

JANUARY 1993

VOL. 3

TURBO FORCE

TURBOGRAFX-CD SYSTEM GAME MAGAZINE



GREAT TURBO GAMES

LORDS OF THUNDER

DRAGON SLAYER

DUNGEON EXPLORER II

CAMP CALIFORNIA

SIM EARTH

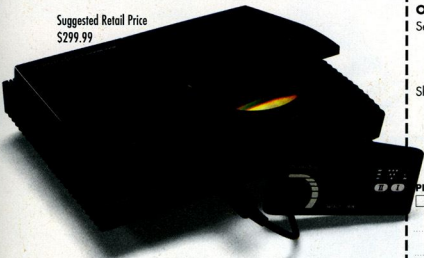
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DR. BUTCHER M.D.
REVIEWED INSIDE



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TurboContents: A Look Inside

TURBOFORCE

Number 3 — January 1993



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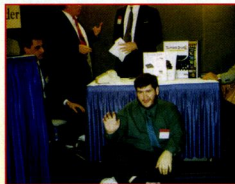
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Turbo Force (ISSN #1063-8334) is published quarterly by Sendai Publishing Group, Inc., 1900 Highland Ave., Suite 222, Lombard, IL 60148. Subscription rate for U.S. \$9.99, Canada and Mexico \$19.99, and all others by air mail only: \$40.00, single issue rates: \$3.50. POSTMASTER: Send address changes to Turbo Force, P.O. Box 7597, Red Oak, IA 51591-0597. For subscription changes, change of address, or correspondence concerning subscriptions write: Turbo Force, P.O. Box 7597, Red Oak, IA 51591-0597. The editors and the publisher are not responsible for unsolicited materials. No part of this publication may be reproduced with the expressed written permission of Sendai Publishing Group, Inc. Copyright © 1992, Sendai Publishing Group, Inc. All rights reserved. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. Printed with pride in the U.S.A.



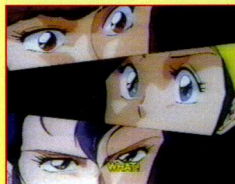
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TurboNews: COMDEX

Turbo Technologies gets "Scuzzy" at COMDEX

If you were lucky enough to get a pass to the recent COMDEX show (Nov. 16 - 20) in Las Vegas, you would be hard-pressed to believe that we're living in a recession.

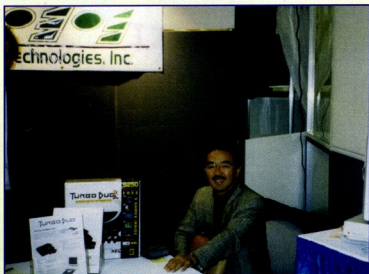
Organizers of the super computer trade show estimated attendance at 140,000, which would make the show far larger than the giant Consumer Electronics Show. The convention

craps table.

What does this have to do with video games and with Turbo Technologies?

Well, if you're an owner of the new Turbo Duo, your machine is about ready to become a powerful computer tool. And that's why TTI was at the show, previewing the company's new Intelligent Link

cable and it will connect up with an IBM-compatible, Macintosh, or Amiga computer. The card, which simply slides into the Turbo Duo chip slot, contains everything needed to allow you to play just about anyone's disks.

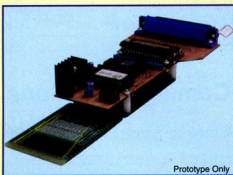


adapter that turns the Turbo Duo into an all-purpose CD-ROM drive for personal computers.

At the show, TTI demonstrated Turbo Duo's ability to play Macintosh formatted games, encyclopedias, atlases, educational discs and more. (For the technically inclined, the adapter makes the Turbo Duo capable of reading High Sierra and ISO 9660 formatted CD-ROM discs.)

The Intelligent Link is expected in stores before next summer and will probably retail for less than \$100. That makes the Turbo Duo an extremely low-cost alternative to more traditional CD-ROM drives. And for the price of the player (\$299) and the Intelligent Link, you get all this: the world's first integrated chip/CD-ROM based game system, more than \$250 worth of games and discount coupons, and an all-purpose CD-ROM drive for your computer. That's a whole lot of value!

TTI also displayed the Turbo Duo in its purest form...connected up to a TV and loaded with super games. It proved to be an extremely popular break for convention goers, who lined up to try their hand at *Bonk's Adventure* or *Gate of Thunder*.



Prototype Only



Prototype Only

The Intelligent Link will turn your Turbo Duo into a full-fledged multimedia machine. You will be able to connect it to any PC with a SCSI port.

center and numerous hotel exhibit areas were jammed with tekkies, propeller-heads, retailers, wholesalers, manufacturers, press, and the odd, bewildered gambler just trying to find his way through the masses to the

The Intelligent Link will be about the same size as a TTI chip-based game (the size of a credit card), but there will be a cable extending from the exposed end of the card. This is called a SCSI (pronounced scuzzy)

Super CD-ROM Takes Off!

The Super (CD) Season

It's finally here! The long awaited TurboGrafx Super CD-ROM games. These games, released along with the hottest new Turbo system, the Turbo Duo, represent the next step in CD-ROM gaming. The Super CDs take advantage of the increased power and memory of the Turbo Duo, as well as showing Turbo Technologies commitment to bringing out great titles in support of their new system.

The first titles released include Shape Shifter, Shadow of the Beast, Dragon Slayer, and Loom. One look at these awesome games, and it becomes apparent exactly how good turbo games can actually be. These games are the beginning of the rebirth of the Turbo system as a whole.



Super CD Upgrade

For those who already own an original TurboGrafx CD-ROM and don't wish to purchase a whole new system, there is good news on the horizon. The folks at Turbo Technologies have made it possible to upgrade your existing system, to play the new Super CD-ROM games. The upgrade comes in the form of a new system card, and is available in two configurations.

The upgrade can be bought separately for \$65 or for \$95, value conscious consumers will receive the upgrade card, a three-in-one CD with *Bonk's Adventure*, *Bonk's Revenge*, and *Gate of Thunder*, and a coupon book worth \$50 off of future games you buy.

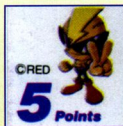
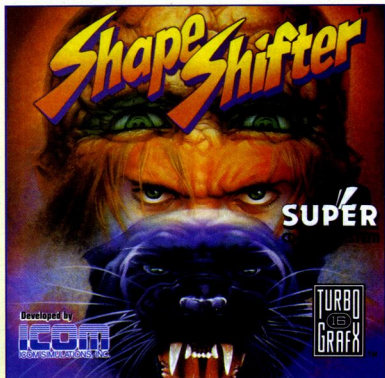
The Super System card is now available and can be obtained by calling 1-800-366-0136.

