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April/May 1992

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Will Help You Over
the Rough Spots



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Upcoming Releases**

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Here we are again with another information-filled issue of TurboPLAY, which should serve to update you on the status of your favorite game system. Now that NEC has turned the reins over to Turbo Technologies Inc. (TTI), there are some new happenings in the TG-16 world. And we've got it for you here: talk of new games, a new schedule of software to be released, another contest and more. What are you waiting for? Turn the page and enjoy.

IN THIS ISSUE:

4

TURBOMAIL

The mailbox has overflowed again with hot TG-16 questions. Maybe they are questions you've been wanting to ask.

8

TURBOTIPS

This issue, our gurus of games have come up with hot codes for such challenging contests as World Court Tennis, Ys III—Wanderers From Ys, Blazing Lazars and Champions Forever Boxing.

10

COMING SOON

We've got it for you first: a listing of what TTI plans to bring to store shelves in the coming months. Plan out your TG-16 buying now.

12

SUPER STRATEGIES

If you're having a hard time defeating Baarogue, fear not, because we have full maps of what you'll be facing in Cadash and how to get it out of your way.

18

GAMES AROUND THE WORLD

You can't get these in America, at least not without going to an import store. Are you missing anything from overseas?

22

CLOSER LOOK

This time, we put the upcoming Gunboat through the wringer. See what comes out on the other side.

24

SUPER STRATEGIES

Finding some rough spots in Raiden? In the second of our strategy guides, we take you through the battlefield safely.

30

CONTEST WINNERS

We're having a special on pasta this month, but you'll also discover the next installment of our never-ending contest machine. Do you wanna win?

Cover art: Jim McDermott





I have been debating as to whether or not I should invest in a TG-16 CD. I have seen several great-looking CD games in past issues of TURBOPLAY, however, most of them are for the PC Engine, the Japanese version of the TG-16. What I would like to know is how can you tell if a game has an English option built in? The pictures you presented of the games *Vastel* and *Super Big Strategy* looked like they had a lot of English built in. If I knew I could play these two games without having to take night classes in Japanese, I would definitely buy the CD unit.

Do you have a list that tells which PC Engine games have the English option built in? Or, better yet, have you heard whether or not *Vastel* or *Super Big Strategy* will be coming out for the TG-16 CD?

—Frank Kavka
Lansdale, Pennsylvania

There's no real way to tell if a game has a lot of Japanese or a little, other than to find out from someone who has played the game before. Most of the military strategies have a number of commands in the subscreens, and, by trial and error, you can usually figure them out.

Unfortunately, we don't have a list breaking down with the amount of English in games, but we'll consider adding that to the game title in Games Around the World. And, no, we're still waiting to see if the powers-that-be will take the hint and add these to their lists.



Recently, I bought the game *Neutopia*. I am in the Sky Sphere and in the first dungeon. I have tried everything I can think of to locate the key, but I have not had any luck. I would have simply called the hotline, but I found out the number (708-860-3648) has been changed to (900) 386-8416. When I tried this number, the operator broke in and said "please check the number and try your call again." I would appreciate it if you would write back with either the correct number or the answer to where I can find the key.

—Michael Beaudet
Ottawa, Ontario, Canada

The number to call, if you live outside of the United States, is (708) 860-7952. This works for all foreign TG-16 owners who wish to get in touch with



the hotline. This also means you will have to pay the regular toll charges for a long-distance call.

To answer your game-play question, from the start of the dungeon, go one room up, one room left and then five rooms straight up, using bombs to open hidden passageways.



I, like many others, have had a problem with some of my games or cannot get past certain levels without some kind of help. Could you tell me if there will be a video-game enhancer for the TurboGrafx-16 like the Game Genie for the NES and Genesis?

—Tim Penner
Wichita, Kansas

No, at the moment there are no plans to make a device like the Game Genie for the TG-16 that we have heard of. If we get word of one, you know that you'll see it first in TURBOPLAY.



In your October/November issue of TURBOPLAY, Chris Bieniek wrote an article on page 10-11 about *Champions Forever Boxing*. After reading the article, I asked my grandmother to buy me the game. On Christmas Day I opened and began to play my new game. The beginning was great. A voice said, "How hard can you hit?" just as Mr. Bieniek said. Then I started playing. What?!? The sound was garbled with a lot of static. There was no sound of the crowd and no music. On page 11, column one, Chris Bieniek promised me "well-done, hip-hop background music." When I called the TG-16 hotline, the man said that all the *Champions Forever Boxing* games had been accidentally manufac-

tured with terrible sound effects and no music on the fighting screen. If all the games were like this, then what was Mr. Bieniek referring to in his article?

—Jason S. Galvin
Otsville, New York

You have to remember that we usually review specially made prototype cartridges that are sent by the video-game companies. If there is a problem with the manufacturing of a game, we won't know about it until after the review is completed. To be more precise, the problem you're referring to exists in the first batch of games that were made, but not all the games. The problem was a glitch in the programming that caused the sound and music to become garbled only if you had the TG-16 by itself. NEC says if you own the TurboBooster, TurboExpress, TurboBooster Plus or the CD-ROM unit, you will have no problems. We found that if you use the RF cable instead of the A/V cables, the problem will occur as well, but they assure us that the problem has since been corrected. If you have one of the defective games, take it back to the store that it was purchased from for an exchange.



When I go on long trips and the batteries for my TurboExpress go dead, it's so boring. I was wondering if NEC makes a car (cigarette) adapter for the TurboExpress?

—Scott Miller
Geneseo, Illinois

The TurboExpress Car Adapter, with a suggested retail price of \$39.99, is now available in stores across the country.

Top Ten TurboGrafx-16 Games

(as of February 28, 1992)

1. *Bonk's Revenge*
2. *Legendary Axe*
3. *Champions Forever Boxing*
4. *Cadash*
5. *Final Lap Twin*
6. *TV Sports: Hockey*
7. *Blazing Lazars*
8. *André Panza Kick Boxing*
9. *Victory Run*
10. *Raiden* ★

Send your mail to:

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WE'VE JUST RELEASED 3



WITH

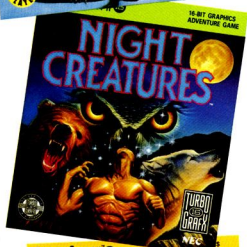


GRAPHICS SO INTENSE

THEY GO **KABOOM!** INCREDIBLE

EFFECTS THAT ARE MORE

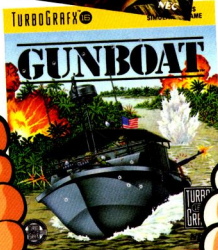
LIKE  THAN 



AND ENOUGH ACTION TO

MAKE YOUR  CURL.

