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THEY'RE SPOOKY...
THEY'RE THE ADDAMS FAMILY!

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IN THIS ISSUE:

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IT'S SO REAL, IT'S UNREAL.

There's so much friction in this game, it'll melt the ice.

TV SPORTS HOCKEY ™

TurboGrafx-16 introduces the three most realistic games you can play outside of the pro leagues.

With TV Sports Hockey, the ferocious power of the puck is in your hands. Slam home a slap shot, or get into a brawl.

On the TV Sports Basketball court, shoot a 3-pointer with one second left on the clock, or call offensive *or* defensive plays.

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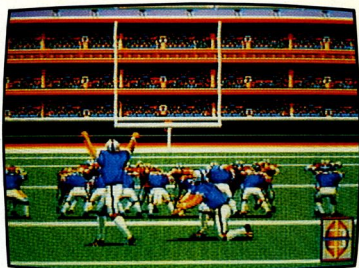
As real as you can get, without buying collision insurance.

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audibles, quarterback options, and shotgun formations will win or lose this one!

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The Addams Family

BY DONN NAUERT

ICOM Simulations has the pleasure of developing the TurboGrafx-16 game The Addams Family *for NEC, which will tie in with the Paramount release in November. The movie will star Raul Julia and Angelica Huston.*

We decided that instead of looking at ICOM from a marketing standpoint, we would talk with the people directly responsible for making the game.

I
n making a game, there's usually a development team that has been broken into three parts: art, which handles the characters, background and foreground; programming; and sound and music. From there you can have any number of people working on a segment, depending on how big or involved the game is. For *The Addams Family* ICOM used one person each to create the "good" guys, the enemies, sound and music and programming, and one more person did the foreground and background graphics. This, of course, did not include the people required to handle the administrative duties that also come with each project.

ICOM, as a rule, tries to be as democratic as possible, so if some team members like an idea or a certain part of a game while others don't, a game advisory committee that is made up of senior staff members not directly associated with the project will make a decision.

Once ICOM got the developing team together, they sat down and read over the script from the movie. This gave them the ideas they needed for creating the game and helped them decide where to make the breaks or divide the action into levels. The first decision was that Tully Alford, the family lawyer, would be the game's main character. He's the only one that really comes into contact with all the different characters in the movie, and most of the jokes and gags are directed toward him.

Next, the design specs (pencil sketches of characters, backgrounds, weapons, as well as a narrative that describes each scene) were created. These were submitted to NEC and the licensing agent (in this case, Paramount Pictures) so that both groups could approve the initial design of the game. Paramount also decided what was appropriate for the image of *The Addams Family*. Once the approvals were given on the design specs, the computer work began. Members of the design team at ICOM were nice enough to take part of their day to discuss the different roles each one played in making this game. While we have split the steps up a bit, all members worked on the project at the same time.
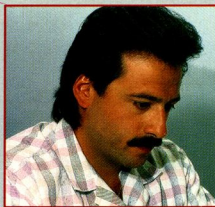
KEN TAROLLA
PRODUCER

After being contracted by NEC and receiving the script from Paramount Pictures, the producer helped decide what scenes, characters and actions would be used in the game, as well as what type of game it would be. The plot line of

The Addams Family lent itself to more of an arcade/adventure game, as opposed to an RPG or level-based contest. Instead of finding an object or being forced down a certain path, the play-field is wide open, allowing the player to do various things in no particular order each time he or she plays. Once this is set, the producer assigned the responsibilities to the various artists and programmers and defined the schedules for their work with "milestones" (stages of completion).

Ken Tarolla, as producer, headed *The Addams Family* team.

The producer also acted as a conduit between the contracting company and the design team—in this case, NEC and ICOM. In charge of getting the correct people in the correct situations, as well as the right equipment for them to use, the producer was responsible for handling the budget and administrative problems. He headed off any problems that might have occurred so that the artists and programmers could work with as few worries as possible. The producer also headed up a weekly review of the product and will give final approval before the game goes out the door.

MIKE GARBER
PROGRAMMER

The Addams Family team, from left to right, includes Kathy Tootelian, Toby Papaleo, Michael Pole, Darin Klatt, Mike Garber and Joe Gaucher, Jr. (Ken Tarolla is not shown.)

Outside of brainstorming ideas with the team, Garber's main job was to remind the artists of the limitations of the platform they were programming on. Sometimes artists attempt to get too advanced and create something that the particular platform can't do or that's too much for the memory size the game is designated to be.

Once Garber got the characters and backgrounds from the artists, he combined the two and began to give the characters their intelligence. Using an IBM PC hooked up to a TG-16 emulator, which allowed him to debug the game program without actually creating a cartridge or disk, he programmed when the characters would appear in the game and what would

happen to them if they were hit by an object. These "collision" points indicate, for example, that if Tully walks into a rock, he can't walk over it until the player presses the jump button. Similarly, if contact is made between Tully and another character, the programming determines what will happen; whether a message will appear or a unit of health will come off Tully's life bar, depending on whether it's a friend or foe.

The programmer also set the point values for the characters and determined how many times they have to be hit before they are defeated, in addition to other specifics like level timers and the function of each button. However, there is a program code or object manager that is common to most games, a set program that automatically tells the characters that when the joystick is pressed to the left they walk to the left, or if the jump button is pressed they are supposed to jump. This takes some of the duties off of the programmer's back, but he must tell the character (through the program) to keep "polling" or checking to make sure it is doing what the player is telling it to do. Some characters (mainly enemies) have very limited motions and are easy to program, but other, more important, characters, such as Tully in this case, have a lot of motions and are therefore more complicated and time-consuming to program.

Mike Garber takes individual characters and backgrounds and combines them.

TOBY PAPALEO
LEAD ARTIST

DARIN KLATT
ARTIST

As lead artist, Papaleo helped in the conception of all characters as well as backgrounds, passing along ideas to the other artists. Together, Papaleo and Klatt were responsible for creating the characters, weapons and other objects of this type. While Papaleo handled the main character (Tully) and the other "good" guys, Klatt was busy working on the enemies—all 150 to 200 of them. To accomplish this, they used a special drawing program on

The different stages of Morticia as she creates magic.

image of an object (such as a rock or part of a wall) and copied it as many times as necessary to create the desired background. Objects like a door frame might look like one piece, but actually might be made up of five or six different segments.

Once an object was made, she transferred it to a cel-based image, similar to a film-animation process. ICOM has created a special software program that takes bit-mapped graphics created on the Mac and converts them to images that can be used by the TG-16, which is a cel-based system. This allows the artist to work on any brand of computer he or she feels comfortable with and easily converts that work to the TG-16.

One of the problems Tootelian found in doing *The Addams Family* for the TG-16 was that most of the colors in the movie are dark and dreary, while the palette for the TG-16 contains brighter colors. To help in the design of the backgrounds, she used photos from the movie, reference books and her own imagination. As a scene was finished, she'd give it to Mike Garber and wait for the inevitable changes. These sometimes would involve minor points like door knobs being too high in relation to a character's height.