Turbo Bonus Club

For those who always wondered if the money they spent buying games and supporting the game companies was noticed, Turbo Technologies presents the *T² Team*.

Whenever you buy any Super CD-ROM game, you will earn points towards TTI merchandise like shirts, sports bags, TVs, and of course more Turbo games.

The club is open to everyone who buys Turbo games, and to make filling out the paperwork to join a little easier, TTI will throw in some bonus starter points just for joining. You even get bonus points



when a friend joins and uses your number as a referral.

You can find the *T²* points on the back of the instruction books of every

Turbo Super CD.

Members will receive a catalog of awards, as well as updates to the latest Turbo games. You will be the first to know when hot new Turbo games are announced and when they will become available.

The *T² Team* marks the first time a game company in the U.S. has given customers a chance to earn gifts just by buying their games, a move TTI should be applauded for!



TurboPreview: Five Player Mania



Bomberman '93



Bomberman is back, with more bomber fun for up to five players. All of the same great enemies have returned, this time with more powerful bosses and different worlds to explore!

Bomberman was one of the most popular five-player contests for the TurboGrafx-16, and Bomberman '93 offers the same great fun as before. Whether you are facing the terrors of the maze alone, or you bring friends along for a multiple bombing free-for-all, Bomberman '93 is sure to please. Are you fast enough, brave enough, and tricky enough to survive Bomberman's latest adventure?

Battle Lode Runner



Great games don't go away, they come back in great sequels.

Lode Runner, a game made popular in the old Atari 2600 days, is back again for another round. This time up to five people can play at once, making Battle Lode Runner a game to be reckoned with.

Collect the gold, bury the monsters, and make your way to the next level. The action is as fast as it gets, and there is no looking back. Battle Lode Runner is a classic from the past, rocketed into the future! There's no turning back now! Battle Lode Runner is on the way, so be sure and check this one out!



Some have dreams of one day winning an Olympic medal. Being the best in the event of their choice. But for others, that is not enough.

World Sports Competition gives you the chance to be the best in the world in 18 different events. Shooting, archery, swimming, rowing, track and field - it's all here!

Up to five players can compete at this round of Olympic-style action. Don't fret, there are enough different sports here for everyone to find a favorite.

And who knows, with enough practice, maybe one person - you - can come out on the very top!



World Sports Competition



TurboPreview: Sim Earth

Finally it's here. One of the most popular computer simulations has arrived for the TurboGrafx Super CD-ROM. Sim Earth is the game, and all of the bells and whistles of the computer version are here, as only Super CD could provide them.

Take charge of a planet. You are in control, you make the decisions. What will the land look like? What creatures will swim the oceans and walk on the shores? Only time will tell.

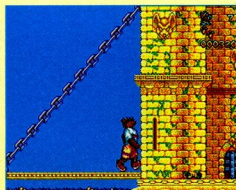
Choose from different periods of mankind's evolution, or even try and terraform a planet that no one has ever even visited. The choice is yours.

Some games give you the powers of a superhero, but only Sim Earth lets you experience the biggest power trip of all: supreme ruler of all you survey!

With Sim Earth, the world is yours!



TurboPreview: Camp California



Garbage. It's everywhere, and even seems to be multiplying all by itself. But some of us know better.

Camp California is probably the first ever environmentally aware game. Become a bear or a pelican, and clean up the mess that has been made. Your job is to pick up cans, banana peels, and any other trash you find that has not been properly disposed of. Clean up the land and reap the biggest reward of all — a better place to live.

If all of this action isn't enough, the sounds in the CD are provided by none other than the Beach Boys! More jammin' tunes have never been heard in video-game-land.

So jump on the bandwagon, and get ready for the jammin'est game of the year. Camp California is the name, and it adds up to environmental awareness made fun!



TurboPreview: Lords of Thunder

THE SWORD



In this super sequel to Gate of Thunder, there will be many weapons available to our hero. At present there are only a few, but there are bound to be more!

DEADLY WEAPONS!

THREE WAY



FORWARD FIRE



TWIN FLAME THROWER



POWER CRYSTALS



Should you collect these, they will boost the power of your standard weapon!

DIAMONDS

Grab these nifty pieces and watch your score skyrocket into the outer limits!



LORDS OF THUNDER

Due to the intense reaction to the super shooter pack-in for the duo, the sequel has just been announced and is going to blow away any forms of competition!

This time around, you are not the brave soul piloting the police "hunting dog" craft. This sequel is going to be set up as a fantasy game, casting you as a handsome warrior with some powerful weaponry and a whole lot of courage! Instead of lasers, you have magical blasts and a sword with enough pizzazz to bring down even the toughest of foes! Not only that, but this game is loaded with cinematic displays. The details to the main plot are sketchy at this point, but with the power and

memory of CD, you can bet that it will be one dramatic and powerful epic on a grand scale!

The graphics are some of the best to be seen on the CD supersystem! Combining many layers of parallax scrolling to multi-scrolling backdrops provides much more than a linear side scrolling one-way effect.

And, as always, there is a boss which needs to be dealt with before entering the next stage. But be prepared for some of the most graphically intense

bosses ever conceived! The first one alone is about half the size of the screen! Let us not forget the totally awesome CD soundtrack that the chaps at T.T.I. are going to add in. It will keep you rockin' for a long time. The sounds, graphics, game play, and kickin' music will set new standards for CD games!



Check out Stage One above for some intense action!



Fly through a waterfall and come into a cave of mystery!



At present, there are only four levels that are playable. You can choose from six different lands to wreak havoc upon before you go on to the final stage! Good luck!



Flame spurts and moving walls are your main hazards to dodge!



Falling ice and other chilling terrors lurk in this level!

ENTER THE BADLANDS OF LEVEL ONE!



Fly in front of the city above the sand and head to the cave entrance.



At present, this is the most complete level. There are soldiers that launch spears and fire arrows at you. Also keep an eye out (you can't miss it) for the giant battle creature!



This walking battle creature is only vulnerable if you hit it in the head.



Once you get through the cave, you will come to the palace of the first boss!



A HUGE BOSS AWAITS YOU AT THE END OF LEVEL!

