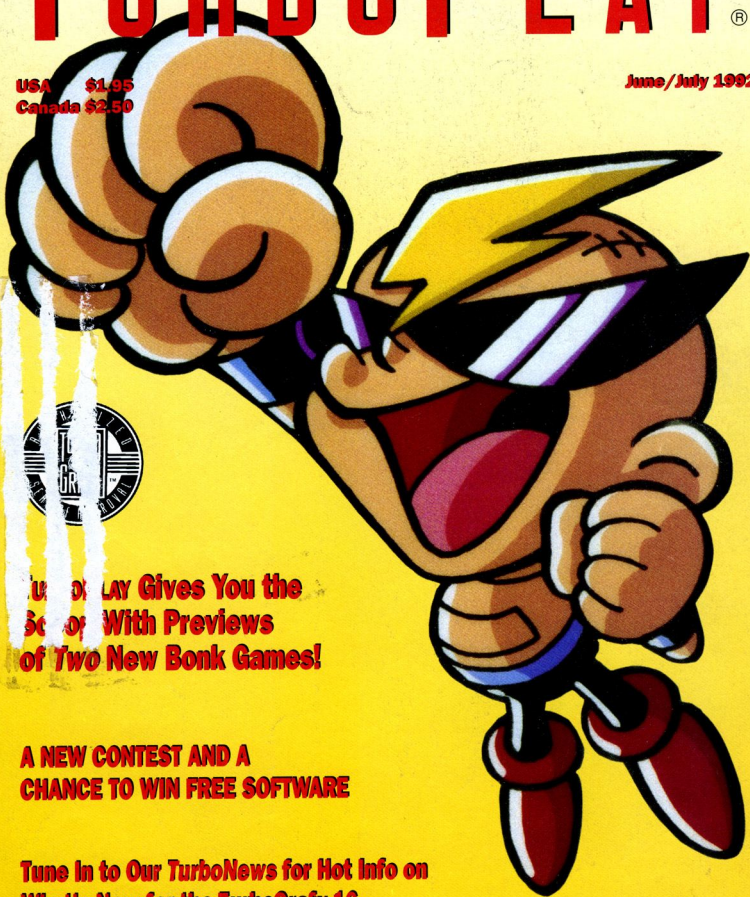


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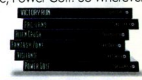
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The Consumer Electronics Show in Chicago, at the end of May, brought about some wild news for TurboGrafx-16 owners. Our new Senior Editor, Chris Bieniek, has detailed all the late-breaking stories in this issue's TurboNews. Also, there is lots of software being readied for release, both cards and CDs. Check out TurboNews, Coming Soon and Closer Look for the scoop. Hey, by now you should know the routine...turn the page and enjoy.

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TURBOMAIL

You've got loads of questions for us, and we've got answers. This issue, we discuss Street Fighter II, Splatterhouse, Altered Beast, Cosmic Fantasy 2 and more.

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TURBOTIPS

This issue, our gurus of games have come up with hot codes for such challenging contests as Bonk's Revenge, Valis III, The Addams Family, Turrican and Raiden.

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BONK TO THE FUTURE

We've gotten our hands on advance information on some new Bonk games, particularly Bonk III and a game containing a futuristic cyborg version of Bonk. You won't want to miss this!

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The Japanese market is a wonderful hotbed of software. Victor Ireland provides a peek at some of the more recent releases for the PC Engine.

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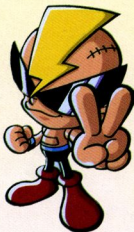
CONTEST PAGE

Step right up and try your luck with our newest contest. Do you want some free software? If you put it all together, we'd be happy to give it to you. Also, the winners of the Crazy Punch Line contest from our February/March issue.

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COMING SOON

There are a lot of games on the horizon for the TG-16, and we'd like to give you a taste of those that are in the immediate future.



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I have a question about the picture of *Street Fighter II—The World Warrior* that appeared on the cover of the February/March 1992 issue of *TURBOPLAY*. Is this an actual screen from the PC Engine Duo version of the game or is it an arcade screen? I was also wondering if you could show more scenes from this game, and if you know when it is coming out. It looks amazing!

—Brian Carley
Livingston, New Jersey

We've received dozens of calls and letters from readers who are asking the same questions. *Street Fighter II* is currently the hottest arcade game in the world, and when we heard the news that Hudson Soft Co., Ltd. had started to develop the game for the PC Engine Duo in Japan, we expected to see it in the United States as soon as it was finished.

Unfortunately, the Japanese and American branches of Nintendo still hold a fairly strong grip on the video-game marketplace. Though it's something of a throwback to the days of the late '80s—when all of the company's third-party licensing agreements prevented each game from appearing on any other system for a period of two years—Nintendo's negotiations to bring *Street Fighter II* to the Super NES (and the Super Famicom in Japan) seem to have discouraged Capcom from licensing the game for play on any other home system.

The rumor mill continues to grind, but a source at Capcom maintains that the SNES *Street Fighter II* is the only home version that has been developed for official release, at least for now. Sorry for any confusion that the cover photo may have caused.

Incidentally, *TURBOPLAY* readers may not be aware of the fact that the original *Street Fighter* has been available for the TurboGrafx-CD in the United States for two years. Though the game's title was changed to *Fighting Street* when it



was released, this is still an official Capcom license that includes characters like Ryu, Ken and Sagat, who became popular when *Street Fighter II* took off. It's not a very good game, especially for a CD-ROM title, but it might keep you busy while you're waiting for the sequel to appear.



In the August/September 1990 issue of *TURBOPLAY* there's a strategy guide for *Splatterhouse* that shows Rick with a white mask, just like at the arcades. But in the TurboGrafx-16 version, Rick wears a red mask. Why is that?

Do you happen to have any information on the game *Altered Beast* for the PC Engine? Also, there's a little section on *Shadow of the Beast* in the February/March 1992 *TURBOPLAY*—will this be a TurboChip or a CD game?

—Andrew Butt
Sylmar, California

Good questions, Andy. The *Splatterhouse* strategy guide was prepared with the Japanese (PC Engine) version of the game, just before the American version was completed. Decision-makers at NEC in the United States changed the main character's mask to red in order to avoid comparisons between Rick and Jason Voorhees, the killer with the hockey mask in the Friday the 13th series of slasher movies. There wasn't any threat of legal action over a possible copyright infringement, but NEC decided that it was better to be safe than sorry.