While Toby creates the "good guys" like Morticia, Darin handles the bad guys like this samurai above.

the IBM that, essentially, has a drawing board on-screen. Using a mouse attachment and the paint program, they drew the characters on the right-hand side, which enlarged the figure to show all details. The figures drawn also appeared on the left-hand side at their normal size, which gave the artist a good idea of what it would look like to the player under normal playing conditions.

To create the animation for each character, the artist drew each character's movement for that action over a series of "frames." While most characters' walking animation covers three to four frames (to conserve memory), our main character Tully's stride took seven frames to better articulate his movement. If you figure that each of the 200 characters can make at least seven moves (walk, run, jump, duck, shoot, throw something and die), that means roughly 5,800 individual frames were drawn—and that's just the bad guys.

KATHY TOOTELIAN
ARTIST

After discussing ideas with Papaleo, Tootelian drew and was responsible for all background and foreground art, such as sewers, caverns and the mansion. Once the storyboards were pencil-drawn and approved, she moved to the computer. Using a drawing program called *Studio 8* for the Macintosh, in a manner similar to the character-creation process, she created an 8 x 8-pixel
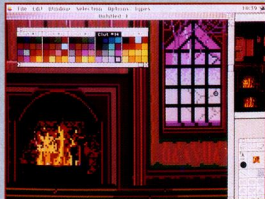

Kathy Tootelian handles the foreground and background. She creates the computer images after first drawing images on paper.

MIKE POLE
SOUND/MUSIC

After discussing the script with the producer and project team, the person responsible for the sound and music would get a list of 500 to 1,000 different sound effects to be created. As each segment of the game was completed, he'd also use the script and the on-screen action to help set a tempo and mood for that particular segment of the game. When you walk Tully through a graveyard, appropriate eerie music will come from the speaker, or if the pace is fast, you'll hear music with a quick tempo. This is where the latest generation of games is starting to resemble movies and TV shows in the creation of a soundtrack. One of the benefits of using the CD format for a game is the fact that you can have more varied music created for different scenes, rather than having the same music throughout the entire game.
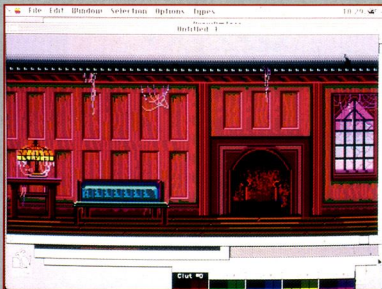
There are a few different ways that the music can be formatted into the game. Compact disc digital audio (CDDA) is what's found in most music CDs. Adaptive delta pulse-coded modulation (ADPCM) is when

you take a sample version of CDDA to a smaller bandwidth (which takes up less memory). ADPCM also allows the sound and music data to be placed "under" the rest of the game data, allowing the TG-16 to read both at the same time, and thus more quickly. Finally, there's the use of sound generators, which are what are generally used in making the sound and music for cartridge games.

ICOM has also developed their own system that allows them to take sound and music created with a MIDI (musical instrument digital interface) device, then transfer that information into a program code that can be used with the TG-16. This allows the musician more freedom to be as creative as possible. At the start, the programmer sets aside a certain amount of memory for the sound and music. Once they are finished, they're given to the programmer so that he can work in as much as he can based on the amount of memory he has left to play with.

When Kathy Tootelian finishes each scene, like this outdoor scene and the room, she then sends it to Mike Pole so that he can add other elements of the game.

JOSEPH GAUCHER, JR.
TECHNICAL DESIGNER

Part of Gaucher's job with ICOM, as director of technical development, is to explore and develop new ways in which to bring you, the consumer, the entertainment we call video games. *The Addams Family* will be the first to use the results of one such technology that ICOM has developed, called real-time scrolling, which allows the information on the CD to be read in real time.

Normally, when you change scenes, the new information on the CD must first be loaded into the TG-16, causing breaks or pauses in the action. With this new technology the information is read "on the fly," eliminating the pauses and resulting in smoother game play. The new Super System Card that was developed in Japan allows much of the same process, except that it is hardware-oriented. The real-time scrolling technology ICOM has created is software-oriented, which means you won't need a Super System Card to get the same effects.

Throughout the entire process of making the game, each step is checked and rechecked, tested and retested to make sure that everyone on the project design team is happy with the work. Also, during this time the marketing team at NEC is busy writing the manuals, commissioning box art—and keeping the editors and writers happy with prototypes of the game so it can be reviewed. When all of these elements are in place to everyone's satisfaction, the game is finally sent to your local store. Of course, before that point, you'll get to read about it in an issue of TURBOPLAY. ✷

CHAMPIONS FOREVER BOXING

ONE OR TWO PLAYERS
NEC—Turbochip

Closer LOOK

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

"How hard can you hit?" asks the scratchy voice of an East Coast rapper at the opening of *Champions Forever Boxing*. It's a valid question, but it's not the only one that needs an answer. Before you can snatch the heavyweight crown from the likes of Muhammad Ali, Joe Frazier and Larry Holmes, you'll have to find out how quickly you can dodge, how well you can block and how many punches you can take.

It must have been quite a task for Distinctive Software (*Test Drive*) to design a challenging, entertaining boxing video game that pays proper respect to five legendary athletes who held the heavyweight title for the better part of 21 years (Ken Norton and George Foreman are the other featured fighters). *Champions Forever* does it with style—first with a crisply digitized montage of photos that shows each boxer in his prime, then by presenting a game that takes the strategic elements of boxing as seriously as any game I've ever seen.
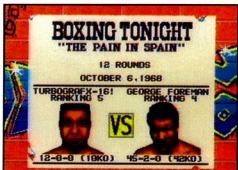
This is much more than a brainless slugfest. You can't just flip the rapid-fire switches on your TurboPad and expect to jackhammer a guy like Holmes with a flurry of jabs. To beat any computer-controlled opponent—even the generic boxers who can be given any name you wish—you'll need precise timing, careful aim and the ability to make quick decisions about how you will spend the 30 seconds between each round. If you're not too injured or fatigued, you can choose a menu that lets you build your skills and increase the power of certain punches during the breaks in the action. Otherwise, you'll have to rest and wait for your strength and stamina meters to fill up before the bell signals the start of the next round.

Another nice feature is the one-player career mode, which allows you to start out as a fifth-ranked heavyweight in 1968 and
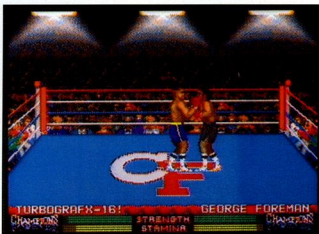
chart your progress over the next 15 years. Career stats can be saved in the battery-backed memory of the Turbo-CD or TurboBooster Plus, or there's a password system for those who don't own either of these peripherals.

Even with the wide variety of available options, *Champions Forever Boxing* still suffers from a touch of monotony. There's a limit to how long you can dance around the ring and still feel the same excitement you felt the first time you played the game. And though NEC and Distinctive are to be commended for the game's faithful depictions of a group of truly memorable fighters, that's the very reason why your opponents lack the exaggerated appearances and fun-to-find weak spots that gave games like *Punch-Out* a lot of repeat play value.