OR, TO PUT IT SIMPLY, THESE GAMES



WILL  YOUR 

MIND AWAY.



Turbo Technologies, Inc.

Ballixix, Night Creatures, and Gunboat are Trademarks of NEC Technologies, Inc.

THESE GAMES ARE SO FULL OF ACTION,



When the alien referee drops the puck, you'll have to maneuver fast to control the puck off the bumpers.



On the floor of Ballistix Stadium are numbered tiles. Activate them and you can earn bonus points.



Be an architect and design your own stadium. Eight reprogramming options let you customize the game.



Collect items to help you defeat Level Bosses. With every level you complete, you'll be rewarded with a special power.



Wander through Darkwood Forest and try to outwit the wolves, werewolves, and strangling vines lurking here.



In the final stage, The Queen of Darkness appears. If you defeat her you will be rescued from the curse.

You're a gladiator about to face off in an intergalactic game of space hockey called Ballistix. An alien hand drops the puck. And before you know it you're off blasting at the puck with your cannon, ricocheting it off walls and bumpers and trying to slam it into the enemy goal. Hitting bonus items on the way will boost your score. Hitting land mines and puck splitters won't. Not to mention the acid pools, puck magnets, and the weird effects of gravity you'll find on the playing field. And be prepared, because Ballistix comes flying at you with graphics that are out of this world, and sound that will hurtle you into the next. But if you still think this game is a slapshot in the face, we let you change the difficulty levels in every part of the game, from the puck's speed to the nagging pull of gravity, to give you a fair shot. So suit up and get Ballistix. Because outer space has no room for spectators.

Ballistix

TURBOGRAFX 16

YOU MAY NOT BE ABLE TO CO



First person perspective lets you identify and destroy enemy targets from four different gunnery positions.



Receive updates about your target, engine power, RPM, and direction as you monitor the action from the pilot's station.



Practice the skills you'll need to survive before you go head to head against Colombian drug lords, rebel armies, and the Viet Cong.

You've just been put in command of a Navy Patrol Boat. But before you get your orders, you'll receive training as a sharpshooting machine gunner, a deadly artillery expert, and a steely eyed navigator. Once you master these skills, the admiral will give you a briefing and you'll shove off to rescue POW's from the Viet Cong. Or go up against a Colombian drug cartel. Or root up the fanatic rebel army of a deposed South American dictator. As you do battle, monitor the action from a first person perspective at four different battle stations. And choose which weapons you want on your boat. But don't wait too long. Your enemies aren't going to let your POW's live forever. So get your training, your assignment, and your visa card. Because the jungles of the world don't take excuses. And they don't take Americans **GUNBOAT** kicking ass.

You've been bitten by the Queen of Darkness, and you have until dawn to find a cure. Wander through nine nightmarish levels on your quest to cure yourself. Along the way, you'll encounter witches, werewolves and other demons of the night. Get help from the few friends you meet on your journey. Iron swords, crossbows, rifles, and other life saving weapons are yours to use, if you can find them. Fend off werewolves and vampires with garlic and crosses, or lure these creatures of death out with pieces of meat. And as you battle your way past the different levels, you'll gain special powers to change into different creatures. Of course, don't forget the hair raising graphics and spine tingling sound effects that will make your blood curdle. Dawn is quickly approaching. Either save yourself from the evil spell of the Queen of Darkness, or go **NIGHT CREATURES** get yourself a nice, black velvet cape.



GRAPHICS
ADVENTURE GAME



Turbo Technologies, Inc.

NTAIN YOURSELF.

BLAZING LAZERS

To get extra continues, during the title screen, press and hold **SELECT**. Press **RUN** and hold both buttons down until "AREA I" is on the screen. This will give you 30 continues.

For a difficulty selection mode, during the title screen, press and hold buttons **I**, **II** and **SELECT**, then press **L** and **R** repeatedly until the mode appears. When the mode appears, continue to press the buttons to access all four difficulty settings.

To enter the sound test, during the opening sequence, *not* the title screen, press and hold **SELECT** while pressing **L** to **R** repeatedly. The words "sound test" should appear on the screen.

For a stage select, enter the Sound Mode. Press button **I**, button **II**, then press **SELECT** 21 times. If this is done correctly, you should be able to move to 00 then FF. Choose from 00-09 for different stages.



BY DONN NAUERT

YS III—WANDERERS FROM YS



To start the game with 65,535 experience points and gold, input this code sent in by Michael Wagnon, of Inglewood, California.
 ASzz2 / DDDDC#C / #C#C#DH
 Qgggg / gg\$\$\$\$ / \$\$\$?\$
 \$\$\$\$\$ / \$\$\$\$\$\$ / \$\$\$\$\$\$
 \$\$\$SO / ##

LEGENDARY AXE

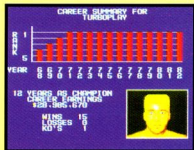
When "Game Over" appears on the screen, press and hold button **I** and **SELECT**, then press **L** as many times as you can. This will give you extra continues.

WORLD COURT TENNIS

Jeremy Hutchins, of Malone, New York, sent in this TurboTip that starts you off with \$1,052,800, the tube, four screens at once and everything sped up. Input "ALL TUBES" on the password screen of the Quest Mode.



CHAMPIONS FOREVER BOXING



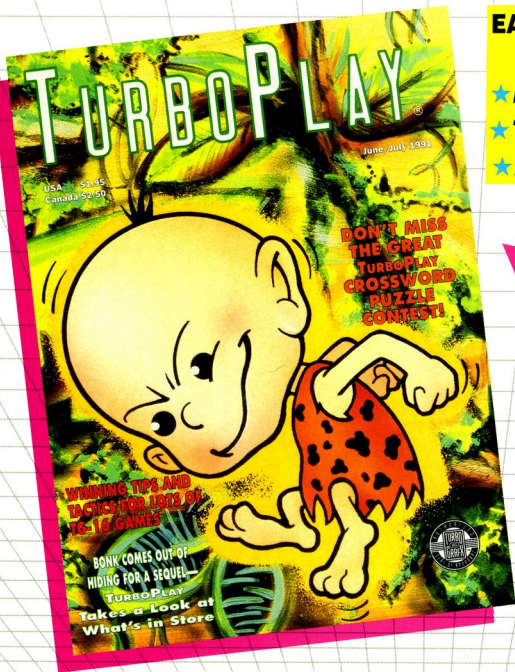
Here are codes for all 15 career years, giving you a record of 14-0 (15-0, if you beat Ken Norton in 1982) with one knockout. From 1971 until 1982, all fights are for the heavyweight championship.

