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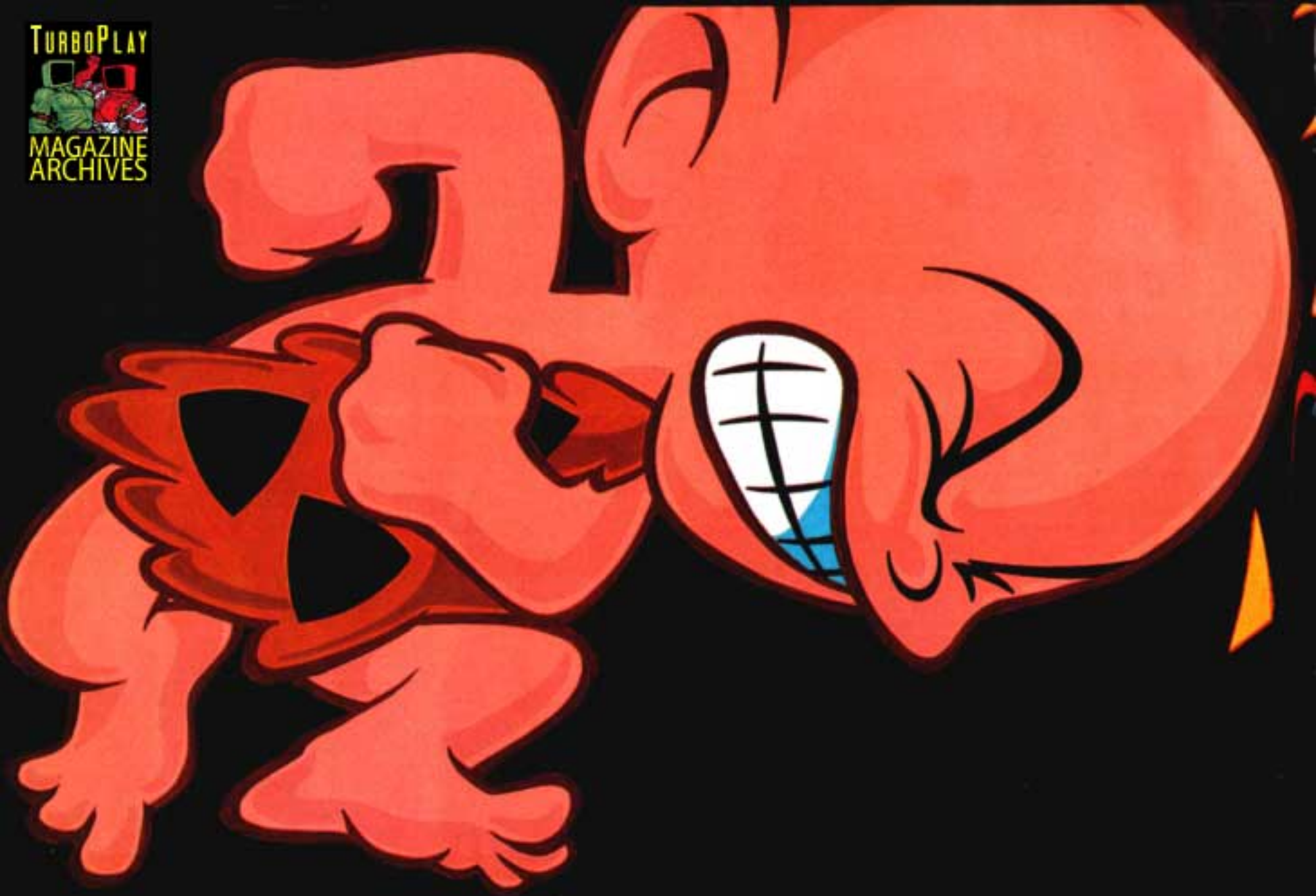
**WINNING TIPS
FOR BONK!**

**GAME MAPS AND
STRATEGIES FOR
SPLATTERHOUSE
DEVIL'S CRUSH**



**New Games for Your
TurboGrafx-16!**

Valis II
Last Alert
Legendary Axe II
Veigues Tactical Gladiator



IT'S 10,000 YEARS AGO.

YOU MUST BONK 28 STAGES OF BAD GUYS

TO RESCUE YOUR PRINCESS.

AND YOU'VE ONLY GOT 1 WEAPON.

You live in a world of prehistoric swamps, tropical forests and stone age deserts. Humongous dinosaurs, primordial gators and various other slimies, beasties and creepies roam at will.

And the bad news is, evil King Drool has kidnapped

PREPARE TO BUTT HEADS. the Princess Za (a most excellent-looking babe.)

As Bonk, the heroic young Neanderthal head-banger, you will now embark on an epic quest through five levels of monstrous foes to rescue your princess. But there's just one catch. The only weapon you can take with you is your head.

BONK'S ADVENTURE



As Bonk, you must battle Huey, the first Boss. Huey is hypnotized, so he forgets he's really your friend. Just keep bonking him on the head to jog his memory.

Look for more lives inside the dinosaur. Also remember to check every cave entrance and bonk all walls to find secret bonuses.



Meat helps Bonk get fired up to beat the bad guys. Like all fast food, you never know when you'll come across it, so keep your eyes peeled.

A most heinous boss, Tractor Head, has a deadly beanball fight with Bonk. You can beat him, just use your head.



Sometimes Bonk needs to climb to get where he's going. Since they hadn't invented the ladder in 10,000 B.C., he uses his teeth.



NEC

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TURBO TIPS

Donn Nauert gives expert game hints. This month Donn features *Bonk's Adventure*.





I'm very impressed with your *TurboPlay* Magazine and all the great tips and tactics in it. But you should put in more things. A few of my ideas include letters that kids write, games that are hot at the arcades, info on the TurboExpress and a section where you rate some of the TurboGrafx games. Well, you get the idea. Thanks.

Michael Del Duca
Utica, New York



I recently received my first issue of *TurboPlay* Magazine (June/July). I was disappointed with the magazine as a whole. I liked the strategies section; even though I don't have either *Neutopia* or *Side Arms*, it seemed like it had a lot of information and would help if I had the games.

Your Turbochip game reviews section could have been better. You should expand this section a little. You should review the games in more detail and rate the games on a scale of one to ten, for graphics, sound/music, playability and also an overall rating of each game.

The TG-16 game previews section should have been expanded too. You should preview each game in more detail, and preview CD games coming out for the Turbo. What's more, you could show a couple of scenes from reviewed games and previewed games.

The *Turbo Tips* section was one section I did like. It had many helpful tips. Believe it or not, I also liked the advertising in *TurboPlay*, because it mentioned a lot of new games coming out for the TurboGrafx-16.

Thank you very much for your time. I hope you will take my suggestions into consideration. I think they would make *TurboPlay* a much better magazine.

Even if you had to raise the subscription price, I would pay extra for a superior magazine.

One more thing, for the game reviews, you should list the difficulty of the game and what type of game it is: role-playing, action, etc.

Fred Grant
Chicago, Illinois



I have a few ideas that you guys at *TurboPlay* might benefit from.

One—feedback from the readers. Almost every video mag I've read has a reader mail column.

Two—In the *Closer Look* department you should have more information on the games shown.