Still, many players won't notice any flaws—and if you have a TurboTap and a spare controller, you'll find that the two-player mode is worth the price of the game by itself. The detailed graphics and well-done hip-hop background tunes are the icing on the cake. Boxing fans won't be disappointed.

—Chris Bieniek

SILENT DEBUGGERS

ONE PLAYER
NEC—TurboChip

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

Got a few hours to kill and feel like doing some serious exterminating? Can you handle the dirty job of

THIS IS OHME'S
BULLET ROOM.

cleaning out enemy mutants one by one the hard way—creeping through a cargo bay and tracking down each monster before blasting it into space mucus? Then *Silent Debuggers* may be just the game for you.

As one member of a two-member team, your job as a debug-

ger is to clean out undesirable alien life-forms whenever needed. You and your partner, Leon, have taken on your most recent assignment of investigating a space-cargo station that has apparently been overrun with aliens. Several other debugger teams have been sent in to no avail—none ever returned, and nothing is known of their fate.

There are more incentives for doing the job other than just the pay. Leon has heard rumors of great wealth hidden in the lower levels of the station, but there is only one way to find out if these rumors are fact or fiction: He must clean out the station level by level until all the monsters are wiped out. Once you're in the station, the action picks up quickly. You must travel from the communications center into the cargo areas of each of six levels and wipe out all

THE MANUAL

the monsters before you'll be able to proceed to the next. As the action progresses, the monsters become more aggressive and move into the main hallways of the complex, invading and attempting to drain power from different parts of the complex where extra ammo, battery power and other essential elements are stored.

Your view is from a 3-D vantage point, and the hallways and doors scroll forward and backward as you move and turn throughout the complex. You have six weapons to

choose from, as well as a few other devices that Leon will present you with to help in your job. Your main objective is simply to wipe out all the monsters, but doing this and preventing the station from being overrun by the occasional stray monster is no easy task.

There are two skill levels to choose from in this one-player game and, apparently, unlimited continues to keep the action moving. The graphics are crisp and smoothly animated, and the sound effects are very effective in setting the right mood for the game. Game play is good; good shooting reflexes and some strategy are a must for success. *Silent Debuggers* is a good action game that most players will find somewhat challenging, but that all will enjoy.

—Brent Walker

CADASH
ONE OR TWO PLAYERS
Working
Designs—TurboChip

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

Princess Sarasa, the king's only daughter, has been kidnapped by the vicious Baarogue the Destroyer, who has only one thing in mind—universal domination.

In *Cadash*, by Working Designs, you take the role of one of four brave warriors that have set out to save Princess Sarasa. You can choose a one- or two-player game (with the use of the TurboTap), and each player has a choice of four characters: There's a fighter, mage, priest and a ninja to choose from. Each character has its own weapons and magical abilities. The game is set up as an action-adventure, and you must complete certain tasks in order to continue further into the game. Items you receive include scales that allow you to move through the water without taking damage and a flower that turns into a shrinking potion.

For those of you who are familiar with the

THE GIANT WORM HAS APPEARED!

ONLY GNOMES CAN ENTER THESE HOUSES.

arcade game, I don't think you'll be disappointed. Much of the same great game play can be found in this version, and little was changed in the translation. Something that you might spot right off is the fact that there's no timer to speed the game along. This allows you to build your character's level up fairly early in the game and collect lots of money, which allows you to buy healing potions and herbs and rest up in the inns.

Overall, *Cadash* keeps the integrity of the arcade game intact by featuring superb graphics, sound/music and game play. The only negative thing about the game is the fact that when you get hit by an enemy, you're thrown helplessly backward rather than simply having the damage taken off—you lose some control over your character's movement. However, this was the number-one, most requested game, not only from the readers of TurboPlay, but also on the TurboGrafx-16 Hotline. As the saying goes, "Good things come to those who wait." Fortunately, the wait is over.

—Donn Nauert

IMPOSSAMOLE

One Player
NEC—Turbochip

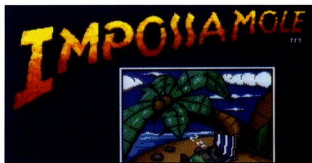|	
Sound/Music	★★★★★★★★☆☆
Graphics	★★★★★★★☆☆☆
Playability	★★★★★★☆☆☆☆
Overall	★★★★★★★☆☆☆

British software developer Gremlin had a hit with this game in Europe, and now the TurboGrafx-16 version is here to test the U.S. waters. It's a fast, funny succession of mock-heroic battles between one furry adventurer and a stockpile of Disney-esque villains.

Impossamole's tongue-in-cheek sense of humor is the game's strongest suit. Check out the introductory sequence, a panel-by-panel comic-book tale that explains how beachcombing Monty Mole was abducted by a flying saucer and endowed with powers far beyond those of mortal moles. He may not be faster than a speeding bullet—heck, he can't even dig a hole the way his kind is supposed to—but he's got a cooler costume than most other video-game heroes!

The game is also blessed with delicious graphics and a throbbing Giorgio-Moroder-meets-the-Ventures-in-outer-space soundtrack. There are no multiplane scrolling effects like those that appear in a growing number of 16-bit titles, but the characters and backgrounds are colorful and well-animated, as is Monty himself. He doesn't quite fit in with the stereotypical "superhero" mold; in fact, he's a little on the chunky side, a characteristic that only makes it easier to identify with the fuzzy little guy.

Unfortunately, several quirks in the control scheme have undermined the impact of *Impossamole*'s audio-visual excellence. For one thing, when a weaponless Monty kicks an opponent, the range of his attack is poorly defined. Enemies who are standing right next to him are unaffected, but others who are a good distance away from the extent of his stubby, little leg's thrust are sent flying! Other areas feature blocks or other obstacles that fall from above. That's fine, but why should Monty recoil in pain and take damage from such an object when he tries to walk past it after it has already fallen to the ground?

Then there are the reminder notices that flash right in the middle of the screen during play. Hey, I need all the help I can get, but I don't need the words, "Find the scroll, Monty" obscuring the action when I'm trying to dispatch a particularly tricky opponent.

These rough points aside, *Impossamole* is a decent *Mario*-style "guy game" with graphics and sounds that really take advantage of the power of the TurboGrafx-16. If the thought of an invincible insectivore in tights and a cape makes you chuckle, give this game a try—you'll believe a mole can fly!

—C. B.

YS III: WANDERERS FROM YS

ONE PLAYER
NEC—CD-ROM

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

With his new companion, Dogi, Adol has been traveling for three long years since his last adventure. However, rumors of evil doings have lured him to Dogi's birthplace, Sarina, for it seems that monsters have moved into the land and are spreading darkness as they destroy crops and villages. As a favor to his friend, Adol sets off to unravel the mysterious events and locations that lie ahead.

Ys III is different from the previous CD (Ys—Book I & II) in that this one is more of a horizontal action-adventure as opposed to the overhead RPG. That means it's more linear than its predecessor. You have to follow a certain order rather than bounce between varying locations.