Code	Opponent
1968	No password George Foreman
1969	WMQQLQMV7NX Ken Norton
1970	T4Q8QLVQV7NL George Foreman
1971	JMQKK—VMV77N Joe Frazier
1972	WIQ7.P8QF748 George Foreman
1973	SKQN.V8MF7L4 Joe Frazier
1974	LRQRP.QF7QC Muhammad Ali
1975	LMQJLS.MF7—Q George Foreman
1976	LJVSCJKQF7F2 Joe Frazier
1977	G7VD.—KMF7.F Ken Norton
1978	M188VPCQF7—C Ken Norton
1979	7M89SCMF7.X Larry Holmes
1980	N7.NXISQF7T. Ken Norton
1981	DJK4SKSMF7KX Joe Frazier
1982	RICDXJXF7—8 Ken Norton

DUNGEON EXPLORER

First enter the invincibility code shown below. Then input AENIP BLKEE for a Level 14 fighter or the Level 14 character of your choice. Now go sit on the throne for a second ending.

To become invincible, choose passkey and enter DEBDE DEBDA, then press button **I**, which will bring up password error on-screen. Press **RUN** and use button **II** to choose "member," or enter password. Select character (should have 535 hit points).



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Here is an updated list of product released from March through the end of the year. We'll update this further when we get new information and/or changes. This is a list of the confirmed titles that will be released this year. There are 15-plus HuCard titles that will be released between September and December, though unconfirmed at press time, with many more CD and Super CD-ROM titles to follow as well.

MARCH

It Came From the Desert

Reviewed in the December/January 1992 issue.

APRIL

Darkwing Duck

Reviewed in the December/January 1992 issue.

Night Creatures

Reviewed in the February/March 1992 issue.

Valis III

Reviewed in the December/January 1992 issue.

MAY

Ballistix

Reviewed in the February/March 1992 issue.

Cosmic Fantasy II (CD)

(Working Designs)

The number three RPG game of all time for the PC Engine. As 16-year-old Ban, the main character, you head out in search of your sweetheart, Laura, who has been kidnapped by the evil Galam. You'll assume the role of several characters as you fight for your girl—and possibly the world.



BY DONN NAUERT

JUNE

Gun Boat

Reviewed in this issue. As the crew of a U.S. Navy river patrol boat, you must battle your way through 20 different missions, which include stopping a Colombian drug cartel, fighting troops of a Panamanian dictator and going up against some renegade Viet Cong.

JULY

Neutopia II

The story begins on the 16th birthday of Frey's son. On that day, he awakes from a nightmare in which his father is killed by a demon. He later learns from his mother, Rosa, that his father had been killed in the dungeons in a foreign country many years ago. So, following the wishes of his father in the dream, he starts on his long journey.

Falcon

This four-meg cart is also based on the computer game. You play a squadron commander of eight F-16 Falcons who sets out on various missions. You can choose from a vast arsenal as you try to take out both ground and air targets. It will also have a two-player mode that will allow you to play head-to-head on the TurboExpress.



Lords of the Rising Sun

This CD-ROM game is actually three games in one. Each scenario is based on actual Japanese history that occurred around 1100 A.D. between feuding lords.



AUGUST

Order of the Griffin

Based on TSR's Dungeons & Dragons series, choose from 21 characters to play as you try to find the Crown of Halab before the evil Iron



Ring. Rescue Marianna from the Clan Radu, then defeat the Black Baron to save Karamaikos.

Jackie Chan's Action Kung Fu

Based on the NES version, Jackie Chan and his sister, Josephine, are China's supreme kung-fu champs, who guard their country against the Prince of Sorcerers.

Pom Ping World

In this excellent version of the arcade hit *Buster Bros.*, you play one of the Buster Brothers, and you're out on a safari. Your travels will take you from the Antarctic to the Taj Mahal.

Super Sagaia

This is the arcade sequel to *Darius*, and is sure to be a hit.

SEPTEMBER

Super Star Soldier II

No story line or photos were available at press time.

Ghost Manor

Gruesome creatures rise from the dead and begin attacking the helpless



people of your town. It's up to you to find the secret passage into their mansion and defeat the monster leader, Orb Gamut.

Gate of Thunder

This is the first Super CD-ROM title that will be released by TTI. It's a sharp-looking horizontal shooter that was made by the same design team that made *Aero Blasters*.

TV Sports Series

This Super CD-ROM title will contain all four (baseball, football, basketball, hockey) *TV Sports* titles.

Shape Shifter

In this CD-ROM hack-and-slash game you must battle your way through various areas to save the land. You also have the ability to change into the best-suited form—warrior, black panther, Rock Man, a shark or Hydra—for that location. Includes 40 different



original backgrounds and a soundtrack that uses live actors' voices.

TV Sports: Baseball

Reviewed in the February/March 1992 issue.

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FINAL BLOWER
FINAL ZONE 2 - CD
FINE PRO WRESTLER

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MACH IN HAZE
MAGICAL CHASE
MESOPOTAMIA
METAL STOKER
MOTO RIDER 2
MOTOR CYCLE RACING LEGEND
OF SPIRIT
MR. HELI
NAXAT STADIUM
NINCO NINCO PLUM
NINJA SPIRIT
NINJA GARDEN
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OVERIDE
P-47
PARANONIA
PC CAVEHMAN 2
POPPING WORLD
POPULARS - CD

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POWER LEAGUE 3
POWER LEAGUE
POWER LEAGUE 2
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RAY N PANDER 3 - CD
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ZEPANG



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continued on page 23

CADASH STRATEGY GUIDE

Baarogue the Destroyer is terrorizing the good people of Deerzar once again, but this time he goes too far when he abducts the Princess Sarasa of Deerzar. To get her back, the King has summoned four great warriors to rid the land of Baarogue once and for all.



VAN ARNO

BY DONN NAUERT

These small, green pudding creatures fall from the ceiling. They're basically harmless and easy to kill.

FIRST CONTINENT—DEERZAR PALACE

Watch for the bats that appear. They're small and can be difficult to see. Jump over them if you can and move on.

