictures and perhaps lyrics, but the interactive graphics on this CD+IG disc give the users the option of seeing pictures, lyrics, animation or, in the case of Eddie Van Halen's section in *The History of Guitars*, actual fingering on the guitar while the related music plays. Hopefully, NEC will regain interest in this project soon; it has amazing potential to be the next step in the marriage of CD audio and video.

Other CD titles not shown publicly at the Winter CES, but planned for release include: *Super Big Strategy* (or *SuperWar*)—This is a hex-based military-strategy game that resembles the 1990 hit *Military Madness*. In this sim-

ulation you can invite up to four players (no TurboTap required) to participate in fictional battles like "Dragon Fortress" and "Diana Island," or replay battles that are actually a part of history, like "Vietnam," "Faulkland Islands," or "Iran vs. Iraq." Each of the 55 scenarios included on the CD is self-contained and can take anywhere from three hours to several days to complete (Vietnam took seven days with the computer playing itself!). Fortunately, a save feature is included!

*Super Big Strategy* also boasts an incredible total of 120 different helicopters, fighters, transports, troops, tanks and refueling trucks for added realism. One of the many ways in which *SBS* is more realistic than *Military Madness* is that all the gasoline-based military hardware can only carry a certain amount of fuel and must be refueled or it will become useless. Unfortunately, fighter planes or helicopters that run out of fuel crash and are removed from the board.

Players are only allowed a set amount of money during each turn to stock their army. The amount of money granted is based on a number of factors, including the number of airstrips, cities and production facilities captured, so battle strategy is a must. Look for this involving title in the second half of 1991.

*Astralius*—Here's a huge role-playing game (RPG) on CD in which players must travel to four hostile "continents" (ice, rock, desert, fire) to recover a silver flute that will return music and happiness to the land. During

*Astralius*, a new CD-ROM game by IGS, promises to be one of the best games to date. This one is said to give both Y's games a serious run for the top honor. It should prove to be one of the toughest games made as well.



the game, the player is assigned three traveling companions, each with special powers. One unique feature comes in some cities, where the direction from which you enter on the overhead map affects what portion of the city will be displayed on the close-up map. This adds some depth by requiring the player to remember how he entered each city.

Battles are fought with music, and spells cast in battle are graphically represented by robots, fire creatures and genies that attack opponents. The overhead maps in this game leave quite a bit to be desired, but the close-up maps (inside cities, castles,

caves, etc.) are visually appealing. Also, the combat interface will appeal to those who did not like the "bumping" interface of Y's, because it is closer to that of a "true" RPG.

*Pit Fighter*—Atari Games' super arcade hit will come to the TurboGrafx-16 courtesy of Tengen. Following the crowd, Tengen intends to pack all the digitized graphics of the arcade version on CD for release in the fall of 1991.

## Chipping Away With Hits

CD titles weren't the only ones shown at NEC's booth. NEC announced a new product strategy that emphasizes quality of games and the multiplayer capabilities of the TurboGrafx-16 with its Hit of the Month program. Rather than release a stream of mediocre titles, each month, from January through June, NEC guarantees to release at least one high quality title in TurboChip format. Most of the six games chosen are guaranteed

hits. The list unfolds as follows:

*Aero Blasters* (January)—This title is a great way to start off NEC's Hit of the Month program. This one- or two-player side-scrolling shooter has everything: multiplane scrolling, great music, huge bosses, simultaneous two-player action and lots of tough levels. Originally called *Air Busters* in the arcade and later released on the Genesis under the same name, this title is a sure-fire hit.

*Super Star Soldier* (February)—NEC originally considered calling this game *Blazing Lazers II*. Visually



it is similar, although range of weapons and diversity of levels is not as great. One of the best segments in the game is when your fighter approaches and penetrates the huge enemy mothership, where you must fight your way into the heart of the truly mammoth ship (featuring nice multiplane scrolling effects) and blow it up. While the game itself is not as physically or visually challenging as *Blazing Lazers* the bosses are first-rate. From the giant mecho-scorpion to the multipart final boss, *Super Star Soldier* will definitely leave you begging for more continues!

*Battle Royale* (March)—The whole purpose of this five-player simultaneous slugfest is to be the last person remaining in the ring. No fancy, complicated wrestling moves, just punch, kick, throw and count on one extra move unique to each of the five wrestlers.