Your ultimate quest is to locate four statues that are hidden in the various areas. These four statues have the power to defeat Demanicus, who is terrorizing the land. Ys III consists of one town (Sarina) and five areas where you actually do battle. There are the usual weapons that you come across in games of this type, such as the flame sword and battle shield, as well as some new items and rings that replace magic. One of the nicest features is the fact that when you defeat a boss in an area or just want to go to another, you can work your way back to the beginning of the area you're

in and automatically be taken to Sarina. From here, you can exit Sarina and be taken to a large map where you can select the location you want to go to, as long as you've played up to that point previously.

The graphics found in Ys III are superb. This is one CD game where the graphics found in the game actually compare to the graphics in the intermission scenes. The sound and music are also incredible. If you thought the music was great in Ys—Book I & II, wait until you hear the music from this one—it's intense.

Usually a sequel will have a similar look, weapons, game play and storyline, but Ys III is different. While Ys III may have a similar storyline and weapons (defeat the evil being to save the land), it does have a different look as well as game play. Instead of having an overhead view of the action, Ys III gives you a view from the side, which means instead of just running into the enemies, you now can fight them with a sword that you control. Instead of walking into a building and having a still picture appear, you can now walk around the house and see the person you're talking to. Ys III also uses actors to do the voices for the characters. Virtually all the main characters have a speaking part, except Adol that is.

Overall, Ys III is a great game and a worthy continuation in the Ys series of games.

—D. N.

PARASOL STARS

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

Though it bills itself as the second sequel to *Bubble Bobble*, *Parasol Stars* is only similar in play to the Taito original. The principal difference is in the characterizations of the two protagonists and the game's overall scenario. Instead of bubble-blowing dinosaurs Bub and Bob, the stars of *Parasol Stars* are boys who catch and fling water bubbles at their enemies with handy umbrellas—or parasols.

Bubby and Bobby answer interplanetary SOS calls and go from one distressed planet to another using their umbrellas, Mary Poppins-style, to liberate them from armies of cute animals and musical instruments that have gone bad. Each planet represents a typical video-game level that, in itself, contains a series of screens populated with enemies to eliminate. The last screen on every planet level is an end-boss character, which Bubby and Bobby must defeat in order to advance to the next planet requiring their salvation.

Bubby and Bobby's umbrellas serve in several helpful ways. They are principally used to catch falling water drops, which the boys can hold on to and then fling right at an enemy animal or musical instrument. Their parasols can also be used as parachutes, or the lads can faze enemies by simply thunking them with their umbrellas.

Catching several water drops causes a giant bubble ball to form that will break into a mini-flood destroying anything in its rapid path
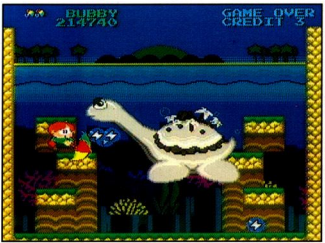
once it is thrown. Electrolytic water drops burst into sparks when Bubby and Bobby catch and throw them. These electric drops develop into large lightning bolts when many are gathered. Naturally, electrified water drops are more powerful and destructive to Bubby and Bobby's enemies than the normal, de-ionized versions. As the game progresses, you will discover a few varieties of these drops.

Hitting an enemy fazes it at first, and Bubby and Bobby must fling the creature fast before it becomes a more aggressive adversary. It then transforms into a dessert treat once it is thrown, and Bubby or Bobby can eat it for points. Clearing away all of the creatures on a given screen takes the parasol lads to the next infested one. Bonus items randomly appear, granting Bubby or Bobby with perks like faster movement, free lives or instant flooding of the game screen to knock out enemies.

Parasol Stars has simple play with moderate gaming difficulty. You can play by yourself as Bubby or, with the addition of a TurboTap, as Bobby. Yet solo gaming isn't anywhere near as exciting and interesting as gaming between two people. Bubby and Bobby can cooperate or even compete by flinging one another across the screen. Though still a bit light, *Parasol Stars*, nevertheless, makes a nice two-player arcade game.

—Howard H. Wen ★

THE ULTIMATE TURBOTIPS GUIDE

BY DONN NAUERT

Welcome to a special edition of *TurboTips*. This list includes almost all the known codes for games out on the TG-16 to date. There are some games not mentioned that do have codes or other tricks, and we'll try to include them in future issues of TURBOPLAY. If you have a code not listed here, please feel free to send it to us at *TurboTips*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If we use your tip in a future issue of TURBOPLAY, you'll receive $10.

AERO BLASTERS
• • • • • • • • • • •

EXTRA CREDIT MODE: During the title screen, press R, **SELECT**, R, **SELECT**, R, **SELECT**. Press U or D to select the number of continues, from zero to nine.

SOUND TEST: Perform the above code, but hit **SELECT** one more time at the end.

LEVEL SELECT: During the title screen, press R, **SELECT**, R, **SELECT**, R, **SELECT**, then I ten times; **SELECT**, **SELECT** and **RUN** for Phase 2. Enter the same code, except press I 11 times for Phase 3, 12 times for Phase 4, and so on.

BATTLE ROYALE
• • • • • • • • • • •

REENTER CODE: When you are outside the ring, press I, U, D, L, R, II, U, D, L, R, II, U, D, L, R, II. Your wristbands will turn green, and you will reappear in the center of the ring.

SOUND MODE: On the wrestler central screen, press L, D, R and U. Repeat this four times.

CHAMPIONSHIP REMATCH: On the screen that tells you the next match is the championship match, press **SELECT**, U, U, R, R, L, L, II, I. This will allow you to continue in the championship match if you lose.

BLAZING LAZERS
• • • • • • • • • • •

CONTINUES: Shut off your Turbo switches, then during the title screen, press and hold **SELECT**. Press **RUN** and

hold both buttons down until "AREA I" is on the screen. This will give you 30 continues.

MODE SELECT: With the Turbo switches on, during the title screen press and hold I, II, and **SELECT**. When the mode appears, continue to hold for five seconds. You can then choose the mode you wish to play.

SOUND MODE: During the opening sequence, not the title screen, press and hold **SELECT** while rocking the thumb pad back and forth from left to right very fast. The words "sound test" should appear on the screen.

STAGE SELECT: With the Turbo switches off, enter the sound mode. Press I, II, then hit **SELECT** 21 times. If this is done correctly, you should be able to move to 00 then FF. Choose from 00 to 09 for different stages.
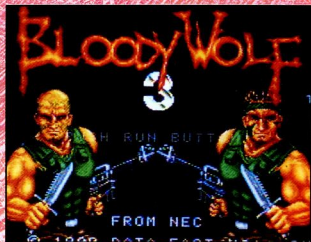
BLOODY WOLF
• • • • • • • • • • •

(Make sure your Turbo switches are off.)

STAGE SELECT: On the title screen, press II, I, I, II, I, II, II, I, and then press the thumb pad in the direction of the level you want to play, as shown below.

```
                    1
            8               2
     7              *               3
            6               4
                    5
```

Secret *Bravoman* game: On the title screen, press II, SELECT, II, SELECT. Continue this until the secret game starts.

Continuing from the same spot: Press and hold RUN after you have died. A message will tell you that your life meter has been filled.

