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JULY/AUGUST 1993

DUO WORLD

Reviews the
Newest Software:

Ponk III

Dungeon Master

Theron's Quest

Riot Zone

Vastel

and More...

PREVIEWS OF THE
HOTTEST GAMES,
BOTH HERE AND
ABROAD



DUO

Street Fighter II CE Hits the
Japanese Market—But Will it
Come to America?



Murder never looked so good.

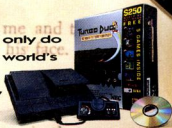


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If you were a TurboPLAY subscriber, welcome back for more of the detailed coverage of the games you love. If you're new to DUO WORLD, you're in for a treat. Each issue gives you all the info you need on TurboGrafx-16 and Duo products. You get honest reviews, helpful tips and tricks, informative news, insightful previews and behind-the-scenes peeks on the companies that make the products. And all you have to do is turn the page and enjoy!

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Say howdy to DUO WORLD's merry mailman, who will handle all the burning questions you need answered.

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Anime is a highly recognizable style of Japanese artwork that's sweeping the world. Read more about one of the most popular anime comics and TV shows, Urusei Yatsura, and how it looks as a PC Engine game.

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CONTEST PAGE

Here's your chance to win some free software, courtesy of TTI and DUO WORLD. All it takes is a postcard and a little luck...

COVER ART: Bank ushers in the first issue of DUO WORLD, your best source for TurboGrafx-16 and Duo information. Look on page 14 for the review of Bank's latest journey, *Bank III: Bank's Big Adventure*.

A BRIEF HISTORY OF THE DUO

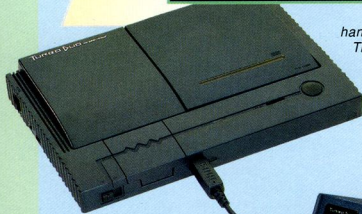
I own the TurboGrafx-16, and I am confused about the terminology used by fans of the system. Could you please explain the differences between the TurboGrafx-16, PC Engine, SuperGrafx, PC Engine GT and Duo? Are these entirely different machines?

—Stephen Woodruff
Rochelle Park, New Jersey

We're glad you asked, Stephen: it's a good idea to kick off the first issue of the new DUO WORLD with a quick history of the game machines that the magazine focuses on:

The PC Engine was released by NEC Home Electronics, Ltd. of Japan in 1987. A hybrid 8-bit/16-bit game system (8-bit CPU with a 16-bit graphics chip), the machine would eventually become even more popular than Nintendo's 8-bit Family Computer (a/k/a Famicom, widely known as the Nintendo Entertainment System in America.) Games were sold on thin cartridges known as HuCards—an abbreviation of "Hudson Cards" in reference to game manufacturer Hudson Soft Co., Ltd., the co-creator of the PC Engine.

A CD-ROM peripheral for the PC Engine appeared in 1988, which allowed game manufacturers to create games on compact discs instead of HuCards. The first wave of PC En-



Top: The PC Engine with CD-ROM.
Above: The American Turbo Duo, or Duo.
Right: PC Engine Shuttle, CoreGrafx and SuperGrafx machines.

Got a question about your TurboGrafx-16 or Duo? Feel like telling us what you like or dislike about DUO WORLD? Write us at: DUO WORLD, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Letters may be edited for style, clarity and space considerations. We regret that we cannot respond to all mail received...but we do read 'em, every last one!

gine CD-ROM games are referred to in Japan as "CD-ROM" titles, and are identified as such on the spine of each game's storage case.

The basic PC Engine has been redesigned several times and released under such names as "PC Engine Shuttle" or "CoreGrafx"; these machines look different, but have essentially the same capabilities of the original PC Engine.

NEC also introduced a portable PC Engine with a built-in 1½ x 2-inch LCD screen (the PC Engine GT), a portable tabletop version with a much larger LCD screen (the PC Engine LT) and, perhaps most notably, the SuperGrafx, a PC Engine with enhanced graphics capabilities.

The SuperGrafx can play PC Engine games, but the PC Engine cannot play SuperGrafx games. Fewer

than ten SuperGrafx games have been released.

In 1991, an upgrade to the CD-ROM system was introduced. The Super System Card (or System 3.0) doubled the memory space available to the machine for storing data that had been read from the CD. Super CD-ROM games are the current standard of PC Engine releases in Japan. NEC eventually released the PC Engine Duo, a PC Engine with CD-ROM and System 3.0 built into a single machine.

NEC Technologies, Inc. brought the PC Engine to America in 1989. Calling the machine the TurboGrafx-16, it also introduced the CD-ROM peripheral as the TurboGrafx-CD; cartridge games were alternately referred to as HuCards or TurboChips. While the TurboGrafx-16 cannot play PC Engine HuCards without the use of a special adapter, standard PC Engine CD-ROM games will play on all TurboGrafx-CD systems. The portable PC Engine GT also appeared on these shores as the TurboChip-compatible TurboExpress.

Dissatisfied with the way NEC Home Electronics, Ltd. had unsuccessfully marketed the TurboGrafx line-up, NEC Corp. and Hudson Soft Co., Ltd. founded Turbo Technologies Inc. (TTI) in Los Angeles last year. Aside from injecting the market with a steady supply of new TurboGrafx software, TTI has released the Super System Card (and a growing batch of Super CD titles) to TurboGrafx-CD owners and has introduced the PC Engine Duo to American gamers as the Turbo Duo. Having dropped the word "Turbo" from its product line, TTI now refers to its software as "DuoSoft"; the new machine has simply been renamed the Duo.

Formerly known as TURBOPLAY, Duo World magazine has been covering TurboGrafx and Duo products since 1990. You'll find nothing but the most accurate, insightful, non-biased



news and information in these pages, and it's all for the benefit of you, the TurboGrafx-16 or Duo owner.

ROUND ONE... MICHAEL!

I have a question about *Fighting Street*, the TurboGrafx-CD version of Capcom's original *Street Fighter* arcade game. At the beginning of each round, the computer says "Michael!" Does this refer to the character in the game named Mike? If not, what does it mean?

—Jason Martinsen
Bayfield, Wisconsin

You may not believe this, but that garbled voice is actually saying the word "Fight!", not "Michael." When English words are written in Japanese Katakana characters, they often take on a life of their own. The word "fight", for example—if written in Katakana and then pronounced phonetically—would sound like "fai-to"; that's what you're hearing in *Fighting Street*. The game's digitized speech has obviously been sampled from a Japanese voice actor who didn't understand the language too well, as evidenced by the rambling, nonsensical diatribe that each character mumbles at the end of a battle.

BATMAN ON THE DUO?

I have heard about games like *Batman* and *Operation Wolf* having been



Those aren't the only popular licenses that have appeared in Japan but not on these shores: would it surprise you to hear that games like *Xevious*, *Operation Wolf*, *Rastan*, *S.C.I.—Special Criminal Investigation*, *Columns*, *Altered Beast*, *OutRun*, *After Burner II*, *Thunder Blade* and *Golden Axe* have all appeared on the PC Engine?

Sorry, DeAno, but most of these games will never be released here, for one reason or another. In the case of *Batman*, for example, the game stayed in Japan for two reasons: First, it's a pretty mediocre game, with a teeny-tiny *Caped Crusader* scurrying around and picking up power-ups in a series of maze-like stages; it's more like *Pac-Man* than *Batman*. Secondly, the game's manufacturer, Sunsoft, has no current interest in marketing games for the Duo in America.