**Bomberman** (April)—One of the best—if not the best—TurboGrafx-16 games for up to five players simultaneously. This game was originally released on the Nintendo Entertainment System (by Hudson Soft), and the graphics have not changed very much, but the addition of five-player action makes this game a candidate for a breakout hit! In the two- to five-player mode, the object is to try to blow up all the other players and ghosts on the screen, all the while collecting power-ups that increase your capabilities and avoiding power-downs that sabotage your ability to stay alive.



Bomb your way out of 50 areas or take on a friend in Bomberman.

In the single-player mode, it's only you up against 64 rounds of nasty henchmen sent by the evil scientist that kidnapped your girlfriend. Another unique feature of this release is that it is the first game to take advantage of the TurboLink on the TurboExpress. By hooking together two TurboExpress units, each with a copy of *Bomberman*, players can play a special version of *Bomberman* head-to-head that is different than the two-player TurboGrafx-16 mode.

**Bonk's Revenge** (May)—NEC's most recognizable character is back in an all-new adventure that features new power-ups, better background graphics and more crazy foes to "bonk" into submission. One of the best additions to this sequel is the ability for Bonk to power-up (by eating meat) and acquire the ability to breathe fire on his opponents.

**TaleSpin** (June)—This is the first of two Disney titles to be produced for the TurboGrafx-16 by Radiance Software. *TaleSpin* features some of the best graphics seen to date on the TG-16 and casts you as Baloo the bear. Your mission is to overcome scores of killer monkeys, crazed spear-throwing natives and ominous tropical waterways armed only with your trusty stash of coconuts. In addition to fantastic graphics, this title is unique in that Baloo throws coconuts *underhanded*, requiring the player to adjust his timing, especially when throwing the coconuts while jumping.

Other new games in TurboChip format included:

**Yo Bro** (formerly called *Camp California*) (NEC)—California Games gone to the bears! This action/sports game casts the player as a bear that has all the right moves, and a chance to win all the events.



**Dead Moon** (Radiance)—One of the most graphically exciting games coming for the TG-16. It is a side-scrolling space shooter with fantastic graphics and 3-D depth.



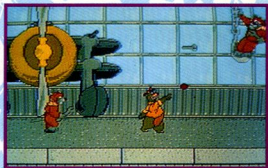
**TV Sports: Basketball** (June), **TV Sports: Baseball** (July), **TV Sports: Hockey** (August), **TV Sports: Boxing** (Winter)—All of the TV Sports games (with the exception of *Boxing*) will feature

The long-awaited sequel to *Bonk's Adventure* is finally here. In *Bonk's Revenge*, Bonk will face off new enemies with new weapons.

the exclusive five-player action that made *TV Sports: Football* a big hit with TurboGrafx-16 sports fans. Cinemaware will be releasing the rest of the TV Sports line as a third party licensed by NEC.

## Other News

TurboExpress units were also out in force at the show. The bad news is that when the next shipment arrives (around March), the suggested retail will rise from \$249 to \$299. This is due to the fact that the active-matrix color displays employed in the TurboExpress were far lower yielding—meaning it was harder to produce a large number of acceptable-quality screens—than Epson (the manufacturer of the screens) or NEC anticipated. Thus, the price of the screens was significantly higher than calculated. Also, the TurboExpress AC adapter (\$24.99), car-lighter adapter (\$29.99) and TurboLink communication cable (no price announced yet) will all be available in April, just in time for summer travel.



In *TaleSpin*, from Disney and Radiance Software, you guide Baloo the bear through various areas of an island, armed with coconuts.

No concrete information turned up on the rumored 32-bit CD-only monster that NEC Japan reportedly has in prototype form, but NEC did show a videotaped demo of an image-compression technique that yields 100:1 compression of graphic images. This NID compression technology is reportedly able to be incorporated into a chip, meaning that it can be easily worked into video-game hardware, and NEC is obviously very interested. Will this new compression technique be incorporated into NEC's new machine? With CD full-motion video on the horizon as well as graphics requiring higher resolutions and more colors to wow the public, it seems as if this may be the logical next step!



That about wraps up the action at NEC's booth during the 1991 Winter Consumer Electronics Show. One last bit of news banded around was that NEC expects more third parties to sign on soon. Considering that there are currently only a handful, that certainly is welcome news. It



also means that there should be plenty of new games to talk about at the Summer Consumer Electronics Show in Chicago. Of course, TURBOPLAY will be there to keep you updated on the latest TurboGrafx-16 developments! ✪

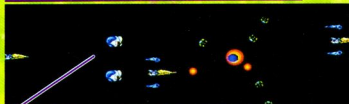
# SINISTRON

## SUPER STRATEGY

BY DONN NAUERT



### STAGE 1: MECHANICAL STAGE



You'll start the game outside of the ship, but soon after spotting these recon ships, you'll enter the first segment of the main ship.



