

TURBOPLAY[®]

April/May 1991

95
50

at
contest!

**WINNING
TIPS AND
TACTICS FOR:**

**LAST
ALERT**

**THE TG-CD ISN'T
JUST FOR GAMES—**

**We'll Show You
Innovations in
Music With Graphics**

**MORE
GAMES
FROM
AROUND
THE
WORLD**





When I first saw the ad for your magazine in the box for the TurboGrafx-16, I was a little skeptical about subscribing. I thought the game reviews would only have the game plot and one-sided articles. After a few weeks of waiting, it finally came, and to my surprise I found that the articles were not one-sided and had so much information that I loved reading every page. Some of the other gaming magazines that I've run into are set up for a younger audience and have the usual crossword puzzles and games. I am happy to say that your magazine has no use for that kind of kid's stuff. The photos in your magazine are top-notch compared to some of the other magazines' photos—their photos aren't as clear as yours.

I hope to see a section that only relates to CD games and recommend you have the critics and/or readers choose a game of the month and then choose from the games of the month for the game of the year.

Finally, keep up the work on a great magazine.

Brian Escalera
West Covina, California

Thanks for all the compliments. We take a lot of pride in putting the magazine together, and it's always great to get letters like yours. Of course, we're always eager to get letters from readers with suggestions or other comments.

As far as a special section dealing with CD games only, we'll see about that once more games become available. For now, we hope you like the feature article on the other uses for the TurboGrafx-CD Unit (page 6) and our special coverage of the Japanese game *Vastel* in the Games Around the World section.



When will *Ghouls 'n' Ghosts* be released for the TG-16?

Jason Quinones
Brooklyn, New York

Unfortunately, there are no plans for this game to be released in the U.S. anytime soon. There is a version of the game for the SuperGrafx system in Japan, but it isn't compatible with the TurboGrafx-16.



I noticed that on the game *Klax* by Tengen, there doesn't seem to be an official TG-16 symbol on it. Does this mean that Tengen doesn't have a contract with NEC?

Also, the October/November issue mentioned something about a *Keith Courage 2* in the making, yet in the December/January issue, when you listed the scheduled releases for 1991, *Keith Courage 2* wasn't on the list. Does this mean this game won't be released this year? When will *KC2* be released for the PC Engine?

Sheldon Coles
Toronto, Ontario, Canada

No, Sheldon, the lack of a TG-16 symbol doesn't mean Tengen doesn't have a contract with NEC, but our version of the game has a TG-16 symbol on the box in the lower right-hand corner. Either you overlooked it or you have a rare copy of the game.

Regarding talk of a *Keith Courage* sequel, the information we received indicated there was talk of a follow-up, but a final decision hasn't been made yet. The list that was printed is the information we got from NEC. If a game isn't on that list, then there are no confirmations of its release. When we get more info, we'll pass it on.

Along the same lines, write in and let us know how you feel about a *Keith Courage 2*, whether or not you would like to see one. We'll pass the word along to NEC.



First I'd like to congratulate you on the excellent job you have done on the

magazine. I've been a PC-Engine and CD-ROM player for over four years, and I enjoy it very much. The only problem I have is that I can't find a way to play the TG games on my PC Engine, and I've beaten every single CD game that is available. Faster translating speed for more games is something that is needed, but that's not the reason I'm writing. I'm interested in upgrading to a better system and was wondering if and when the SuperGrafx will be available in the U.S. Will it be compatible with the TG-16 like the PC Engine is with the Japanese SuperGrafx? Is NEC working on a better system than the SuperGrafx?

Finally, why does it take so long to translate those old PC Engine games to the TG-16?

Jeffery Lee
Bridgewater, New Jersey

First, there is no plan to release the SuperGrafx in the U.S. at this time. And, yes, there are rumors that NEC in Japan is supposedly finishing up development on a new 32-bit system that will play CD and card games. We'll leave it at that for now—currently it's just a rumor. When we get more info, we'll pass it on.

We're not sure why it takes a long time for the translations to occur. In most instances, it's a matter of NEC finding a game that it feels is good enough to take a chance on, then discussing a price that the developing company (who owns the rights to that game) wants for the game and working out a contract. Once those factors are out of the way, the text and other features may have to be changed to suit the American public, which can take three months to a year to do.