According to our records, NEC Avenue released two versions of *Altered Beast* for the PC Engine in Japan during September of 1989—a 4-meg HuCard and a CD-ROM. It's our understanding that both were pretty poor interpretations of the original Sega coin-op. Finally, *Shadow of the Beast* has been announced as a Super CD-ROM to be released in November.



In the *Coming Soon* section of the April/May 1992 issue of *TURBOPLAY*, Donn Nauert refers to *Cosmic Fantasy*

2 as "the number three RPG of all time for the PC Engine." Then, just a few pages later, Victor Ireland calls *Far East of Eden* "the number two rated RPG of all time for the PC Engine." I love role-playing games! What, pray tell, is the number one RPG of all time for the PC Engine?

—John Torrington
Elmira, New York

You're probably expecting to hear that the number one RPG is some obscure adventure that has no chance of ever appearing in the United States. Actually, it's been available for the TurboGrafx-16 in this country for quite a long time. Based on sales figures from Japan, the most popular PC Engine RPG of all time is *Ys*—Book I & II.



Impossamole is awesome and a lot of fun, but I feel there is something missing. When I beat the game, *Impossamole* just did his dance like he does whenever he beats any of the other levels. It went on to show the cast of enemies and the designer credits, but then it just said "The End."

What happened to *Impossamole*? Did he ever get back to Earth from the alien planet? What happened to the aliens that gave him his superpowers? Did they turn him back into Monty Mole? Is there going to be a sequel to continue the story? I understand that the game is based on a computer title, is there an *Impossamole 2* for the computer or maybe for the PC Engine?

—Philip Payne
San Diego, California

A quick phone call to Gremlin Graphics Software in the United Kingdom has confirmed your worst fears, Philip. *Impossamole* was originally an Amiga title that was based on a series of Monty Mole computer games released overseas during the mid-'80s. The ending was "left open" for a possible sequel, but Gremlin has no plans to develop any new Monty Mole titles for any computer or game system. ✨

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Valis III

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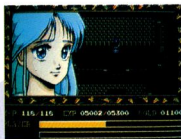
Valis II

From the ashes of your ravaged homeland, the legendary sword Valis calls out to you.



Cosmic Fantasy

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Final Zone II
Fly a chopper, attack and shoot your way through the enemy and capture their weapon system.

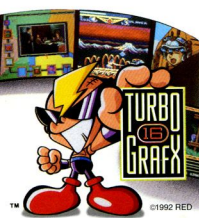


Last Alert
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In the graveyard at the beginning of the game, you'll hear Gomez say, "Tully, my good man, how about playing a round of golf?" While he's talking, point the control pad as follows: Up, Up, Right, Down, Left, Up. You'll start the game with 79 lives in reserve!



VALIS III

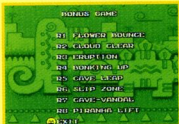


Here's a code that will give you a behind-the-scenes look at this hack-and-slash epic. At the title screen, press II, II, Left, Right, Down, Up and **RUN**. This brings up the "visual debugger" menu, which allows you to watch any of the game's animated intermissions—just choose any act and press the I button. Press II and you'll move to the "extra servis" menu, with a music test and a message test. Our thanks to Jeff Harless of Lower Burrell, Pennsylvania, for sending in this TurboTip.



BY CHRIS BIENIEK

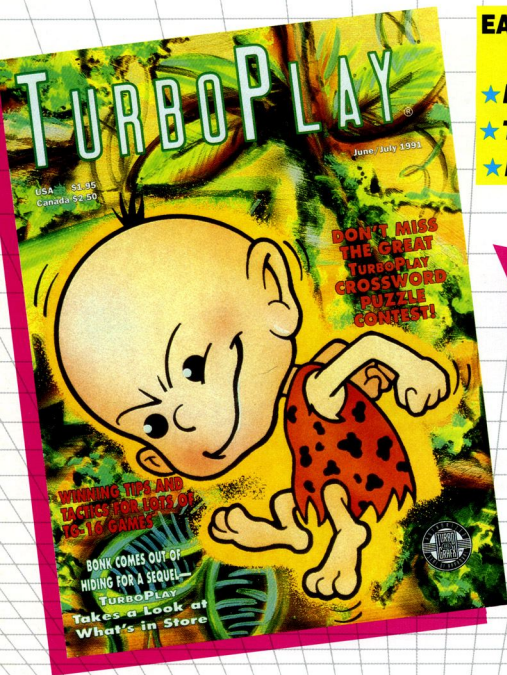
BONK'S REVENGE



In our December/January 1992 issue, we told readers how to bring up a menu to select any of the game's bonus stages. Here's a way to use that code to sneak a peek at the game's ending.

At the mode select screen, hold down button II and press **RUN** to enter the bonus stage select menu. Move the smiley-face cursor to "EXIT," then press II and **RUN** at the same time and hold both buttons down for a moment. You'll get to watch the computer draw a large picture of Bonk while it plays the "PC Genjin Theme Song." If you're lucky enough to own the Japanese version of the game, you'll also see words on the screen, which are meant to help you sing along.

continued on page 10



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CREDIT 6

If you didn't see last issue's extensive strategy guide—or if you simply weren't paying attention—you may have missed a few valuable tips that were included in the text.

When you've lost your last ship and the continue screen appears, wait until the countdown reaches zero before you press **RUN**. When the game continues, you'll receive a handful of power-up items to help you get started again.

There are several points in the game where you can shoot at bushes or other elements of the background scenery to find a hidden fairy.

Pick up the fairy, and the next time you lose a life she'll appear and sprinkle all of your power-up items in front of you. The one shown here appears in the first stage, and there are others in the fourth and sixth stages. The fairies are also worth 10,000 points.



TURRICAN

Go to the options screen in Ballistic's sci-fi blaster and move the arrow to "EXIT." Press the TurboPad buttons in this order: I, II, I, II, I, II, I, II, I, II, then press **RUN**. You'll get a new menu screen that allows you to select an invincible "CHEAT" mode.



CORRECTIONS

A printing error in the "Ultimate Turbo Tips Guide" in the October/November 1991 issue of TurboPlay has only recently come to our attention. In the code for *World Court Tennis*, the strange triangle-shaped character appeared as only a thin underline. The correct password is as follows:

JKXNPPPPΔΔΔPΔbr

Buy a new racket, shirt and shoes in Toronto, then head to the island north of Toronto.



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BONK to the FUTURE



Grab your TurboPad and hang on for dear life—a brand-new chapter in the *Bonk* series of games is headed for your favorite game system! TURBOPLAY is proud to present this sneak preview of a thrill-filled shooter that's shaping up to be one of the hottest TurboGrafx-16 titles yet.