Be ready for these guys. They pop out of their hiding place unexpectedly, which provides their greatest weapon—surprise.

**I**t's the 33rd century and Buck Rogers is nowhere in sight. Not that that bothers you any, since you have troubles of your own. It seems there's a large...no make that *huge* ship on a collision course with Earth. Along the way, it's been calmly devouring planets left and right.

Due to the hostile actions taken by this craft, squadrons of cybernaut fighters have been dispatched to intercept the vehicle before it reaches Earth. Only one problem: the rest of the group just got wiped out by an ion storm, leaving you alone to take on the six levels of menacing mass.

### WEAPONS AND OTHER OPTIONS

Your Cyber Fighter comes equipped with a special ramming jaw that protects your ship and the craft is capable of firing three different weapons. The first is the weapon you start with, the Vulcan flame cannon, and it's indicated by an orange icon. A blue icon indicates the crystal-pulse laser, which is the most powerful of the weapons. The green icon will give you the ability to shoot the Heat-seeking CHAOS missiles.

Each time you pick up a power-up, you are able to open the jaw for a wider-firing spread. Picking one up allows you to shoot a powerful three-way shot, but snatching up *another* one better enables you to open the jaw to its maximum and blast a five-way shot. The problem with opening the jaw is that you expose the cockpit, increasing the chances of an enemy bullet sneaking in.

Other abilities include speed power-ups and invincible plasma droids. The latter device will help protect your ship from enemy shots and alien craft that might come at you from the top or bottom.

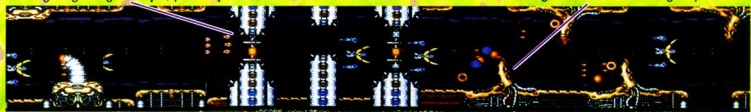
For the first stage, it's important to build up your strength, so get as many capsules as you can.

Here's the first major test of the game. If you can shoot five-way, you can pretty much stay in one spot and dispose of these guys easily.



Just as you get close, these gates will close on you and shoot two laser beams toward you. If you're in the center, shooting the glowing weak spot, you can pass unharmed.

Want to hitch a ride? These things look like large thumbs that shoot rings at you.

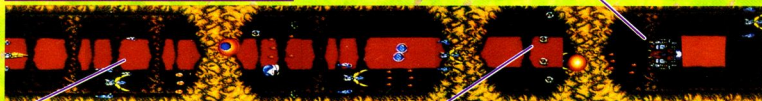


## END BOSS

This one-eyed fish will slowly move onto the screen shooting laser beams, bullets and missiles at you. If you can shoot the large eye on top quickly, you'll get by this guy easily.

## STAGE 2: GAS-TUNNEL STAGE

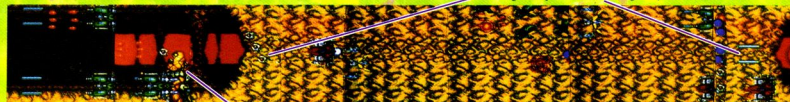
...then come the bio-battleships. These guys come in two forms: one red that shoots missiles at you, and one blue that shoots laser beams.



This gas tunnel looks more like a cave.

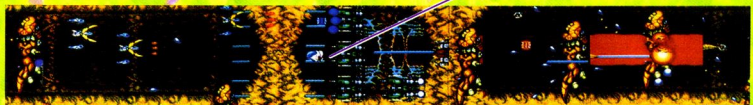
Small enemy vessels will attack first.

In this section, you'll encounter the smaller craft again. The larger ships will be waiting for you at the end.

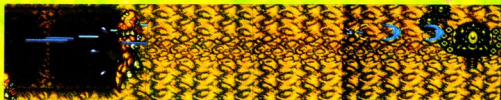


Or are these the bio-battleships? Either way they're not that difficult to shoot down if you have a powerful shot.

Battle through the larger ships and bio-battleships, and you'll meet up with the end boss of the stage.



## END BOSS



This end boss looks like a mutated octopus. Don't worry about its flapping arms—they can't reach you. When the small jellyfish comes out, just shoot as necessary. The weak spot of this end boss is the glowing eye at the center of its body.

### STAGE 3: BIOLOGICAL STAGE

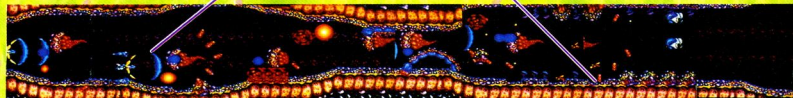


This is the stage of mutants. The first one you'll come across is a nest of beelike creatures, which can be neutralized by dropping the upside-down mushroom on the opening.