Three—The same concept goes for the *Coming Soon* department. Also, in both sections you might have an occasional hint or two with the game.

Four—A look at some P.C. Engine games as they are released in Japan might be a great idea.

Thanks for the opportunity to tell you what I think.

Chris Nokes
Fontana, California



A few days ago I received the first issue of *TurboPlay*. It is one of the greatest video magazines I have ever seen. I just loved your review of *Side Arms*. Your review of *Neutopia* was excellent. Just by looking at your review of *Neutopia* I decided to buy it. The TurboGrafx-16 game reviews were good too. The *Turbo Tips* were very useful. I

always wanted to know how to do the special moves in *Fighting Street*.

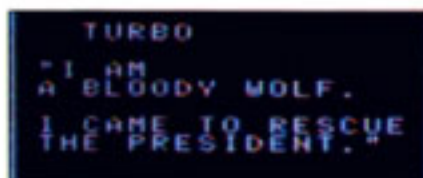
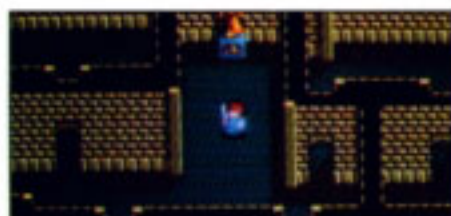
About your magazine, I have a few suggestions. Why don't you start a reader mail column? Also, could you include a section on TurboGrafx-16 accessories? Maybe you could have an article on the upcoming TurboExpress as well. That's it for now. Keep up the good work.

David Taddesse
Vienna, Virginia

First, we would like to thank all of you who wrote in with suggestions. Now to the questions at hand. We decided not to run a reader mail column in the first issue because there was no mail yet! Normally, mail is sent in as a response to what was in a particular issue of a magazine. Since that was the first issue, there was not a reason for readers to write to us.

As the magazine grows, so will the reviews and previews. The consideration we had was whether to do two full strategies or spread the strategies over two issues to make room for other sections. Since we are bimonthly right now, that would mean that readers would have to wait two full months to see the last portion of a game. We felt that was too much to ask and that it would be better to show as many games as possible with the available space, which meant smaller reviews and previews.

As far as an international look at games for the PC Engine in Japan and the TurboGrafx in Europe, you can look for a new section within the next few issues. Ratings and the other suggestion are things we will consider, and you just might see them implemented in the future. And yes, as more third-party companies join the ranks of the TG-16 and as more games become available, the magazine will get larger. We hope that answers all your questions. Keep writing!



Y'S—BOOK 1 & 2

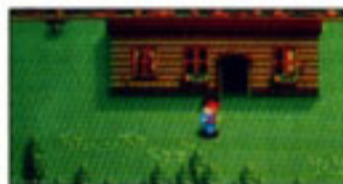
NEC-CD-Rom
ONE PLAYER

Ruled by two beautiful goddesses and six priests, Y's was a land of peace, prosperity and magic. The source of the magic, a mysterious black stone called the Black Pearl, was also used by the priests to create a new metal called cleria. With this new metal, Y's became even more prosperous.

But one day an evil came across Y's, and the land began to change. Fearing the worst, the priests buried the cleria and Saloman, the sacred shrine that held the Black Pearl, was raised high in the air to protect it from this unknown evil. As a final measure, the priests wrote the history of Y's in six separate books and then passed them on to their descendants. Not long afterward, the Y's structure toppled, and the land was then ruled by death and destruction.

Y's is actually made up of two games. In the first part you must collect the five books and then defeat the demon boss Dark Fact to obtain the sixth.

In Y's II, you'll make an incredible discovery. The mysterious Black Pearl, the source of so much good, is actually the ultimate Boss Darm, the source of all the evil. You must now reach Saloman Shrine to destroy the Black Pearl and restore peace and prosperity to the land of Y's.



TOP 10 TG-16 GAMES

- 1 Bonk's Adventure
- 2 Double Dungeon
- 3 Legendary Axe
- 4 Takin' It to the Hoop
- 5 Cyber Core
- 6 Neutopia
- 7 King of Casino
- 8 Dungeon Explorer
- 9 World Class Baseball
- 10 Military Madness

as of June 1, 1990

You control your character, Adol, through many locations, from towns and countryside to the place of the ultimate confrontation, Saloman Shrine. To aid you in your travels, you'll need to talk to everyone to get vital clues and messages. Visit the many shops where you can purchase weapons such as the hyper cutter, cleria armor and shield and magic items such as the Rodatree nut, herbs and the life drop.

The intro to this game is mind-blowing, and it only gets better. Everything, from the graphics to the game play, is incredible. And Y's would get my vote for having the greatest sound and music track ever recorded for a video game. You'll definitely get your money's worth out of this one. For those of you who have a CD player, Y's is a must.

BLOODY WOLF

NEC—TurboChip
TWO PLAYER

The President's plane has gone down somewhere in South America, and he's now being held hostage by a crazed South American general turned drug lord. Only a true-blue Bloody Wolf can save him.

You're a member of an elite combat team that is made up of recruits from all branches of military service. As a Bloody Wolf you are more than willing to put your life on the line. And when they say you were born to fight, they weren't kidding.

Your mission: Infiltrate the enemy stronghold and rescue the President. To do so, you'll have to get past enemy outposts, cross treacherous rivers and battle your way through a vast South American jungle. But the President isn't the only one being held captive by this evil army, and by helping the other prisoners, you'll obtain vital information and weapons needed to accomplish his daring rescue.

In *Bloody Wolf* you'll start off the mission with a machine gun (and unlimited ammo), a knife and 20 grenades. Along the way, you'll come across crates and hostages that will offer a variety of weaponry, including shotguns, bazookas and flame throwers. Special items, such as keys for locked crates, fins to increase your speed in the water and an infrared scope that lets you see secret enemy hiding places, can also be obtained. And with all the enemies that are thrown your way (from paratroopers to motorcycle soldiers to electrified, hovering metallic buoys), you can use all the help you can get.

Graphically, *Bloody Wolf* is above average. Buildings and structures, like the barbed wire blockades, are exceptionally detailed. But at times it does seem a little crowded. The sound is another fine point. Virtually every move and item has its own sound—from the glass-breaking noises when glass is shot to barrels making a thud sound before blowing up.





Unfortunately, there is not much playability to the game. It can be difficult to control your character and shoot the enemies that come toward you at an angle, and there are a few times when the game will bog down because of the number of enemies on the screen. Despite the downfalls, it is still fun with a capital F. Although it may have a familiar theme, there are enough twists in the plot to make *Bloody Wolf* unique. NEC's first Rambo-style game is highly recommended.

SUPER VOLLEYBALL

Video Systems—TurboChip
TWO PLAYER

All right men, we been preparing for this competition for four long years, and it's finally time to show the world what we're made of. So don't just play volleyball, play *Super Volleyball*.



Super Volleyball features four different play modes (one player, two player, edit and watch) that allow you to play against the computer or challenge a friend in one of the most exciting volleyball games to date. You can do everything from altering your serve to four different attacks to performing diving rolls to make the save.