At first, he arrives as a mere mortal man. But after a gigantic discharge of energy, he becomes one of the most monstrous enemies ever to grace the CD platform! He has three attack styles, all powerful enough to drain the life out of you! Watch for his weak spot -- it's just under his neck!



TurboPreview: Dungeon Explorer II

Q: What do you get when you take one of the most popular TurboGrafx games of all times, and cross it with the power of the new Super CD-ROM?

A: Dungeon Explorer III!

That's right, *Dungeon Explorer II* is coming in 1993, for the TurboGrafx Super CD, and once you see this, you will understand what the folks at Turbo Force have known for a long time... TurboGrafx Super CD is here to stay!

With just the right blend of action and adventure to keep the game lively, and just enough role-playing to make things interesting, *Dungeon Explorer II* draws the player into a world of fantasy beyond that of your wildest imagination.

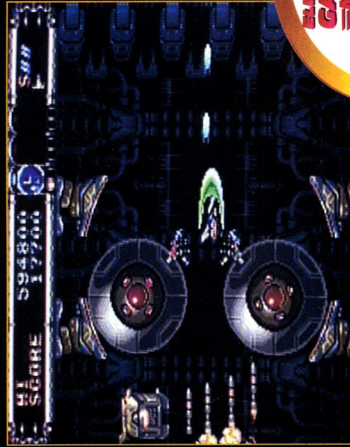
Just like the first game, up to five people can compete together, playing such characters as fighters, wizards, and barbarians.

Those familiar with the original *Dungeon Explorer* will feel right at home with the sequel, and those new to the series are in for a treat! *Dungeon Explorer II* is the adventure of the year, and it is coming only for the TurboGrafx Super CD-ROM!

The adventure of the year is coming soon, and its name is *Dungeon Explorer II*. Not for the weak of heart!



GATE OF THUNDER



The winner of E.G.M. Editors' Choice: Gold Award.

EXCLUSIVE EXPERIENCE ONLY ON THE NEW TURBO DUO MULTIMEDIA VIDEO ENTERTAINMENT SYSTEM
AND THE TG-CD WITH SUPER CD SYSTEM CARD.



TM

TurboPreview: Exile by Working Designs



Come forth to a savage land in a savage time. Come forth to a time of war, death, and the struggle of good versus evil. Come forth to a time of great cursades, in the name of uniting the world under one god. Come forth to Exile.

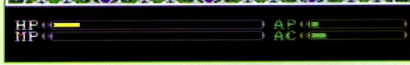
You are Sadler, the hero the world has been waiting for to save from darkness, and lead into a new age of enlightenment. Before this can be done, you must travel the world in search of mysteries long past.



The Fight has Begun.

The quest of Exile will take you through vast lands, all of them filled with mystery and evil. In order for you to emerge triumphant, you must destroy many powerful enemies who will stop at nothing to witness your defeat.





Exile is a quest like no other. Combining strategy, action, and role-playing, for a perfect balance of game play and story telling. You don't just wander around killing beasts like many of the other games out there. Instead, you are drawn into the story of the game, thanks to an extensive use of cinematic storytelling.

While you do not travel alone, your companions are not able to assist you when the action becomes intense. You must enter those situations alone, and pray that the fates are on your side.

So take the role of Sadler, and join Kindi, Fakhyle, and Rumi, to free the world from the bonds that mankind has been tightening on each other since the beginning of time. The peace of the world lies within your hands. The fate of mankind depends on your strength. May power and fortitude be with you on your journey. May the promise of peace drive you to success, and may the world look forward to a time when all men can live together in peace, under one flag and deity. .

If such a world is possible.



TURBOSPOTLIGHT: DRAGON SLAYER

Dragon Slayer: The Legend of Heroes

Dragon Slayer is the latest and greatest role-play game for the TurboGrafx Super CD-ROM. Brought to you by the same people who created the most popular Turbo CD of all time, *Y's Books One and Two!*

You are Prince Logan. When you were just a child, your father was killed defending the land of Farlayne, on the world of Isrenasa. Since that time, you have been raised on the island of Glen, looking toward the day when you will be crowned the King of Farlayne, and your family would once again possess the royal crown.

Now, as your sixteenth birthday approaches, and you prepare to take your rightful place on the throne, something has gone wrong. It seems that the Baron Drax, your father's most trusted advisor, is not quite ready to let you take over. His fiendish plans include your permanent disposal, and wedlock to your mother, thus making him King of the land.

It is up to Logan to go forth, and keep Drax from implementing his fiendish plan. You will have some help along the way, but the quest is yours, whether you succeed or fail.

And don't think that just the fate of the Kingdom lay in your hands. Indeed, this plot stems far beyond



the boundaries that man might make and the artificial walls he would construct, but instead threatens to encompass Isrenasa entirely, plunging it into darkness forever more.

Dragon Slayer will take you through four chapters, each with a distinct purpose. There will be people to meet, items to find, and a rich story to unfold. The world of Isrenasa is huge, and you must travel by land,

air, and sea, to search out the answers to the mysteries.

Experience is important, but just as vital is thought and reason. Your strength and agility won't solve the puzzles when they present themselves, and there is no time for idle experimentation.

Why is the world being over-run with beasts? What are the secrets your companions hold in their past? Who is behind this

plot to destroy all of mankind, and to have the world for itself?

It is up to you to answer these questions. Isrenasa depends on the salvation which can only come at the hands of heroes.

Go forth, and prove to the people - to your friends, family, and companions - that you are the one they have been waiting for. You are the legend.

You are the Dragon Slayer!

The Heroes of Irenasa



Mica

Destined to be Prince Logan's Queen... If the country survives.



Logan

Crown prince of Farlayne, awaiting for the day he will be King.



Markus

An excellent spellcaster who seems to enjoy avoiding work at all costs.



Giles

Who is he and what is he doing here? Only time will answer this.



Sonia

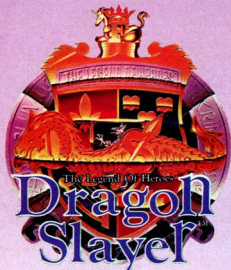
A leader to the resistance movement
She is a great asset to the battle.



Ethan

A traveling monk who seems to be hiding from the past and his true self.

Awesome Game Play



What makes Dragon Slayer stand above the rest of the RPGs now crowding store shelves are the numerous options allowed the players. The game is riddled with items for the adventurous player to find, and experimentation with these items and the various battle and system options will surely yield some interesting results.