Shoot the bottom segment of the wormlike creatures, and watch out for the jumping mushrooms: They're probably the most deadly enemy in the stage.

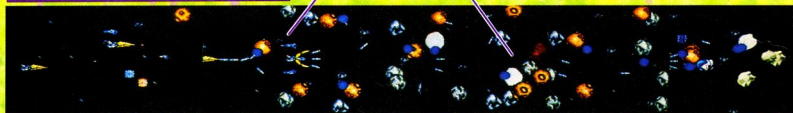
Remember to watch for the jumping mushrooms here, and destroy them as soon as possible.

These guys are just waiting to fly into action. Be ready.



Are these asteroids or potatoes? If you die after the check point on this stage, you may want to instead continue from the beginning, so that you can acquire the recon ships.

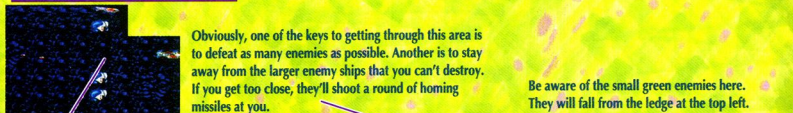
### STAGE 4: DEEP SPACE STAGE



The first segment of this stage is relatively easy. Just keep shooting!



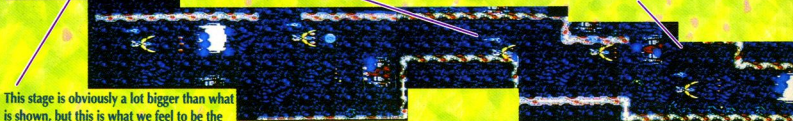
### STAGE 5: LIQUID ORGANS STAGE



You'll have bullets flying all around you, and just when you think you've made it—bam!—a wall of asteroids.

Obviously, one of the keys to getting through this area is to defeat as many enemies as possible. Another is to stay away from the larger enemy ships that you can't destroy. If you get too close, they'll shoot a round of homing missiles at you.

Be aware of the small green enemies here. They will fall from the ledge at the top left.

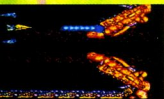


This stage is obviously a lot bigger than what is shown, but this is what we feel to be the easiest route through.



Now you enter the flying mushrooms. These guys are tough to defeat, and you'll have to experiment to find the distance away from them you'll need to be to defeat them. It seems to vary at times. They'll shoot small homing missiles at you as well.

This is one of the tougher segments of the stage, perhaps the whole game. You'll have every enemy from the stage coming at you in a small space. Try using the crystal-pulse laser to get through this part.



### **END BOSS: PART I**

This end boss is split into two parts. The first requires you to take out the dragon heads. As you're shooting at them, watch for the small flying dragons that come out of the mouth of the heads. When they're destroyed, they will send fireballs your way. Use the laser to destroy the heads as quickly as possible to minimize the number of small flying dragons that will come out.



### **END BOSS: PART II**

Once the two dragon heads are taken care of, a large flying dragon will come out of the center. This enemy is quick and will circle you relentlessly until your craft is destroyed. It also shoots fireballs that are designed to make you panic. To counter, set yourself in the center as close to the right as you can get, and as the boss approaches, simply fade back to the left. If you have a high-powered weapon, you should be able to take it out by the time you reach the left side.



Checkpoint.

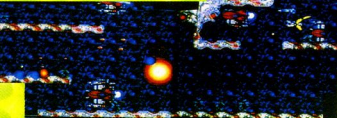


### **END BOSS**

The trick to easily defeating this end boss is to stay just below the middle fireball that it shoots as it moves down. When it's moving up, stay above the fireball. You might also have better luck using the laser with your ramming shield closed to make the shot inside.

You'll meet a wave of large enemy ships here. Just keep shooting and avoid any missiles. Try not to get too far forward on the screen; most enemies move from right to left, and if you fly too far forward, you won't have time to defeat them.

Now you'll run into some asteroids, which come in three flavors: white ones that just slowly fly by; purple ones that quickly charge at you when shot, then stop moving suddenly when they reach the same point as you; and blue ones that just charge at you full speed.



Checkpoint.

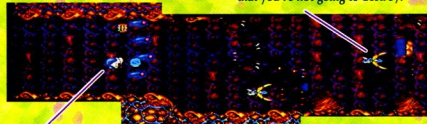
You have to give the larger ships in this area time to move out. If you get too far ahead of yourself, you'll run into either the ships themselves or their missiles.