Though the official name of this wild adventure has not yet been determined, Turbo Technologies Inc. has been referring to it as *Bonk's Thunder Shooting* for the last few months. Scheduled for American release in November, the game represents quite a departure from the run-and-jump mayhem of *Bonk's Adventure* and *Bonk's Revenge*. This time, the star of the show is a futuristic descendant of the original Bonk, a flying hero with a bold, yellow lightning bolt plastered to the front of his bald head.

Only a few of the game's many levels were complete at press time, along with a rough version of the final battle against the King Drool of the future. Please be aware that many of the game's elements are sure to be changed by the time the TurboGrafx-16 version of *Bonk's Thunder Shooting* hits the shelves—character names may be different, and there are certain bits of animation that must be re-

moved for the American market—but the eye-catching colors, dynamic musical score and addicting game play will surely be intact. Take a look at the next-generation *Bonk*—we think you'll like what you see.



The futuristic “cyborg” Bonk can power-up with many different (and unlikely) types of weaponry. Don't be surprised to see him dispatch his enemies with boomerangs, lightning, a huge iron fist, giant bear-trap dentures or even a deck of cards!



BY CHRIS BIENIEK

One of the neatest features of the new *Bonk* shoot-'em-up is our hero's ability to take one of his

ten closest friends out on the battlefield with him. If you choose this option, you can start each level with a special character who flies along with you and fires missiles.



Each of the "friend" characters in *Bonk's Thunder Shooting* can be used as a special power-up to grant temporary invincibility and give you a special weapon for a short period of time. You can only use this option once with each character, and your "friend" will be gone as soon as the effects wear off. But it's worth trying, because it actually combines the futuristic Bonk with the chosen character to form a strange, new creature.

This little guy is called Yamashiro in the prototype Japanese version of the game. Pressing the SELECT button causes an explosive metamorphosis that turns the Bonk cyborg into a samurai warrior.



With the dog character as your sidekick, you can transform into a beast whose bark is definitely worse than his bite.



This sharp-toothed "madball" can change you into a nuclear knuckleballer, complete with major-league spikes and pinstripes.



The mechanical "Dump" allows you to plow through any adversary like a Bonk-ified bulldozer.



"Rocketon" is a huge, red-nosed missile that can join forces to create a bizarre battering ram.



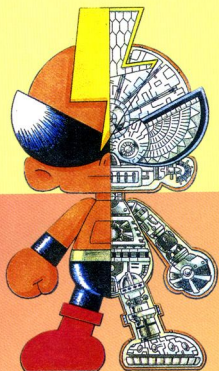
enemies. The new *Bonk* shoot-'em-up requires fast-fingered reflexes and nerves of steel. And, if you don't take the challenge seriously...



...you'll be shot down and reduced to a smoking heap of scrap metal! *

Here's a collection of "boss" characters that appear in the preliminary version of the game. Several of these creatures will appear to be beaten after you blast them for a few moments, but will then come back stronger in an even uglier guise!

Don't be fooled by the beautiful colors and cartoonish looks of your



BONK

The Kid, The Myth, The Legend

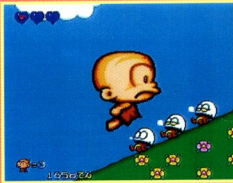
It's not an easy task to piece together a history of the Bonk family. Due to the differences between the Japanese and American versions of the games he has appeared in, a definitive "biography" of the character is not available...but we'll do our best.

Bonk first appeared in 1989 in the pages of a Japanese video-game magazine called *PC Engine Monthly*. Though it rarely happens in this country, Japanese gamers are occasionally given the opportunity to familiarize themselves with new video-game characters through

comic strips that run for several months before a game is released. After a few months of introductory features, the four-panel strip on the last page of *PC Engine Monthly* was officially turned over to *PC Genjin*, a computer-drawn comic based on a new character created by the Red Company. The name was a pun that poked fun at the name of the game system that the magazine covers exclusively.

Genjin means "caveman," although the name will occasionally appear as "PC Kid" when it's translated into English. As the popularity of the PC Genjin comic strip gained mo-

mentum, Hudson Soft and Red worked with Atlus to develop a game that would combine the caveman character with the brightly colored "tropical island" settings of Hudson's *Adventure Island* titles. Though the programmers at Atlus were forced to pull the entire project together in just three short months, they found ways to relieve the stress of late-night overtime work and marathon weekend code-writing. Many people in the industry are still unaware that the enemy characters in the original *Bonk* game are caricatures of Atlus and Hudson Soft executives!



Tentatively titled *Bonk 3*, the caveman's newest adventure is the first *Bonk* game with a two-player cooperative option.

In December of 1989, *PC Genjin* was released as a HuCard for the PC Engine. The game was a natural. The computer-drawn comic always *looked* like screen shots from a video game anyway—in fact, another game magazine mistook the strip for a real PC Engine product in development. Japanese game players showed their approval by sending the new title straight to the top of the charts, and to this day the comic strip still brightens the back pages of *PC Engine Monthly*.

By the time *PC Genjin* made his way to America in early 1990, his name had been changed to Bonk and his first adventure had been titled, appropriately enough, *Bonk's Adventure*. Rated an overall 9 on a 1 to 10 scale in the pages of *VIDEOGAMES & COMPUTER ENTERTAINMENT Magazine*, it quickly became the hottest-selling TurboGrafx-16 title since the system was introduced in this country. And Little Bonk, a comic strip hero in his native land, became a corporate mascot in America, a symbol who represents the entire TurboGrafx-16 line of game products.

Meanwhile, Hudson Soft had plans for a sequel. Though *PC Genjin 2* didn't break any new ground upon its release in July of 1991, its sharper graphics and longer, more challenging scenario solidified the cave-kid's status as one of the most popular Japanese video-game characters. Retitled *Bonk's Revenge* for the TurboGrafx-16, it has left American gamers starved for more.

As you can see in the accompanying feature article, Bonk's futuristic descendant is set to appear on these shores in a shoot-'em-up

adventure that takes the character in an entirely different direction. But what's in store for the original Bonk, the prehistoric charmer who has provided gamers around the world with hundreds of hours of happy head-butting?

Aside from the shoot-'em-up, there are two other *Bonk* titles in development at press time. The first, which is expected to appear during the second quarter of 1993, is a straightforward, run-and-jump sequel to the first two titles. With a working title of *Bonk 3*, it sounds like business as usual for the little caveguy—but, when you take a peek at TURBOPLAY's exclusive screen shots, you will understand why Bonk's latest prehistoric adventure is markedly different from the first two.