In the one-player mode you can select from eight of the world's best teams and compete against the computer in a normal game to practice and gear up for the World League. Using the TurboTap, you can select from 16 teams and play a friend in the two-player mode.

Don't like the way the teams are set up? Well, just go to the edit mode and create your own team. In this mode you can give your team a new name and new colors or give your players



new names and abilities. Or maybe you'd like to sit back and let the computer take over for a while in the watch mode.

Following standard six-player volleyball rules, each game has five matches. The first team to win three of the matches wins the game. At the beginning of each set, both teams start off at ten points apiece and try to score 15 points before their opponent.

Graphically, *Super Volleyball* is superb. Although there isn't much to the foreground, the background is very detailed and gives you the sense that you're actually on the court. Sports games usually don't have very much in the way of music or sound, and this game is no exception. It does have the crowd and the sound of the ball being hit but that's about it.

However, what the game lacks in music and sound, it makes up for in animation and playability. With your guy jumping and diving all over the court, you would expect some choppiness, but the anima-



tion is surprisingly smooth. Once you learn how to make all the different attacks, you're going to have hours of fun, especially playing against a friend.

DRAGON'S CURSE

Hudson Soft—TurboChip
ONE PLAYER

How much longer am I going to be in this castle? It'll take me forever to find Mecha Dragon. I keep going in circles around this darn castle. But wait, I haven't been down this way before. Maybe this is the way. It is! There's Mecca Dragon. Okay, you dragon, it's time I got out of here.

Oh no! I've been turned into a...lizard! This just isn't my day. Now I have to find the Salamander Cross to turn back to my human form. And to get the cross, I have to go against five more dragons. Great!

Poor Human: He's been turned into a lizard. That's just not a good way to start off the weekend.



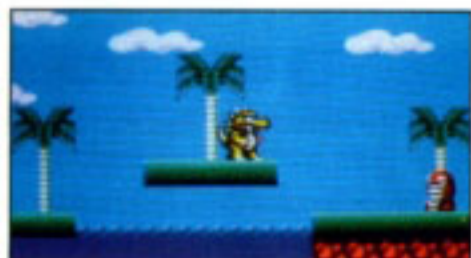
Now instead of being at the beach, he has to travel to five other worlds—from the cold, chilly waters of Sea World to the hot, broiling sun in Desert World and even to the blue skies of Sky World. With each one ruled by a different dragon, it's not going to be an easy time for our young hero, especially since each dragon will place a different curse on him, changing him into other creatures, like a mouse, a piranha and a hawk.

But not all is lost. Human can get power-up items like gold and medicine and special weapons like fireballs and arrows from the monsters that lurk in each world. These items will help guarantee victory for our unfortunate friend. And because he's such a well-liked guy, he can get such weapons as swords, armor and shields (as well as health from his friends) in the different towns and shops along the way, all for free! Well, maybe for a small price.

Dragon's Curse, by Hudson Soft, has very good



graphics that are consistent throughout the entire game. Combined with catchy music and good game play, it all makes



for a great game. And yes, it is a crossover game. Those of you who own a Sega Master System may recognize this game as *Wonder Boy 3*.

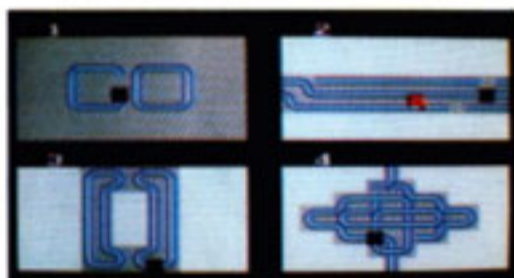
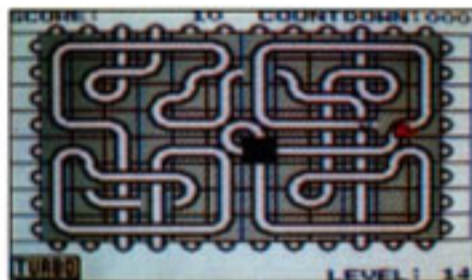
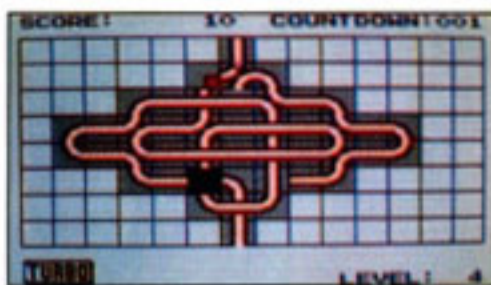
TIMEBALL

Hudson Soft—TurboChip

ONE PLAYER

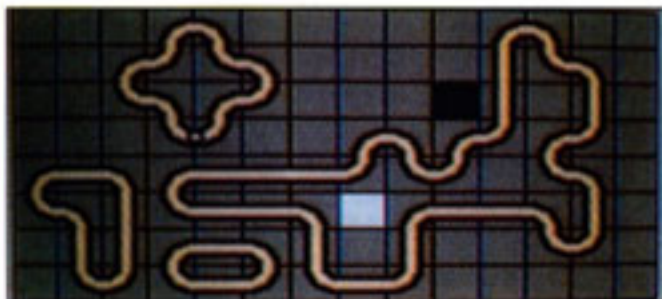
For you strategy-minded game players, Hudson Soft offers *Timeball*. In *Timeball* you control the speed of a track ball as it travels through a maze of tubes, and you must adjust the configuration of the tubes so that the ball will pass through each one. Every time you complete a maze, you'll receive a score for each section of pipe the ball passes through and a bonus that is based on the amount of time and the number of moves it took you to finish. If you fail to make the ball travel through all the pipes, your game will end, and you'll be shown where you rank in the top ten or asked to retry the round.

During the title screen you are given five options to choose from. You can choose "Start Game," which will take you to a stage-select



screen where you can pick one of the first 15 (there are 100) rounds of begin play. If you decide you don't like the speed the ball travels, move the cursor to "Set Status" and select from the four settings. Or input the name you want to use for the top ten score board.

Along with a music select (choice of two themes or silence), there is an edit mode. Use it to create and experiment with your own maze configuration.



Like all good strategy games, *Timeball* makes use of a password feature. So, no, you won't have to clear all 100 levels in one sitting.

Being a strategy game, *Timeball* has very simple foreground graphics. The background, the highlight of the game graphically, shows some very interesting locations that are usually hidden by the playfield. Both the sound and music are limited due to the nature of the game. Until proven otherwise, I think there's only so much you can do in these areas with this type of game.

Timeball has some tricky levels in it, and because of this I would recommend this game to persons ten years of age or older. Anyone younger than that may find the game too difficult and uninteresting. *Timeball* starts off easy then gradually gets harder. It almost seduces you into playing more. Before you know it, its got you hook, line and sinker. *Timeball* should be a real treat for you strategy buffs.

PSYCHOSIS

NEC—TurboChip

ONE PLAYER

You innocently let your thoughts wander into the evil side of your mind. Then suddenly, you're trapped. The Devil Ugar has blocked your path, and now there's no way out. You can't cry out, and you've lost all your freedom as the Devil Ugar slowly takes over your soul. Your only chance is to fight your way back. How badly do you want to be free?