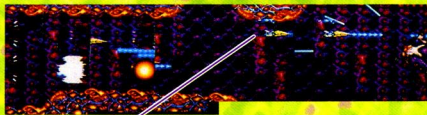
The small green enemies will again try to get in your way by shooting bullets at you while you attempt to concentrate on the larger ships.

## STAGE 6: CEREBRAL CORTEX STAGE

If you get too close to the larger enemies, they will fire bullets and missiles at you. Therefore, try to stay away from the ones that you're not going to destroy.

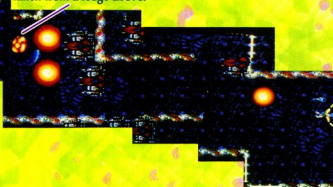


In this last stage the enemies will blend in with the background, so you have to stay alert.

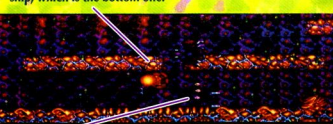


Line yourself up at this spot and fire constantly. As the enemy (the same as the first) comes out, slowly move back to avoid the laser shot.

In this wave of large ships, they'll come at you from all directions, so be prepared. The small explosion that looks different from the others is a small, green enemy that has fallen from a ledge above.



At this point, green tadpolelike creatures will swim vertically throughout the screen. If you can stay at the far right-hand side of the screen, you'll be all right. A wall of large enemy ships will greet you at the end of the ledge, but if you're ready for them you can take out the key ship, which is the bottom one.



The four ships are lined up here. All ships will eventually disappear, except the one in the photo. To get by this section, stay back (at the left side of the screen) and wait for three sets of missiles to come out, then either shoot them or destroy them with your ramming jaw. Once the third set is destroyed, move forward and get ready to fight off the fourth and last set of missiles.

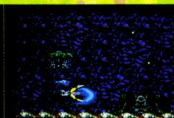
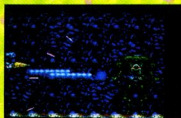
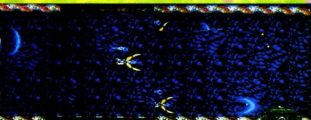




## END BOSS

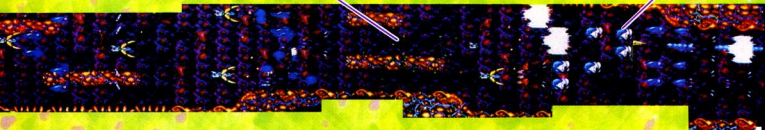
When you first reach this end boss, it will send a batch of bullets into the air. You can stay at the bottom left while shooting at it, and eventually the boss will come out of the ground. When it does, it'll jump across the screen, taking long enough breaks to fire a

few laser shots. Shoot it in the eye enough times and sooner or later it will move back below the surface. Be ready because it'll send a satellite after you. The satellite can be easily avoided, and you can keep firing on the eye until the boss is defeated.



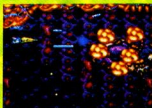
Again, destroy the enemies as quickly as possible so that you will have time to move forward and avoid the creatures coming from the top and bottom of the screen.

Checkpoint.



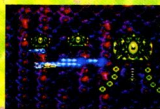
### END BOSS: PART 1

The more shots you pump into the eye, the quicker the enemy will be destroyed. Once it's finished off, be ready for the enemy found in Stage 2.



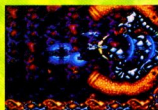
### END BOSS: PART 3

This gigantic monster is the heart and soul of the massive ship. Destroy it and the ship goes with it. As in many other games, getting to the end boss can be more difficult than the end boss itself. As you're firing at the center of the monster, fire eggs will come out of the tubes at the top and bottom. The eggs will explode and six small fire dragons will come flying at you. If you can position yourself far enough forward and open your ramming jaw full, you can sit in one spot (as shown in the photo) and fire away. The final end boss will be history.



### END BOSS: PART 2

This is similar to the end boss found in Stage 2 and can be defeated using the same methods.



# JACK NICKLAUS TURBO GOLF

ONE TO FOUR PLAYERS

Accolade-TurboChip

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

## CD-ROM

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

Jack Nicklaus, golf's Golden Bear, has endorsed two golf games (one TurboChip, one CD-ROM) made by Accolade. In the TurboChip you'll be playing at the Australian Golf Club, frequent home of the Australian Open, which is considered one of the top 100 golf courses in the world.