In the early version of the game that we previewed, special "candy" power-ups can change Bonk into a tiny, pocket-sized mini-Bonk or an enormous, giant-sized Bonk! Not since *China Warrior* has such a large character appeared in a TG-16 game under the player's control, and the giant Bonk retains all of the motions and charisma of the regular-sized character.

The other exciting news about *Bonk 3* is that it will be the first two-player cooperative game in the series. That's right—with a TurboTap and a spare controller you'll be able to take a friend with you as you head-butt your way through old and new enemies. And, as you can see, it's pretty hilarious when both characters can change size to make some interesting combinations!

Also in development for the PC Engine is a role-playing adventure based on Bonk and other characters who have surrounded him in previous games. Not much information is available about the role-player, except that it is expected to appear in Japan and America during 1993.

Interestingly, Hudson Soft USA had just recently announced the impending release of *Bonk's Revenge...for the Nintendo Game Boy!* Though the game has been developed for the Game Boy and the 8-bit NES, both products had been put on indefinite hold at press time. Nobody knows for sure how this cross-marketing will affect the sales of the TG-16 *Bonk* titles, but it sure would help to increase the visibility of our prehistoric pal in this country.

Count on future issues of TURBOPLAY to keep you up-to-date on the exploits of Bonk and his family, wherever their travels might take them. Until then, keep your eyes peeled for the new *Bonk* shoot-'em-up—it looks like a hot one.

—C.B.

TURBO NEWS

TTI LOWERS TURBOGRAFX-CD PRICE

TURBOPLAY readers may be thrilled—or shocked—to hear that the cost of the TurboGrafx-CD has been drastically reduced to \$149.99, half of its original suggested retail price. Even before the cut was officially announced to the press in mid-April, retail outlets across the country had already started to sell the unit at the new price.

"Our decision today means that a

complete TurboGrafx-16 CD system, including base unit and CD add-on, can be delivered for less than \$250," said Naoyuki Tsuji, president of Turbo Technologies Inc. (TTI). As reported in our February/March issue, the new company is a joint venture founded by NEC Corporation and Hudson Soft Company Ltd. that has assumed the responsibility for manufacturing and marketing hardware and software under the TurboGrafx name.

The price cut means that the TurboGrafx-CD is the lowest-priced CD-ROM unit available anywhere.

Released in 1989, it remains the only CD-ROM attachment specifically for use with a home video-game system.

The announcement is particularly interesting in light of the impending release of the TurboDuo, TTI's new game system. See an accompanying story (*TurboDuo Set for October Release*) for news about compatibility between the two systems, as well as information on the accessories you'll need to upgrade to the new Super-CD configuration.

TURBOGRAFX-16 SYSTEM FOR \$69.99?

During the formalities of the Summer CES, Nintendo and Sega dropped the suggested retail prices of their respective 16-bit base units to \$99.95. In a late-breaking story, TTI has followed suit by lowering the cost of a TurboGrafx-16 to just \$69.95. While the competition's "under

\$100" systems will include only one joystick and no software, the newly priced TG-16 will still include *Keith Courage in Alpha Zones*.

TURBODUO SET FOR OCTOBER RELEASE

Formally unveiled in May at the Summer Consumer Electronics Show in Chicago, TTI's new TurboDuo system is expected to appear in selected markets on October 10. Released in Japan as the PC Engine Duo, the system combines a standard TurboGrafx-16 with a TurboGrafx-CD unit in a single, slick-looking machine with a built-in Super-CD system card that reduces CD access time.

Though a suggested retail cost of \$299.95 will establish the TurboDuo as the second most expensive home video-game system in the American market (after SNK's Neo-Geo), it remains the only home



You'll never find a better opportunity to get a TurboGrafx-CD, thanks to its new low price.

video-game system with CD-ROM capabilities. The package is expected to include one TurboPad controller and \$50 worth of discount coupons to be used toward the purchase of game software.

Perhaps most significantly, the TurboDuo will be bundled with more software than any other video-game system, past or present. The package announced at the Summer CES includes a *Dungeon Explorer* HuCard, the popular *Ys—Book I & II* CD-ROM and the com-

pany's first Super-CD, which combines *Bonk's Adventure*, *Bonk's Revenge* and Hudson Soft's red-hot *Gate of Thunder* shoot-'em-up on a single compact disc!

That's five games, worth approximately \$250 if purchased separately—and some may argue that *Ys—Book I & II* is actually two games in one, for a total of six titles.

If you already own a Turbo-

GrafX-16 and the Turbo-GrafX-CD player, you're not far from owning a system with the same capabilities as the TurboDuo. The only significant difference between the original CD-ROM setup and the new one is the Super-CD system card,

which is expected to be available some time in the near future. *Gate of Thunder* is expected to appear by itself shortly thereafter, though it has been rumored that the game will be packaged with the Super-CD system card. All of the existing TurboChip and TurboGrafX-CD titles are compatible with the new system. ✦

Packaged with the TurboDuo (clockwise from top): *Bonk's Adventure*, *Bonk's Revenge*, *Ys—Book I & II*, *Dungeon Explorer* and *Gate of Thunder*.



NEUTOPIA II

ONE PLAYER
TTI—TurboChip

4

SOUND/MUSIC ★★★★★★★★

GRAPHICS ★★★★★★★★

PLAYABILITY ★★★★★★★★

OVERALL ★★★★★★★★

Like the Nintendo *Zelda* games or the *Ys* series, the Hudson Soft *Neutopia* games combine exploration and combat, both in large doses. *Neutopia II* has taken over two years to bring to market, and, as much as I enjoyed this game, I wonder what Hudson Soft has been doing for the past two years that warrants such a long development period. The graphics, the interface, the list of objects to find and use and the puzzles are virtually indistinguishable from the original. Only the villains, the plot and the layout of the world seem to have changed significantly.

The game starts off as a search for your father, Furei,

TTI's *Neutopia II* is the long-awaited sequel to one of the TurboGrafx-16's first adventure/role-playing titles.

Closer LOOK

- SUPER CD
- CD
- 4-MEGABIT CARD
- 8-MEGABIT CARD

who went to learn why Evil had returned to the land of Neutopia. Furei is known throughout the countryside as the son of Murdock and the slayer of Rafael, a multitacled villain. In the course of the game, you'll find your father (as well as a few princesses and a lot of wise old men), but that's only the tip of the iceberg. If you're confused, I was too; the original game had an entirely different cast of characters that seems completely unreferenced in this game.