To escape, your mind has created an awesome fighting machine that will take you through the five stages of this game.

You'll have to use every available weapon at your disposal if you want to defeat Devil Ugar and his followers, who will do everything in their power to stop you.

To complement your vehicle, special weapons have been made that can be obtained by destroying certain enemies. The weapons appear in the form of colored balls. When you retrieve a ball, you'll be given satellites that can be used to defend yourself against enemy bullets. Once you have the satellites, you can pick up another ball and receive one of three weapons: the wide



beam, thunder and back laser. The more you pick up, the more powerful your shots will become. The first letter of the option is indicated on the ball, which tells you the weapon available at that time. You can also obtain extra speed and a barrier. The barrier lets you take a number of hits without damage to your ship.

The graphics for this game are incredible. It's full of color and sharp detail, especially the mid-size enemies and background. *Psychosis* also has very good music, with a different tune



for each stage. The tunes are enhanced by the sounds made by your ship's and the enemy's ship's gunfire.

Oh, did I mention that this game is tough (an understatement actually)? Just in case you don't agree, after you finish the first five stages, it repeats and picks up the pace just a little bit. How's the speed of light grab you? This is one horizontal shooter that only hard-core gamers will love. ★

TURBO

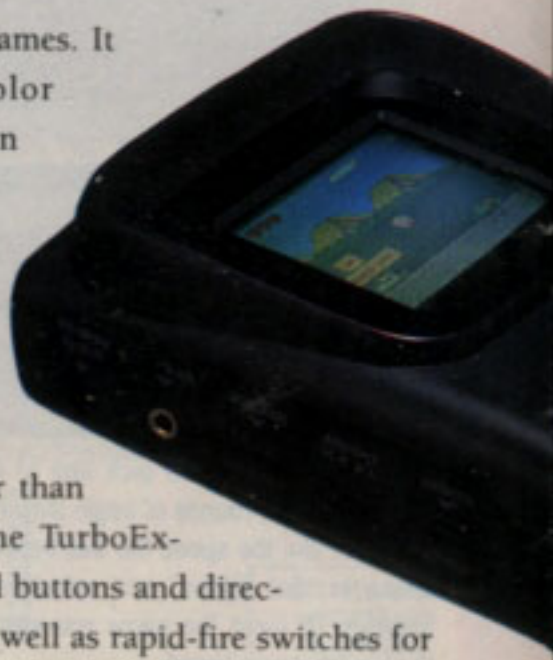
T H E P O R T A



It plays all TurboChip games. It displays them on a color screen that you can see in the dark. And it can go almost anywhere you go. It's a portable TurboGrafx-16 called the TurboExpress, and it will be available this fall for about \$250.

A little larger and thicker than the Nintendo Game Boy, the TurboExpress has the familiar control buttons and direction controls on the front as well as rapid-fire switches for both the I and II fire buttons. The TurboChip cartridges slide into the top of the unit with the name label of the game facing out so that you can easily see what cartridge is in the machine without having to turn it on or remove the game.

On the left side are connections for external AC power, an earphone jack, volume and screen contrast. On the right is a port that will accept the optional television tuner. This \$75-\$80 UHF/VHF tuner allows the TurboExpress to act as a fully portable, stand-alone TV with its built-in antenna. But that's not all! The tuner also has an external antenna input (so you can even connect the TV to cable) and audio/video input jacks. With these, the TurboExpress can be used as a camcorder or VCR color monitor.



EXPRESS

B L E T G - 1 6

The Active Matrix LCD screen consists of a 312 x 238 resolution display with greater clarity than the Lynx screen and more intense colors. Active Matrix

means the screen is very fast, and you won't get blurring of fast-moving objects as you would on the primitive Game Boy screen. It can be viewed in regular daylight or completely in the

dark, just like a regular TV. If you don't want to use headphones to play games or watch TV, you can always use the built-in speaker hidden under the top of TurboExpress.

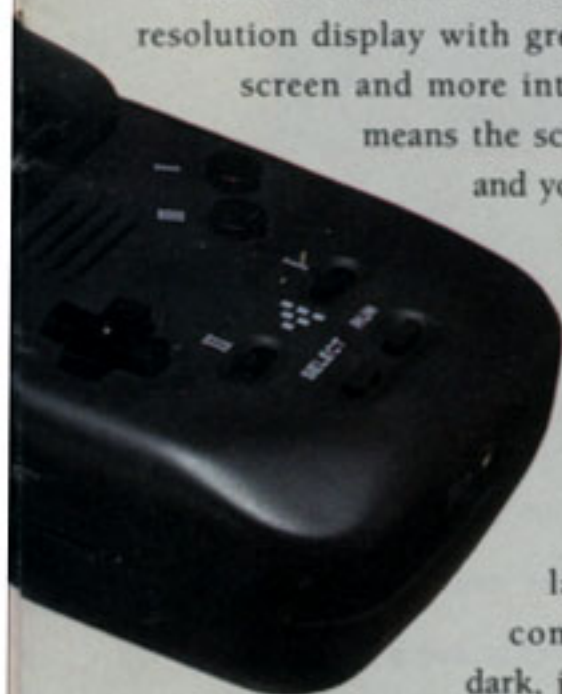
Six "AA" batteries power the unit for a total running time of 3 to 5 hours on alkaline cells. Additional power accessories should be available in the future, such as a cigarette-lighter power cable and rechargeable battery pack.

The TurboExpress is really fun to use. Most games are very playable on it, though some that use a lot of text are tough to read. (Keep in mind that CD ROM games won't

work on the TurboExpress.) The unit is very tough and feels solid in your hands; definitely *not* cheap or flimsy! The

buttons are in just the right place to accommodate different-sized hands.

I promise you that every TG-16 owner who sees one of these will want want one (parents beware!). Others who are devoted Game Boy fanatics will soon be short in numbers. ✨





T

he arcade game *Splatterhouse* has finally been made available for the TurboGrafx-16, with all of its horror movie graphics left intact.

As the story goes, one stormy night two local university parapsychology majors, Rick and Jennifer, decide to visit the famed parapsychologist Dr. West. It's said that Dr. West has created the most hideous creatures man has ever seen. But since Dr. West hasn't been seen in years, no one knows for sure what horrors roam the halls of the mansion.



The pair enter the front door, then suddenly, all goes black. As lightning splits the night sky, Rick hears Jennifer scream. When he turns around, he discovers she has disappeared. Rick is knocked unconscious, and when he awakens, he finds he is covered in blood, and a mask has been placed over his face. The "Hell Mask" is described in Dr. West's writings as having ancient spiritual powers. With the mask as his only chance of survival, Rick begins his search for Jennifer and the way to freedom.



There are a few different variations.

Rick's health is indicated by the number of hearts shown at the bottom of the screen. You start off with five hearts, and you'll lose one every time you are hit by an enemy or fall into a trap. When you lose all your hearts, Rick will die. You regain two hearts when you complete a stage. When you lose all your lives (shown at the top), the game will be over. You will then have the option to continue or start a new game. You have a maximum of five continues.

SPLATERHOUSE

THE CAST OF CHARACTERS FOUND IN STAGES ONE, TWO AND THREE.



RED WALKING ZOMBIE

There are a few different variations.