Once you've selected the type of game you want to play, match or stroke play, you're given the opportunity to select the difficulty (beginner or expert) and which tee you want to start from (ladies, men or pro). Then you're off to play the first hole.

Each hole is exactly the way it is in real life and includes all the sand traps, water hazards and roughs. If you want to check the hole again to make sure your shot

# Close LOOK



isn't aimed at a tree down the fairway, press the **RUN** button and you can select an overhead view from among four other options.

The game is fairly comprehensive and includes such game-affecting factors as wind, green breaks and out-of-bounds areas. You're even given a little piece of advice before each hole.

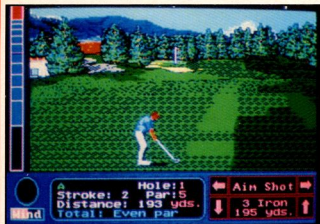
As far as the TurboChip version is concerned, graphically, it leaves

something to be desired. The intermission scenes are actually pretty good, but the playfield is disappointing. The trees, roughs and other obstacles seem

to blend together in a sea of green. The sound and music is even worse. Outside of the title screen and intermission screens, there is no music at all. The other sounds are very plain and resemble *Pong* sounds (dink).

The CD-ROM version has much

of the same basic features as the TurboChip, except this time you can choose from five of the best known golf courses in the world. When you're out on the course, you can choose from three music selections to



serenade you. Obviously, with the CD version, the graphics are a lot better—everything has a cleaner, crisper look to it. The music really boosts up the score, but the sound effects are the same dull “boinks.” Also added to the CD version is a narrator’s voice that will give a bit of advice for each hole as it appears on the screen.

The one thing on both versions that was extremely distracting was the long delay between

shots. This delay occurs when the game scrolls the image of your position and surroundings on the screen (from left to right).

Overall, if you have the CD-ROM and enjoy golf, then you’ll love the CD version of this game. And while the essential game play on the TurboChip is intact, you may soon find yourself looking for other less dull venues.

more than just another game compare by releasing the first true educational research software for any system. So, if you expected to wield a weapon or drive around in a souped-up vehicle, guess again.

What you will get is one of the most comprehensive looks at the world of the dinosaurs. Lead by Lolo, your friendly dinosaur tour guide, you’ll get a first-class look at the dinosaurs that roamed the Earth during the Mesozoic period, which occurred between 65 million and 225 million years ago.

The gentleman who wrote the script, Ryuichi Kaneko of the Yaza-wa Science Office, uses information that he gathered from scientists all over the world to bring you six different modes in this dinosaur encyclopedia. The first mode, the “magical dinosaur tour,” takes a look at the Earth and the way that it was shaped during 160 million years and shows you what dinosaurs inhabited various regions during different time periods.

Once you have selected a region, a horizontal scrolling panorama screen with the landscape and

## MAGICAL DINOSAUR TOUR

ONE PLAYER  
NEC-CD-ROM

SOUND/MUSIC	★★★★★★★★
GRAPHICS	★★★★★★★★
PLAYABILITY	N/A
OVERALL	★★★★★★★★

*Magical Dinosaur Tour* is the first step NEC has taken to demonstrate its willingness to be





plant life, as it might have looked back then, will appear. From there you can scroll to a particular dinosaur, and once it's selected, CD even includes possible theories you'll be presented with all the facts about that selection via animated scenes with narration and/or text.

Want to take a quick glance at a particular dinosaur? If so, you can use the name-search mode as well as over 200 dinosaurs from A



to Z; and another that takes a look at a variety of facts, including which dinosaurs had the largest feet and which lived the longest.

Using the CD-ROM as its medium was the only way this concept could have been presented to game players and nongamers alike. The graphics are beautifully done and include illustrations and animations with full rich colors and excellent sound and voice narration to go with it. For the better-known dinosaurs, audio was added to demonstrate what the creatures might have sounded like.

Finally, through the clean, well-spoken narrations, you'll soon become absorbed in the this fascinating disc. (You will have to put up with a narration at the beginning that sounds as if it's aimed at a five-year-old, however.)

This is simply one of the best products to be released for the CD-ROM to date and comes highly recommended to all gamers and nongamers alike. ★

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## DEVIL'S CRUSH

This code is for a two-player game. It will give Player 1 unlimited balls and start Player 2 off with 32 balls. Type in AAAAAAAAAAAAAABCE.



## LEGENDARY AXE II

To get 99 continues, when your last man dies (and "Game Over" is on the screen), press and hold **II** and **RUN**, then press L repeatedly. The quicker you are, the more continues you will receive (the maximum is 99).