Neutopia II is graphically dated. The game sports a few nice special effects—the underwater village springs to mind—but, in general, the simplistic cartoon graphics seem more appropriate to an 8-bit machine like the NES, rather than a system with a 16-bit graphics coprocessor. The music was great, however; in most games of this length the music doesn't have nearly enough variety to last through the adventure. Although *Neutopia II* has no battery back-up, there is a 48-character password to save your location and inventory.

In spite of its lackluster graphics and amazing similarity to the first game in the series, I had many long hours of fun with *Neutopia II*. I look forward to the next in the series, with high hopes for a little more innovation the next time 'round.

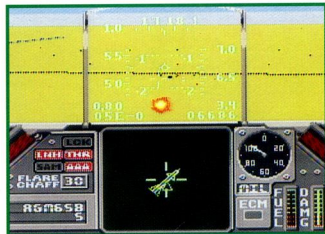
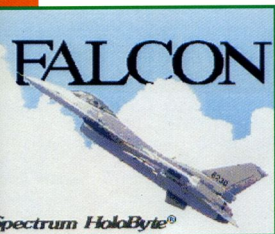
—Josh Mandel

FALCON

ONE PLAYER
TTI—TurboChip

4

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



Though it's essentially a one-player game, *Falcon* features a special head-to-head combat option for owners of the TurboExpress only.



The *Falcon* series of flight/combat simulators has long been popular on various brands of home computers. Now, owners of the TurboGrafx-16 or TurboExpress game systems can get in on the battle and do their part to rid the planet of those who would take over the free world.

Obviously, when translating a flight-simulator program to a video-game console, some sacrifices have to be made. There aren't enough buttons on a control pad to operate all the controls of a jet aircraft. So, the TG-16 version of *Falcon* is stripped down in the options department—more of a combat video game than a flight simulator. Still, all of the basic aircraft controls are available, such as airspeed, altitude and the directional and targeting indicators.

The game's heads-up display shows most of the important readouts, while the lower part of the screen is dominated by a large radar display that helps you in locating and catching up with the enemy. The exact details of the display vary with the mode you choose. As you switch between weapons systems, the display changes to the appropriate type, pro-

viding you with the readouts you need for that system.

You can play *Falcon* in several modes, including a training mode that provides options for practicing bomb runs, missile shots, interceptions and more. Other modes include dogfights, which give you practice with guns and air-to-air missiles, as well as enemy-avoidance techniques, and the mission mode, which tests your mettle with 16 missions, culminating in your destroying a nuclear weapons plant.

Your first step, upon accepting your mission, is to equip your jet. Careful choice of missiles and bombs is especially important if you plan to return from your flight with all of your body parts intact. Other equipment includes extra fuel tanks and ECM (Electronic Counter Measure) pods for sensing enemy radar.

After equipping your plane, it's off to the skies to complete each leg of your mission. As you progress toward your targets, which may be ground or air targets, the enemy will do its best to shoot you down, not only from the air, but also with flak guns in some missions. If you complete a mission successfully, you'll return a hero. If you fail, you will, of course, get another chance.

Although the TG-16 version of *Falcon* cannot be considered a full flight simulator, it does provide the basic options of the original game. If you've a hankering to cruise the skies in search of hot wartime action, *Falcon* will get you airborne in style.

—Clayton Walnum

LORDS OF THE RISING SUN

ONE PLAYER
TTI—CD-ROM
0

SOUND/MUSIC ★★★★★★★★

GRAPHICS ★★★★★★★★

PLAYABILITY ★★★★★★★★

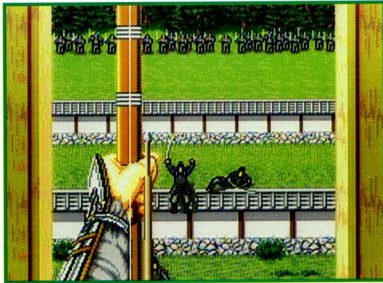
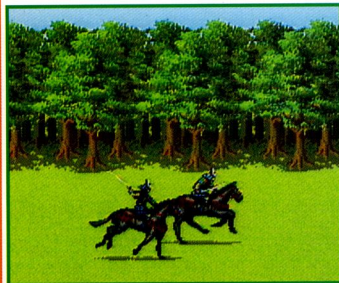
OVERALL ★★★★★★★★

The first TurboGrafx-16 CD-ROM title to be released by Turbo Technologies Inc. makes a strong statement about the future of the TG-16 under the guiding hand of the new Hudson/NEC alliance. *Lords of the Rising Sun* is a 12th-century military strategy simulation that brings feudal Japan to life with such historical accuracy and sobriety that it makes the *Ys* series look like a string of *Donkey Kong* sequels. I love bug-eyed cartoon characters and heavy-metal background music as much as the next guy, but you won't find either of them in this heavy-handed epic.

Most of the activity takes place on map screens and battlefield displays that use symbols to represent cities, armies and the like. Time passes at the rate of one day every ten seconds. With dozens of menus and icons to keep track of, it's definitely not the type of game you'll be able to knock off in a single weekend.

Though the musical score is as good as you'd expect from a CD title, the

Cinemaware's *Lords of the Rising Sun* has been selected as TTI's first CD-ROM release.



soundtrack's biggest surprises come from another source. Like many CD-ROM titles, there are several spots in the game where the background music is being generated by the computer's sound chip, not by a laser picking up digital tunes from the spinning disc. The results are much better than the average TG-16 tunes.

The narration and voice tracks are also very well done. Certain speech sequences do appear to be slightly "off" from the characters' lip movements on the screen—despite having been based on a Cinemaware title, this is, in fact, a Japanese game that's been dubbed in English—but I have to give credit to the voice actors, who don't appear to be intimidated by the game's subject matter. Of course, I couldn't help wondering how many "takes" were done before the actors became comfortable with reciting names like "Yoshitsume" and "Minamoto Yoritomo."

The inclusion of these monster monikers is another reason why *Lords of the Rising Sun* is not going to appeal to everyone. The fact is, it can be pretty tough to follow along when the narrator explains the rift between the Genji and Heike clans, or to keep track of which troops are following the orders of a particular warlord. Personally, I wouldn't have it any other way. Americanizing the character names would severely compromise the game's integrity. The current setup guarantees hours of entertainment to anyone who's willing to concentrate and pay attention to such details. If you're at all interested in the story line, it's fairly easy to lose yourself in the game's rich atmosphere and ever-changing environment.