If you're really interested in these titles, however, they can be purchased from many reliable mail-order companies that sell games from overseas. Keep an eye on our Games Around the World column, too. It'll give you a good idea of which PC Engine games are worth tracking down and which ones should be avoided.

WHO IS MR. HELI?

While performing the stage-select trick in the game *Ninja Spirit*, I discovered that I could get a "secret message" to appear by changing the code slightly. The message appeared at the bottom of the main menu; it said, "Do you play Mr. Heli?" Can you tell me what this means, if anything?

—Aaron Gleason
San Antonio, Texas

First, let's recap that stage-select cheat for the readers who may not have seen the issue of TURBOPLAY in which the code first appeared. (Many

readers may also be new Duo owners who are just starting to become familiar with the game, since *Ninja Spirit* was the lone cartridge game packaged with the Duo upon its initial release.) At the title screen, press II, I, II, II, I, II, then hold **SELECT** and press **RUN**. A stage-select option will appear on the next menu; press I to change the starting stage, and hold **SELECT** while pressing I to access Stages 4 through 6.

To find the "secret message" that Aaron is referring to, press I, II, II, I, hold **SELECT** and press **RUN**. The mysterious question is sort of a private joke that was put in the game by a programmer at Irem Corporation, manufacturer of the original *Ninja Spirit* game in Japan. Mr. Heli is the name of an Irem game that was never released in this country.

There is another message in the game, though. Try pressing II, I, I, II, then hold **SELECT** and press **START**. We'll leave it up to Aaron and the rest of the *Ninja Spirit* fans to discover just what it says....

COMPACT DISC-USSION

I've been thinking about buying the TurboGrafx-CD peripheral, and I was wondering if the CD-ROM includes any software in the package. Since *Keith Courage in Alpha Zones* is packed in with the TurboGrafx-16, are there any games in the TG-CD box?

—Dustin Camilleri
W. Boxford, Massachusetts

Nope—the only thing packaged with the TG-CD is the system card, which is a TurboChip that allows the TurboGrafx base unit to communicate with the CD-ROM. At one time, NEC did produce a limited run of TG-CD packages that included a free CD+G demo disk, but this promotion ended more than a year ago. There's a slim chance that you might still be able to find one of these special packages in some stores—just look for a sticker on the box that mentions the pack-in.



I never vvxgevely gught maiming four of my friends could
ght maiming four of my friends could
so much fun. I never thought maiming
could be so much fun. fun. I never thought
much fun. fun. I never thought



 HUDSON SOFT

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fun. I never thought fun.

STREET FIGHTER II INVADES THE DUO...IN JAPAN

Confirming rumors that have been floating around for nearly two years, Capcom's popular *Street Fighter II Dash* has been released for the PC Engine in Japan. Known in these parts as *Street Fighter II Champion Edition*, the game was developed by NEC in Japan under license from Capcom and released in June with a suggested retail price of ¥9800 (approximately \$80-\$85 U.S.).

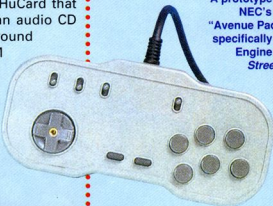
Though many specific details were still sketchy at press time, it is known that the game has been designed as a 20-megabit HuCard that may be packaged with an audio CD of *Street Fighter II* background music. It's not a CD-ROM game, as previously reported. A custom six-button control pad was also expected to appear at the same time as the game for ¥3,980 (or approximately \$30-\$35 U.S.).



Street Fighter II Dash—the Japanese 20-meg PC Engine cartridge version of Capcom's *Street Fighter II Champion Edition* coin-op.



A prototype version of NEC's six-button "Avenue Pad," created specifically for the PC Engine version of *Street Fighter II Dash*.



At this writing, the game has no official American release date; Turbo Technologies Inc. has not been able to successfully negotiate with the Japanese offices of Capcom and NEC to bring

Street Fighter II Champion Edition to America. However, sources have confirmed that TTI is "trying very hard" to secure the rights to release this extremely popular game for the TurboGrafx and Duo in this country, possibly as early as October.

TTI ANNOUNCES NEW GAME TIP LINE

TTI recently announced it has created a new hotline for game tips and customer service inquiries. Callers from the United States and Canada can ask questions about their favorite TurboGrafx or Duo games by calling (310) 337-6916 Monday

through Friday between the hours of 8:30 a.m. and 8 p.m. Pacific Standard Time (or Saturdays from 9 a.m. to 3 p.m. PST).

DUO-R IN THE EAST

NEC's new PC Engine Duo-R is reportedly selling well in Japan, where it was introduced as an inexpensive entry-level Super CD system in March.

The streamlined PC Engine Duo-R incorporates a few cosmetic changes, including a new white color and smaller, redesigned shape; some minor internal adjustments, such as the lack of RF output to a television tuner; and a relatively affordable cost of ¥39,800, roughly two-thirds of the suggested retail price of the standard PC Engine Duo.

Will the Duo-R be released in America? TTI has hinted at the possibility of a Stateside release, but it seems unlikely at this point. A comparable Duo-to-Duo price ratio would seem to indicate that an American Duo-R could be had for about \$200—half the cost of a complete CD-ROM system from Sega, TTI's lone competitor in the video-game CD-ROM arena—but its appearance might cloud the public's perception of a game system that's already been released in the guise of two distinctly different machines. Keep an eye on *DUO WORLD* for more information about the Duo-R as it becomes available.

The redesigned PC Engine Duo-R: Will it be released in America?



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★ **Behind The Scene Information**

★ **Hot Tips** ★ **Reviews**

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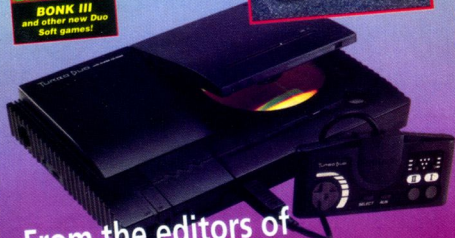
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RIOT ZONE

TTI
Super CD
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SOUND / MUSIC	1 2 3 4 5 6 7 8 9 10
GRAPHICS	1 2 3 4 5 6 7 8 9 10
PLAYABILITY	1 2 3 4 5 6 7 8 9 10
OVERALL	1 2 3 4 5 6 7 8 9 10

Hawk wasn't the kind of guy who normally disobeyed orders, so when he and Tony were taken off the DragonZone case for no apparent reason, it wasn't easy for him to ignore his superiors and take to the streets on his own. But what else could he do? For one thing, after much dangerous investigation, he finally had the boss-man of the DragonZone where he wanted him. He sure wasn't going to give that up. More important, Hawk's girlfriend was now a captive in the DragonZone. There was no way he'd leave his girl to that fate. Okay, maybe he didn't have a warrant. That wasn't going to stop him from rescuing Candy and bringing the DragonZone boss to justice.

In *Riot Zone*, a new action game from Hudson Soft, you take on the persona of Hawk or Tony as you attempt to infiltrate the DragonZone. On your dangerous quest, you must exterminate all of DragonZone's thugs and thugettes, as well as bestow upon the big boss the "reward" he so richly

- SUPER CD
- CD-ROM
- 4 ● 4-MEGABIT TURBOCHIP
- 6 ● 6-MEGABIT TURBOCHIP
- 8 ● 8-MEGABIT TURBOCHIP

deserves. Only when the entire DragonZone is cleared of its nasty denizens will you be able to rescue Candy and return home a hero.