CHEW-MAN-FU

• • • • • • • • •

Area 10 code: 677261

CHINA WARRIOR

• • • • • • • • •

(Make sure your Turbo switches are off.)

Continues: During the title screen, after the game is over, press and hold I, II and D on the thumb pad, then press RUN. This will allow you to continue *three* times from the beginning of the last stage you were on.

Debug: Turn the power on while holding SELECT down.

Press U. Release SELECT. Push U three times, R six times, D two times and L two times.

GRATERMAZE

• • • • • • • • •

Level 60 difficult: blue left, blue left, blue right, red forward.

Level 60 expert: blue back, blue back, red right, blue forward.

Bonus points icons: To get the "HU" card worth 10,000 points, you must dig 255 holes. For an NEC icon worth 20,000 points, you must get all the treasure chests in the round without killing an enemy. To get an extra man, you must kill 64 enemies or create 64 tombstones.

CYBERCORE

• • • • • • • • •

Super weapon: Pick up the metamorphosis items in this order: red, blue, green, green, yellow, red. If you haven't received damage while getting these items, you'll have full shield. Once you have lost all your shield, you'll obtain a weapon that is a combination of all weapons. For the trick to work, you can't pick up anymore metamorphosis items. If you pick up the items in a different order or more than the ones listed, the trick will not work. You can, however, pick up a shield item and the invincibility item without affecting the trick.

Unlimited continues: When "Game Over" appears on the screen, press and hold I, II and SELECT and then press RUN.

Sound mode: On the title screen, press U, then press and hold I, II and SELECT.

Hover mode: On the title screen, press D, U, L, L, II, II, I, SELECT and RUN.

Fast mode: On the title screen, press U, D, R, R, I, I, II, SELECT and RUN.

Flame thrower: When you are parachuting down in the game, press and hold U, I, II and then hit RUN. This will give you 50 rounds of ammunition on the flame thrower.

Throughout *Bloody Wolf*, special icons can be obtained to enhance your player. If you shoot in certain locations in Stages 2 and 7, a seal will appear, which will give you 99 shots. If you climb certain obstacles in Stages 5 and 8, a koala bear will appear (see photos for exact locations). In Stage 8 you must climb the first pillar you come to after you have fought Eagle (when he's in the trance).

BOXYBOY

• • • • • •

Level 250 code: MICKY

For a hard game: MEDIA

BRAVOMAN

• • • • • • •

Unlimited continues: First you need a score of 10,000 points. When you have it, let the game end. On the title screen, after "Press Run" appears, press U, R, D, L, II, SELECT, II, SELECT then RUN. You will hear a tone if this is done correctly.

Note: The high score cannot be higher than ten thousand points.

Arcade screen: MAKIRIN
Full power-up passwords:
Red-AMI
Blue-RIE
Green-NAOMI
Orange-HIDORI
Invincibility-MIKARIN
Sound mode-SCSI
Color bars-IRO
Easy-YANDI

Level-select passwords:
Stage 1-MAI
Stage 2-EMI
Stage 3-YUUMI
Stage 4-PERSIA
Stage 5-YU
Stage 6-HAMI
Stage 7-MIHO
Stage 8-LALAMOTO

DEEP BLUE

CONTINUES: You must reach Scene B. When the game ends, press **SELECT** (instead of **RUN**) to begin from the level you died on. You can do this up to three times.

RECHARGING: You can regain your ship's lost power by not shooting as you travel through the level.

DEVIL'S CRUSH

SOUND MODE: Pause a game in progress, then press U, R, D.

WEIRD CODES: Input any password. For the last letter of the password input A, press I and then **RUN**. If this does not work, continue to B then C, etc., until you reach a letter that works.

Via Delphi, Victor Ireland provided a detailed method for creating your own passwords for NEC's challenging pinball game.

Here is the breakdown of the *Devil's Crush* password encoding:

Control Byte
Score x 100
Score x 1,600
Score x 25,600
Score x 409,600
Score x 6,553,600
Score x 104,857,600
Balls x 1
Balls x 16
Checksum Byte

A A A A A A A A A A
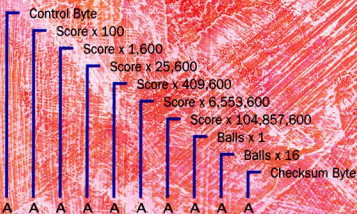
The control byte should always be left at A. It can be changed, but it unavoidably interacts with the rest of the password in an unpredictable manner. Its only purpose is to confuse would-be password crackers by changing at random when the password is requested. When it changes, it modifies the whole password.

The following example will demonstrate how to use the above information to start *Devil's Crush* in *any* state:

Let's say we want to start the game at 998,000,000 points so that we can play for the last million points and see the end. Just to make sure we can finish, we'll give ourselves 100 balls. To derive our password, it is easiest to work backward.

• Leave the checksum (the last character of the password) blank—the rest of the password will determine what it is.

• To get 100 balls, we divide 16 into 100. This gives us 6 with a remainder of 4. We carry that remainder to the next column.

• To find the next character, we divide 104,857,600 into 998,000,000. This gives us 9 with a remainder of 54,281,600.

• Now divide 54,281,600 by 6,553,600. We get 8 with a remainder of 1,852,800.

• The remainder 1,852,800 divided by 409,600 gives us 4 with a remainder of 214,400.

• Next, 25,600 divides into 214,400, which gives us 8 with a remainder of 9,600.

• To finish out our math, 1,600 divides into 9,600 to give us 6. There is no remainder, so we carry 0 to the hundreds slot.

Finally, the control byte should *always* be an A.

Now that we have the values, let's convert our numbers to the letters required by *Devil's Crush*. The designers have made it quite easy for us to figure out—A=0, B=1, C=2...Z=25.

Using this conversion, our nearly complete password is AAGIEIJEG. All we have left to complete is the checksum letter at the end. The easiest way to accomplish this is to enter the password in *Devil's Crush* until you get to the last space. Then, starting at A, successively try each letter by hitting **RUN**. If the game does not start, just advance to the next letter by pushing R on your controller and hit **RUN** again. Repeat this until the correct final letter is found and the game begins.

DOUBLE DUNGEONS

WEIRD CODES: When you start any level, get a password. Replace the first three to five characters of this code with combinations of x, y, z and other symbols.

LEVEL 22 CODE: 2R3KD4RGOJ9D3YTO664L)

DRAGON SPIRIT

(Make sure your Turbo switches are off.)

TWO CONTINUES: During the title screen, before you begin the game, press I and II until you hear a tone, then press **RUN**. When the game ends you are asked to continue.

ARCADE SCREEN: Press and hold **RUN**, then press SELECT, which resets the game. Reset the game 57 times in a row.

SOUND MODE: During the title screen press L, R, D, U, **SELECT** then L.

100 CONTINUES: On the title screen press D, R, **SELECT**, D, II, D, I, L, **SELECT**, U then I. You should hear a tone.

DROP OFF

SOUND MODE: On the title screen, press and hold **SELECT** and I.

LEVEL SELECT: Press **SELECT** 16 times, then press **RUN**. Use **SELECT** to choose the desired level.