As far as your game-converting problem, one company we've worked with is GameExpress of Studio City, California. They have a converter that will allow you to play PC Engine games on the TG-16; we aren't aware of a converter that will do the opposite. They also sell just about every system, as well as the games for them. The number is (818) 760-GAME (760-4263).

Send your mail to TurboPlay, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210.

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Welcome back! There's no doubt about it—this issue of TurboPLAY could be our hottest yet. Our *Games Around the World* section gives you a look at some hot games on the PC Engine, Japan's TurboGrafx-16, including an intense strategy game called Vastee! Victor Ireland also goes in-depth on CD+G (compact disc plus graphics), which includes pictures that your TG-CD can display on-screen. But that's not all...turn that page and find out!

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TURBOMAIL

Once again, the inquisitive readers of TURBOPLAY write in with their TurboGrafx-16 questions, and the editors respond with all the answers.

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THE SOUND AND VISION OF CD+G

Though the TurboGrafx-CD Player is great for heavy-duty games, it is also one of the few ways to play specially coded music CDs. Learn everything you ever wanted to know about CD+G (compact disc plus graphics)—and more.

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This month, we give you complete reviews of TV Sports: Basketball and Sherlock Holmes Consulting Detective.

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SUPER STRATEGIES

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It's battle time and you've got your hands full of world terrorists who are bent on putting Dr. Garcia in power and controlling the world.

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GAMES AROUND THE WORLD

Previews of some hot PC Engine titles that are currently hitting the shelves in Japan, and may end up in America soon, and an extended peek at Vastee!, an amazing strategy game.

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CONTEST WINNERS

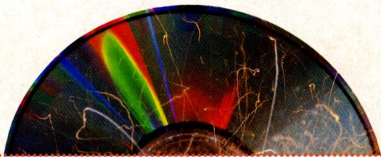
The December/January issue of TURBOPLAY had an essay contest. We had lots of great entries, but only one lucky winner. Could it be you?

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TURBO TIPS

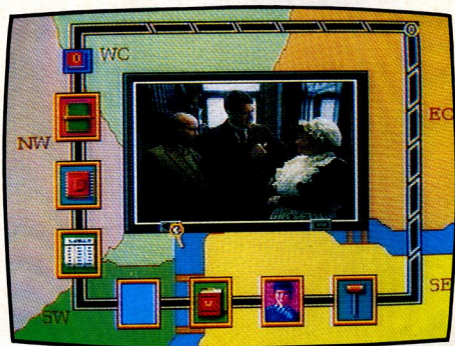
Ever get thrown out of the ring in Battle Royale and wonder how to get back in? How about receiving the colored balls in Devil Crush? Get these tips and more in another great installment of Turbo Tips.

Cover photography by Garry Brod



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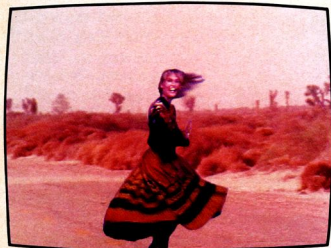
ANNOUNCING
SOMETHING NEVER
BEFORE SEEN
IN A
VIDEO
GAME. VIDEO.



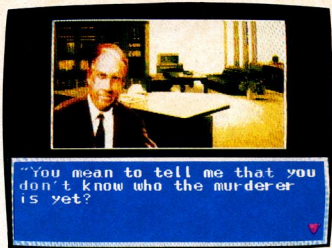
Holmes and Watson question the maid. Will she come clean?

For the first time ever, CD technology is being used to create live action video in a video game. That's video that features real live actors. And you interact with them.

In **Sherlock Holmes, Consulting Detective**, you question suspects and search for clues to three bewildering



You'd look silly too if you had just seen an ant the size of a nuclear reactor.



This murder is so shocking that even your host is losing sleep. Not to mention his hair.

desert town of Lovelock. So get into the next generation of video games. Only on the TurboGrafx-CD system. And remember. If you're not playing real live action video, you're just playing games.

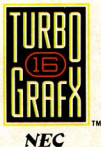
than a standard cartridge game.