CHAINED CORPSE

It attacks by puking gastric juices.



LARGE-HEADED DEMON

It can attack even without its body. Hit him twice in the body and once in the head.



THE MONSTER BAT

Takes one hit to destroy.



SPIKES

They appear from the ground and are indestructible.



TORTURED DEAD

Don't touch the body fluid he pukes.



HANGING CORPSE

It falls from the ceiling and takes one hit to destroy. The fluid it spits out is harmless until Stage 3.



SLUDGE MONSTER

It forms from the sediment in the water and tries to punch Rick.



TORSO

He's harmless.



WATER-SPIKE

Avoid this obstacle by jumping over it.



EVIL DOG

A nasty beast that munches on the dead monsters. Don't bother him or you'll regret it.



GREEN WALKING ZOMBIE

Same as a red walking zombie except it takes two hits to destroy.



WATER HAND

It will pull Rick into the underground waterways.



TRAP HOLE

You'll be hurt if you fall into it.





Gut-puking chained corpses



Hanging corpses

There are many unique and ugly monsters in *Splatterhouse*: chained corpses who attack by puking horrible gastric juices, sludge monsters that appear from the water as Rick comes near, and evil dogs that munch on the dead monsters.



The sludge monsters are created from water sediment.



The evil dog munching on a dead monster. Don't get him mad or you could be next.

SPLATTERHOUSE



This is the monster-infested Splatlerhouse. During this screen press the **SELECT** button

three times, then hold **LEFT** and press **RUN** to bring up a stage select. For a sound test, press the **SELECT** button during the stage-select screen.



The normal mode of attack in *Splatterhouse* is to use punches and kicks. Although it's a tricky maneuver, once you have mastered the sliding kick, your attack power will double, and you'll be able to kill more than one monster at a time.

Using various weapons found in each stage will also give you more power. While the wrench, gun, rock and harpoon are used to attack enemies from a distance, the golden cleaver and two-by-four piece of wood are used for close combat. Each weapon has a limit on the number of times it can be used—except for the golden cleaver and two-by-four, which can only be used in the original areas they were picked up.



Splatterhouse isn't a straightforward game where you only have to destroy monsters. You must also avoid many deadly traps hidden in each stage to continue successfully. For example, spears come out of the ground and in Stage 3, the water hand will try to pull you into the mud puddle.



The water hand pulls Rick into the puddle.



What moving puddle?



Spears come out of the ground to prevent intruders from passing.



The water-spike cannot be destroyed.

SPLATTERHOUSE

There are various ways in which the enemy can die, depending on the method of attack you use. Here, we show you a variation using the red walking zombie, who appears the most in the game.



When punched, the red walking zombie just falls to the ground.



If you hit him with a two-by-four, he gets splattered against the wall.



2-BY-4

Used to smash the enemy. It's the first weapon you'll find in the game.



MONKEY WRENCH

By throwing it you can hit an enemy at a distance. You can only use it once.



GUN

There are only eight bullets in the gun, so use them wisely.



ROCK

Even a rock on the ground can be used as a weapon.



PUNCH

The basic method of attack. Hit the **2** button.



SQUAT

Used to pick up items on the ground.



TURNING AROUND

Used to take items hanging on the wall.



KICK

Effective against short monsters. Squat and hit the **2** button.



JUMP

Very important maneuver to avoid traps and enemies. Hit the **1** button.



JUMPING KICK

Hit the **2** button while you're in the air.



SLIDING KICK

Jump while moving to the left or right. When you're about to land, press the **2** button and press down diagonally in the direction you're moving.



HARPOON

You'll find them hanging on the wall. Pick one up by turning around.



GOLDEN CLEAVER

Used to slash the enemy.

SPLATTERHOUSE

1 THE UNDERGROUND DUNGEON

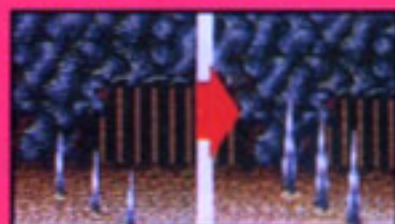
This game starts in a dungeon located in the basement outside of the mansion. The most important thing to learn in this stage is where the spikes are located. After that, the stage will be easy to clear. You should master all the maneuvers while in this stage.

The boss character, BodyEater, is a mutant form of leech. He hides under the dead and attacks Rick suddenly. He is very powerful and its very hard to get away from him once you have been bitten. To defeat him, squat to the right of the center, and kick the leeches as they approach.

Here we'll show you the first five stages of the game (there are seven). All the enemies, traps and the items are shown, so make good use of the map.



Rick can get hurt by falling in the hole.



Spikes come up from the ground.



You've picked up the 2-by-4, now smash the the red walking zombie.



There are two chained corpses in a row. Do not get hit by their gastric juices.

2 THE SEWAGE CANAL

Stage 2 starts in the torture chamber, where you'll meet the tortured dead whose body fluid will damage Rick. You'll also meet the hanging corpses in this area. The stage continues into an underground sewage canal. The room itself is the boss character of this stage. You have to destroy all the furniture and the other objects in the room that will attack Rick.



There are two chained corpses in a row.



Don't forget to pick up the wrench.

3 THE FOREST AMBUSH

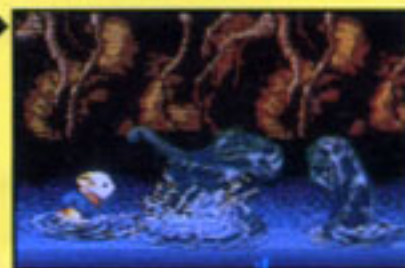
Stage 3 is a wooded path leading to Splatterhouse. Its difficulty level is much higher compared to the previous two stages. New monsters, including the Evil Dog and the water hand, appear in this stage. Avoid being pulled into the underground water area by the hand that appears on the bridge. The boss character, Biggy Man, is extremely tough if you don't have the gun.



When you reach the Evil Dog, kill him quickly with your gun.



★ Once the water hand gets Rick, it's too late.



◆ There are two hands that appear one after another.



B O S S : THE BODYEATER'S ROOM



There's a monster bat flying around.



Watch out—the large-headed demon will attack alone.



Don't get bitten by the BodyEater. Keep attacking him with kicks.



Go down the staircase to the underground sewage canal.



The sludge monsters come out to attack Rick.



B O S S : THE POLTERGEIST ROOM

Smash him with a 2-by-4.

Again, the room itself is the boss character here. Various items such as the chair, knives and the picture on the wall will attack Rick. Position Rick against the wall on the right. As the chair and picture get close, jump and punch to defeat them. Punch or squat and kick the knives as necessary.



Avoid the water-spikes by jumping over them.