PUSH RUN TO CONTINUE  
6  
CREDIT 94

PUSH RUN TO CONTINUE  
6  
CREDIT 99

## WORLD COURT TENNIS

This code will give you \$655,350, all the pearls, the magic ball and the inner tube. Type in JKXNPPPP△△△P△.br. The first thing to do is find Toronto and buy a racket, shirt and shoes before going to the bad king, who is on an island just north of Toronto.

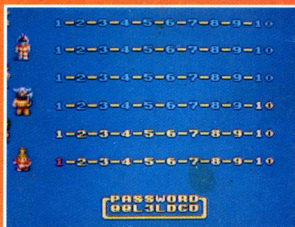


## TRICKY KICK

Here are some codes for this game. This one will send you to the last round of the puzzle: QQL3LDCE.

For 2-10, input Q2EH53LC.

For 3-10, input QQG3UB6.



## DRAGON SPIRIT



During the title screen, press L, R, D, U, **SELECT** and L for a sound test.



To make the screen narrow, like the arcade version, press and hold **SELECT**, and then press the **RUN** button 57 times.



## WORLD CLASS BASEBALL

Input 604A to get into the final game with the Turbo Champs.



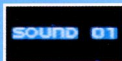
## DRAGON'S CURSE

Here's a code that will allow you to start the game with some advanced items and abilities. Type in 3WSURYXZY763TE.



## BLAZING LAZERS

To bring up a sound test, at the title screen, press and hold **SELECT**, and then alternately press L and R repeatedly.



tion mode, during the title screen, press and hold **SELECT** and then alternately press I and II repeatedly.

To get a difficulty-selection

## Y'S—BOOKS I & II

< indicate >

- 1:Rance Village
- 2:Minea Town
- 3:Ys Core
- 4:Dawn Tower 25F

1e1QJ/UN5\*UWW/WXTTTTb  
 b93n4/WVuutWW/Aghghgh  
 QypZp/ZpZpZpZ/pZpZoao  
 apq

< indicate >

- 1:Rance Village
- 2:Minea Town
- 3:Ys Core
- 4:Dawn Tower 25F

p9Waa/TF?m1HH/HHHHHHG  
 XGGHH/yLLLWvj/j4ejzz2  
 1N04s/Wtt\*gcM/N2N2N2N  
 ??2

Here are some codes that will place you at the end of Book I and into the Y's Core. Input 1e1QJ / UN5\*UWW / WXTTTTb / b93n4 / WVuutWW / Aghghgh / QypZp / ZpZpZpZ / pZpZoao / apq. This code will place you on Floor 25, ready to do battle with 157 hit points.

To get to the Y's Core, input p9Waa / TF?m1HH / HHHHHHG / XGGHH / yLLLWvj / j4ejzz2 / 1N04s / Wtt\*gcM / N2N2N2N / ??2.



## KEITH COURAGE IN ALPHA ZONE

### NEUTOPIA

Enter this password to begin on the fourth stage, "The Sky": KgKc%h5oFfep Qy1XwcjZXDvN.



To get into the debug screen after turning on the system, press and hold the **I**, **II**, **RUN** and **SELECT** buttons. When it says "Press Start" on the title screen, press **U** eight times.

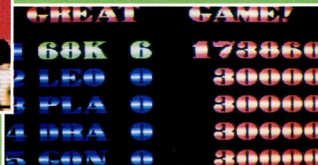
### MONSTER LAIR



When "Game Over" appears on the screen, press **L**, **R**, **D**, **U**, **SELECT** and **L** to continue at the same spot that you died.

To get unlimited continues, first get a score that is high enough to go on the scoreboard. Once you're on the scoreboard screen, press **SELECT** (which allows you to input numbers) and input **68K** as your initials. Now start a new game as usual.

To control both players with the same joystick, start a two-player game as you normally would. Then pause the game and take out the second controller. Unpause the game and the other character will slowly move on top of the one you were playing.



# TurboPlay Rates

**B**ecause many of you have recently bought a TurboGrafx-16 and may have missed some reviews, and because we have received many letters interested in seeking information on older games that can be found, we decided to put together a complete rating list of 60 TurboGrafx-16 games. The ratings are now based on a scale of one to ten, with ten being the best. The ratings also include how many people can play, whether it's a multiplayer game; whether it's available as a TurboChip or on CD-ROM; the suggested retail price for the game; and the type of game (as listed by NEC).