A TurboGrafx-CD holds 4400 megabits of information. That's more than 2000 times more memory.



mysteries. In **J. B. Harold Murder Club**, you try to unravel a hard-boiled murder in a world of dark secrets and deception. And in **It Came From The Desert**, you've got to stop giant radioactive ants from annihilating the small



THE EVOLUTION OF LASER-DISC technology has been nothing short of remarkable. In the span of ten years it has taken the music industry by storm, in the process hastening the demise of the once mighty vinyl LP. Compact disc (CD) technology has been embraced at an unprecedented rate. In the "early" days, while manufacturers were still scrambling to keep up with the unexpected and overwhelming demand for both old and new recordings on CD, JVC was working on a standard way for visuals to be encoded into ordinary compact disc recordings. This new technology would be invisible to the consumer who didn't possess a player equipped to decode it, and yet it would not interfere with the high fidelity that consumers had fallen in love with. In 1983 the standard was released to the public and dubbed Compact Disc + Graphics or CD+G.

It has been eight years since the CD+G standard was introduced, and yet only a handful of companies have embraced this new technology, regularly releasing compact discs with graphics. To date, less than 50 CD+G discs have been released.

Part of the problem has been a lack of support from the manufacturers of CD players. Prior to 1991, there were only two machines commercially available in the United States that were equipped to play CD+G discs. One was from JVC (model XLG-512NBK—\$599 list) and the other was the TurboGrafx-CD unit (\$399 list) available for the TG-16 system. This year, however, two more CD+G-compatible units will be released: Commodore's CDTV (Commodore Dynamic Total Vision) multimedia system (\$899) and a portable CD+G compatible player from JVC (projected list \$599). It seems that 1991 may be the year that CD+G finally takes off. Of all the CD+G compatible players listed, the TurboGrafx-CD unit is the least expensive entry point to the world of CD+G.

THE SOUND AND VISION OF CD+G

BY VICTOR IRELAND

For those who own a CD+G player, tracking down a compact disc containing graphics can be quite an ordeal. Most record-store employees will return a blank stare when asked for assistance in locating CD+G-equipped discs, and even high-level employees of major record labels don't yet know what CD+G is. Slowly, however, this is changing, and there are a number of CD+G recordings that make the search well worth it.

HOW DOES IT WORK?

The current applications for CD+G fall into five main categories: sing/play along; musical and operatic annotation; electronic liner notes; multilingual real-time translations; and pictorial interpretations of music being presented.

Most CD+G discs combine the first and last categories by displaying pictures while lyrics are printed at the bottom (or top) of the screen as they are heard. However, some discs only provide the lyrics to the song and not much in a pictorial sense. *Blind Man's Zoo* by 10,000 Maniacs is a good example. Each song is prefaced by a simple title screen followed by the oversized lyrics of the song being

played. This leaves the interpretation of the song entirely to the listener—a philosophy that many artists endorse to counter the images listeners are fed by music videos.

On the other end of the philosophical spectrum, however, are Bonnie Raitt's two CD+G selections, *Nine Lives* and *Green Light*. The scrolling pictorials include pictures of her group, her performances and occasional pictorial interpretations of the music being played. Of the two discs, *Nine Lives* is slightly more interesting graphically, but both are worth picking up. *Jimi Hendrix Smash Hits* is another excellent example of pictorial interpretations of songs. This collection of Jimi Hendrix songs from 1972 is accompanied by groovy, psychedelic, pulsating graphics that complement the songs

very well, taking advantage of the scrolling features of the CD+G standard to "hide" the updates being made to the screen. The visual result is certainly one of the best of the current crop of CD+G discs.

Arguably the best visual presentation on a CD+G disc is contained on Little Feat's *Representing the Mambo*. Warner New Media worked closely with the artist responsible for most of the country/rock group's artwork to faithfully represent the conceptual "feel" of the group—with superb results. Many of the colorfully mutated graphics will leave you wondering exactly what the point (or even the picture) is, but they will keep you interested.

Information Society's debut album *Information Society*, while not a prime example of the graphic capabilities of CD+G, is one of the few existing discs that incorporates electronic liner notes while providing the lyrics to the songs. The graphics include extensive notes about the recording equipment the group uses, band history and even lists band members' favorite recipes.

Talking Heads provided a first in the CD+G genre by allowing musicians (or aspiring musicians) to play along with their songs. *Naked* features a margin on the right side of the graphic display that lists the instruments used during each selection, with a marker next to each instrument present during the current verse. The execution is a little clunky, but it does work and also gives the listener a better feel for the music by listing exactly what instruments are responsible for the music being heard.