One of the more unique options is auto-battle. In this mode, the computer picks the best means for fighting enemies when they attack. This is particularly useful when fighting to build up your experience points.

Another such useful option is auto-heal, though this can backfire as the computers strategy in this instance is questionable at best.

The game provides the player with items like the "Seeker Orb" (if you can find it) to show you a map of the world, and the "Spy Scope" to fill you in on the location of all monsters lurking about in the area.

There are also plenty of spells, many of which perform the same function as the objects you can find.

The most useful spell in the game is probably the "Warp 2" spell, which will instantly transport the entire party to any location they have previously visited (over forty by the end of the game).

In short, Dragon Slayer is the most advanced video-RPG to date, and still simple to learn and to play.



There are so many things to find in Isrenasa, you'll wish there was a mall!



A role-play game with only one quest would be like an ice cream store with only vanilla. Dragon Slayer is packed with places to go and things to find!





The land of Isrenasa is massive, and not a tour-guide in sight. Would-be explorers should keep a few things in mind.

- 1) Everything you bump into will try to kill you.
- 2) The people in the towns may or may-not be friendly.
- 3) Things are not always what they seem!
- 4) Whatever you do, spend as much money as possible before paying bribes!!!

By following these four bits of wisdom, Logan may live to see his next birthday. It is nice to have some friends on your side, but if you depend mainly on yourself, you only have yourself to blame when things go awry.

The creatures in Dragon Slayer only exist to bring your journey to a halt!

Chop. 2 THE CHASE	ROKBERG
	LOGAN Lv 18 HP 550/918 MP 225/135
560	ETHAN Lv 18 HP 421/642 MP 357/202
GILES	GILES Lv 18 HP 452/628 MP 176/118
ATTACK SPELL DEFEND ITEMS EQUIP AUTO STATUS RUN	GOLF 21388

Chop. 5 OUTLAWS	THE TOWER
	LOGAN Lv 28 HP 1323/2008 MP 817/517
1319	ETHAN Lv 28 HP 422/422 MP 857/859
ETHAN	SONIA Lv 27 HP 552/932 MP 1037/877
ATTACK SPELL DEFEND ITEMS EQUIP AUTO STATUS RUN	GILES Lv 28 HP 1008/1578 MP 411/311
GOLF 35092	GOLF 35092

Finalo DRAGONFIRE	THE ABODE
	LOGAN Lv 36 HP 2864/3036 MP 863/459
1200	ETHAN Lv 35 HP 1628/2110 MP 1303/1110
FIRE KNIGHTS encircle GILES with flame!	SONIA Lv 35 HP 359/1560 MP 404/175
GOLF 262030	GILES Lv 36 HP 1837/2602 MP 842/571
GOLF 262030	GOLF 262030

Chop. 2 THE CHASE	RED CAVE
	LOGAN Lv 10 HP 279/279 MP 288/158
120	ETHAN Lv 10 HP 82/254 MP 113/113
IMP 3 casts SLEEP! LOGAN falls asleep!	MARWIS Lv 10 HP 193/127 MP 179/119
GOLF 688	GILES Lv 10 HP 246/245 MP 60/51
GOLF 688	GOLF 688

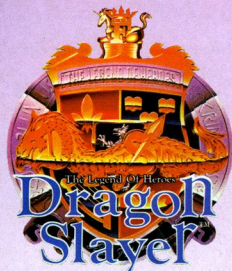
The worst part about going on a long trip, is carrying all of those heavy weapons. Logan and Company must keep up on all of the latest trends in weapons and armor if they are going to survive in the Isrenasan countryside. There are all kinds of beasties lurking about, all set to bring your quest to an immediate and permanent halt. Be swift and be brave!

Finalo DRAGONFIRE	LABYRINTH
	LOGAN Lv 36 HP 2235/2016 MP 913/363
2000	ETHAN Lv 35 HP 1045/2155 MP 1340/1340
GOLF 262030	SONIA Lv 35 HP 1134/1560 MP 1752/3255
GOLF 262030	GILES Lv 36 HP 871/1111 MP 440/110
GOLF 262030	GOLF 218940

Chop. 2 THE CHASE	GRIMMOLF
	LOGAN Lv 14 HP 512/512 MP 82/75
800	ETHAN Lv 13 HP 358/378 MP 188/197
DRAX If you play with fire you're going to get burned!	MARWIS Lv 13 HP 358/378 MP 213/213
GOLF 2410	GOLF 2410

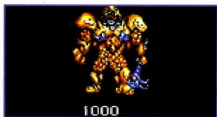
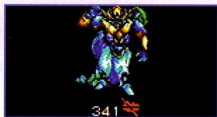
Chop. 5 OUTLAWS	FIELD
	LOGAN Lv 28 HP 1235/1878 MP 797/577
696	ETHAN Lv 27 HP 257/330 MP 857/857
LOGAN	SONIA Lv 27 HP 705/985 MP 1037/1037
ATTACK SPELL DEFEND ITEMS EQUIP AUTO STATUS RUN	GILES Lv 27 HP 321/470 MP 383/383
GOLF 58572	GOLF 58572

Finalo DRAGONFIRE	LOST ISLE
	LOGAN Lv 31 HP 1984/2280 MP 857/705
500	ETHAN Lv 30 HP 1014/1635 MP 1217/1217
GOLF 58572	SONIA Lv 29 HP 1282/1920 MP 1373/2645
GOLF 58572	GILES Lv 31 HP 120/190 MP 50/150
GOLF 58572	GOLF 58572



Evil Leaders

The hordes of nasty beasts can't be left to run around unattended. There must be supervision to assure that the destruction is even and orderly. Not to mention, the game would be darn boring without some bosses every now and then for variety. Dragon Slayer has the most frightening selection of bosses ever! Don't turn your back, it may not be safe!



Isrenasa may be beautiful, but it just isn't safe for women and children.



Isrenasa is a huge land filled with interesting places for your party of warriors to explore. The quest is long and will challenge the most experienced role-players. The question isn't "is the quest large enough?" The question is, "are you up to it?"