## Aero Blaster

Arcade  
TURBOCHIP  
\$61.99



TWO PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

## Alien Crush

Simulation  
TURBOCHIP  
\$29.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

## Battle Royale

Sports  
TURBOCHIP  
\$61.99



FIVE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

## Blazing Lazers

Shooting  
TURBOCHIP  
\$39.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

## Bloody Wolf

Arcade  
TURBOCHIP  
\$61.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

## Bonk's Adventure

Adventure  
TURBOCHIP  
\$49.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*



# the Games

BY DONZ  
NAUERT

## Boxy Boy

Strategy  
TURBOCHIP  
\$45.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

## Bravoman

Action  
TURBOCHIP  
\$61.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

## Chew Man Fu

Action  
TURBOCHIP  
\$49.99



TWO PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

## China Warrior

Action  
TURBOCHIP  
\$29.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

## Crater Maze

Action  
TURBOCHIP  
\$29.99



TWO PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

## CyberCore

Shooting  
TURBOCHIP  
\$61.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

## Deep Blue

Shooting  
TURBOCHIP  
\$29.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

## Devil's Crush

Simulation  
TURBOCHIP  
\$61.99



TWO PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

## Double Dungeon

Role-Playing  
TURBOCHIP  
\$61.99



TWO PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

## Dragon Spirit

Arcade  
TURBOCHIP  
\$39.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

**Dragon's Curse**  
Adventure  
TURBOCHIP  
\$48.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

**Drop Off**  
Action  
TURBOCHIP  
\$48.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

**Dungeon Explorer**  
Role-Playing  
TURBOCHIP  
\$39.99



FIVE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

**Fantasy Zone**  
Shooting  
TURBOCHIP  
\$29.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

**Fighting Street**  
Action  
CD-ROM  
\$61.99



TWO PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

**Final Lap Twin**  
Arcade  
TURBOCHIP  
\$39.99



TWO PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

**Final Zone II**  
Shooting  
CD-ROM  
\$61.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

**Galaga '90**  
Arcade  
TURBOCHIP  
\$29.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

**Jack Nicklaus Turbo Golf**  
Sports  
TURBOCHIP & CD-ROM  
\$48.99/\$61.99



FOUR PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

**J.J. & Jeff**  
Action  
TURBOCHIP  
\$29.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

(RINGS FOR TURBOCHIP VERSION)

**King of Casino**  
Strategy  
TURBOCHIP  
\$49.99



THREE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

**Klax**  
Arcade  
TURBOCHIP  
\$49.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

**Last Alert**  
Action  
CD-ROM  
\$61.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

**Legendary Axe**  
Adventure  
TURBOCHIP  
\$48.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

**Legendary Axe II**  
Adventure  
TURBOCHIP  
\$51.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

### Magical Dinosaur Tour

Educational  
CD-ROM  
\$61.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY N/A

OVERALL \*\*\*\*\*

### Military Madness

Strategy  
TURBOCHIP  
\$61.99



TWO PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

### Monster Lair

Shooting  
CD-ROM  
\$61.99



TWO PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

### MotoRider

Driving  
TURBOCHIP  
\$39.99



FIVE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

### Neutopia

Role-Playing  
TURBOCHIP  
\$61.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

### Ninja Spirit

Action  
TURBOCHIP  
\$61.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

### Ordyne

Shooting  
TURBOCHIP  
\$39.99



TWO PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

### Pac-Land

Action  
TURBOCHIP  
\$29.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

### Power Golf

Sports  
TURBOCHIP  
\$61.99



THREE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

### Psychosis

Shooting  
TURBOCHIP  
\$48.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

### Sherlock Holmes: Consulting Detective

Strategy  
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\$61.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

### SideArms

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ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

### Sinistron

Shooting  
TURBOCHIP  
\$61.99



ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

### Sonic Spike

Sports  
TURBOCHIP  
\$49.99



FOUR PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

### Space Harrier

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TURBOCHIP  
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ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

**Splatterhouse**Arcade  
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ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

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SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

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SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

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SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

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SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

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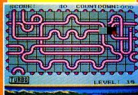
ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

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PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

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GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

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PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

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PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

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SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

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SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

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SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

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FOUR PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*

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ONE PLAYER

SOUND \*\*\*\*\*

GRAPHICS \*\*\*\*\*

PLAYABILITY \*\*\*\*\*

OVERALL \*\*\*\*\*



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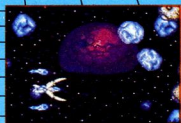
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TURBOGRAFX<sup>16</sup>

SHOOTER



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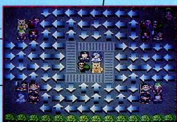


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