UNLIMITED CONTINUES: On the title screen press I and **RUN** together, then II and **RUN**. An x will replace the number of credits.

DUNGEON EXPLORER

SECOND ENDING: First, do the invincibility code shown below. Then, input AENIP BLKEE for a level-14 fighter or the level-14 character of your choice. Go sit on the throne.

LEVEL 19 WARRIOR: Input AEPAJ DPIAA.

NAME CHANGE: Input CHECK NAMEA as a password. This will allow you to input your name.

WEAPON CONTROL: HOMIN GAAAA.

INVINCIBILITY: Choose passkey, then enter DEBDE DEBDA, then press I (the screen should display "password error"). Press **RUN** and use II to choose "member" or enter password. Select character (who should have 535 hit points).

STAGE SELECT: There are 15 bushes in front of Axis Castle. With the invincibility code entered, go to the bushes, and using the list below, walk into the appropriate bush (1 is the left-most bush; 15 is the farthest right). If you have the Ora Stone and walk into the king's throne, you will take the king's throne.

1. Natas
2. Balamous Tower
3. Rotterroad,
   (path to Judas)
4. Mistose Dungeon
5. Ratonix Dungeon
6. Reraport Maze
7. Rally Maze
8. Bullbeast
9. Melba Village
10. After Gutworm
11. Nostalgia Dungeon
12. Water Castle
13. Road to Cherry Tower
14. Stonefield
15. Karma Castle

FANTASY ZONE

(Make sure your Turbo switches are off.)

INVINCIBILITY: Pause the game, then press II once, I twice, U three times, D four times, R five times and L six times. This must be done for each level.

FIGHTING STREET

(Make sure your Turbo switches are off.)

CONTINUES: On the high-score screen, enter ".HU" as your initials, then during the title screen press and hold I, II and L on the thumb pad and hit **SELECT**. "Credits 7" should appear in the lower-right-hand corner.

STAGE SELECT: Enter ".SD" on the high-score screen. On the title screen, press and hold I, II and L on the thumb pad, then press **SELECT**. Choose the country, then press I for the stage select.

SPECIAL MOVES: After inputting ".SD" you can execute the super moves by pressing one of the following directions while pressing **SELECT**:

Left-spinning kick
Right-fire ball
Down and left-uppercut
Down and right-uppercut

Opponents can't hit you. Using the TurboStick, use slow motion so that the opponents can't hit you.

GALAGA '90

GALACTIC DANCING BONUS: To receive a special bonus, sit back and enjoy "galactic dancing." Do not touch the thumb pad or shoot during these bonus stages.

EXTRA FIREPOWER: During the title screen, press and hold U, then press **RUN**. On the select mode, pick a single ship (the pod above the ship should now be red), and when the last enemy is shot, it will leave a red pod for triple fire.

J.J. & JEFF

CONTINUES: With the Turbo switches off, as soon as your game is over, press and hold I, II and D and then press **RUN**.

FIELD SELECT: The first warp can be found in Level 1-4, and it can be used to take you to Rounds 2, 3 and 4.

The second one can be found in Level 3-3 and will take you to 6-4. You'll have to jump on top of the rats to get to the special ledge. Once you're on the ledge, jump straight up.

Extra men: If you're at least five block lengths away from a lamp post, jump while kicking and hit the post perfectly. Don't worry if it doesn't work the first time, because the procedure takes some practice.

Keith Courage in Alpha Zones

(Make sure your Turbo switches are off.)

Debug code: Reset the game. Press and hold I, II and SELECT, wait until "start" appears on the screen, then press U eight times.

King of Casino

Special game: Input □□KI NGof CASI NO□□ as the password. (For our code, the □ symbol is a space in the password.)

Klax

Game options: On the title screen, press SELECT to get to the options screen.

Look at levels: From the options screen, press and hold SELECT while pressing RUN. Use U and D on the thumb pad to look through all the levels.

Sound mode: From the "Look at Levels" screens, press and hold I then press RUN.

Last Alert

Visual debug code: Hold SELECT while pressing I, II, I,II, U, D, RUN. You can only access this code once you have finished the game.

Legendary Axe II

Continue code: With the Turbo switches off, when your last man collapses, hold down II and RUN. Tap L on the thumb pad quickly and as many times as possible. Keep tapping until the amount of credits appear. Press RUN before this screen disappears.

Military Madness

Switching sides: Before choosing "1P CONTINUE," hold SELECT and push RUN until the password screen appears.

Computer versus computer: Do the same as above but on the "2P CONTINUE" screen.

Sound mode: Input ONGAKU as the password.

Level passwords:

1. REVOLT.	17. MILTON.
2. ICARUS.	18. IRAGAN.
3. CYRANO.	19. LIPTUS.
4. RAMSEY.	20. INAKKA.
5. NEWTON.	21. TETROS.
6. SENECA.	22. ARBINE.
7. SABINE.	23. RECTOS.
8. ARATUS.	24. YEANTA.
9. GALIOS.	25. MONOGA.
10. DARWIN.	26. ATTAYA.
11. PASCAL.	27. DESHTA.
12. HALLEY.	28. NEKOSE.
13. BORMAN.	29. ERATIN.
14. APOLLO.	30. SOLCIS.
15. KAISER.	31. SAGINE.
16. NECTOR.	32. WINNER.

MONSTER LAIR

CONTINUES: When "GAME OVER" appears in the center of the screen, quickly press L, R, D, U, hold **SELECT** and press L. This will allow you to continue from the level you died on.

SOUND MODE: Make sure the Turbo switches are turned off, then during the title screen, press and hold I, II, then press **RUN**.

Unlimited continues (invincible): Input "68K" on the high-score screen. Hold down **SELECT** in order to get the numbers on the screen.

MOTO ROADER

SOUND TEST: Input "MUSIC" or "ART88" on the Name screen.

SLIP MODE: During the course select, hold **SELECT** and press L on the thumb pad for a more slippery track.

TIME MODE: During the course select, hold **SELECT** and press R on the thumb pad to display the winner's time.

RICH MODE: During the course select, hold **SELECT** and press II.

MUSIC TRICK: During the course of a game, it's possible to change the music. Press **RUN** to pause the game, then hold **SELECT** while pressing I to change the music. Press **RUN** to unpause the game and continue with your new music.

NEUTOPIA

Enter KgKc%h5oFfep Qy1XwcjZXD-Vn for the fourth stage, the sky,

NINJA SPIRIT

On the title screen, press II,I, II, II, I, II, then hold **SELECT** and press **RUN**. This will allow you to start between Stage 1 and Stage 3. While selecting a level, hold down **SELECT**, and you will also be able to choose between Levels 4 through 6.

ORDYNE

PRINCESS MODE: With the Turbo switches turned off, at the title screen, hold down I for five seconds. Press **RUN** to play using the princess character.

TEST MODE: On the title screen, hold **RUN** and press **SELECT** five times, then press I, II, U and L at the same time.

CONTINUE: To continue from the same spot you died, press and hold I, then press **RUN** while you are falling.

PAD LAND

(Make sure your Turbo switches are off.)