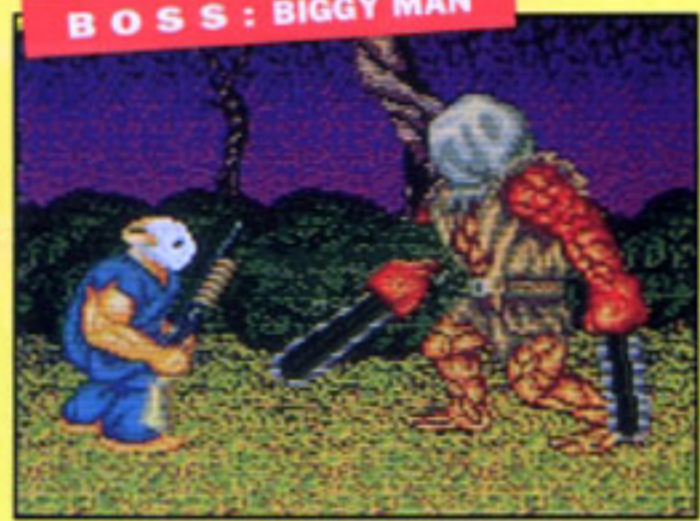
B O S S : BIGGY MAN



The green walking zombies, tougher than the red walking zombies found in the first stage, take two hits to be destroyed.



If you attack the hanging corpse from a distance with the gun or rock, you can avoid being hit by his gastric juices.



Biggy Man is tough if you don't have the gun. Try to shoot all eight bullets into him (wait for him to stop flashing before firing again.) Then continue your attack using punches or kicks.

SPLATTERHOUSE

In Stage 4 Rick finally reaches Splatterhouse. Like the previous stages, it becomes more complicated and much more difficult. There aren't as many weapons available throughout the stage, so learn all the moves, or it will be difficult to complete.



A powerful swing of the cleaver.

4 THE FORBIDDEN ROOM

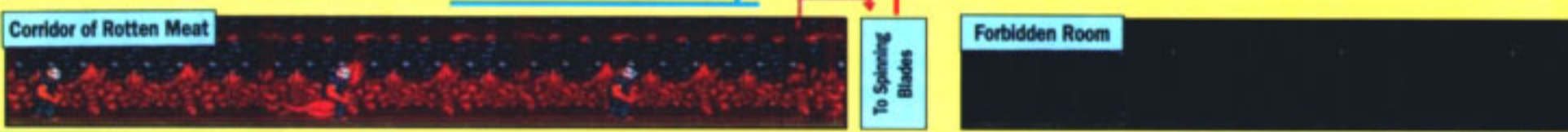
Stage 4 consists of four areas, starting with the room of spinning blades. You'll also meet Rick's evil clone, "Mirror Rick."



The boss from Stage 1, BodyEater, reappears.

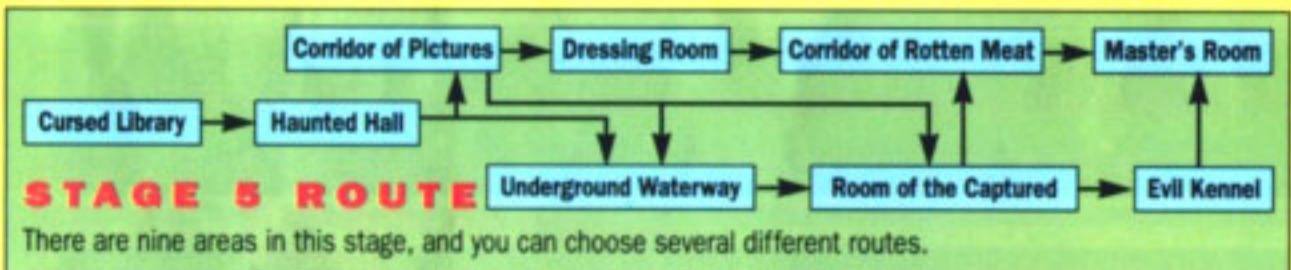


Turn around and get a harpoon.



5 THE RENDEZVOUS

Stage 5 is a long and tough stage. The picture ghost attacks Rick in the corridor of pictures. In the master's room, small monsters will keep attacking until you reach the master dead.



The chair is back, but weaker.



The picture ghost comes out of its frame.



A jump kick connects on the sludge monster.

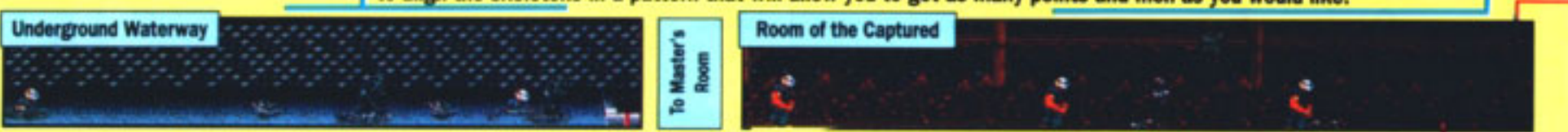


Mirror Rick shows up again.



You have to kill the master dead in the air first before leaving this area.

With auto-fire set in the middle and a rubber band wrapped around the controller and over the 2 button, it is possible to align the skeletons in a pattern that will allow you to get as many points and men as you would like.





Mirror Rick jumps out of the mirror. His method of attack is the same as Rick's.

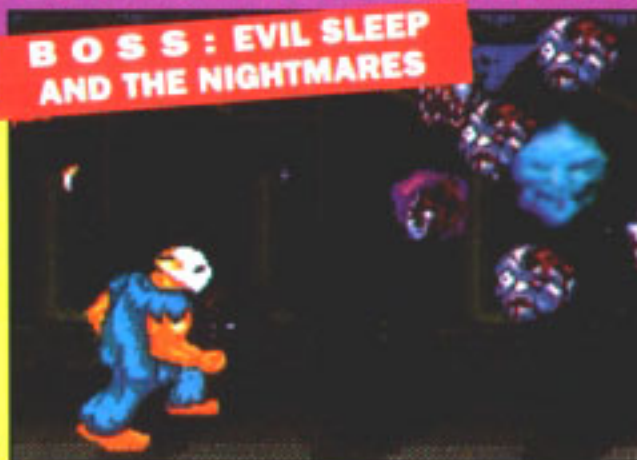


The image of Mirror Rick doesn't reflect in the mirror.

Evil Sleep is the boss character of Stage 4. You have to destroy the larger head itself. Destroying the nightmares (flying heads) will not end the stage.

Don't be distracted by the nightmares. Position yourself just to the right of center and with the golden cleaver, whack away at the nightmares to eventually get to Evil Sleep.

BOSS: EVIL SLEEP AND THE NIGHTMARES



Rick has been hit by a spinning blade.



Destroy the boss "Evil Sleep" with the golden cleaver.



Be careful. The floors are slippery.



Large-headed demon reappears, but he's not a real threat.



You'll get damaged if you fall into the gap.



But Jennifer turns into a monster!

Corridor of Rotten Meat



Oh no! Rick got bitten by a BodyEater.



The Joker throws skulls at Rick.



Finally, Rick reaches the room where Jennifer is being held.

BOSS: JENNIFER



The monster attacks with its long claws.

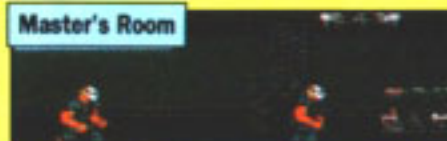
Jennifer turns into a monster before your very eyes and starts to attack Rick with her/its long claws.

Stay in the middle and when the monster is in midair, punch. The monster should be knocked clear so that Rick is out of reach of the claws.