Your mission ain't exactly a piece

of cake. You must battle through five areas, each comprising several scenes. The scenes include grimy city streets, collapsing bridges, rat-infested hideaways, noisy casinos and the ornate hallways of a plush mansion, just to name a few. Along the way, you'll match punching and kicking skills with more dangerous criminals than you'll find stashed in a high-security prison. Specifically, you can count on meeting ninjas, knife-wielding punks, samurai warriors and sundry deadly babes. Luckily, each baddie has a weak point or two. As you master your martial-arts skills and learn your opponents' moves, you'll develop awesome techniques for reducing villains to scrap meat.

Most action games endow you with hot moves, and *Riot Zone* is no different. You'll pulverize your enemies with powerhouse punches, flying kicks, deadly spins, elbow thrusts, body tosses and much more. And, as you fight, you can snatch up any items your opponents lose from their pockets. Keep your strength up by grabbing meat, coke, potatoes and other food objects. In addition, special items like the steel clogs make you an even more formidable adversary.

If *Double Dragon*-type games are your poison, you won't want to miss this chance to show the DragonZone boss how tough you are. If, at first, you get your butt kicked a couple of times, hey, it's all part of the job, right?

—Clayton Walnut



CAMP CALIFORNIA

TTI

Super CD
Price N/A



SOUND / MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

In these days of environmental awareness, even the video games are getting into the act. Take, for example, *Camp California*, a new SuperCD game from Icom Simulations. Here, your task is to stop a rat (literally) called the Big Cheese, who's turning your favorite beach into a nuclear plant. But the Big Cheese won't stand for your interference, of course, and to slow you down, he steals away your friends and the tires to your woodie. You must track down your tires and friends, and along the way, you must also gather up recyclable goods to drop off at the recycling center.

When the game first begins, you, as the beach bear Byron, have to hoof it to your first stop. (After all, your woodie can't take you for a ride until you find its tires.) As you run up the beach, you'll be attacked by crabs, weightlifters and even beach balls (beach balls?). Each attack takes one paw away from your life meter. Getting to the end of the beach is just the start of your trip, of course. You'll then have to make your way past cliffs and waterfalls to the mysterious castle where your tires are hidden.

Once you get your tires, you can jump in your woodie and drive it on the map screen to any location you can reach with your current supply of gas. (You get gas at the recycling center.) But be careful your car doesn't break down too often, or you'll never



stop the Big Cheese from destroying your favorite beach.

One place you'll want to visit when you get your wheels on the road is the mall, where you'll face off against all manner of weird baddies, including old ladies with canes, rats with bad attitudes and even toys from the local toy store. Another strange place is the amusement park, where you'll meet up with another army of rats and have to make your way through a fun house that's about as much fun as a ride on broken roller coaster.

But no matter where you visit, precise jumping skills, expert timing and a marksman's shooting skills are the tools of the trade. One thing's for sure: This game ain't easy. Just trying to turn around on a platform is often enough to send you plummeting back to the bottom of the current scene. In fact, until you get used to *Camp California's* challenging jumps, you'll probably add a few new nasty words to the English language.

Luckily, hidden hearts and 1-Ups keep you healthy. And, after you rescue your friends, you can call upon them for assistance, since each has his own set of skills appropriate for specific situations. Shred, for example, attacks by turning into a tornado, while Punch is good at swimming underwater and Screamer can fly.

All told, though, while *Camp California* offers some interesting locales, the ability to switch characters and some great Beach Boys tunes, it's still a fairly mundane jump-and-shoot contest. If you like games of this genre, you'll probably like *Camp California*. Otherwise, this beach party is nothing new.

—Clayton Walnut

DUNGEON MASTER: THERON'S QUEST

TII
Super CD
\$49.99



SOUND / MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Because *Dungeon Master* was one of the all-time best-selling games for the Amiga and Atari ST computers, it's not surprising to see it popping up again on different machines. In fact, a new version from Japan, called *Dungeon Master: Theron's Quest*, is now available for the Duo. But this isn't just a conversion of the original game. It's a mostly new adventure,

remodeled so as to appeal to video gamers rather than computer owners. *Theron's Quest*, unlike the original *Dungeon Master*, is divided into seven stages, each of which contains a valuable treasure that you must locate and bring out. Each stage must be played from beginning to end in a single sitting before you can move on to the next, with no game-saving allowed while in a dungeon. Luckily, *Theron's Quest* is an easier game than the original *Dungeon Master*, which allowed you to save a game at any time. Altars for the revival of dead adventurers are scattered throughout each level, monsters tend to be less fearsome and supplies are strewn everywhere.

When *Theron's Quest* begins, you have access only to the floating stone fortress of Aku-Tu-Ba, in which you must find the Defiant Shield. After bringing out the shield, you can move onto the next locations, including the subterranean City of Formish, in which Blue Trolls guard the Taza Greaves; the Village of Thieves, where the Taza Helmet is

hidden; the Tower of Dreta, where the wizard Dreta keeps a close eye on the Taza Boots; the Tomb of Samon, where Samon the magician holds the Soul Cage; and other exciting locales.

Each stage features several dungeons designed to challenge exploring skills. You'll find equipment and food, learn powerful magic spells, battle hideous monsters and solve tricky puzzles. The first-person 3-D perspective graphics look much like the dungeons in the original *Dungeon Master*, although the corridors are arranged completely differently.

In summary, while *Theron's Quest* may be a simplified version of the original *Dungeon Master*, it still serves up hours of dungeon fun. The classy new musical score and the frightening sound effects also do their bit to create a spooky atmosphere unlike that found in other dungeon treks. These dungeons may be creepy and dangerous, but they're still a great place to visit.

—Clayton Walnum



VASTEEL

WORKING DESIGNS

CD-ROM

\$54.99

SOUND / MUSIC	1 2 3 4 5 6 7 8 9 10
GRAPHICS	1 2 3 4 5 6 7 8 9 10
PLAYABILITY	1 2 3 4 5 6 7 8 9 10
OVERALL	1 2 3 4 5 6 7 8 9 10



What do you get when you combine a TV set, a TTI Duo and Working Designs' latest game, *Vasteel*? 1) A cliched sentence to start this review, and 2) the best strategy/war game since the highly underrated *Military Madness*.

Vasteel is the name of a solar system ruled by an emperor who croaks in the game's opening animation. The emperor leaves the solar system under the control of Falial, his elder son, causing a wicked case of sibling rivalry between Falial and Stefan, his younger son. Things get really ugly when Stefan, angry at Falial for using his father's forces to plunder other solar systems, organizes a rebel army. At this point, a typical older brother might get his younger brother in a headlock and give him some noogies, but Falial is definitely not typical. He unleashes his forces on his sibling-turned-nemesis, setting up the scene for battles-a-plenty.

Vasteel's two modes of play are Vs. and Scenario. The Vs. mode is a single battle pitting one player against the Duo, two players against each other, or the Duo against itself.

The Scenario mode is a full-scale campaign, with one player commanding the armies of Falial (or Stefan) through a series of battles.

Each battle takes place between armies of robots—called ATACs—on a hexagonal map of a planet surface or, in a few cases, of outer space. Each location has its own unique graphics and unique dangers. The asteroid belt, for example, has stray asteroids that can hit and damage your ATACs.