Of course, the patient gamer will be handsomely rewarded by some of the more instinctive scenarios in *Lords of the Rising Sun*. Yes, there are arcade-style sequences buried in the course of your adventure. A beautifully drawn, side-scrolling chase on horseback picks up the pace quite nicely, as do the scenes when your army attempts to conquer cities by slicing through their inhabitants and knocking down doors. My favorite is a first-person "shooting gallery" sequence in which you can pick off soldiers with a bow

and arrow as they climb over the walls that surround your fortress.

If you're looking for a colorful, lighthearted TurboPad exercise, save your money for future TurboGrafx-16 releases like *Splash Lake* or *Buster Bros*. But if you've been waiting for a large-scale challenge of strategic decision-making and intense drama, the wait is over. *Lords of the Rising Sun* is a real workout.

—Chris
Bieniek

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GAMES AROUND THE World

by Victor Ireland

Valis: Fantasm Soldier

This "prequel" to the popular *Valis* series is, without a doubt, the best in the series! Loaded with animation—and not just in the intermissions—the game is so good, it's almost a crime to lump it in with the rest of the *Valis* series!

VFS rises above the standard "run, jump, balance, slide" format of the rest of the series by adding lots of opponents that are animated nicely. From the flying, ax-wielding birds, to the nicely dressed pirate skeletons that fly into pieces when you hit them, you can see the work that went into this effort!

Also, bosses in this version have more to do (thanks to the extra memory provided by the Super System Card)! The first boss you encounter stomps the ground, causing it to buckle in waves that move toward you! Other bosses include a bird woman, a fire lion (like in *Ghouls 'n Ghosts*) and a gigantic multiheaded dragon that shoots electricity.

Another final change from the other *Valis* games worth noting is that, since this is a prequel, there is only one character in the whole game. To add abilities, the designers gave her different kinds of magic. There is a sphere at the bottom of the screen that shows what kind of magic is selected. Ice storms, earthquakes and lightning storms are just some of the magic attacks you acquire during the game, but you have to amass enough magic power to use them.

LASERSOFT (NIHON TELENET)—SUPER CD-ROM



Coryoan

The same company that published awesome hits like *Devil's Crush* and *Springan* in Japan came up with this shooter that boasts an incredible amount of cartoony graphics.

The first thing you'll notice as you pilot your cute—yes, this is a cute alert! *Coryoan* is very cute—baby dragon into each level is the excellent depth achieved by using two, three, four or more planes of scrolling. This incredible visual appeal of each level is complemented by a hilarious assortment of foes and bosses that are bent on wiping you out.

Every character you shoot yields fruit of different sizes that you can lurch for and try to grab before it falls off the screen, taking care not to run into the as-yet undestroyed enemies that stand in your way. The temptation to score points by grabbing the falling/flying fruit each enemy gives off is matched perfectly against the danger of being hit by the enemies remaining as you rush to score big.

Flicker is minimal to nonexistent, depending on what difficulty (easy, normal or hard) you select. My only real complaint is that the game is way too liberal with extra lives. It is not uncommon to have ten or more at times. Aside from that small complaint, this is a top-drawer shooter. We should expect no less from these guys.

NAXAT—FOUR-MEG HU CARD

Future Boy Conan

One of the first adventure games to appear for the Super CD-ROM format is a great example of the difference between it and "regular" CD-ROM for the PC-Engine.

As Conan (a wiry boy, not a built barbarian), you seek to save your friends from the clutches of evil foes. The game is a side-scrolling action/adventure that breaks up the action with huge close-ups of characters you meet, who will either converse with you via dialogue boxes or straight off the CD, depending on the situation. The first time this happens, it is very impressive, as their is *no wait*—a marked improvement over the regular CDs of days gone by.

Unfortunately, beyond that, there isn't much of a game. Game play is fairly simple—no prizes here. You can either kick opponents or throw the spears you gather at them. As you progress, enemies require multiple hits to be knocked off the screen.

The huge likenesses of the people you talk to and the story line are definitely the highlight of this game. Take that away, and you're left with a very basic action game and downright poor play mechanics.

RIOT (NINHO TELENET)—SUPER CD-ROM



Terraforming

Wow! The graphics in this game will *blow you away!* The first thing you notice about this game is the incredible plane scrolling and *weird*, abstract creatures you encounter. The premise of the game appears to be that you are exploring a planet that is being terraformed from a barren wasteland into a thriving ecosystem capable of supporting many diverse (and hostile) life-forms.

The game play is very solid, and there is an assortment of enemies to blow away. The only real problem I noted was that there's not much you can do with your ship. Aside from a few power-ups you can trade around or build up, it's basically just a blast-a-thon.

Bosses in the game are disappointingly uninspired, especially in light of the tremendous amount of work that had to go into the "look" of everything else. By the time you get to the end of a level, you'll expect more than you get. The final boss is also uninspired. It is a nearly exact rip-off of the huge battleship you encounter partway into *R-Type*. The *Terraforming* version of the battleship is better (less flicker), but enough with the copycatting already!

All in all, though, it is an impressive debut from Right Stuff, and, if this first game is an accurate barometer, once it gets a handle on end bosses and a decent composer for its soundtrack music, it'll be a force to be reckoned with!

RIGHT STUFF—SUPER CD-ROM



Twin Bee

This is one of the first games in Konami's second batch of games for the PC Engine. While the first batch was just retreads of old games like *LifeForce*, the games in the second batch are much more original and fun to play.

Twin Bee leads the way with two-player-simultaneous shooting in a cartoony world where shooting the right clouds will yield bonus bells, bombing ground targets will make bonus fruit appear and flying ambulances can repair the damaged appendages on your ship.

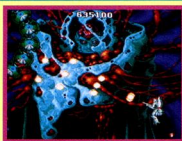
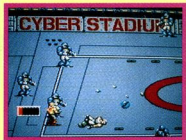
Like *Parodius*, *Twin Bee* features huge, well-done bosses and charming game play. Unlike *Parodius*, however, *Twin Bee* gives you the option of having a friend join in on the action, which is always more fun.

KONAMI—
FOUR-MEG HuCARD

Cyber-Dodgeball

This is one of the most interesting sports games to be released for the PC Engine. It is the school favorite dodgeball, reved up with snazzy graphics and neat teams with names like "Aliens," "Eliminators," "Barbarians" and "Shadow Warriors." The game consists of three modes of play: one-player, two-player and one-player tournament. Once the teams are chosen, players can choose from six different locations to have their contest. Each location has a different look and different music. The leader of each team possesses a special attack, and each team has special armor. One of the most hilarious effects is when you jump-slam the ball onto a Shadow Warrior (skeleton) and knock his head off—for the remainder of the game, he runs around without it!