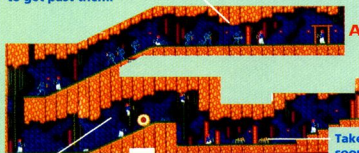


A

Be careful not to fall into the water; it can be deadly.

This is a great place to "hunt." Move to the water and then return to the stairs, killing everything in sight. I would do this until you've reached Level 8 or 9 in experience.

The skeletons require a few more hits in order to be destroyed than the other enemies in this area. On the slope, if you have trouble, try being thrown forward to get past them.



A

Try to position yourself between the falling rocks, and watch out for the two bats that will appear.

Take out the spiders as soon as they get within reach. The webs they fire at you can do a lot of damage.

A

END

As soon as you get within jumping distance of the vine, go for it. You'll "see" what I mean.

GENERAL HINTS

- Experiment with the various characters; some people find different characters easier to play with than others. This strategy guide was completed using the priest, mainly because of his ability to use protection and recovery magic.
- Always upgrade your equipment before moving on to the next continent.
- To get out of a tight jam, you can turn and face the opposite way from where you really want to go. Then, when you get hit, you'll be thrown in the direction you want to travel in. This is useful when playing a character that can't use protection magic, as the priest can, or if you want to save your magic. This is referred to in this strategy as being "thrown forward."
- There are a few places in the game that are ideal locations (in the first, third and fourth continents) to "hunt" or stay in one place, attacking the enemy to gain experience points and/or gold.

END BOSS 1—BLACK PUDDING

As long as the text screen is up, Black Pudding can't hurt you. Wait for Black Pudding to start moving in the other direction, then take the text screen off and start your attack. Small pieces of Black Pudding will fall off—when it's on the ceiling—and bounce toward you. Move forward or backward to walk under the small piece. It will take only a few hits if you have a Level 9 or greater character.



END

Be careful around these frogs—they're quick jumpers.

START



SECOND CONTINENT—MARINADE

These creatures will hesitate before throwing the bone at you. That's when you want to move in and strike.

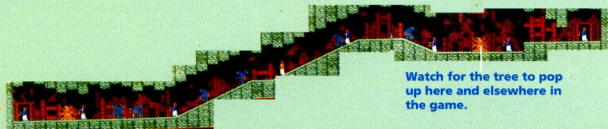
If you use the priest and have the ability to use the protection magic, you can skip this continent completely by going through this door and the next one.

A



J

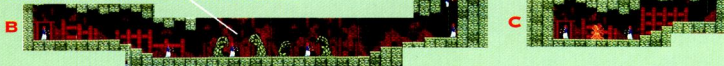
B



A

Watch for the tree to pop up here and elsewhere in the game.

It's all a matter of timing: Move between the two hands facing each other when the hand on the left has gone down. When the one on the right goes down, move between the two hands facing away from each other. Keep moving to the right as each hand goes down.

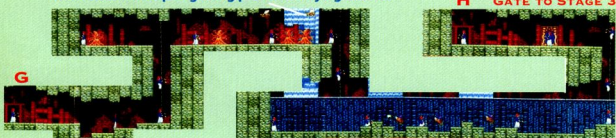


Go through the door on the left to go against the Kraken.

To get the Morning Stars, wait until the ball has passed, then quickly move under the left arm (the one that holds the Morning Star). When it approaches, jump, then move to a safe area between the next Morning Stars. Repeat the pattern. Or, you can also get thrown forward past the Morning Stars.

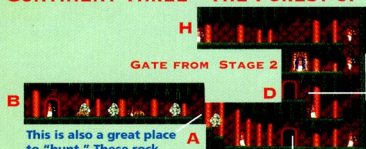


Hopefully, you have mastered firing up at an angle by now. This will help in getting past these flying insects.



This is where you would have entered if you decided to skip this continent. Using the protection magic lets you run past all these creatures. If you stop to fight, you will probably run out of magic in the next continent. If you do have the Scale of Mermaid, you can use this shortcut to get back to Marinade and visit the inn.

CONTINENT THREE—THE FOREST OF GNOMES



This is also a great place to "hunt." These rock creatures will move slowly if you face them, but will turn on the boosters as soon as you turn your back.

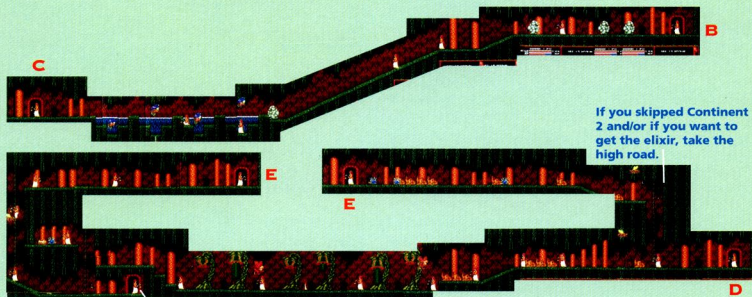
If you choose to skip the second continent, make sure you visit the Hiding Place of the Gnomes. Talk to Chavis in the top-left, and fill up on as many medical herbs, antidotes and Life Bells as you can.

Once you beat the worm, you'll get the Thread. This will allow you to climb the cliff and reach the rest of the continent.

THE GIANT WORM

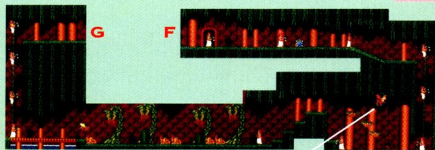


Make sure you have a level of ten or greater. You don't want to spend a lot of time fighting this monster—if you're not strong enough, it'll spell the end for you. Again, wait for the worm to start in the other direction before you attack. Your best bet will be to stay in the left corner and let the beast come to you. When it does approach in a ball, you can try to jump over it. Having enough magic to cast the protection magic would also be a good idea.



If you skipped Continent 2 and/or if you want to get the elixir, take the high road.

F Following the pathway will lead you to this doorway, which takes you to the final area of the forest before the Gnome village. The treasure chest on the ledge above contains an antidote.



This bird can be difficult to hit, but keep moving back and forth along the ground and wait for the easy shot. Trying to climb the ledges while the bird is running loose might not be a good idea.



Grab the Flower of Maiya before entering the Gnome village.

GATE TO STAGE 4 INSIDE

Once in the village, go to the Tool Shop to locate the silver key and the gate to the next continent.