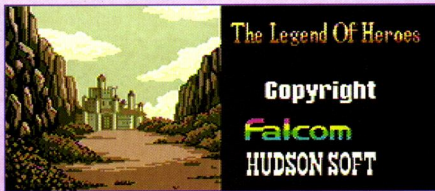
Final DRAGONFIRE		FIELD
LOGAN	Lv 31	HP 2280/2280
		MP 708/708
		15533
EIHAN	Lv 30	HP 1945/1945
		MP 1286/1286
		11525
SUNA	Lv 30	HP 1950/1950
		MP 1286/1286
		11525
GILLES	Lv 31	HP 1950/1950
		MP 1301/1301
		23452
		Gold 32170



The Journey's End



Like all things in life, the quest must come to an end. Logan will go forth as leader of Farlayne, and learn to rule as well as he has lead this party. And if evil ever comes forth again in this land, he will be ready. For Logan is more than just a Prince: Logan is the Dragon Slayer!



TurboStyles: Japanese

The Bubblegum Crisis

Armic and Youmex are the creators of this animation masterpiece. It was released in Japan in 1987, then in America in 1991 by a company called Animeigo. The Bubblegum Crisis is the story of four incredible women who call themselves the Knight Sabers.

Priss is the strongest and most aggressive; Nene is the weakest physically, but she makes up for it with her brains; Linna is the quickest; and Sylia is the leader, brains, and coordinator of this elite group.

The year is 2032 A.D. and Mega Tokyo is being taken over by android like robots known as "Boomers". These Boomers are always causing some kind of trouble throughout the city. Trouble so great that not even the advanced police (A.D. Police) can do anything to stop it.

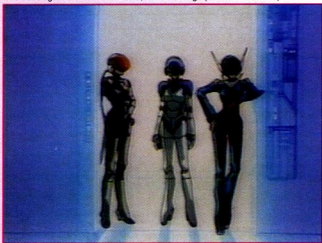
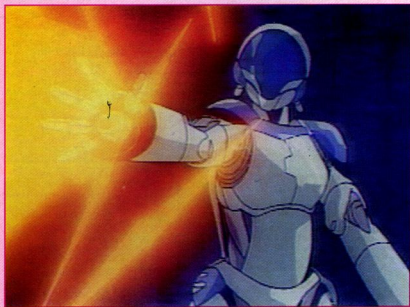
Nene works at the A.D. Police station with computers and such, so she always knows when there is trouble in the city. Once Nene knows, it's only a matter of time before the Knight Sabers show up. The Knight Sabers, when not in their "hard-suits", look just like normal women, but when they have their suits they are able to jump really high, withstand bullets, lasers, and almost anything that the Boomers can dish out.

The battle scenes in this film make you feel like you are right there within the action, with hard hitting sound effects, truly great music, a unique perspective, and incredibly detailed backdrops. The story will captivate you with its many wonderful elements. Each member of the Knight Sabers has her own-great personality. Once you see one of these great films (there are eight in all) you will definitely have to see them all.

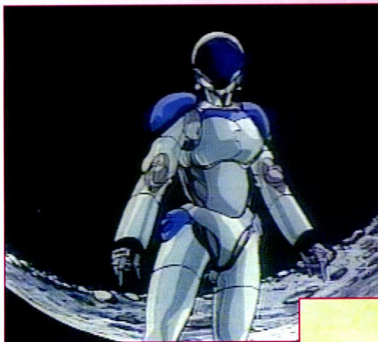
The Bubblegum Crisis has drama, action, violence, and even comedy, and I recommend it to everyone.

— Jeremy Klein

The Bubblegum Crisis ©1987 Armic, 1989 Animeigo (Translates Vesion)



Japanese Animation Attacks



Japanese Animation Company Directory

Here are a couple of companies who translate Japanese Animation to English. They also sell novelties of all your favorite Japanese characters.

Animeigo Inc.

P.O. Box 989
Wilmington, NC
28402-0989
Phone # (919) 251-1850

Streamline Pictures

P.O. Box 691418
West Hollywood, CA
90069
Phone # (310) 657-7697

U.S. Renditions

1123 Dominguez Unit K
Carson, CA
90746-3539
(310) 604-9702

TurboStyles Cinema

Dr. Butcher M.D. is rated NC-17 and is not intended for viewing by persons under the age of 17.
Dr. Butcher M.D. © Paragon Video Productions



In the high glitz world of Hollywood there are not many movies (maybe none) made for the sake of movie making. Dr. Butcher M.D., was made when there was some integrity (if there ever was any) left in L.A. I know about L.A., because we at T.T.I. live here. Anyway, the movie starts out in New York for no other reason than New York is probably where Donald O'Brian lived (and he is...well, you know who he is). If you watch the movie you'll understand there is no logical reason for anything that happens in Dr. Butcher M.D...but a good movie like a good life does not always need a purpose or a direction and if you just want to watch the greatest movie ever, then Dr. Butcher is for you. But I'm digressing.

The movie starts out in the big

apple where somebody is stealing body parts from cadavers in a hospital. The first spectacular scene (of many spectacular



scenes) is of a guy who is caught stealing and eating a cadaver's heart. He jumps out of the window instead of confessing. From there a female doctor who also just happens to be an anthropology expert

concerning a certain cannibalistic tribe, makes the connection that a symbol found on the jumper, links him to the tribe. So anyways, of course the lady doctor deciphers the symbol to mean "kito" or divine island, so what would you do? Well of course you would go to a South East Asian Island with two investigators (who both act like Dan Tanna), the female doctor, and a journalist.

Now, before I give away too much of the story, here is our board of reviewers in an open panel round-table discussion to rate the movie. In this our Siskelebert type forum, we throw out general questions about the movie and our experts just say what they feel. Very spontaneous.

What was the best part of the movie?

J.K.: Eye-gouging, guy jumping from the building.

T.T.: The propeller to the face.

AYM: All three

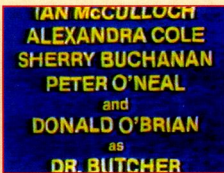
J.K.: It's got to be all three.

T.T.: I agree

But why were these the best parts of the movie?

AYM: Well, when other horror films leave you hanging, Dr. Butcher always follows through and leaves nothing to the imagination.

J.K.: That's right. For



example, you get to see the guy who jumps out the window actually hit the ground.



T.T.: The propeller goes through the face.

AYM: The eye gouge is followed through.

Why is this movie different?

T.T.: Other movies have the proverbial helpless woman screaming

at everything, but not this one.

J.K.: Forget the stereotypes. In "Butcher" women don't always trip and sprain their ankle at the worst time.