TOKKIN HOUSE—FOUR-MEG HU CARD



Macross 2036 (Robotech)

Robotech fans have been waiting anxiously for this shooter to hit the shelves in Japan. The game features an in-depth, animated story line and levels with progressively more and more (and *more!*) levels of scrolling. This game is also unique in that you can play it without the Super System Card 3.0; it seems that all that is affected is the load time from the CD.

Each level is divided into two sections, the first being played as a fighter ship in standard horizontal shooter fashion, and the "boss" encounter being fought after you've transformed into a robot. The player control during the boss encounters can best be compared to *Forgotten Worlds*, where buttons I and II turn your character left and right, and the bullets fire automatically.

As was mentioned before, this game has lots of multiplane scrolling—so much so that, on some of the levels, the scrolling is so seamless you can't even tell where the "planes" are! Also, there is one level where you're out in an asteroid field with *spinning* rocks that break apart in different directions, with the respective pieces spinning too. Unbelievable.

NCS—SUPER CD-ROM

Babel

RIOT decided to try something different in this contemporary-style RPG. The interface is different, the monsters are different and the story is different than just about any RPG out in Japan right now. Unfortunately, it's not different in a good way—just, well, in a different way.

The game comes with the standard opening animation sequence, and in this particular case it's pretty low-grade. The interface is, maybe, one-quarter-overhead perspective once the game starts. In standard RPG fashion, you can walk up to different characters to gather clues. And, in another unique feature, when there's action going on that's audio only (from the CD), an icon appears in the lower right-hand corner of the screen to tell you. This is a nice feature if you've turned down your stereo because you're tired of hearing the same music repeatedly!

The combat interface is totally different from anything Telenet has done before. A list of the enemies (soldiers, worms, lizards, birds are all pretty realistic) in the current encounter comes up on the left, and a picture of the first one on the list comes up on the right. The first character in your party appears in the bottom half of the screen. Each movement you select (shoot, slash, etc.) has an appropriate piece of animation that plays out when the round of combat starts, but there is an annoying pause before each action.

All in all, a nice try by RIOT. It's not easy to try something different in a business where everyone copies everyone else—except differently—especially when what you try doesn't quite work. But RPG fans are better off taking a look at *Tenshi No Uta*, a much nicer effort from RIOT. We'll look forward to its next title!

RIOT (Nihon Telenet)—SUPER CD-ROM



Parodius

This 8-meg HuCard is a parody of the *Gradius* series of video games. It is truly a feast of animation for PC Engine owners. From the opening scenes, it is obvious that the extra memory makes a difference in the game. This cart even has software-based scaling that looks every bit as good as machines that have it built-in! The intro sequence has more going on than some games, as most of the characters you encounter make an appearance and do something crazy for your amusement.

Players have a choice of four different ships, each complete with different power-ups. There also is a difficulty select (easy, normal, hard) and a selector for the power-up engage (auto, manual).

Once the game starts, *Gradius* fans will recognize the method used to gain the desired power-ups, as each power-up icon you grab advances the box highlighting the available power-ups. If you want the fifth power-up listed, simply grab five power-up coins, then press II to activate it.

As most fans have heard by now, however, the big attraction in *Parodius* are the huge comical bosses. Cat-ships that meow pitifully when you toast them; a penguin with eyes that bulge when you blast 'em; a gigantic Las Vegas-type showgirl you must avoid; and a giant bald eagle wearing an Uncle Sam hat that loses all his feathers when you blast him are just some of the giant creatures you must battle in this hilarious game.

KONAMI—EIGHT-MEG HU CARD



winners

The contest was called the Crazy Punch Line Contest (February/March 1992 TurboPLAY). The task was to take our picture from *Parasol Stars* (see below) and provide a funny caption for it. The competition was hot and heavy, but we've come up with our five winners. Here are their names and winning captions:



Jason Irving Morrison, Colorado
"Anyone tempted besides me?"

Ehrin Meijer Fresno, California
"I knew I would regret smashing my tuba in the third grade!"

Danny McNeely Evansville, Indiana
"Do you take requests?"

Damien Lehman Redding, California
"As the band played on, Bobby's foot got a sudden urge to do its job."

Peter Stubbs Amesbury, Massachusetts
"I'll give you a concussion with my percussion."

Each winner receives five TurboChip games. Good work, gang!

contest

WORD SEARCH

This issue's contest is fairly simple, but with a little twist. Certainly, everyone has completed word search puzzles before; well, this time your job is to find and circle all the words from the word list in the puzzle grid at right. The words can be found horizontally, vertically, diagonally and backwards on the grid. The twist is the bonus word, which we haven't given you directly on the word list—instead, we have given you a clue to the final word that will complete the puzzle. How you determine the final word is up to you, but it will be something from a TurboGrafx-16 game. It will also be a word that you can find in a back issue of TurboPLAY.

Photocopy your finished puzzle, add your name, address and age, and send it to: TurboPLAY Word Search

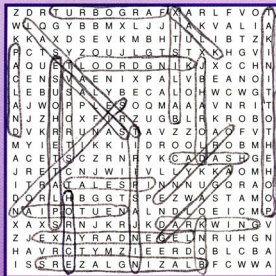
Contest, c/o TurboPLAY Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Entries must be received by August 10, 1992. Multiple entries are okay, but only one entry per envelope will be accepted. No purchase necessary.

We'll pull six puzzles from all the entries, and, if they are filled out correctly, they will be our winners. One grand-prize winner, the first correctly completed entry drawn, will receive five TurboChip games of our choosing, and five runners-up will each win a TurboChip game of our choosing. All six winners will have their names printed in the September/October 1992 issue of TurboPLAY.

Grab a pencil, get out your back issues of TurboPLAY, pull out all your TurboGrafx-16 games and good luck!

- TURBOGRAFX
- SINISTRON
- SPLATTERHOUSE
- BOKK
- DARKWING
- ORDYNE
- NEUTOPIA
- BALLISTIX
- LEGENDARY AXE
- BLAZING LAZERS
- KING DROOL
- TALESPIIN
- CADASH
- LAST ALERT
- PACLAND
- VALIS
- NINJA SPIRIT
- TAKIN IT TO THE
- TV SPORTS
- KLAX
- HOOP
- J B HAROLD
- GALAGA

Clue for final word: What is the real first name of "Doc" in *It Came From the Desert*? (Hint: It's six letters long.)



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. Six 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.