The goal of each battle is to destroy the enemy's base, called the Core, while protecting your own Core. There are several other important locations to look for: bases, where you buy new ATACs; factories, where you acquire supplies; and cities, which boost your income and allow you to buy more ATACs.

When ATACs enter a battle, the game changes gears from strategy to twitch-fest. You control your ATAC's movements and weapons with the TurboPad, trying to destroy the enemy ATAC before it destroys you. Wimps and reflex-impaired brainiacs can have the computer

control all the fighting if they so choose.

The graphics in *Vasteel* are above average. Everything is cleanly drawn and shaded in war game-ish subdued tones. And speaking of subdued tones (how's that segue?), I was less than thrilled with the generic jazz music playing during most of the game. Jazz might be more appropriate for a "thinking" game than hard rock, but don't we all love a gnarly guitar solo? (Whaddya mean, no?)

There's over two hours of speech crammed onto the *Vasteel* CD, which makes for some hissy audio during the animation sequences which play after every battle in the Campaign. The gain of added plot development is worth the loss of audio quality, though.

We've reached the last paragraph, and that means: 1) I get paid and 2) I tell you that Working Designs has released another great game. Anyone with even a remote interest in war and strategy games would be crazy to miss *Vasteel*.

—Zach Meston



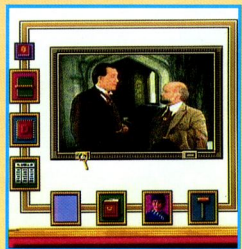
SHERLOCK HOLMES, CONSULTING DETECTIVE VOLUME II

TTI

Super CD
\$49.99



SOUND / MUSIC	1 2 3 4 5 6 7 8 9 10
GRAPHICS	1 2 3 4 5 6 7 8 9 10
PLAYABILITY	1 2 3 4 5 6 7 8 9 10
OVERALL	1 2 3 4 5 6 7 8 9 10



With all the fuss Sega is making over the full-motion video (FMV) capabilities of the Sega CD, it's easy to forget that the first CD game with FMV appeared on the TurboGrafx-CD more than two years ago: *Sherlock Holmes, Consulting Detective*. Actually, it is easy to forget. The FMV was awful and the game play was boring. Now we have *Consulting Detective Volume II (CD II)*, with the same heinous FMV and the same yawn-inducing game play.

As in the first game, *CD II* presents you with three mysterious crimes to solve by gathering information and clues. *CD II's* point-and-click interface presents you with seven icons to do your investigating with.

The Notebook icon is where you store a reference list of people and places. You start each case with the names of roughly a dozen people already written in the notebook; these are the "Baker Street Regulars," a helpful group of gentlemen that Holmes calls upon frequently.

The Directory icon is a compendium of all the names and places in the game. You use the directory to copy information into the notebook.

The London Times icon lets you browse through several pages of Mr. Holmes's favorite newspaper. The articles are always filled with clues about the current case.

The Travel, Holmes' Files, and Baker Street Irregulars icons are methods of researching an

item in the notebook or directory. The Travel icon shows you an FMV clip of Holmes and Watson talking to someone or visiting a location for clues. The Files icon shows you any information Holmes already has on hand. The Irregulars icon gives you information in the form of a telegram.

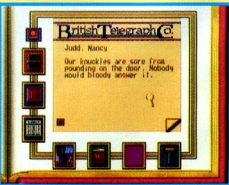
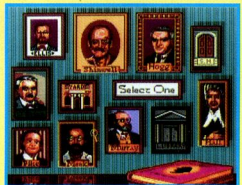
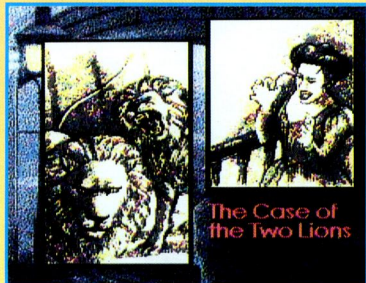
The Trial icon is used when you have enough information to tell the game's all-knowing "judge" everything he wants to know about the crime—whodunit, wheredunit, whydunit and so forth. Answer his questions correctly and you get an FMV clip of Holmes explaining the crime in detail.

CD II is designed so that you spend most of your time going through page after page of text, with only the FMV clips to provide all your audiovisual stimulation. Unfortunately, they don't. The Duo's disc access time is simply too slow to provide smooth video; it plays normally for about a second, then pauses for another second while the Duo tries valiantly to catch up to the audio. How annoying. How sad.

Now here's the funny part: In order to achieve the best score in *CD II*, you need to gather the least amount of information possible. This means you don't get to watch most of the FMV clips, since they hurt your score. How about a system where you get *more* points for learning more information, guys? Just a thought....

I'm sure that a few people out there had fun with the first *Consulting Detective*, and they'll have just as much fun with *Consulting Detective Volume II*. For most players, however, this game simply doesn't offer any incentive to wade through its reams of text and watch its poor FMV sequences.

—Zach Meston



MAGICAL CHASE

TII
Cartridge
\$49.99

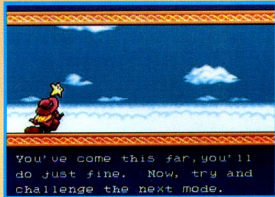
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SOUND / MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

When I first sat down to play *Magical Chase*, I thought, "Now there's an unusual license! They've made a scrolling shooter out of Casper the Friendly Ghost's girlfriend, Wendy the Good Little Witch." Well, it's not Wendy specifically, but it certainly *could* be. Instead of having you pilot a futuristic fighter or spaceship past cityscapes and asteroids, this scroller puts you atop a relatively low-tech broom...and as a cute, industrious little student witch, you zip around the sky trying to find and defeat the six demons you accidentally let loose. If you fail, your teacher finds out, resulting in shame, disgrace and possible expulsion from Witchery Tech. Sort of like *The Sorcerer's Apprentice* without rodents.

The six escaped demons are the end-of-level bosses; there are numerous sub-bosses that pop up to make your life harder. Fortunately, you have plenty of help: A duo of magical Elf-Stars hovers around you, increasing your firepower and/or running defense. You've got a very long lifeline (which is a good thing, because you're restricted to one life per game) and you can also purchase improved offensive or defensive capabilities, single-shot superzaps and additional heart "containers" at the shops you occasionally fly by.

Sound like a piece of cake? Guess again! Despite the cheerful graphics, the happy star pals and the feminine, prepubescent heroine, the game's definitely on the tough side. The screens are *loaded* with brightly colored objects, some immense and some tiny, dancing, bobbing, weaving and scrolling by at high speeds. Collisions are frequent (not to



mention hazardous to your health) and strategies complex. You can continue from the beginning of the last level you played—till you shut off the machine—but there's no way to continue the game from midway through a level (probably an advantage in a short game).

Though the game's not easy, it is on the short side, only a half-dozen gruelling levels. To be fair, this is a common complaint with scrollers these days: They've gotten a lot more intense than they used to be (especially graphically), while the overall game is shorter.

What makes the game particularly tough is the way the Elf-Stars are used. In most games that use the "assistant drone" approach, controlling the drones is a simple matter of selecting an advantageous position for them relative to your main ship. In *Magical Chase*, the control of the Elf-Stars is poorly documented and not at all straightforward. On the plus side, there's a three-level "training mode" for getting the hang of it all; then you can tackle the normal and insane modes (no, they're not overstating it; it is an insane mode!).