BALD PAC-MAN: When you reach the end of any round where the "Break Time" sign stands, reset the game the instant Pac-Man's hat flies into the air. Then start a new game, and Pac-Man will be bald with his hat hovering overhead.

MODE SELECT: On the title screen, hold down I, II and then hit **RUN**.

STAGE SELECT: To get to any level after you are in the mode select, turn "Skip" on. When you start the game, you can select where to go.

PRO LEVEL: On the stage-select screen, press U ten times

NO-HIT MODE: On the stage-select screen, press D 100 times.

POWER GOLF

• • • • • • • • • •

LEFT-HANDED GOLFER: Hold D while pressing I to select a player.

PSYCHOSIS

(Make sure your Turbo switches are off.)

SOUND MODE: At the title screen, press and hold I, II and **SELECT**, then press **RUN**.

SECOND WORLD: At the title screen, press and hold U, **SELECT**, I and II, then press **RUN**.

SPECIAL CHARACTERS: The first of the special characters are the butterflies, which will appear as you meet the first end boss. To make them appear you must save the worm at the beginning of the stage by shooting the two enemies that attack it. Be sure not to kill the worm yourself. The second special character will appear in Stage 4, but first you must make it to Stage 4 without losing a life.

R-TYPE

• • • • • • • •

(Make sure your Turbo switches are off.)

CONTINUES: As soon as the title screen comes up, press and hold I and **SELECT**. The credits in the upper-right-hand corner will begin adding up. When the number reaches 21 (or 28 with a Turbostick), press **RUN** immediately to begin, or the game will go into the demo mode.

SIDE ARMS

• • • • • • • •

(Make sure your Turbo switches are off.)

BLACK-AND-WHITE MODE: During the title screen press and hold I, II and U on the thumb pad, then press **RUN**.

FRAME BY FRAME MODE: During the title screen press and hold I, II and D on the thumb pad, then press **RUN**.

SPACE HARRIER

• • • • • • • • •

CONTINUES: You must reach Level 7 and be able to enter your name on the high-score screen. Input CNT at your ini-

tials, which will allow you to continue from Level 7 if you died at Levels 7-12. If you reach Level 13, you will be able to continue from there.

MODE SELECT AND MORE MEN: Input ☐MD (the ☐ character is a space) on the high-score screen to allow you to change the game setup on the title screen.

SPLATTERHOUSE

• • • • • • • • • •

LEVEL SELECT AND SOUND MODE: Press **RUN** to start the game. On the house in the rain scene, press **SELECT** three times, then hold L and press **RUN**.

SUPER STAR SOLDIER

• • • • • • • • • • • • • • •

MODE SELECT AND MUSIC: On the title screen press L, II, U, II, I, R, II, D, II, L, I, U, I, R, I, D, I. Then press I and II together eight times, and press **SELECT** and I together eight times.

SUPER VOLLEYBALL

• • • • • • • • • • • • • •

These are codes for the U.S.A. team in the league mode:

OLFLK

RCARU

RC602

R7AY

RW6AU

RP7V4

TAKIN' IT TO THE HOOP

• • • • • • • • • • • • • • • •

SECRET MODE: At the title screen, press and hold I and II, then press **RUN** once to select players and once more to select the type of game. Turning on certain numbers will do different things.

In the select mode this is what the numbers do:

1. Flag over player 1 (American flag).
2. Light bulb over player 2 or computer.
3. ?
4. Ending of tournament mode.
5. No music during game.
6. No crowd noise.
7. Keeps the scoreboard on the screen during play.
8. ?

TIGER ROAD

DEBUG CODE: Plug in a TurboTap, then use the second controller to hit I and II repeatedly.

TIMEBALL

LEVEL 100 CODE: 10898

TRICKY KICK

COMPLETED CODE: QQLLQ22U

TV SPORTS: FOOTBALL

On the team-select screen, press II and SELECT to enter a password screen. Enter the following codes for each team:

FIVEMINUTES—Quarters are five minutes long.

TENMINUTES—Quarters are ten minutes long.

SUPERHANDS—All players on the team have a 15 hands rating.

SUPERSPEED—All players on the team have a 15 speed rating.

SUPERSTRENGTH—All players on the team have a 15 strength rating.

SUPERAGILITY—All players on the team have a 15 agility rating.

(The following passwords are "invisible" when you input them.)

THECOOKER—Fullback can't be tackled.

ULTIMATEWIZ—The team starts the game with a 28-point lead.

GOLDIELOCK—No interceptions and no deflected passes.

CORNBREAD—50% chance of fumble on every tackle.

SUPER TEAM: On the team-select screen, press II, D, U, D, U, D, U, U, U, II. Whatever team is chosen will have a 15 for all players in all ratings.

VALIS II

VISUAL DEBUG: On the title screen, press U, II, SELECT, II, D, then RUN.

WEAPONS SELECT: During the game hold down II, and press RUN to pause the game, then press SELECT, II, II, I and, finally, RUN to unpause the game. Now you can pause the game at any time and choose any special item by pressing I or II.

VEIGUES TACTICAL GLADIATOR

MUSIC MODE: When the machine is turned on, press and hold SELECT, U and L until the title screen appears.

CONTINUE MODE: At the title screen, press I and II together and reset the game. Hold SELECT, D and L until the title screen appears.

EASY MODE: At the title screen, press I and II together, then reset the game. Hold SELECT, U and R until the title screen appears.

SPECIAL BONUS: You can receive a special bonus if you can defeat an end boss with all your life remaining. The life bar *must* be full to get the bonus.

WORLD CLASS BASEBALL

TEAM SELECT (CHAMPS, TWO-PLAYER VS. MODE): Hold SELECT and RUN until both teams are chosen. Enter 604A to get to the Turbo Champs.

WORLD COURT TENNIS

Enter ♪KXNPPPP_____P, br, then buy a new racket, shirt and shoes in Toronto. Last of all, head to the island north of Toronto.

YS—BOOK I AND II

Input this code to start Ys with 99,999 experience points and 65,535 gold:

*Q2eb/bbbCFjj/jjhghgh/ghghg/hghghgh/ghghghg/yQy Qy/QyQyQyQ/yQyQzPz/ PzA.

To start at Floor 25 (in Book 1), with 157 hit points, enter: 1e1QJ/UN5*UWW/WXTTTTb/b93n4/WVuutWW/-Aghghgh/QypZp/ZpZpZpZ/pZpZoao/apq.

FOR YS CORE enter:

p9WaA/TF?mlHH/HHHHHHG/XGGHH/yLLLWvj/j4ejzz2 /1NO4s/Wtt*gcM/N2N2N2N/??2. ✴

GAMES around the WORLD

1943—The Battle of Midway

Your mission is to set out to defeat the Japanese single-handedly. While this game has been available before on different formats (arcade version by Capcom), much of the game is different. This could be the best version of all. You get unlimited continues to make up for the lack of passwords, and there are several twists (and plane changes) in the game play, such as additional screens not offered in the other console versions.