FOURTH CONTINENT—THE BARREN LAND



GATE FROM STAGE 3 INSIDE

(TO STAGE 5)

Watch for the lightning, getting to the very edge of the bolt. As soon as it passes, move to the other side.

When battling these creatures, aim for their legs.

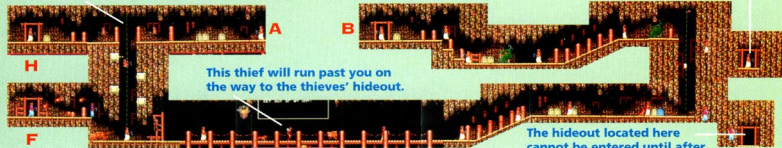
You can cross the Sea of Flames only after getting the Magic Flute from the Fire Elemental.



Once into the cave, move down the vine. Timing is essential in making it past the spikes without getting hit.



Jump to this hidden opening and enter the door below to get the Amulet of Dragon. It will give you 65,535 gold pieces.



This thief will run past you on the way to the thieves' hideout.

The hideout located here cannot be entered until after you get Abel's Pendant.



You'll find an antidote here.



Once through the door, go up to avoid the rest of the area. Then follow the vine up to the treasure chest on the right.



Take this shortcut to avoid some of the Flame Ropes.

Position yourself on the vine as shown in the photo. Then turn on the auto-fire for button L. When the Flame Rope has just passed, press button I to quickly jump past along the top of the vines.



While on the floating platforms, wait for the burst of fire to appear before jumping to the next platform. On the third platform, you'll notice that the fourth will approach, then quickly move in the other direction. Wait a second, and the platform will move even closer so that you can jump on it.

D



On the other side, over the fire, you'll find a Life Bell hidden in this treasure chest.

FIRE ELEMENTAL



The best way to defeat this boss is to stand there and pound him with your weapon. You can destroy the smaller flames that fly around the screen, but, for every one you get, another will appear. It is time now to use the protection magic.

Visit Gina when you reach this town, to get Gina's Charm. Now go back to Abel's grave at the beginning of the continent.



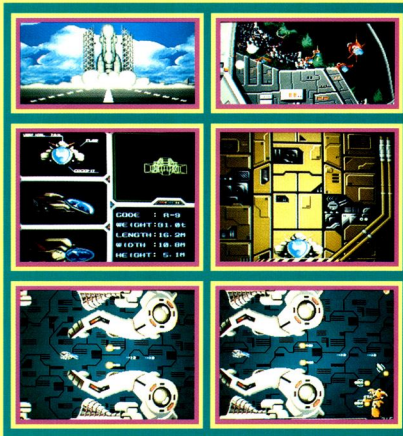
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E

GAMES AROUND THE World

by Victor Ireland

Super CD-ROM has arrived for the PC Engine! This edition of *Games Around the World* contains previews of some of the first Super CD-ROM games to be released (and some soon to be released) for the PC Engine, in addition to new HuCard and regular CD-Games. In order to play Super CD-ROM games, you must have either a PC Engine Duo or the Super System Card 3.0, both of which contain an additional 192K of RAM, which allows for an awesome leap in the amount and depth of graphics in games designed for Super-CD. Since both the Duo and Super System Card are set for official release in the United States right after the Summer CES, you may see some of these games here in the not-too-distant future.



R-Type Complete CD

Here is what the Japanese gamers have been waiting for. In Japan, *R-Type* was released on HuCard as *R-Type I* and *R-Type II*. In America, it was released as a single cartridge. This CD is the first opportunity that Japanese gamers have had to play the whole game together. Irem added some nice intermissions and the best music of any *R-Type* conversion to this disc to really show the strengths of the Super CD-ROM system. American fans will find nothing new except the intermissions—the first one's the best—and the sound, but, if you don't already own *R-Type*, forget cartridges; this is the only way to play it!

IREM — SUPER
CD-ROM

Browning

RIOT, the latest division of Nihon Telenet, has come up with this high-tech shooter that's a feast for the eyes and ears, even if it is a bit short. As "mobile weapon Browning" you are assigned to infiltrate Sea Square, a heavily armed manmade island in the middle of the Atlantic Ocean. Intelligence reports that the mysterious army there is developing an awesome weapon that will allow it to dominate the world. You must be quick and precise to make it to the end of each level, as there is a timer indicating how much power remains before Browning self-destructs. You must also balance thruster flight and firepower so as not to overheat your weapons and flight systems, resulting in a malfunction.

Levels 1 through 3 are a breeze, Level 4 is short and tough and Level 5 is long and very difficult. To successfully complete Level 5, you'll have to work fast, because the ultimate weapon is coming out to play and you're running out of time and firepower.

This game highlights the tremendous amount of graphic detail that's possible with Super CD-ROM. From the spent shells flying out of your gun to the multiplane scrolling to the splash of water that comes up when you land in a stream, the detail will amaze you.

RIOT (NIHON TELENET) —
SUPER CD-ROM



Tengai Makyō II (Ziria: Far East of Eden 2)

First things first: This long-awaited sequel to the number two rated RPG of all time for the PC Engine is set for release in March—it should be out as you read this—and it will set a new standard for animation scenes in home video games. Rumored to be the most expensive game ever made, it will also be the biggest, longest and most lavish.

The main character is once again Manji Maru. In the course of the game, you will cover over 20,000 screens of overhead maps, fight 300 types of enemies and 48 different boss characters, enjoy more than 90 minutes of incredible animation, listen to three hours of speech, hear 24 CD music tracks and over 80 different PSG (machine generated) music tracks. Fans of the original game will find nearly the same combat interface, as well as special commands that allow control over items and characters you encounter during the course of your quest. One of the unique innovations is that in one portion of the game you must explore a tower to finish a boss, then, after the boss is history, you discover that the tower is actually a transformer that changes into your flying transportation! This one's a good bet to show up in the U.S., so look for it.

HUDSON SOFT—SUPER CD-ROM



Psychic Storm



This is a visually appealing shooter that allows the player to choose to be one of four different pilots with psychic abilities. Each character has a different special "psychic" attack and unique firepower as well. The game is divided into seven stages, each with two parts. The overhead-perspective, vertically scrolling action is intense! Most levels sport special effects like scrolling clouds or ultradeep three-, four- or even five-plane scrolling. The game also has a two-player cooperative mode where pilots duke it out with the aliens side by side and then join forces in the psychic attacks. In two-player mode, the player who didn't initiate the psychic attack becomes part of the other player's ship and acts as a sort of tailgunner, using crosshairs on the screen to line up targets. Very unusual and a refreshing change.