The graphics are the same heavy-black-outlined, flat cartoony graphics as *Air Zonk*, the *Bonk* series and many other TG-16 games. They use some very large animated sprites, multi-plane scrolling scenery, and other neat effects. The effect isn't as zany or imaginative as *Air Zonk's*, but it's not as distracting either. The music and sound effects are decent but, again, there's nothing much surprising or especially captivating there.

Given the unique magical theme for the game, I could have wished for a bit more enchantment, whimsy and imagination instead of "more of the same." But it's still a very challenging game, competently executed, fun to play and tough enough to keep all but the expert player occupied for quite awhile.

—Josh Mandel

BONK III: BONK'S BIG ADVENTURE

TII

Cartridge
\$49.99

8

SOUND / MUSIC	1 2 5 4 8 6 7 3 9 10
GRAPHICS	1 2 5 4 8 6 7 3 9 10
PLAYABILITY	1 2 5 4 8 6 7 3 9 10
OVERALL	1 2 5 4 8 6 7 3 9 10

Several systems have a "mascot" of sorts—the Mario Bros. for the Nintendo systems, Sonic for the Genesis and, of course, Bonk the Caveman for the TG-16. When games come out with these characters in them, players expect something special, and usually aren't disappointed. Since the release of *Bonk's Revenge*, there hasn't been much heard from your favorite thick skulled caveman, although *Air "Zonk"* did give an idea of what Bonk's 21st century descendant was up to. The good news is that Bonk is back! The bad news is, so is King Drool.

In many respects, *Bonk III* feels like its predecessors—many of the same characters are present, and some of the landscapes seem familiar as well. It is very safe to say that, if you played either of the first two in the series, you will feel very comfortable in this third installment, which has a portion of the moon world chained to the bottom of the sea by a statue of King Drool.

Bonk III is divided into seven levels, in the same fashion as the earlier installments. As Bonk, you move through multidirectional scrolling screens, going from area to area until you reach the end of the level, and confront the boss. Rest assured, your primary weapon is still your head, which, along with occasional chunks of ham, allows you to take out just about any enemy.



So what is different, you ask? Actually, not a whole lot, which is fortunate—or unfortunate, depending upon your viewpoint. The first and perhaps most obvious difference lies in the option of choosing a two-player game. Here, two players can do what only one was capable of in the past. Both players can run and butt heads on the same screen at the same time. If one

player should become separated from the other, a push of the **SELECT** button brings that person back to their partner, albeit minus a little health. This is a great option for households with multiple Bonk fanatics.

Similar to Alice's mushrooms—Alice in Wonderland...you remember?—there are two candy items that will increase or decrease Bonk's size. Shrink down to one third your normal size or blow up and out to take up half the screen. Neither is permanent, and you can switch back and forth easily enough.

What's the bottom line? Basically, other than the differences mentioned above, there isn't a lot that's different about *Bonk III*. The landscapes and music are new, and not all that bad. However, the difficulty level has also changed, but for the worse. I was able to finish the game after my first serious attempt, with about 15 extra men left (and that was exploring 95% of all the levels). Basically, the bosses, as well as King Drool, are just too easy. This, combined with many 1-Ups, lets experienced players make short work of the game. Although it's lengthy and I did enjoy it, I doubt that *Bonk III* will have the same long term appeal as Bonk's earlier adventures did.

—Brent Walker

COTTON

TII

Super CD
\$49.99



SOUND / MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10



It's déjà vu all over again! Just when I'd congratulated *Magical Chase* (reviewed elsewhere in this issue) on its unique new turn on scrolling shooters, Hudson Soft comes along and uses the same idea in *Cotton*. It just goes to show how anxious publishers can be to latch onto new ideas (or old ideas with new twists). Or maybe it just goes to show that great minds think alike.

Cotton features a Japanimated Yowwie (Young Overendowed Witch) on broom-back, scrolling through multiple levels of hazards in an attempt to assist a little fairy-like creature by defeating the "Evil Mist" that awaits at the end of the game. Our heroine has an ulterior motive: She's addicted to something called a "Willow," and at the end of each level, she earns a willow of a different color. Once she gets all seven, her fairy friend can turn them into one big willow for her, and it's pig-out time....

Well, never mind. The text of import games is rarely translated competently into English and, language-wise, *Cotton* is the most incoherently and laughably muddled translation I've ever seen—but fortunately you can skip the animated scene breaks. The fairy-like creature that accompanies you serves as a "drone assistant," shooting bullets simultaneously with you. But you cannot control where she flies—at least, I never discovered a way—so she's somewhat less useful than the drones of games like *R-Type* or *Blazing Lasers*. You can also find additional fairy creatures and thus have



more than one drone assisting you at once, but they tend to self-destruct easily.

Not only can you shoot from the broom with unlimited ammo, but you can drop bombs and use special magic spells (basically superzaps) that can only be used once and must be found and collected for special occasions. You find these zaps—and earn experience that will lengthen your lifeline—by killing as many enemies as possible and swooping down to collect what remains. All standard action for scrolling shooters.

You only get a couple of continues, and I found no way to get more. Thus, you'll play through the early levels a lot in your quest to beat the later levels. This is a mixed blessing: The game lasts longer this way, and you learn the subtler strategies of the early levels...but you get tired of playing through them, too.

The enemies and graphics are really the high points of *Cotton*. In *Magical Chase*, I wanted a little more whimsy and imagination; *Cotton* has it. Each new level introduces multiple flavors of enemies, all bizarre and magical, such as menacing clouds that slowly change expression the more shots you pump into them, ghouls that lob their heads at you, malevolent gnarled Disneyesque trees, grim reapers and many more. The mid- and end-level bosses are terrific: large, intricately designed with a large color palette for shading (none of this heavy black cartoon outline



that's so inexplicably prevalent in TG-16 games). The scrolling is equally impressive. Not only do you scroll sideways, but in every direction, or in combinations of directions simultaneously. There are even a couple of special effects I've simply seen nowhere else. Multiple scrolling levels would have been a crowning touch, but, sadly, there's very little of that.

The sound, like the translation, is a weak link. Cotton continuously makes comments, none of which are understandable and are delivered in a silly falsetto whine. The music wasn't particularly rockin'; it didn't make you say, "Now there's something you can only do on a CD!"

Still, *Cotton* is overall a more dramatic and captivating implementation of the new breed of "broom-bound scrollers" than *Magical Chase*, but it's also more difficult due to the lack of continues (not that either is easy). Now...witch which will it be?

—Josh Mandel

Duo TIPS

BY CHRIS PIENIEK

• GATE OF THUNDER •

"3-IN-1" DISC
TTI/SUPER CD

Hidden Game

If you own the "3-in-1" Super CD with *Gate of Thunder*, *Bonk's Adventure* and *Bonk's Revenge* on the same disc, try this trick on the title screen (the one that shows the names of the three games): press Up, Right, Down, Left and II. You'll hear a chime, and the screen will reveal a hidden fourth game, the complete, original TurboGrafx-16 version of *Bomberman*!



• AIR "ZONK" •

TTI/CARTRIDGE

Sound Test

To listen to the different sounds in *Air "Zonk"*, try this tip: With the power off, press and hold I, II and **SELECT**. Hold those buttons down while you turn the machine on, and you'll enter "Sound Test Mode."