Evil Kennel



Master's Room



DEVIL'S CRUSH

NAXAT PINBALL GAME

In Devil's Crush you are placed right in the middle of the Devil's castle. The increased memory allows for a larger vertically scrolling three-screen game and also for a save feature that allows you to continue your game at any point (or use the password to return to a game days later). You can also choose a two-player alternating game and even change the speed of the ball during play.

- 1 PLAYER
- 2 PLAYERS
- SPEED SELECT
- FAST
- SLOW

SAVE YOUR GAME ANYTIME DURING PLAY



You can save your game if you have the TurboGrafx-CD system or a TurboBooster-Plus accessory. If you don't have either one, you can save your game by using a password.

TRY FOR ONE OF THE BONUS STAGES



In Devil's Crush there are a total of eight bonus stages to try for. Hit the ball into one of the wall pockets or other entrances when the green indicator is lit to make it into a bonus stage.

The latest from Naxat is the horror video pinball game Devil's Crush. With its memory capacity increased to three megabytes, it surpasses its predecessor, the megahit video-pinball Alien Crush.



WATCH FOR THE FIRE DRAGONS

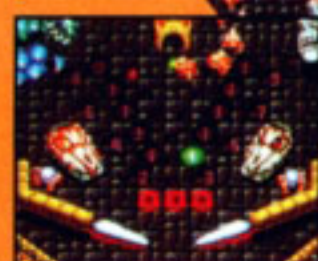
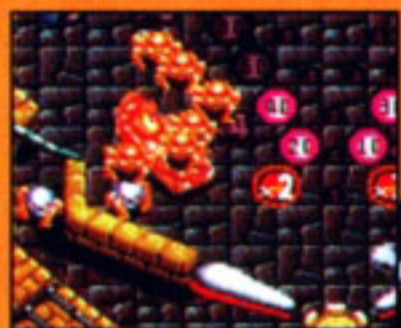
When you destroy one of the dragon eggs, a mini fire dragon will appear. Each egg is worth 1,000 points. When you destroy all the eggs, you'll receive 20,000 points and the giant skeleton's mouth will open.

THE SITTING DRAGON SHOOTS FIRE BALLS

When you hit the dragon's head eight times, it will shoot fire balls. The pinball will change direction when the fire hits it. You can enter Bonus Stage 1 if you can shoot the ball in the dragon's mouth.

LITTLE MONSTERS HIDING IN THE DEVIL'S COFFIN

Each hit on the coffin is worth 1,000 points. The tenth hit is worth 2,000 points and coffin insects will come out from hiding. Coffin insects are worth 2,000 points each. Hit them all and score 100,000 points.



SEND THE BALL THROUGH THE TOWER...

...and a stopper will appear in the center. Be careful though—you can still lose the ball. Sending the pinball through the tower five times will bring you into Bonus Stage 5.



DESTROY THE LARGE DOOR TO DOOR BATTLE WITH THE SKELETON KNIGHTS

Breaking down the door will earn you 50,000 points, and the skeleton knights will move into position. The fourth hit, worth 10,000 points, will destroy them.

CIRCLING EVIL SORCERERS



Each hit is worth 1,000 points. The second hit is valued at 5,000 points and will destroy the sorcerer.

Hit the small slime located in the upper section of the game and the slime roulette will form a barrier below the flippers, making the sorcerers easy targets.



WAYS TO INCREASE YOUR SCORE

Apart from the eight bonus stages, there is a special blue pinball that will increase the point values by four. To get the blue pinball, simply score a "perfect" on any bonus stage. Turning all three slime roulettes the same color will result in points (blue) or an extra ball (red.) When putting the ball in play, it takes perfect timing to send it into the crown without touching the slime roulette. Doing so will result in big points.



WHO IS THE SLEEPING BEAUTY?



Could she be an alien? Each hit is worth only 300 points. Land the ball in the wall pockets around the giant face to change her

into a beast. After the seventh change, the mouth will open and you can go to Bonus Stage 4.



Watch the skull's eyes as they follow the ball around the playfield.



Two of the eight bonus stages. These two feature fire-breathing dragons and skulls.



GO FOR THE LAST CHANCE



If the last-chance number matches the last three digits of your score, you will be awarded an extra ball.

Coming

soon...

TURBOPLAY
MAGAZINE
ARCHIVES

Legendary Axe II

NEC
TurboChip



Two brothers are locked in mortal combat battling for control of the Ancient Kingdom. Desperate for victory, Prince Zach calls upon the evil powers of King Drodam. Although he has been banished from the kingdom, King Drodam uses his evil powers to help Zach defeat his brother, Prince Sirius. Soon, Sirius is beaten and Zach takes over the throne.

Now all that was gained is lost. Evil rules the land and destruction is everywhere. But wait...perhaps there is a chance.

Prince Sirius discovers the legendary Royal Sword. It is said to have magical powers. Armed with this awesome weapon, he plans a comeback. The sting of the cold steel returns. Let the battle begin. *Legendary Axe II* features all new characters and weapons.

LAST ALERT

NEC
CD-ROM

The loyal Lloyd government has been betrayed by the evil spy-leaders of The Force Project. Your mission: Defeat the figureheads and destroy their ultimate secret weapon, Indra, before it destroys Earth. Throughout the six complex levels and several high-action stages you'll combat bosses and battle enemy armies. Watch your rank rise with each successful battle as you strive for Super Hero status.



Valis II

Sin Nihon Laser Soft & Telenet Japan Co., Ltd.
CD-ROM



Long ago, in the ancient land of Vecanti, a kind and generous king ruled the countryside. But, alas, one day the mighty King Rogress died. As the people of Vecanti mourned his death, the country fell into a state of war and despair.

An evil army headed by the Emperor Magus has all but defeated the followers of the dead King Rogress. Rising to the occasion for the first time ever, a woman is chosen to become a Valis warrior. Her name is Yuko. And with the legendary Sword of the Kingdom she sets out to destroy Magus and his savage army. The fate of the kingdom is in your hands!

Drop Off

NEC
TurboChip



A demon has possessed pretty Izumi and placed her in a deep sleep. To wake her, you must wipe out the fast-paced objects that appear in her dreams by aiming the projectile to knock off the targets. At first, apples, watermelons and other fruits appear. "Drop" them from the vine and everything is fine. Eventually the objects will become more nightmarish, until you meet face to face with the demon himself.



TURBOPLAY
MAGAZINE
ARCHIVES

Veigues Tactical Gladiator

NEC
TurboChip



The year is 2321 and mankind faces the greatest menace of all time. Mysterious invaders have attacked all of the cities along the Pacific coast—now all is silent. Their fighting strength surpasses anything the Earth has ever seen before. Counterattacks by the Federation Army have been useless. Now the Federation has retreated, defeated and demoralized. But perhaps there is a ray of hope after all. It's you. You are the last hope of mankind... you are "Veigues"!