While a bit on the easy side (even with limited continues), this game is one hot shooter. Bring on the Super CD shooters!

LASERSOFT (NINON TELENET)—
SUPER CD-ROM

Lady Phantom

A nice story line is the highlight of this so-so hex-based military strategy game. You control five female mech warriors assigned to different military scenarios. From reclaiming a base to escorting a motorcade, this is one tough set of missions. One of the worst aspects of the game is that the turns are not uniform. Sometimes one character will have three turns and the rest none. The algorithm for deciding who's next never became clear. However, unlike most military strategy games released in Japan lately, this game *does* feature an overall objective, and the hit points and powers attained from previous campaigns carry over to successive campaigns, so careful planning is necessary to attain overall victory.

LASERSOFT
(Nihon TeleNet)—
SUPER CD-ROM



Time Cruise II

This interesting turn on the classic pinball machine is five screens high and three screens wide, in addition to featuring numerous bonus rounds. While the game does not have the same degree of ambient animation that made *Devil's Crush* such an enduring hit, it does have some unique characteristics. One neat point is that, to get to the bonus rounds, one must "warp" through time. Each round is set at a specific point in time. How far you warp determines what round you'll end up playing.

The time machines located at the top of the respective playfields are the doors to these rounds. If you do not have certain things done, and you enter a time machine, you will score a "warp miss" and enter a sort of booby-prize round. However, if you do hit it right, you can warp into ancient oceans where you must hit prehistoric jellyfish; into the distant past where you play golf as a caveman; or into the distant future where you must guide the ball down beams on a space station, in addition to many other "warp areas."

FACE—FOUR-MEG HU CARD



Dragon Saber

Namco finally has done the conversion to PC Engine of this hot arcade property, the sequel to *Dragon Spirit*. This version retains the basic play of the first game, but adds the ability to let two players go at it simultaneously. Add to that a number of graphically hot power-ups, and you have one great game. As you fight your way through nine challenging levels, it will take more than just skill to pick your way through the hordes of nasties on the ground and in the air bent on just one thing: ending your quest. Don't look for any innovation in the play mechanics, just solid game play and neat effects.

NAMCO—
FOUR-MEG
HU CARD

Efera & Jiliora: The Emblem of Darkness

This long-awaited title is the latest offering from the people who brought the outstanding RPG *Last Armageddon* to the PC Engine. Unfortunately, it lacks the depth and intensity of that title. *Efera & Jiliora* is definitely a rare breed, a two-player-simultaneous, arcade-action RPG. Both of the main characters are nicely animated and there's lots of territory to explore and people to talk to—be sure not to kill any villagers accidentally or all the villagers attack you. The game is done in three-quarters long story overhead perspective and is interspersed with long storytelling intermissions. The sync of the characters' movements to the audio track in the animations is impressive, but the characters are far too small and the animation too simple to be effective.

Basically, this game is a straight port from the NEC 9801 (computer) version, and not much was done to take advantage of the special features of the PC Engine. Let's hope that this is just a small slip from an otherwise stellar software publisher.

BRAIN GREY — CD-ROM



Monster Pro Wrestling

One of the weirdest game innovations to come along for the PC Engine in quite some time, this game lets you control a monster in a wrestling tournament populated with nothing but other monsters. Also, make note of this: *You do not control your player's actions directly.* Combat is handled in much the same way as an RPG, with rounds of combat.

At the beginning of each round, you are awarded so many points to distribute among your attributes of strength, magic, hit points, etc. Finishing a bout well results in more points for the next round. During the bout, however, you only select which move you will use (hold, slam, punch, etc), after which your opponent will select his move. Then, you rapidly hit button 1 to increase the amount of power your move will have—a breeze with turbos on—after which the monsters duke it out. Once a move is completed, another is selected until one monster is left with no hit points, at which time he explodes with body parts flying. Very strange, with some hilariously violent moves, like the skull-crushing slam into the ring corner post!

ASK KODANSHA —
FOUR-MEG HU CARD



GUNBOAT

ONE PLAYER

TTI—TurboChip

SOUND/MUSIC ★★★★★★★★

GRAPHICS ★★★★★★★★

PLAYABILITY ★★★★★★★★

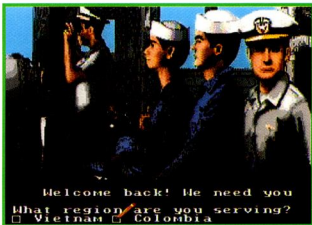
OVERALL ★★★★★★★★

A translation of Accolade's Vietnam-era warfare simulator, *Gunboat* mixes first-person shoot-'em-up action with the period-piece details of designer Tom Loughry's extensive riverine combat research. Through a series of increasingly difficult "secret missions," you'll pilot a military patrol boat down the rivers of Nam and reduce the enemy's fortifications to smoldering ruins, or "burning rubble," as the screen helpfully describes such remains.

Since there are three different types of guns on board—each pointed in a different direction—the designers came up with a refreshingly unique way to allow you to choose between them. Pressing the **I** button switches from the pilot's viewpoint to that of a gunner, and the active gunner is actually determined by the position of the TurboPad's auto-fire switch. It's a clever trick; unfortunately, it's a little bit *too* clever for owners of the TurboStick. The variable-speed switches on this "advanced" controller would not allow you to switch viewpoints in our review copy of *Gunboat*—let's hope somebody at TTI spots this flaw before the game hits the streets.

Though the graphics aren't nearly as detailed as in the computer versions of the game, they still manage to work up a pretty harrowing sense of claustrophobia. The sound effects

Close LOOK



are equally atmospheric, shredding speakers with the violent roar of explosive gunfire and the digitized shrieks of wounded soldiers. As you glide through the rivers' quieter channels, the only sound you'll hear is the hum of your PBR's motor—but, as soon as any type of threat



makes its presence known, the sky changes to a ghastly, bloodred hue, and a shrill buzzing sound gives you barely enough time to locate the enemy and take aim. It's quite an unnerving effect; it really makes you feel like your ears are ringing from the adrenaline rush that you'd undoubtedly experience in such a life-or-death encounter.

This gut reaction is the one aspect of the game that really grabs your imagination and invades your subconscious mind. It may even be more hauntingly realistic than some gamers would care to know—or to remember.