• CHASE H.Q. •

TTI/CARTRIDGE

Stage Skip

To advance quickly through the TTI version of this Taito coin-op classic, use this valuable cheat: At the title screen, press Right, I, Left, II, Up, **SELECT**, Down, **SELECT**. You should hear an odd-sounding chime when you've completed entering the sequence. Start the game with that code, and you will be able to exit from any stage by holding the control pad diagonally in the Upper Right position and pressing I, II and **SELECT** at the same time. Repeat the process at each successive stage to skip through the entire game!



• SHOCKMAN •

TTI/CARTRIDGE

Unlimited Life

To refill your life meter at any time during a game of *Shockman*, simply pause the game and jab the Left, **SELECT** and II buttons simultaneously.

You must tap these three buttons at the same time as quickly as possible while the game is paused; if it doesn't work the first time, keep tapping. It's easier to perform if the auto-fire switch above the II button is in the lowest (off) position.



• BOMBERMAN •

NEC/CARTRIDGE

Stage Select & Power-Up Menu

This one's tricky, so have some patience! Play a one-player game of *Bomberman* until you have a score of 300 points. Next, end the game by blowing yourself up with bombs or by running into enemies. The "HI" indicator in the upper right corner of the screen should read "300" when you lose your last life. Choose "END" from the "Game Over" screen, and the title sequence will reappear.

After the title screen fades, watch the game's "Demo" mode for one round; then, when the clouds appear on the screen before the *Bomberman* title comes up, point the control pad Down and hold it there while you press and hold **SELECT**, I and II—you must do this before the *Bomberman* title is fully visible. When the title and "Game Start" menu appear, continue to hold those buttons down and press **RUN**. When the introduction sequence begins, press **RUN** again while continuing to hold Down, **SELECT**, I and II.

If you've performed the trick correctly, the "Special Select Room" will appear. This menu gives you the power to start the game on any stage, adjust the number and range of your bombs and choose power-up items.

This trick also works on the "hidden" version of *Bomberman* from the *Gate of Thunder* "3-in-1" Super CD.



• CADASH •

WORKING
DESIGNS/CARTRIDGE

Special Password

Simply enter your name as TORU in this hack-'n-slash adventure, and you'll start the game in the cave just past the first "boss" character with the maximum experience level of 20! To perform this trick in a two-player game, just enter the name TORU for both characters.



• SOMER ASSAULT •

TI/CARTRIDGE

Warp to Final "Boss"

At the "Input your birthday" screen, hold Down and I and press **RUN** to warp to the final battle against the best-looking

"boss" character you've seen in a long time!



• NEW ADVENTURE ISLAND •

TI/CARTRIDGE

Stage Select

To start the Duo version of this classic title at any stage, perform the following trick at the title screen: press Left, Left, I, Right, Right, II, Up, Down, Up, Down. The music will change, and a number will appear in the lower left corner of the screen. Press Up or Down to change the number, and hit **RUN** to start at that level.



• SAMURAI GHOST •

TI/CARTRIDGE

Stage Select & More



To access a complete configuration menu with stage-select, life count and sound test options, press Up, Left, Down, Right, II and I at the *Samurai-Ghost* title screen.



• SOLDIER BLADE •

TI/CARTRIDGE

Stage Select



To start at any stage of this intense shooter, try this trick at the title screen: Hold Up and press **SELECT**, hold Down and press **SELECT**, hold Left and press **SELECT**, hold Right and press **SELECT**, hold **SELECT**. Continue to press **SELECT** and you'll be given the option to choose your starting stage.



• CHASE H.O. •

TI/CARTRIDGE

Sound Test

To sample the music and sound effects in *Chase H.O.*, enter the following code at the title screen: Left, Right, I, II, Down, **SELECT**, Up, **SELECT**. Press any direction on the control pad and a two-digit sound code will appear at the bottom of the screen. Press Up, Down, Left or Right to change the sounds, press I to listen to the current sound or II to reset the code to zero.



• TIME CRUISE •

TI/CARTRIDGE

Start With 90 Million Points

Try this trick at the "Option Mode" menu screen: Press Up, Right, Down, Left, Up, Right, Down, Left, II, II, II, **SELECT**, **SELECT**. A new menu selection, entitled "90,000,000 Start" will appear. Turn on this option to start closer to the end of the game.



• GATE OF THUNDER •

TI/SUPER CD

Stage Select & More



At the *Gate of Thunder* title screen, press I, II, II, I, **SELECT**, I, II, I, II, **SELECT**, **SELECT** and **RUN**. You'll be able to choose your starting stage from the "Configuration" menu.



• IT CAME FROM THE DESERT •

NEC/CD-ROM

Special Tip

There's a weird "bug" in the "Tunnel Combat" scenes, and it's different than the giant ants you meet; this one's a flaw in the game's programming. When Buzz gets close to a giant ant or an Antroid, press the **II** button to make him jump over his enemy and press the **RUN** button to

pause the game when he's in the middle of the jump. Then, while Buzz is suspended in mid-leap, press the **RUN** button repeatedly to make him slowly float through the air, passing over all the enemy creatures all the way to the end of the tunnel!

When you reach a doorway or power-up and you want to land, press **I** or **II** and the game will continue.



• DEAD MOON •

TTI/CARTRIDGE

Stage Select

To start at any stage in *Dead Moon*, try this top-secret trick at the title screen: Point the control pad to the lower left and hold it there, hold down the A and B buttons and press **RUN**.



• FORGOTTEN WORLDS •

TTI/SUPER CD

Hidden Mode

Though it's not quite the same as the original game's two-player cooperative mode, the Super CD version of this Capcom shoot-'em-up does have a hidden "mix play" mode. When the title screen reads "Push Run Button," hold down the **I** and **II** buttons and press **RUN** to reveal this option. In the "mix play" mode, Player one controls the main character and Player two controls the "satellite" weapon. Use the **I** and **II** buttons to rotate the satellite, and press any direction on the control pad to fire.



• EXILE •

WORKING DESIGNS/CD-ROM

"Debug" Menu

To access a secret "debug" menu in this challenging adventure, enter this code at the title screen: press Up, Up, Down, Down, Right, Left, Right, Left, **II** and **I** on the control pad. Choose "Visual" to view any of the game's animated scenes, or select "Music" to listen to songs from the CD.



• SOMER ASSAULT •

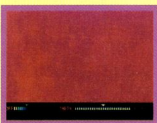
TI/ CARTRIDGE

Sound Test & Hidden Games

At the "Input your birthday" screen, hold Up and I and tap the **RUN** button. You'll enter a "sound test" menu with multicolored Japanese text; this allows you to sample the music and sound effects from the game.

At the "sound test" menu, press **SELECT**, Up, Up, Down, Down, Left, Right, Left, Right, II, I. You'll enter a bizarre screen that flashes the color red, and you can alter the brightness and flashing rate by pressing **SELECT** to switch between the two.

At the flashing red screen, press II, Up, Up, Down, Down, Left, Right, Left, Right, II, I. Incredibly, you'll discover a hidden shoot-'em-up game! Use the control pad to move your ship; button II shoots and button I releases a "smart bomb."