NAXAT SOFT— HU-CARD

Pom Ping World

This is another Capcom arcade-game translation (*Buster Bros.* in the arcades), and it's almost exactly the same. It's a varied game that requires a little more thinking than the usual shooter—if you can even call it that. In this two-player game you play one of the Buster Brothers, and you're out on safari. Travel to exotic lands and places such as India, the Antarctic and the Taj Mahal.

HUDSON SOFT— CD-ROM

Columns

Yep, that's right, another arcade translation. This time it's that great Sega game *Columns*. Instead of lining up blocks in a row, you must match up jewels of a like color.

LASERSOFT — HU-CARD

Master of Monsters

In this fantasy war simulation, you play one of five wizards that has been chosen by the magical King Guya to succeed him on the throne as Master of Monsters. You can play against other players or against the computer.

SYSTEMSOFT — CD-ROM

Down Load 2

An evil hacker has taken a top-secret document from a government computer and plans to rule the world. But the government, this being the 21st century, has a surprise for the hacker: PsychoDiver. The politicos miniaturize him and send him into the circuits of the hacker's computer to retrieve the documents. The second installment of this shooter series has been placed on CD, offering some great graphics as well as some intense game play.

NEC AVENUE — CD-ROM
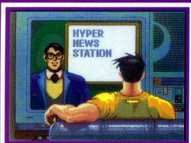
Power Eleven

The third release in Hudson Soft's Power series is a great soccer game. The game includes four modes of play: watch, versus, penalty kick and tournament. An overhead perspective lets you keep track of your players and the ball as you take on 11 of the most powerful soccer countries in the world. With all the trick plays and great game play, avid soccer (or sports) fans will play this one for hours.

HUDSON SOFT—HU-CARD

Hellfire

The year is 2033. Man has discovered a radioactive substance (called Einstein), and it has solved the energy problems for eternity. One day, an unknown space armada was spotted orbiting one of the moons of Jupiter, and two years later the invading force took over the entire solar system. But thanks to a new ship called Stanbeat, made from Einstein, that's about to change.

Toaplan came out with this arcade game about a year ago, and now NEC has brought it to the PC Engine. This horizontal shooter features some great graphics and the fun game play found in the coin-op. NEC did a good job of translating this game so that it's almost identical to the arcade version.

NEC AVENUE—CD-ROM

Ghost Warrior: Spriggan

Take the controls of a twin-seat rocket plane called Spriggan as you battle the evil Braibazra Empire, which is now trying to conquer and rule various lands on the planet. To help in the cause, two brave souls, Jega and Ricart, have taken the helm of the ship and are ready to do battle. This CD game comes with a regular game as well as two contest modes. In one you race against the clock to score as many points as possible. In the other it's a competition to see how quickly you can score 1,000,000 points.

NAXAT — CD-ROM

Splash Lake

The object of this puzzle game is to eliminate all the enemies from the platforms. To do so, you must guide your ostrich over the blocks, then peck and crack all the connecting blocks to the post, causing everything to fall in the water. The game features 120-plus levels of game play.

NEC AVENUE — CD-ROM

Racing Spirits

This two-player motorcycle racing game includes eight tracks, pit stops and varying weather conditions, plus a split screen for simultaneous play in the two-player mode. Its play mode features the Nippon Grand Prix, an endurance race and a test course. If you happen to pick the Suzuka Circuit (the site of the real Japanese World Grand Prix), you can actually race in its eight-hour endurance race.

IREM — HU-CARD

Andre Panza Kick Boxing

NEC
TurboChip

The French programmers at Loriciel have created a kick-boxing game for NEC that has been endorsed by fellow Frenchman Andre Panza, four-time kick-boxing world champion. This is a fantastic game that allows your player to train and work his way through the ranks to the final match against Andre Panza himself.

Darkwing Duck

NEC
TurboChip

The evil organization FOWL has stolen a priceless painting. The map that will lead you to the painting has been split up and scattered across the city St. Canard. It's up to the great super-hero Darkwing Duck to fit the map pieces back together, capture the bad guys and get the painting back. The whole gang from the hit Disney cartoon series is featured in the game, including Muddlefoot, Gosalyn, Tufkerninni, Megavolt and Steel Beak.

WINNERS

Our first crossword puzzle, the Great TURBOPLAY Crossword Puzzle Quest in the June/July 1991 issue, was a big success, and you must have enjoyed yourselves, because we got a ton of entries. In the end, though, we learned a few things: If you make a mistake, people will call you a lot (the clues for 4 down and 28 across should have been plurals, to yield KETTLES and NETS); it would help to include an address where people can send their entries; and we should make sure we set a date for the contest to close. Oh, well—most everyone figured it out, even if our phone never stopped ringing.

Through all the misteaks, we came up with one winner and ten runner-ups:

First Prize (wins ten TurboChip games)
Mark Burke
Holden, Massachusetts

Runner-Ups (each wins one TurboChip game)

Joe Pierce	**Tim Landis**	**Kevin St. Cyr**
Schenectady, New York	**St. Joseph, Illinois**	**Berlin, New Hampshire**
Steve Ludwig	**Nate Craves**	**James Sinisi**
Chilton, Wisconsin	**Fremont, California**	**Woodhaven, New York**
Adam Rebeske	**Ryan Davis**	**Troy Malik**
Scottsdale, Arizona	**Loomis, California**	**Arlington Heights, Illinois**

Anthony Brisson
Naples, Florida

Everyone did a great job. Congratulations to all.

NEW CONTEST

Has it been a year already? Yes sir, it has been! For the first anniversary of our original drawing contest, we'll ask you to take out your crayons, paint and ink again for another try.

All you have to do is draw a scene or character from your favorite TurboGrafx-16 game, and you could win big. We'll be picking one winner and three honorable mentions from each of five age groups—under 7, 7-9, 10-12, 13-16 and over 16. The winner in each group will win a TurboStick and five TurboChips of our choice, and the honorable mentions will each win one Turbo-Chip of our choice. Be sure to neatly print your name, address, phone number and age on the back of each piece of artwork. Only one entry per person, and all entries become the property of TURBOPLAY Magazine. Just send your entries to

Second Annual TURBOPLAY Drawing Contest
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA 90210

Entries must be received by December 1, 1991, and the winners will be judged by the staff of TURBOPLAY as the ones that show the best drawing, imagination and detail. Judges' decisions are final.

Winners will be contacted by mail and will have their names and artwork displayed in the February/March 1992 TURBOPLAY. No purchase necessary. Good luck!

PREPARE TO BUTT HEADS. AGAIN.

The ultimate headbanger's back. Bigger, badder, and bolder than ever. And this time Bonk's got a score to settle. The evil King Drool III has

If the giant tortoise boss turns his back on you, watch out. He's ready to fire volcanic rocks.

Those pesky creatures are back. And this time they're riding mutants. Giddyup.

retaken control of the kingdom with lightning fast speed. And it's up to Bonk to swim, fly, and battle deadly piranhas to avenge this travesty. Brace yourself for serious cranial impact: The head-banging cave dude has returned.

BONK'S REVENGE™

TURBO GRAFX 16

NEC

If your new game had 7 levels, and more than 7 secret bonus games, you'd be walking on air, too.