Five of the current crop of CD+G discs are capable of displaying the words to the songs contained on them in more than one language. By simply chang-

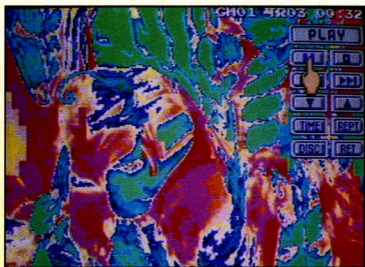
ing the CD+G graphic channel (picking between 1 and 15), alternate language presentations of the music are made available on discs with this feature. Lou Reed's *New York Disc* boasts the most languages available, five: English, Spanish, French, German and Italian. The remaining five discs have

between two and four languages available. They are 10,000 Maniacs *Blind Man's Zoo* (English, German and French), Alphaville *Breath-taking Blue* (English and German), Simply Red *Picture Book* (English and Spanish) and Anita Baker *Rapture* (English and Japanese). Although changing the graphic channel in no way affects the language

the audio track is in, the ability to display translations of the music into alternate languages in real-time opens many interesting possibilities. Each graphic channel can contain one alternate language, meaning that a single disc can conceivably hold the lyrics to a single song in 15 different languages, which can be

displayed on demand. Language students can get music from their favorite artists with audio in their native language and display the lyrics in an alternate language they are studying—perhaps speeding the learning process.

Finally, annotation of classical and operatic selections is one major area that Warner New Media is about to tackle. By explaining classical selections on-screen as the music plays, the listener is



Some CDs have a scrolling photo section with animated pictures, like the two above from Jimi Hendrix. Others, like Chris Isaak's *Silverstone*, have still photos with the lyrics printed so you can sing along.

THE TECHNICALS BEHIND THE SCENES

Most consumers are content to know that their CD+G player reads a series of binary ones and zeroes from the disc and magically transforms them into a video and audio signal. But for those who can't be content until they have an idea how CD+G works, here is a thumbnail sketch:

CD+G is an extension (pioneered by JVC) to the standard for audio CDs known as "red book," formally announced in 1983. It calls for a screen with a resolution of 288 x 192, divided up into 12 x 6 blocks. Most computer-character blocks are a multiple of eight (8 x 8, 16 x 8, 16 x 16, etc.), but the blocks in the CD+G standard are said to be

12 x 6, primarily because it accommodated Kanji (Japanese characters) better—after all, the standard originated in Japan. CD+G calls for the capability to display 16 colors from a 4,096-color palette (RGB 444: four bits each of red, green, and blue). The TG-CD used as a CD+G player only has a palette of 512 colors (RGB 333), but maintains adequate compatibility—only pictures composed completely of shades of gray look better on a "real" CD+G player.

Every 256 bits of music infor-

mation on any standard CD is packaged with eight bits of subcode, for a total of 264 bits. The first two bits of subcode enable the host CD player to decode the number of tracks, length of each track and the overall disc length.

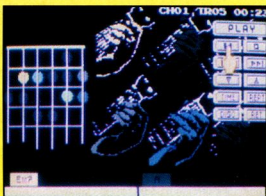
The remaining six bits are collectively called "symbols." Each 24 symbols are referred to as a "packet," and four packets are termed a "pack." Each pack contains enough data to fill one 12 x 6 block on the screen for any given video "channel" (read about channels below).

The first symbol of each pack is used to determine what kind of disc is being played (normal CD, CD+G for TV, CD+G for LCD screen, etc.). The second symbol tells the player what to do with the remaining data in the packet and is referred to as the instruction symbol. This is the symbol that is responsible for telling the CD+G player to set colors, set the border color, write the 12 x 6 block to the screen, etc. Once the player acts on the instruction symbol, the data remaining in the packet is then used, and the result becomes visible on-screen. Successive packets collectively form the pictures and lyrics that complement the audio track featured on the disc.

enabled to better understand the selection being played. The listener's attention can remain constantly focused on changes in the music and how they affect the overall mood of the piece. In addition, certain selections include excerpts of the sheet music for a particular instrument, for example, the clarinet, enabling the listener to see what the music looks like on "paper." Opera can also be annotated and, in addition, translated via the multilingual capabilities of the CD+G standard, allowing the general public to actually *understand* what is going on. The annotations may contain background on a character speaking while the multilingual feature of the CD+G format prints a translation of the speech into the listener's native tongue.

WHERE ARE THE DISCS?