AYM: That's true. Even when the heroine was surprised by a cannibal in her room, she didn't just sit there helpless. She calmly put a machete through the guys head.

J.K.: Even if a lady did scream, Dr. Butcher just cut her vocal cords out anyway. The doc put up with no nonsense.



a: Dr. Butcher M.D.

BEFORE



Johnny Turbo's Cowardly Question

of the Month:
What made
you pick this
movie in the
video store?

T.T.: The title.
AYM: News-
paper type
cover.

J.K.: Obscure
video compa-
ny, back-cover
picture.



If you had one sentence to describe Dr. Butcher M.D., what would it be?

T.T.: Eat your heart out.
J.K.: Donald O'Brian in his best role yet.
AYM: The greatest movie ever.

Other comments heard about Dr. Butcher M.D.:

D.B. is cold!
Edited like Benny Hill.
Better than *Faces of Death*.

Dr. Butcher gives a good play-by-play.

Films social statement from the panel:

Dr. Butcher's cruel experiment was his own undoing.

AFTER



Final consensus from the panel:

The only part where Dr. Butcher M.D. leaves you hanging and did not follow through was at the end. You're never really sure if "Donald 'The Doc' O'Brian" perished.



Music: The Black Crowes

A couple of months ago I saw two guys driving down the street blaring some heavy metal. I said to myself, "what could those two long hairs with the black concert T-shirts, find meaningful in the noise they were listening to." At about the same time I was condemning them for their choice of song. I remembered my driver's license picture from when I was 16. In it, I looked like cousin It, and yes, I did have a black concert T-shirt on to boot. The point of this story is to tell you about a group

that brings me back to my "good old days" when Led Zeppelin and Lynyrd Skynyrd were King. This group is the Black Crowes. The two albums they have out right now are *Shake Your Money Maker* and *The Southern Harmony and Music Companion*. If you like blues/semi heavy metal music, the Crowes have got it down. Even if you don't like the music, you'll love their psychedelic/dead head inside cover layout. Anyway, check out the Crowes, and play it very loud in the car.



TurboStyles: Technologies

LASER DISCS' FUTURE BECOMING BRIGHTER

People are becoming more and more comfortable with the compact disc as the storage medium of choice for their music. And as they do, they recognize the advantages of the digital format.

The recording never fades or distorts, the sound is unsurpassed in quality and clarity, and the digital format allows for greater programming flexibility.

Laser discs (LDs) boast the same inherent benefits of CDs, except they also include video. Lately, video distribution companies have begun manufacturing that flexibility in special edition LDs.

Special edition LDs have such bonuses as behind-the-scenes looks at actors, directors, or the making of the film; a simulated theater screen known as the "letterbox" format; or



In a Special Widescreen Collector's Edition of *Aliens*, the viewer gets a glimpse of Newt's family and a better look at the space colony where they reside.



extra scenes not found in the original big screen version of the film.

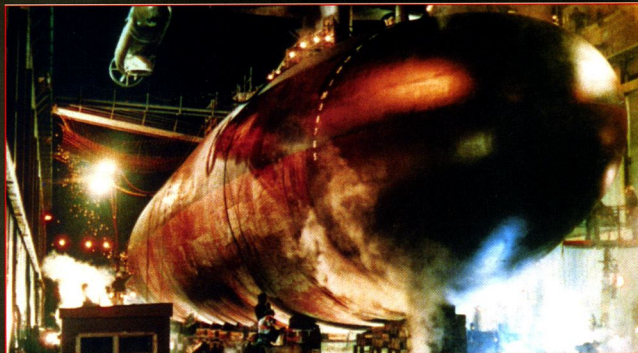
Film distributors have learned that people who became fans of the theatrical release of a particular film will also likely pay to see an enhanced version at home.

Aliens director James Cameron, for example, reinserted nearly 20 minutes of footage on a widescreen edition of the sci-fi thriller. The additional scenes embellish the storyline and make *Aliens* worth a re-watch.

Many owners of LD players are looking forward to a collector's edition of Cameron's *Terminator 2: Judgement Day*. Several key scenes were rumored to have been chopped from the theatrical release of the blockbuster film but they may resurface on the special edition LD.

As the prices of LD players continue to fall, (a decent LD player currently sells for about \$500) expect more and more movies to take advantage of the superior technology.

With better sights, sounds, and durability than videocassettes, LDs are destined to become the obvious choice of the future for storing and viewing video.



This scene from Paramount's *Hunt for Red October* illustrates the letterbox format available on many LDs. With its rectangular screen that simulates a theater, the movie doesn't have to be cropped for a square television screen.

Virtual Reality: A View From the Other Side

"You're walking down the dimly lit corridor of the forbidding dungeon. The stones feel cold and slippery beneath your feet. Suddenly, iron gates creak shut on both ends of the corridor. You're trapped - alone.

Then you hear a grunt. Your pulse quickens - and as you come to the realization that maybe you're not alone, a dragon rears his head up from the depths of the darkness.

You'll have one swipe of your sword to sever his head, you think, or you're just another drago-snack."

Although it sounds like a bad dream, the following description fits just as well in a virtual reality (VR) environment. In fact, VR technology is evolving so rapidly, that the line between imagination and realization is blurring.

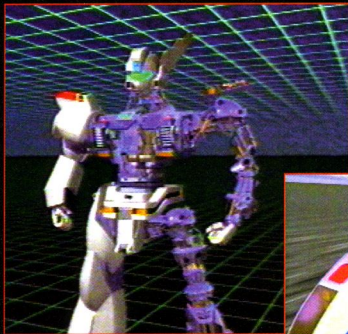
Despite the many technological advances in the last 50 years, virtual reality truly represents a revolution. VR makes the fundamental shift from passive content (a television

that you sit and do nothing with) to interactive content (something you take an active part in). Video games are a precursor to this, but are primitive in comparison to the possibilities of VR.

A child will no longer sit with his or her "electronic babysitter", but instead will have fantastic adventures with other children and families.

Instead of going on vacation for a weekend, a person will be able to bypass all the hassles of travel with VR. He or she will have the ability to be thrust into an adventure of choice; a dragon-battling knight in medieval times, a 200 ton mechanized warrior in 2112, or a top secret international spy (for further description, see the film Total Recall).

Such endeavors already exist, albeit on a smaller scale. The Battletech center in Chicago enables participants to choose from a list of robots, and then



How would you like to be a robot that can transform into a race car? As virtual reality technology advances, simulations and games will blur the line between fantasy and reality.