The controls are a bit sluggish, due to the lengthy calculations involved in updating the polygon-fill, first-person visuals, but they're a lot quicker than they would be if the entire screen had to be continuously refreshed. As it is, the majority of the action takes place only on the upper third of the display.

If I had to go on record with a serious complaint about the TurboGrafx-16 version of *Gunboat*, I'd argue that it's too confusing for one player to pilot the PBR and keep track of all three of its weapons at the same time. But I admire the game's ability to challenge and entertain with subject matter as heavily dramatic as this. As an alternative to the more mainstream titles in the TG-16 library, it's definitely worth a close look.

—Chris Bieniek

OCTOBER

Lode Runner '92

This is the updated version of the old computer and NES classic. There was no other story line available at press time.

Star Parody

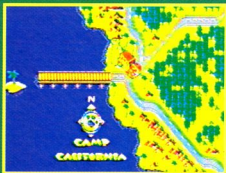
This will be a Super CD-ROM game. Unfortunately, no other information was available for this title at press time.

Sports Festival

This Super CD-ROM game will have you competing in events found in the World Games.

Camp California (SCD)

This Super CD-ROM game (it recently changed from regular CD to SCD) has you select one of five characters at different locations around Southern California and Las Vegas. From there, you must successfully rescue the remaining characters from that location to complete the level. This game uses the actual music of the Beach Boys.



Legend of Herotomma

No story line or other information was available for this HuCard at press time.

NOVEMBER

New Adventure Island

F-1 Circus

Dead Moon

Prince of Persia (SCD)

Double Dragon II (SCD)

Shadow of the Beast (SCD)

DECEMBER

Dragon Slayer (SCD)

Bonk's Thunder Shooting

Ninja Warriors

Magical Chase



has wiped out the entire guild except for one lone boy, who must now save the guild as well as the universe. Features the music of Tchaikovsky.

1993

Beyond Shadowgate

A firm story line was not available at press time, but this is the adventurous sequel to ICOM's computer and video game. The *Shadowgate* series was one of the first adventures to use a point-and-click interface. ✨



Loom

Based on the computer game, this Super CD-ROM adventure game takes you back to a time when the Great Guilds, such as blacksmiths, shepherds and clerics, were a way of life. Another such guild, the weavers, perfected their craft until they were actually able to change the limits of physical cloth and begin to weave reality itself. However, a strange unknown power

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RAIDEN STRATEGY GUIDE

by Donn Nauer



In the year 2090, the Earth has been invaded by an unidentified alien race. Using parts from destroyed alien crafts, the top engineers of the World Allied Forces have created the ultimate ultra-high-combat bomber. And the only one with enough skill to fly it is you.

General Hints

- Use a VCR to videotape your games. This can help you spot patterns of the enemies you might not have seen while playing the game.

- If possible, use the TurboStick to play the game; you'll find that you have more control over your ship, which can help you get out of jams more easily.

- We have found that the best combination of weapons is the Vulcan Gatling Gun (red weapon) with the homing missiles (H).

- In most cases, if you move far enough to the right or left on the screen, you can cause flying enemies and shots to disappear.

- In this strategy, we've attempted to show you how to defeat the end bosses without using bombs (except for the Stage 6 boss), in order to maximize your score.

- Extra men can be obtained by scoring enough points. Earn extra men for 100,000, 500,000, 1 million, 1.5 million and 2 million points.

- Try to stay with the same weapon as much as possible in order to increase to maximum firepower quickly. When you have maximum firepower, you'll receive 5,000 bonus points for every additional weapon power-up of the same color you collect.

- Extra points can be earned for any extra bombs and medals you have collected in the stage. Bombs carry over from the previous stage, but the medal figures are how many can be found in each stage.

BOMBS MEDALS

Stage 1	4	9
Stage 2	6	20
Stage 3	7	14
Stage 4	10	18
Stage 5	12	19
Stage 6	13	16
Stage 7	15	15
Stage 8	17	17

STAGE ONE



These large ships will fire at your location. Destroy them, or they will return from the bottom of the screen.



Try to stay to the left or right of center when battling these tanks.



Aim for this point in the bush for the hidden fairy.



These guys aren't as tough as you might think. Their shots can be destroyed.



The first of two end bosses. Position yourself in the middle for a quick kill.



Once the first one is gone, quickly move to the top left. Continue to fire on the second tank.

STAGE TWO



The start of Stage 2 is easy. Shoot this car for a 10,000-point bonus.



Watch for the shots from the cars of the train. Another train will appear from the left.



After the two trains, get ready for five waves of these ships.



Sink the ships to reveal weapon power-ups.



Stay to the right side of the screen when this tank fires at you.



When the heavy stream of bullets appears, move left and up. Then, when there is a break, move right.



Position yourself to the right or left of center and try to take out the wing and expose the center core.



Homing missiles help when you go against the end boss of Stage 2.



Once it starts to smoke, move back then try to maneuver through the shots. If the ship is on the right side of the screen, move left.



The six gun positions in front are your first target. Slowly move to one side of the screen, and then, when there's a break, move back.



These ground targets can be found throughout Stage 4.



Watch for these to appear from the side of the screen. There is one to the left and one ahead.



In Stage 5, when you see these guys, you know trouble is coming.



Then it will fire a burst of these shots. The first two rounds will go around you, but the third will be at you.



Now head back to the left. The wide shot is best for this enemy.



These smaller versions of the enemy found in stage one also fire in a V formation. Watch the ground targets.



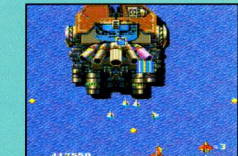
Take out the two side tanks one at a time, while hitting the highlighted area on the main tank.



Yep, here it is. Stay to the right, then move to the left and get the medalion when it's clear.



The easiest way to get these tanks is to go head on with them. They'll fire in a V formation.



Get between the large guns, avoid the occasional bullet and keep calm!



The first two rounds will be a V formation, but the third will be in a spray.



Once the tanks are gone, concentrate on the center of the main tank. Watch for the wide spread shot.



This isn't a new one, but the same one from before. Again, move right then left.

STAGE THREE



Watch for the two guns in the ship. To the left is a fleet of enemy ships.



The center of this boat is your target. A medal is hidden inside.



To get all the medals in the gun turrets, move back and forth, starting on the right.



Once the big guns are gone, aim for the center of the Phalanx MK III.



Don't forget about the two guns in back. These are the last two on the ship.