Tiger Road

Victor Musical Industries, Inc.
TurboChip

The master of the Dragon God boxing technique, Dragon God, has abducted the children of a village. After hearing the news, the priests of the nearby Oh-Lin Temple went to save the children. But they were greeted by the Four Devas, henchmen of the Dragon God, and annihilated. With the priests out of the way, the Dragon God stole the secret texts of the Oh-Lin boxing technique, the *Tiger Technique Scrolls*. Now there is only one man left who can help: Lee Wong, the top master of the Oh-Lin technique—China's most powerful martial art. Using the Oh-Lin Temple double-headed fighting technique, you must guide Lee Wong to victory over the brutal Dragon God.



Boxyboy

NEC
TurboChip



You're an industrious student who takes a job at the local warehouse rearranging boxes into different puzzles. You'd better work hard, because that's the only way you'll get to travel. Every 20 levels you'll be transferred to exciting places like Egypt, Japan, China and the South Pole. *Boxyboy* features 100 mind-bending levels and an author mode, so you can try to outsmart a friend, or even yourself.

CYBER CORE

(IGS)

When "Game Over" appears on the screen, press and hold the 1, 2, and **SELECT** buttons, then press **RUN** for unlimited continues. During the title screen, press and hold **LEFT**, then press **SELECT** and a password prompt will appear on the screen. To become invincible, input MIKARIN. For a hard setting, input YANDI. Once you have entered the code, press the 1 button then the **RUN** button to start play.



KING OF CASINO

(NEC)

You can play a hidden game by entering -KI NGof CASI NO-. You'll enter the championship round of a five-player playoff to see who can win the most casinos.

BLOODY WOLF

(NEC)

Throughout *Bloody Wolf*, special icons can be obtained to enhance your player. If you shoot certain locations in Stages 2 and 7, a seal will appear. The seal 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.)

SPLATTERHOUSE

(Namco)

To get a stage select, when the house and lightning are on the screen, press the **SELECT** button three times, then press and hold **LEFT** and then press **RUN**. If you press the **SELECT** button in the stage select, you will get a sound test.



In Level 8 you must climb the first pillar you come to after you have fought Eagle (when he is in the trance.)



TELL US YOUR FAVORITE TURBOGRAFX-16 GAME AND YOU COULD WIN AN NEC CD-ROM PLAYER!

What game do you like to play most on your TurboGrafx-16? Just tell us and you could be the owner of a CD ROM player and a copy of Y's—one of the best TG-16 games ever! Just follow the simple instructions below.

There are a lot of games available for your TG-16, but we want to know which one you like best and why. Any game can be mentioned as long as it is one for the TurboGrafx-16—on TurboChip or CD-ROM.

It doesn't matter which type of game you like. Adventure, action or sports...just write the name of the game on a postcard with a sentence telling us why you think that game is the best.

Only one entry per person—multiple entries will be disqualified.

Send your entries to:

TURBOPLAY MAGAZINE GAME CONTEST
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA
90210

Then, grab a November/December 1990 issue of TURBOPLAY to see what the best game is and if you are a winner.

Entries must be received by September 30, 1990.

No purchase necessary.



FIRST PRIZE:
SECOND PRIZE:
THIRD PRIZE:

NEC CD-ROM Player and a copy of Y's
5 TurboGrafx-16 TurboChip games
5 winners will receive one TG-16 TurboChip game each



GOOD LUCK!!

BONK'S ADVENTURE

(NEC)

TURBOPLAY
MAGAZINE
ARCHIVES



Here are some tips on maximizing your score and where to find hidden extra men.

On Round 1-1, immediately move to the left, jump and land on your head. A small flower will appear;



when touched, it will produce a larger floating flower. If you jump and catch the floating flower, you will obtain an extra man.



floating flower, you will obtain an extra man.



BONK'S ADVENTURE

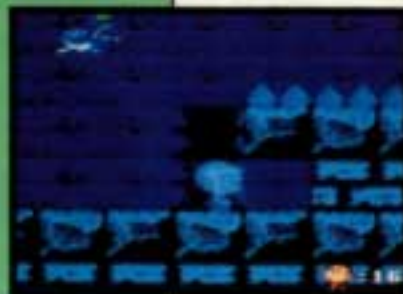
(NEC)



Once you're inside the stomach of the dinosaur, you can gain an extra man by entering the tunnel located high above the liquid. If you jump onto the hidden ledge located near the exit (see photo), you will also find an extra man.



Located near the small entrance in Round 5-2 is a hidden room that contains 16 grapes. You'll need to use the lift to reach it.



BONK'S ADVENTURE

(NEC)

Located throughout Round 5-3 are hidden rooms that contain items varying from extra men to a large piece of meat. You can spot them by the glowing light from behind the rock.



In Round 5-5 there is another hidden room located along the right wall. You'll need the lift to reach the room, which contains an extra man, full vitality and a large piece of meat.



SPLATTERHOUSE

BONK'S ADVENTURE

(NEC)

TURBOPLAY
MAGAZINE
ARCHIVES



In the waterfall of Round 5-6, you'll eventually come to a ledge. Once at the ledge, push up to enter a hidden room.



In Round 5-7 you'll find two small waterfalls. If you climb to the top of the left waterfall and push up, you'll



enter a hidden room that contains an extra man, a heart of full vitality and a large piece of meat.



In Round 5 you'll once again fight your friends who have been hypnotized. After you break the spell and are traveling through the tunnel, remember to head-butt the top of the tunnel to reveal hidden items.



is coming.

TURBO
16
GRAFX
NEC

(IGS)

Here's a way to get the most powerful weapon in the game (it's not mentioned in the manual). You must pick the metamorphosis items in this order: red, blue, green, green, yellow, red. If you haven't received damage while getting these items, you will have full shield. Once you have lost all of your shields, you will obtain a weapon that is a combination of all four insect types. 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 the shield item and the invincibility item without affecting the trick.



J.J. AND JEFF

(NEC)

If you're having trouble with this game or if you want to get to the last level quickly, here are some warps you can use. The first one can be found in 1-4; it will take you to Rounds 2, 3 and 4. The second one can be found in 3-3 and will take you directly to 6-4. You will have to jump on top of the rats to get to the special ledge. Once you're on the ledge, jump straight up.

You can also get 1-Ups by kicking the lamp post if you run for at least five block lengths, then jump while kicking and hit the post perfectly. It takes some timing and practice.



CRATER MAZE

(NEC)

Here's a code that will let you play Rounds 1-60 on the difficult and expert settings: The first head should be blue facing away, the second head should be blue facing away, the third head should be red facing right and the fourth head should be blue facing front.

GIVE YOUR HAND-EYE-BRAIN A REAL WORKOUT.

TURBOPLAY
MAGAZINE
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TURBOGRAFX 16

ARCADE

KLAX™



THE
NEW
ARCADE
HIT!



TENGEN

KLAX™ is the latest, greatest hit in the arcades. And now it comes to you for play on the TurboGrafx™! It's simple in concept: Score big points by catching colored tiles that come down the conveyor belt and arranging them in same-colored stacks of threes—vertically, horizontally or diagonally. Sounds easy? It is — until the tiles come tumbling at you so fast, you'll wish you had more hands, eyes — and brains! No matter how tough it gets, the hardest part is pulling yourself away from this fun, fast, and totally addictive game. Get KLAX today. It's a tic-tac-tile test of your hand-eye-brain coordination!

TENGEN

ARCADE HITS THAT HIT HOME

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