Imagine being a brave knight fighting this fierce dragon in his lair - or whizzing down the tracks of a roller coaster with impossible twists and turns. With virtual reality, any scenario that can be imagined can be recreated using increasingly complex simulators.



duke it out on an electronic battlefield. Each person controlling a mech warrior on the battlefield has a view as if he or she was the robot, and the environment revolves around them accordingly.

A symbol of the progress in VR, the Battletech Center recently upgraded its system. Monitors have twice the graphic resolution of the ones they replaced, and the battleground environments have even more variety.

As computers come closer to catching up with our imaginations, look for VR to become an increasingly prominent technology. The surface has only been scratched, and for VR, the best is certainly yet to come.



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TurboStyles: Fanzines

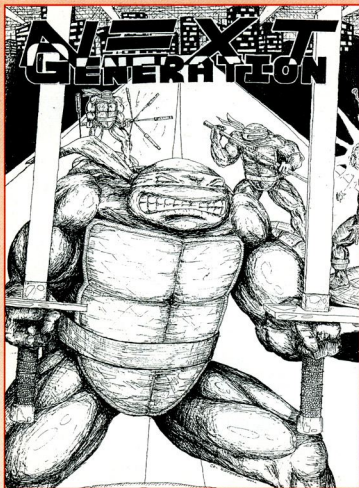
Two Big Reasons to Read a Fanzine

According to Webster's Dictionary, 1986 edition, a fanzine is a magazine produced by amateurs.

Fanzines are usually put together with cost efficiency in mind: They are printed on inexpensive paper; they usually have no advertising;

rely on for income), but their articles are often unedited and uncut, which means the writers speak **exactly** what's on their unpaid minds. So if you want reviews that are direct and in language you can understand, you'll find it in a fanzine.

Why do the fanzines exist? Good question. For the answer, let's speak to the editor of *Next Generation*, Casey Loe:



they are put together on a home computer; and one staple in the upper left corner holds them together.

But don't let appearances fool you. Actually, the publications are often quite interesting. Not only do these little collections of underground writings contain no advertising (which, by the way, most major publications

LR: So Casey, why did you decide to create a fanzine?

CL: At first it was for fun, and I also liked to write. Then I got to review games and see what was coming out. I really enjoy it a lot.

LR: Do you aspire to work for a major publication?

CL: Actually, I would like to make this a major publication.

LR: What one thing do you think separates fanzines from the major publications, other than the obvious cosmetic differences?

CL: To me, the major publications look good and have lots of pictures to look at, but

there usually isn't a lot to read. In a fanzine, you'll find more articles than pictures.

LR: What is the circulation of your particular publication?

CL: The last time we published (number 10), we printed 110 issues. From what we understand, at least three people read each issue, so it's at about 330.

LR: Do you have a job other than working on *NG*?

CL: Not right now, no.

LR: Do you go to school?

CL: Yes. I'm a senior right now.

LR: Oh yeah? Which college?

CL: Actually, I'm in high school.

LR: Really? You sound a lot older than that. (Maybe I should explain this lame comment. You see, I was actually impressed by the fact that someone who hasn't even graduated from high school is editor and chief of such a high quality, underground publication. It had nothing to do with the way he sounded on the phone.)

Fanzine editors have unique opinions on how their publications should function. Ed Finkler, who has worked on several fanzines, says the zines should be as creative as possible. It is the type of publication that isn't influenced by the game manufacturers and should reflect the editor's personality. "A faned (fanzine editor) should be able to write about whatever he wants to write about, such as music or politics, not just video games," says Finkler. "You learn more about a person that way."

Fanzine Quality and the Two Big Reasons

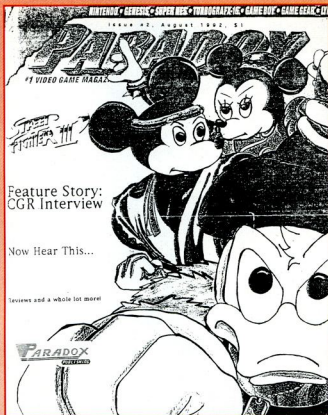
(sounds like a movie title, doesn't it?)

Fanzines can be as different as night and day. In all video game fanzines, you find reviews, game hints and letters to the editor. But some publications go further than that. *Phanzone Star*, for example, offers several other features, such as an on-going comic strip, movie reviews, and a section called "Crystal Ball," which tries to predict future trends. *Game Zero* offers a section called "Head to Head" which compares different versions of a single

video game produced for several systems. In the issue I have (number 2), *Game Zero* also has a section called "Remember When" which is kind of an editorial look back at past gaming trends.

Fanzines are just as good as the major publications, yet they're usually cheaper. This brings me to the two big reasons you should buy a fanzine: Firstly, all fanzines are up to date with what's new on the gaming market. If there's a game coming out, they'll know about it. They are as reliable as the major publications, but without the budget.

Secondly, fanzines offer clear options. For example, have you ever sat down to read a review in a major publi-



cation but can't understand a word they're saying? When you're finally through with the article, you don't know if the game is worth buying or not. With a fanzine, you won't find that. Each writer approaches the game head on. If they didn't like the graphics, they'll tell you so. You'll find no confusion here.

The quality of each fanzine varies tremendously. The only true way you're going to find one you like is by trying them out one at a time. There are so many fanzines around that you're sure to find one or two to your liking.

So there you have it, the two big reasons to hunt down a fanzine — any fanzine, just get one. And to help you on your way, we offer a list of fanzines we have found.