• SHADOW OF THE BEAST •

TI/ SUPER CD

Invincibility & Stage Skip

After the *Shadow of the Beast* introduction, wait for the demo that shows the Beast running through the game's first stage. When the word "BEAST" appears on the screen in huge red letters, press II, I, I, II. The "hit points" counter in the corner of the screen will change to the number 99, which gives you total invincibility throughout the game.

With this code in place, you'll also be able to skip to different parts of some stages by pressing the **SELECT** button, then moving your character around the screen. Please be aware that the "skip" feature does not work in all of the game's stages, and it often causes problems that may prevent you from finishing the game.



• COSMIC FANTASY 2 •

WORKING DESIGNS/CD-ROM

"Debugger" Menu

To watch any of the colorful animated sequences in *Cosmic Fantasy 2*, try this trick after you press **RUN** at the "TurboGrafx CD" title screen. While the screen says "Just a moment..." press and hold **SELECT**, **RUN**, and Left on the control pad. Continue to hold these buttons down, and you'll be sent to the "Multi Debugger" menu, which allows you to check out the intermissions and access a sound test.



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A Hostile land.
A Deadly secret.

*Exclusively for the
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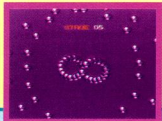


JACKIE CHAN'S ACTION KUNG FU

TI/CARTRIDGE

Stage Select

To start at any stage of this colorful beat-'em-up, try this DuoTip: press Up, Down, Left, Right and II at the title screen. You should hear a chirping sound if you've done it correctly. After you hear the sound, hold down the **SELECT** button while you press and hold **RUN**. You'll see a wild-looking stage-select screen. Press Up or Down to pick a stage, and press **RUN** to warp directly to it!

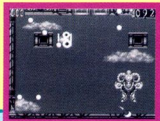


SOMER ASSAULT

TI/CARTRIDGE

Black & White Mode

Start the first stage in *Somer Assault* and press **SELECT** 15 times while the game is in progress. Next, press **RUN** to pause, then hold I and press Up to change to "black & white" mode. Repeat the entire code to change back to a color display.



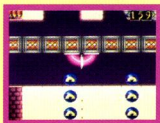
SOMER ASSAULT

TI/CARTRIDGE

Infinite 1-Ups

At any point during the action in *Somer Assault*, pause and unpauses the game 100 times. (You could also think of it as simply pressing the **RUN** button 200 times.) Once you've done that, you'll find that every enemy you shoot for the rest of the game will turn into a 1-Up icon when shot, making it simple

for you to battle your way through *Somer Assault* with dozens of lives in reserve.



SPLASH LAKE

TI/CD-ROM

Special Tip

If you're having trouble with any stage in *Splash Lake*, just avoid your enemies until the timer runs out. The entire playfield will be submerged and you'll be sent to the next stage! You'll lose a life if you're not on top of a bridge pillar when the bridges collapse, so watch where you're sitting when the timer expires.



TIME CRUISE

TI/CARTRIDGE

Hidden "Practice" Stages

The "Practice" option in Time Cruise usually allows you to play only two of the "Bonus Chance Stages." But if you press Up, Up, Down, Down, II, II, Right and **SELECT** while the "Practice Mode" menu is on the screen, you can check out *all* of the game's hidden bonus stages.





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GAMES AROUND THE WORLD

Well, the handwriting's on the wall in Japan, as this edition of *Games Around the World* illustrates. Every CD-ROM title this time around is Super CD-ROM. Developers in Japan simply aren't making regular CD games much anymore, and, with the exception of the monster *Street Fighter II* HuCard coming up, HuCard action is slowing way down, too. So resign yourself: Super CD-ROM has arrived in America, and you're gonna have to upgrade, especially if you're dying to see the next step in TurboGrafx-CD when some of these titles show up in the United States!

Genocide

This title is a stab at another genre from the guys best known for the awesome PC Engine CD RPG *Last Armageddon*.

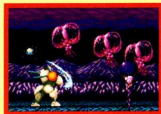
In it, you suit up in standard armored-robot gear and set out to invade the evil robot base. Along the way, you find many different kinds of opponents that are out to turn you into scrap metal. Some are biological, and many are robotic. All are dangerous.

The game has an unusual graphic feel to it, and, once you get used to it, it's pretty cool. Unfortunately, this game reeks in the game play department. There's not much to do except jump and hack with your saber. Later in the game, you do get a sort of shield ball that you can power up and throw at enemies, but it's not much help as a weapon and is best used as a shield.

There are a few nice touches of humor in the game, however. In one of the later stages, a kung-fu hero that's about one-twentieth the size of your robot is the "boss." And, despite his size, he's *very* deadly! A funny change from the "bigger is better" boss mentality.

All I can say is Brain Grey had better get back to what it does best—RPGs. With two losers in a row (*Efera* and *Jiliora* was its last effort), I'm dying to see it get back into shape!

BRAIN GREY—SUPER CD-ROM
DIFFICULTY—HARD



Rayxanber III

Rayxanber II. If you've followed the PC Engine marketplace, you've definitely heard of this title.

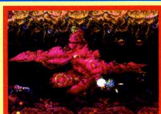
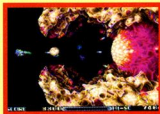
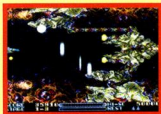
It is one of the games people point to as a benchmark of difficulty in CD-ROM shooters. It was *hard*, imaginative and it was *fun*.

Everyone in Japan had been waiting for the sequel, with high hopes for a game that surpasses the original. In this effort, Data West dropped the ball—and what a let-down it is.

Rayxanber III starts with you defending your mother ship from enemy attack. You make your way around the ship and then blast off into the next level. Where *Rayxanber II* had levels that looked very different from each other, this sequel has many that look alike. Boring colors, limited, multiplane scrolling and a big lack of imagination!

We know what Super CD-ROM can add to games, and Data West completely ignored adding animation sequences or additional graphic touches to make this game feel like a Super CD. What they ended up with was basically a step backward into a game that feels like a HuCard on CD.

DATA WEST—SUPER CD-ROM
DIFFICULTY—EASY





Pop 'n' Magic

This puzzle/action game, created by the designers at RIOT, is very similar to the *Bubble Bobble* series of games by Taito. In fact, it's so similar that many of the power-ups *look* the same!

But the rules of the game here are different. As one of the little kids charged with the task of returning magic stones to your planet, you must go through level after level wiping out the bad guys and the occasional boss to make your way to the *big* bad guy that looks kinda like Mr. Spock's evil brother.

Your only weapons are your magic wand and the globes that the monsters produce when you finish them off. Each monster will either turn into a water (blue), fire (orange) or earth (yellow) globe. Throwing a water globe at a fire globe will destroy the fire globe, leaving the water globe. Likewise, throwing a fire ball at an Earth ball will destroy it, and so on. When a globe is destroyed by a globe of a different color, it spews forth all sorts of fruit and power-ups, and sometimes candy.

Candy is necessary to power your special attack weapons. You can either have a firebomb of sorts or a gerbil(?) attack, where lots of gerbils fire along with you. Each one takes a certain amount of energy that can only be replenished with candy.

While this game has a *ton* of levels, *fantastic* animation sequences and some great multiplane scrolling on the higher levels, there's just something missing: playability. This game's just plain boring to play. Nice try, RIOT.

RIOT (TELENET) — SUPER CD-ROM
DIFFICULTY — AVERAGE

Bonanza Brothers

Talk about a great translation of an arcade game! This game's got just about everything you could ask for in a two-player game: comedy, solid action and lots of neat touches.