STAGE FOUR



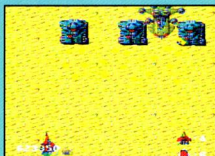
Though it's a weapon of few shots, the large tank is quick and difficult to destroy.



The second of two large tanks offers the same firepower. Kill quickly, then move to the left side of the screen.



You'll find another fairy hidden here in the bushes.



After the fairy, get ready for these guys. Start from the left and sweep right.

STAGE FIVE



Stage 5 starts off with these tanks coming at you. There are five of them.



The enemies on the tracks are tough to kill, and they have a quick shot.



When these flying enemies appear, stay between them. There are a lot of ground enemies to the left.



Your main target is the center of this tank. But go after the side arms first, moving left to right, avoiding the shots.



Once the side arms are gone, concentrate on the center. You can see that there is a path between the bullets.



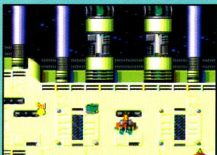
Move side to side, looking for the gap in the shots while you pound the center.



The beginning of Stage 6 will be fairly easy, with enemies that you have seen already.



A swarm of these ships can be tough. Notice the gap in the shots; that's the time to move across the screen.



This is the only place you can find a 1-up in the game.



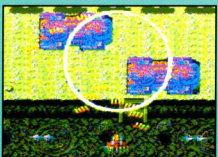
You'll find three large tanks in this area. Move back and forth across the bottom of the screen.



If the final boss reaches its nest, you'll have to take out more side attachments and avoid a wall of enemy shots.



But when you get to this point, be ready for three enemy tanks. Sweep from right to left.



Move to the one in back and get as close to the heads as you can and blast 'em.



There's strength in numbers; that's what makes this area difficult. Watch for the enemies that appear from under the structure.



You'll meet up with more of these guys later in the stage.



If you can make it, you'll get a million-point bonus.



The large aircraft on the right is slow-moving and difficult to destroy, with four quick shots.



Now that the two heads in back are out of the way, stay in the middle above the first one and let the homing missiles do their thing.



The most important thing to do in defeating the boss of Stage 7 is to take out these shutters before they reach the boss.



There'll be one on top and two from the bottom. Take out the top one, then wait for the bottom left to fire. Then move behind them from the left and fire.



Press RUN when the counter reaches zero to get extra weapon power-ups and bombs.



These biplanes will first fire a wave of shots; during this time, get just off its wing and blast it.



After the wave of shots, the plane will send out aerial mines. If the plane is on the right side of the screen, move to the left. This will give you room to move.



After the third plane, look for this spot for a fairy.

STAGE SEVEN



You'll be greeted by these four tough enemies in Stage 7. You'll need to quickly move back and forth along the bottom of the screen.



These small enemies will be everywhere in Stage 7.



Again, try to stay in the middle of these two. But you'll also have to watch for the enemies that appear from under the structure.



You can easily see the pattern of the end to Stage 7. The two shutters would have sent bullets straight at you.

STAGE EIGHT



These fly enemies will attack quickly, hover and attack again. Also watch for the two guns at the top that fire a spread shot.



Unlike some of the enemies, like this one found earlier, their shots can't be destroyed.



This is the first wave of five. You'll also have to contend with the gun placements and incoming aircraft.



They just seem to keep coming at you.



You can get right in the middle and fire to destroy the final end boss. Or you can use a bomb or two.



These three weapon power-ups and bomb will appear by pressing RUN when the timer hits zero.



A free game will go to the first person to write in with point values for both blue...



...and green cars, and to tell when these two cars will appear. Entries must be in by May 8, 1992.

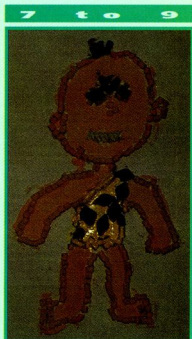
WINNER

Hey, we've got enough pasta to start a restaurant, but, unfortunately, it's all covered with paint and magic marker! Yes, it's time to announce the winners of the Dry Macaroni Art Contest, which was introduced in our December/January 1992 issue. Here are the results:

NEW CONTEST



Raymond Maluyo (age 4)
La Mirada, CA



Timothy Kevin Tiu (age 8½)
Brooklyn, NY

Finally, winner #3 in the TURBOPLAY Contest Search (August/September 1991 TURBOPLAY), Neal Cox, of Chicago, Illinois, came up with this issue's contest. We've taken 25 pictures of various TurboGrafx-16 games. Your job is to name as many of these games as possible. The winner will be the person who names the most TG-16 titles correctly; in case of a tie, the winner will be determined by a random drawing.

Please neatly write your entries on the back of a postcard along with your name and address, and send it to:

Name Those Games, c/o TURBOPLAY Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Entries must be received by June 10, 1992. Make sure you number the game titles correctly to match the numbering we are using. No purchase necessary.

One grand-prize winner will receive a TurboExpress portable game system, and five runners-up will each win three TurboChip games of our choosing.

Put on your thinking caps, get out your back issues of TURBOPLAY and good luck!



1



2



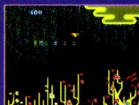
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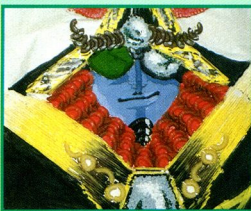
WINNERS:

10 to 12



Johnny Sherman (age 10)
Sherman, TX

13 to 16



Mike Krawczuk (age 13)
Bloomfield, NJ

17 & over



Frank Kavka (age 29)
Lansdale, PA

Congratulations to our winners. Each one receives five TurboChip games. Fine work!



11



12



13



14



15



16



17



18



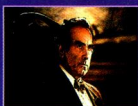
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OFFICIAL CONTEST RULES

TurboPlay is not responsible for late or lost mail. Employees of TurboPlay, of L.F.P. Inc., and of their subsidiaries and affiliates, are not eligible, nor are members of their immediate families. All materials submitted, including without limitation, the ideas and expression of those ideas, become the property of TurboPlay and will not be returned.

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

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

FOR LESS THAN



YOU CAN GET

A . AND JUST TO

GET YOU STARTED, WE'LL THROW IN

A  , WHICH IS A



VALUE THAT YOU CAN HAVE FOR

LESS THAN



[OR, TO PUT IT SIMPLY, GET **TURBOGRAFX-16** FOR ONLY **\$99.99** AND GET **BONK'S REVENGE** FOR FREE]



Turbo Technologies, Inc.