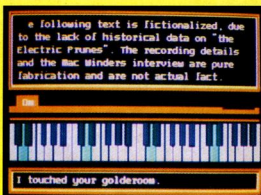
Looking at the features and possible applications for this technology, one must wonder why more record companies



On certain CDs, the piano and guitar music is shown so that you can play along. Individual notes and instruments are shown as they're played in the song.

are not producing CD+G-compatible

discs. One reason is that until this year, the number of players were limited and expensive, compared to an audio-only player. Another is that many record-company executives and the artists they represent have a fundamental misunderstanding of what CD+G can do, if they know about it at all. Another factor is that graphics cannot be added to CDs until the music is complete. Many artists (and the companies behind them) do not want to wait the extra weeks to add graphics to a disc—this is especially the case with highly anticipated titles. For this reason, most of the pop/rock albums available in CD+G had the graphics added *after* they were originally released. Therefore, consumers should be very careful when shopping for CD+G discs. One CD can have many manufacturing runs, and not all are necessarily complete with CD+G capability. To make matters worse, as of this writing, there is no distinction in the stock number between the CD+G and non-CD+G versions of the same disc. Unless the box bears a sticker advertising the CD+G capabilities of the disc, it most likely is not CD+G compatible.



The future of CD+G is getting brighter. Warner New Media, the leader in CD+G releases, had slowed down on releasing new CD+G discs last year, but is again stepping up their CD+G releases. Stan Cornym, president of Warner New Media explains, "At one point we had to stop and assess



From Jimi Hendrix's *Smash Hits*.

whether we were nuts [for supporting the CD+G standard]. People told us we weren't, and we went forward again."

"Going forward" translates into wide commercial releases of many classical and opera titles that were formerly limited runs or demos. It also includes the possibility of licensing and rereleasing, under the Warner New Media label, pop albums that were initially limited runs like *Rapture*, *Another Place and Time* and *Live It Up*. Warner has definite plans to release ten more CD+G titles by summer and another five by fall, nearly doubling the number of CD+G discs.

As more advances in technology are made, the CD+G standard is extendible, and in fact, extensions would be very likely. One area that could be easily improved is colors displayed on screen simultaneously. Raising the number from 16 to 256 would allow the creation of

near photographic quality pictures—a situation that would coax many hardware manufacturers, thus far unimpressed by CD+G's 16-color on-screen limitation, to make new players compatible with the existing standard.

Time will tell if extensions to the existing standard come to pass or if a new standard emerges. For now, however, those fortunate enough to own a CD+G player can enjoy the digital sound of CD while taking in an underpublicized bonus of graphics. ★

CD+G compatible discs to be released by summer 1991

- St. Matthus Passion—Bach (Libretto)
- Beethoven/Liszt Symphonie #9 D'Moll
- Beethoven String Quartet #14
- Beethoven Symphony #7
- Bruchner Symphony #9
- Mahler Symphony #5
- Mendelssohn Symphony #3 & #4 on one disc
- Mozart: The Abduction From the Seraglio (highlights)
- Mozart—Salleri (Libretto)
- Dido and Aeneas by Purcell (Libretto)

CD+G compatible discs to be released by fall 1991

- The Planets by Holst
- Placido Domingo (Bel Canto Domingo)
- The Magic Flute
- Carmina Burana Studio: Der Fruhen Music #1
- Bolero (Ravel)
- Carnival of the Animals
- Peter and the Wolf
- Nutcracker Suite Highlights
- Young Persons' Guide to the Orchestra

CD+G compatible discs widely available as of March 1991

- | | |
|---------------------|-----------------------------------|
| Aphaville | <i>The Breathtaking Blue</i> |
| Laura Branigan | Laura Branigan |
| Ella Fitzgerald | <i>Things Aren't What They...</i> |
| Flamin' Groovies | <i>Groovies Greatest Grooves</i> |
| Fleetwood Mac | <i>Behind the Mask</i> |
| Emmylou Harris | <i>Pieces of the Sky</i> |
| Jimi Hendrix | <i>Smash Hits</i> |
| Information Society | Information Society |
| Chris Isaak | Silvertone |
| Little Feat | Hoy, Hoy |
| Little Feat | <i>Representing the Mambo</i> |
| Van Dyke Parks | Tokyo Rose |
| Gram Parsons | <i>Crievous Angel</i> |
| Bonnie Raitt | <i>Green Light</i> |
| Bonnie Raitt | <i>Nine Lives</i> |
| Lou Reed | New York |
| Various Artists | <i>Woody Guthrie Tribute</i> |

CD+G compatible discs in limited release

(These CD+G discs were pressed in limited quantities. If you are lucky enough to find one bearing the CD+G sticker, pick it up—most are excellent examples of what CD+G can do with graphics or multilingual lyrics.)