As the Bonanza Brothers, you must infiltrate 12 different locations and successfully remove the valuables they contain. Along the way, you'll have to dodge guards, duck bombs, kick guard dogs (they *yalp!*) and avoid nasty things lying around like rakes, banana peels and noisy cans.

Each level seems to have something great about it. For example, in one of the stores, the bottom floor has a produce department, and, if one of the guards sees you and is after you, you can run ahead, duck behind a produce stand and grab a bunch of fruit to cover your face. Your body's fully exposed, but this "disguise" will get the guards off your trail. Likewise, in the robot factory, you can "borrow" the head of a robot to fool the guards.

At three points in the game there is a bonus level that has you trying to gather the valuables on the screen while avoiding the police spotlights. Success will earn you 10,000 points. Failure will earn you a beating by the cops worth videotaping.

Fantastic game. Neat look. Great conversion with great music. I don't know how many levels the arcade had, but it seems a crime that this one only has 12 levels. I'm looking forward to more action, so hopefully there's more on the way! Meantime, I hope TTI converts this for the U.S. market.

NEC AVENUE — SUPER CD-ROM
DIFFICULTY — AVERAGE



COMING

SOON

to a Duo near you!

JULY

EXILE: WICKED PHENOMENON

Working Designs-CD-ROM

This action/role-playing sequel allows the player to assume the role of Sadler, Rumi, Fakhyle or other characters from the original *Exile* as they battle the evil agents of the mighty DoTar. In addition to recording a new soundtrack, Working Designs has partially reprogrammed the PC Engine Duo edition of *Exile II* to add layered depth to the backgrounds in the action sequences.



AUGUST

ROBOTECH/MACROSS 2036

TTI-Bi-Compatible CD

Created by Masaya and released for the PC Engine Duo in Japan during April of 1992, this shoot-'em-up is based on the popular Robotech TV shows and movies. *Robotech/Macross 2036* is one of the first Bi-Compatible CD-ROM titles; that is, it's optimized for use with Super CD-ROM systems, but will play on standard CD-ROM² TurboGrafx-CD machines.



SEPTEMBER

DUNGEON EXPLORER II

TTI-Super CD

The long-awaited sequel to the popular TurboChip game, this five-player Gauntlet-style adventure delivers a more complex world, a larger variety of characters (including robots that can join your party) and long animated intermissions in the Super CD format. TTI is handling the text translation, but Working Designs has recorded new voice tracks for *Dungeon Explorer II* in English.

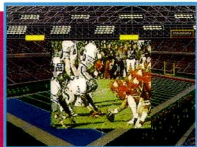


SEPTEMBER

JOHN MADDEN SUPER CD FOOTBALL

TTI-Super CD

Licensed from the popular 16-bit sports series by Electronic Arts, this five-player gridiron game has been designed and programmed by Hudson Soft Co., Ltd. The tentatively-titled *John Madden Super CD Football* includes pop-up windows that illustrate big plays with full-motion video sequences that have been digitized from footage of Japanese college football games.



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DUO
FEAT

THE ANIME

The *Urusei Yatsura* TV series ran for over 200 episodes and spawned a string of original animation video (OAV) shows and six feature films. *Urusei Yatsura*, whose title translates to "Those Obnoxious Aliens," is high school comedy about obnoxious aliens—what a surprise!—who take up residence in the formerly quiet Japanese town of Tomobiki.

The show centers around Ataru Moroboshi, a lecherous high school student. At the start of the series, he is chosen as Earth's challenger in a contest of tag with the champion of an alien invasion fleet from the planet Oniboshi. At stake: the fate of the planet Earth. The reluctant Ataru agrees when he discovers that the alien champion is the beautiful, tiger-striped-bikini-clad Lum, figuring that he should have no problem catching her.

Imagine his surprise when, on the day of the race, he finds out she can fly! Eventually, he does manage to catch her, thus saving the Earth, but, due to a misunderstanding, Lum thinks Ataru's victory cry is a marriage proposal and accepts! Much to his dismay, Lum moves into Ataru's house and keeps his lecherous ways in check with her alien power of discharging electric shocks.

As the series progresses, the supporting cast of *Urusei Yatsura* is quickly introduced, including Ataru's classmates, Lum's alien friends and a slew of other "unusual" characters. Most of these characters and situations have their basis in Japanese mythology.



DUO ANIME

BY STEVE PEARL

Comics and animation have always been popular among all age groups in Japan. Perhaps the most popular Japanese comic and television show of all time is *Urusei Yatsura*, created by Rumiko Takahashi.

THE VIDEO GAME

Duo gamers can join in the fun in the PC Engine game called *Urusei Yatsura: Stay With You*. In this interactive CD-ROM adventure game, you play the role of Ataru. Your ex-girlfriend, Shinobu, has been kidnapped from high school by aliens, and you, together with Lum, must find out why she's been captured and rescue her. Your investigations eventually take you through the solar system and even other dimensions, as you encounter most of the other characters from the show. The mystery deepens as you discover that the other girls of *Urusei Yatsura* are also being abducted; finally, Lum herself is kidnapped on the ice planet Neptune.

The animated intermissions and music in this game are a joy to behold. The game starts off with the entire title sequence from the *Urusei Yatsura* series—including the theme music—and it features voices recorded by the original *seiyuu* (voice actors). A real treat!

As a special bonus, the *Urusei Yatsura: Stay With You* PC Engine game is packaged with an additional nine-track audio CD that contains the game music to several popular PC Engine games, including *Fighting Street*, *Ys* and *J.B. Harold Murder Club*. Although knowledge of Japanese is necessary to fully appreciate the game, it is possible to finish the game through trial-and-error methods. Fans of Japanese animation who are used to watching untranslated videos from Japan should have no problem completing the game. Definitely recommended to fans of the show or of PC Engine adventure games.

Translated versions of the *Urusei Yatsura* comics are available from Viz Communications and can be found in most comics stores. Subtitled videos of all of *Urusei Yatsura* (TV series, OAVs and movies) are being released by AnimEigo and are available directly from them or from good video stores. Although *Urusei Yatsura: Stay With You* is not available in the U.S., it is fully compatible with all TurboGrafx-CD systems and can easily be purchased from any mail-order business that imports Japanese video games.



WELCOME TO THE Contest Page!

When this magazine was TURBOPLAY, we offered a monthly contest. Over all the contests we had, readers ended up winning thousands of dollars of software and hardware, in contests ranging from a random drawing to one in which readers had to create a piece of TurboGrafx-16-related art using pasta.

This issue's contest, DUOWORLD's first, will start with the basics again. All we want you to do is send us the name of your favorite TurboGrafx-16 or Duo game on a postcard. That's all! Add your name, address and age on the back and send it to DUO WORLD Favorite Game, c/o DUO WORLD Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Entries must be received by September 1, 1993. Multiple entries are accepted, but each must be sent separately. No purchase necessary.

We'll pull six postcards from all the entries, and they will be Duo WORLD's first winners. One grand-prize winner, the first one out of the box, will receive five DuoSoft games of our choosing, and five runner-ups will each win one DuoSoft game of our choosing. All six winners will have their names printed in the November/December 1993 DUO WORLD. We want to see what your favorite game is!

OFFICIAL CONTEST RULES

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

Six winners will be selected by the Duo WORLD 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 Duo WORLD, 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.

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