U pdate: One of the toughest things for a game magazine to coordinate is a release schedule of upcoming products.

Here at TURBOPLAY, we knew we'd be going out on a limb by publishing a schedule of upcoming TurboGrafx-16 titles in our April/May issue, but we thought it would be unfair to withhold this information from our readers, most of whom have been waiting patiently for some *good* news about their favorite game system!

Now that Turbo Technologies Inc. has settled into its new offices in Los Angeles, we have received an updated software release schedule. As you can see, a number of changes have been made from last issue's list. Again, we apologize for any discrepancies. Just be aware that this new list is subject to eleventh-hour revision, too.

JUNE

Lords of the
Rising Sun
(CD-ROM)

Cosmic Fantasy 2
(CD-ROM)

JULY

Falcon
(TURBOCHIP)

AUGUST

Jackie Chan's
Action Kung Fu
(TURBOCHIP)

Neutopia II
(TURBOCHIP)

Splash Lake
(CD-ROM)

SEPTEMBER

New
Adventure Island
(TURBOCHIP)

Dead Moon
(TURBOCHIP)

TV Sports: Baseball
(TURBOCHIP)

Order of the Griffon
(TURBOCHIP)



BY CHRIS BIENIEK

Shape Shifter
(CD-ROM)

Discis Book
(CD-ROM)

OCTOBER

Super Star Soldier II
(TURBOCHIP)

Super Sagaia
(CD-ROM)

Ghost Manor
(TURBOCHIP)

Legend of
Hero Tonma
(TURBOCHIP)

Prince of Persia
(SUPER CD-ROM)

NOVEMBER

Shadow of the Beast
(SUPER CD-ROM)

Dragon Slayer
(SUPER CD-ROM)

Bonk's Thunder
Shooting
(TURBOCHIP)

Magical Chase
(TURBOCHIP)

DECEMBER

Darkwing Duck
(TURBOCHIP)

Camp California
(SUPER CD-ROM)

Loom
(SUPER CD-ROM)

Syubibinman
(TURBOCHIP)

Mesopotamia
(TURBOCHIP)

Rayxanber III
(SUPER CD-ROM)

JANUARY 1993

F-1 Circus
(TURBOCHIP)

Ninja Warriors
(TURBOCHIP)

Dynastic Hero
(SUPER CD-ROM)

FUTURE

Super CD-ROM
System Card

Gate of Thunder
(SUPER CD-ROM)

Buster Bros.
(CD-ROM)

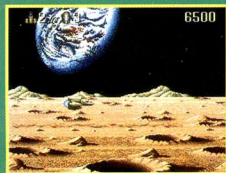
Dungeon Explorer II
(SUPER CD-ROM)

Genpei Tourmaden 2
(TURBOCHIP)

Dead Moon

Though it's been available in Japan since February of 1991, the American release of this red-hot shoot-'em-up has been delayed several times. A side-scrolling space adventure with more power-ups and enemies than you can shake a stick at, *Dead Moon* features truly outstanding graphics. The layered backgrounds make extensive use of multiplane scrolling for a great 3-D effect; we counted at least *nine* independently scrolling layers of scenery in the background of the first level alone! Look for this TurboChip in September.



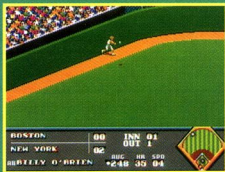
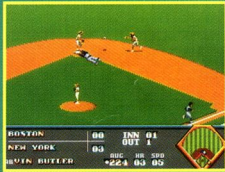


good beat-'em-up. Scheduled for release in August.



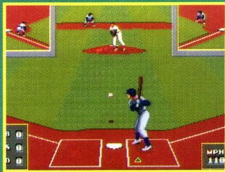
TV Sports: Baseball

This is one HuCard that's long overdue—TURBOPLAY featured a full-length review of *TV Sports: Baseball* back in our February/March 1992 issue. The fourth *TV Sports* title to hit the TurboGrafx-16, this game's appearance has been pushed back to September as a result of several changes having been made to the program. We'll evaluate the final version to determine if any changes need to

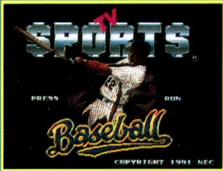
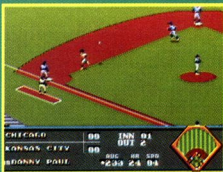


Jackie Chan's Action Kung Fu

A veritable clone of Hudson's NES title, this colorful TurboChip details the exploits of the popular martial-arts superstar as he runs, jumps, punches and kicks his way through the henchmen of the evil sorcerer who kidnapped his twin sister, Josephine. Released in Japan in January 1991, *Jackie Chan's Action Kung Fu* is a clean *Bonk*-style romp with cartoon-quality "boss" characters and all of the ingredients of a



be made in the number ratings that were assigned to the game in the original review. If there are significant differences between the old and new versions, you can expect a revised review in these pages.



New Adventure Island

Pity the brave jungle adventurer Master Higgins. His loved ones have been kidnapped by an evil spectre, and now he has no choice but to travel down that old familiar path on yet another rescue mission. Like the NES-related *Adventure Island* series, this one's a smooth-handling "guy game" with wild colors and nicely animated characters. It also stands up



to comparisons with the Super NES's *Super Adventure Island*, the only other 16-bit representation of Hudson's hearty hero. It's a TurboChip, due in September.



Order of the Griffon

Developed by Westwood Associates, this four-megabit TurboChip is an officially licensed Dungeons & Dragons product. Expect a lot of RPG-style menus and organized step-by-step combat scenarios, as well as an easy-to-use interface that allows you to work within the boundaries of the standard D&D rule book and still proceed at a fairly quick pace. Choose a party of four adventurers from seven different classes to do battle against an army of evil creatures in a series of involving quests. A September release.



Cosmic Fantasy 2

This CD-ROM role-playing title should be on store shelves by the time you read these words; look for a full review in the next issue of TURBOPLAY. The third most popular RPG ever released for the PC Engine in Japan, it tells the action-packed, emotional story of a young space-age adventurer who sets out in search of his kidnapped sweetheart...with a little help from his friends. Among other features, the game has professional voice actors performing 23 speaking parts, over

20 animated intermissions and a great sense of humor. From Working Designs, the company that brought *Cadash* and *Parasol Stars* to the TurboGraf-16. ★



Cosmic Fantasy 2

Beyond Reality.
Beyond Imagination.
Beyond Belief.
An immense RPG only
for the TurboGrafx-CD.
Believe it.