- | | |
|-----------------------|-------------------------------|
| Anita Baker | <i>Rapture</i> |
| Crosby, Stills & Nash | <i>Live It Up</i> |
| Frozen Ghost | <i>A Nice Place to Visit</i> |
| Honeymoon Suite | <i>Racing after Midnight</i> |
| Simply Red | <i>Picture Book</i> |
| Phoebe Snow | <i>Something Real</i> |
| Donna Summer | <i>Another Place and Time</i> |
| Talking Heads | Naked |
| 10,000 Maniacs | Blind Man's Zoo |
- (included with the JVC karaoke player)

TV SPORTS: BASKETBALL

ONE TO FIVE PLAYERS
NEC-TurboChip

SOUND/MUSIC ★★★★★☆☆☆☆

GRAPHICS ★★★★★☆☆☆☆

PLAYABILITY ★★★★★☆☆☆☆

OVERALL ★★★★★☆☆☆☆

Last year's *TV Sports: Football* established the guidelines for a proposed series of *TV Sports* games to be developed by Cinemaware. Great graphics, realistic options and omnipresent TV announcers were some of the ingredients that made the game a success, and now that same formula has been applied to the game of basketball.

Timing is the key factor in *TV Sports: Basketball*. Shooting accuracy depends entirely on careful timing of the ball's release, and passing at the wrong time will usually result in a turnover. You must also substitute players on a timely basis; if you leave a player in the game for too long, he'll get tired and his performance will suffer. Here's a hint: Watch the credits at the end of the game to find out the names of some of the folks at Cinemaware. Most of their names appear on the team rosters in the game, and if you keep an eye on the players with these same names, you'll

Close LOOK

find that they're among the best in the league.

TG-16 owners who play solo are going to miss one of *TV Sports:*



Basketball's most important features, the five-player option. Whether you play on the same team or against each other, the multiplayer modes are much more fun than any one- or two-player game could ever be. If you haven't tried any of the five-player Turbo titles yet, this would be a good place to start. Since basketball teams consist of five players, the game is a natural for the Turbo-Tap's five controller ports.

On the negative side, it's odd that so many important elements of the game of roundball are absent from this TurboChip. There are no loose-ball fouls, no referees, no audience members (well, there are a few guys loitering near each basket)—there's not even an opening tip-off! I can live without a half-time show, or the squeak of Reeboks on the parquet floor, but the aforementioned omissions make the game look unfinished.

It also would have been nice to see a few close-up shots, like the slam-dunk and free throw scenes that spiced up NEC's earlier basketball title, *Takin' It to the Hoop*. Such realistic sequences seemed out of place in that game—which was burdened by bug-eyed characters and stiff animation—but they would

have fit in perfectly here.

With its sharp graphics, realistic action and digitized voice, *TV Sports Basketball* is a fine addition to the growing *TV Sports* lineup. If there weren't so many things missing, it could have been perfect. Fortunately, the five-player mode is so enjoyable that it's easy to overlook the features that were left out.

SHERLOCK HOLMES CONSULTING DETECTIVE

ONE PLAYER
CD

SOUND/MUSIC

GRAPHICS

PLAYABILITY

OVERALL

If you are interested in a game of careful thought and consideration, *Sherlock Holmes Consulting Detective* just might be the game you've been looking for. Resembling a computer game more than a video game, *Sherlock Holmes* will appeal to the gamer who is looking to be drawn into a story.

But this isn't like your average fantasy RPG. You do not portray Sherlock Holmes, rather you are a detective on three of the same cases as the 19th-century London sleuth. Holmes has already solved them, and you're trying to match your wits against his. There are three cases for you to investigate—the mummy's curse, the mystified murderess and the tin soldier.

To solve each case you have five resources available: the Baker Street Regulars (in your notebook), a London directory, a newspaper (the *London Times*), Holmes' files and the Baker Street Irregulars. The Baker Street Regulars are a motley crew of informants. The directory includes many names and places in London. Scan it to get an idea of who to interview. Reading the newspaper will provide you with information, but be careful, it's not always useful. (There are many red herrings if you ask me.) Holmes' files give background and history of a person or

place from either the notebook or the directory. The Baker Street Irregulars are a group of boys who gather clues for you when asked. To question anyone from the notebook or the directory, you use a carriage.