Directory of Fanzines

Mind Storm

9474 Fallson Ct.
Blue Ash, OH 45242
Irregular - \$1 per issue
Aaron Buckner

Panic Zone

3217 23rd Ave., S.E.
Rio Rancho, NM 87124
Irregular - \$1 per issue or
\$2.50 for 3 issues
Chris Larson

Paradox

316 E. 11th Ave.
Naperville, IL 60563
Monthly - \$1 per issue
Paradox Publishing

Next Generation

5961 Cannon Ct.
Ventura, CA 93003
Every 6 weeks - \$3.50 per issue or
\$10 for 10 issues or
\$24 for 8 issues
Casey Loe

Game Zero

P.O. Box 169
Columbus, OH 43216
Bimonthly - 65¢ per issue

Codename:

MegaZine
1209 Frisina
Pawnee, IL 62558
6 times per year - \$7.50 per year
Chris Larson

Shape of Gaming to Come

12311 Conservation Trail
Utica, MI 48315
Bimonthly - \$5 per year
Darren A. Krolewski

Fanzine Star

4436 E. 5th Street
Long Beach, CA 90814
Bimonthly - \$2 per issue or
\$10 per year

Random Access

21 Arlen Way
West Hartford, CT 06117
Unsure - \$2 per issue or
Eric Cohen

Duo-Dimensions

10 East Prescott St.
Westwood, MA 01886
Bimonthly - First issue free
\$1per issue after
Michael D. Babcock

Power Play

14 Stratford Drive
Brick, NJ 08724
Bimonthly - \$2 per issue or
\$8 per year
Chris Ritzer

Zapp

135 Ten Rod Road
Exeter, RI 02922
Quarterly - \$1.25 per issue or
\$4.75 per year
Scott N. Weller

This, of course, is but a fraction of the complete list of fanzines available. If you would like more information about fanzines or fandom in general, please contact the National Association of Electronic Gaming Enthusiasts (NAEGE), P.O. Box 240523, Honolulu, HI 96824. The cost for membership to NAEGE is \$10 per year. With this cost, you may also request a complete list of fanzines for your browsing pleasure.

Coming Attractions



Bonk III: Bonk's Big Adventure



Bonk III: Bonk's Big Adventure



Darkwing Duck



Darkwing Duck

January

Buster Brothers (CD)

February

Darkwing Duck (Chip)
Legend of Hero Tonma (Chip)
Lords of Thunder (SCD)
World Sports Competition (Chip)

March

Bombberman '93 (Chip)
Riot Zone (SCD)

April

Bonk III: Bonk's Big Adventure (SCD)
Magical Chase (Chip)
Super Battle Lode Runner (Chip)
Sim Earth (SCD)

Other Releases

Dates Unknown

Subject to change or cancellation.

Beyond Shadowgate (SCD)
Blood Gear (SCD)
Camp California (SCD)
CD-Zonk (SCD)
Cosmic Fantasy 3 (SCD) - Working Designs
Cotton (SCD)
Dangerous Journey (SCD)
Dungeon Explorer II (SCD)
Dungeon Master (SCD)
Dynastic Hero (SCD)
Exile II (SCD) - Working Designs
John Madden Football (SCD)
Might and Magic 3 (SCD)
Military Madness 2 (SCD)
Power Golf 2 (SCD)



Legend of Hero Tonma



Legend of Hero Tonma



Cotton



Buster Brothers



Cotton

**Are
you
still
playing
with
toys?**



Gate of Thunder



Bonk's Adventure



Bonk's Revenge



Y's I and Y's II

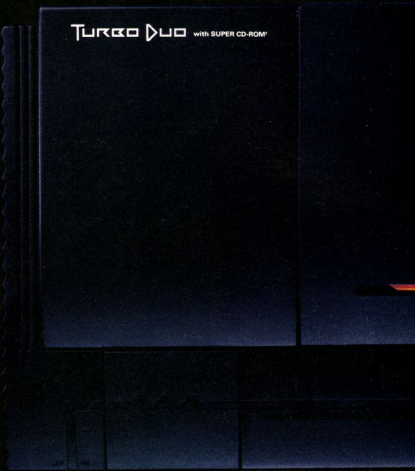
Get Serious. Get Turbo Duo.

IF YOU'RE DONE PLAYING WITH TOYS, WE'LL SEND YOU A FREE 20 MINUTE VIDEO OF THE NEW TURBO DUO AND OUR SOFTWARE LINE-UP (WHILE SUPPLIES LAST). JUST SEND YOUR NAME, ADDRESS, AGE, SEX AND TELL US WHICH GAME SYSTEM YOU USE NOW TO:

FREE VIDEO GIVE-AWAY

TURBO TECHNOLOGIES, INCORPORATED
6701 CENTER DRIVE WEST

SUITE 500
LOS ANGELES, CA
90045.



Power Switch



CURRENT



SHADOW OF THE BEAST



SHAPE SHIFTER



LOOM

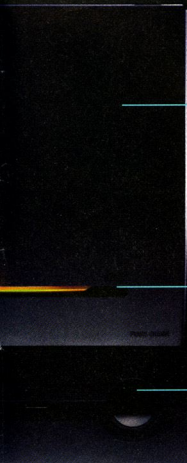
Bundled Software



The new Turbo Duo is definitely no toy. It's the most sophisticated multi-media video

entertainment system ever developed. It has more memory and faster loading times. So the graphics and sound are like nothing you've ever seen or heard before.

Top View



CD-Rom Drive

CD View Window

CD Release Button

Front View



Player Port w/
5 player compatibility

TurboChip Drive

With the Turbo Duo, you can play all your TurboChip, CD and Super CD games. Hook it up to your stereo and listen to your favorite music CD's, or play the new CD+G's. Or hook it to your personal computer and use it as a CD-ROM drive (interface adapter available 1993).

What's even more cool than what the new Turbo Duo can do is what you get with it. Each system comes with two free CD's loaded with awesome games. You get Gate of Thunder, Y's I & II,

Turbo Duo:
Complete Entertainment System
\$299.99

VS

SEGA CD SYSTEM:
SEGA CD + SEGA GENESIS
\$299.99 + \$99.99
\$399.98
(minimum of \$49.99)

Bonk's Adventure and Bonk's Revenge. Plus, a great TurboChip game. And we'll give you everything for almost \$100 less than what that *other* CD game system will charge you.



To help you become a serious player, you also get the all new TurboForce magazine filled with the latest CD information, ratings and clues. And to help expand your library, you get ten \$5 coupons good towards any TurboChip, CD game or accessory you buy.

All together, one look at the new Turbo Duo and you'll want to give your old system to your little sister.

RELEASES



PRINCE OF PERSIA



FORGOTTEN WORLDS



DRAGON SLAYER



Turbo Technologies, Inc.

Available through Sears Catalogue. To order, call Sears' 24-hour toll free number, 1-800-366-3000.

TurboGrafx-CD Super System Card

For the super low price of

\$65

you could choose the Super System Card without the extra software.

The Choice is yours!



TM

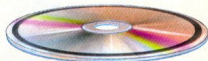
© 1992 RED



But, for the low price of

\$95

you get the Super System Card



You will also receive three games in one CD:

Gate of Thunder
Bank's Adventure
Bank's Revenge



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