The object of the game is to score as few points as possible. The notebook, directory and newspaper can all be used without any cost of points.

Travel to a place, access of Holmes' files and sending the Baker Street Irregulars to gather information all cost varying amounts of points depending on the value of the clue. Keep a pen and paper handy when you play. You never know what information might be valuable later on, so you might want to write down quite a bit.

Probably the best feature of this game is the digitized footage of filmed scenes with live actors (complete with British accents) and period sets. Watching these fantastic scenes unfold makes it very easy to feel like you are right on the streets of late-19th-century London.

Other graphics in the game are not so spectacular, but adequate. For example, when you go to investigate what turns out to be a dead

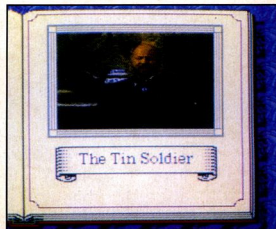
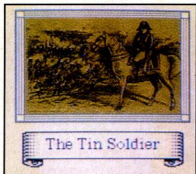
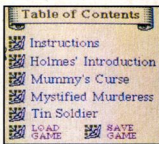
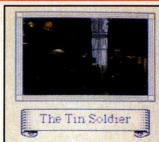
end, you'll see an old-fashioned drawing of a closed door and perhaps hear Watson remark, "What a pity. It appears that nobody's home."

The only sound in the game (besides a little music at the opening) comes from the digitized scenes and voice-overs that come with the dead ends. Other than that, silence. But that's okay, because believe me, you don't want any distracting music when you're trying to concentrate on sifting through a myriad of clues.

The game interface is very simple to use, and the directions in the manual are clear—nothing puzzling. The hardest puzzle is figuring out your case. When you think you have done so, proceed to the judge to name your suspect. If you are right, you must also name your reasons. You may not even get the chance to name your suspect if the judge doesn't think you have gathered enough clues—which can be very frustrating.

Once you have solved the case, you are told your score. True patient mystery lovers might want to go back and try solving the case using less points, but I doubt that this aspect of the game will appeal to everyone.

Patience is the key to *Sherlock Holmes Consulting Detective*. Patience and an active imagination. If you've got both and time to sit down and solve some mysteries, give this one a try. ★



LAST ALERT

SUPER STRATEGY

BY DONN NAUERT

The international arms syndicate, known as the Force Project, is on the move once again. The leader of this organization, Dr. Che Garcia, is determined to take over the world. That's where you come in. As one of the most brilliant agents the CIA has ever had, you, Guy Kazama—the one-man army—must defeat the evil that is trying to rule the world, and save all of mankind.

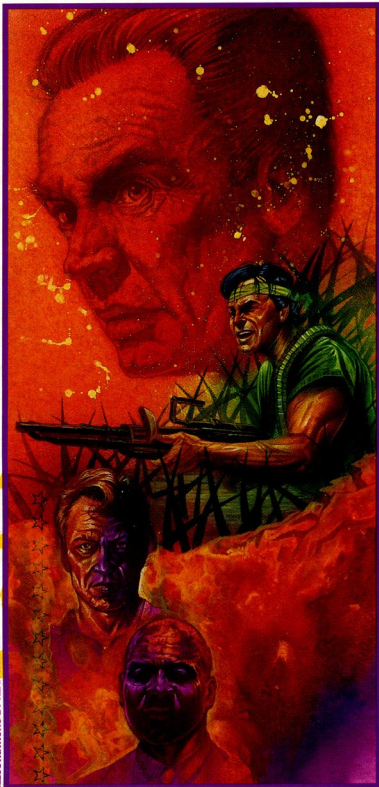
Last Alert is made up of six different missions, all of which will eventually lead you to Dr. Garcia. These missions are then divided up into several stages. Since the stages are not numbered, we have included a photo (from the overhead map) that marks which stage is being discussed. Rather than map out each stage, we have taken the highlights of each stage to show you what you might see in each one. Notice what color marker the particular stage you're interested in is; this will tell you a little about the stage and what you'll have to accomplish before you can go against the boss of that stage.

- A blue marker indicates a standard stage with the screen scrolling in a certain direction and a stage boss waiting at the end.
- A yellow marker requires you to either set a bomb or rescue hostages in order to reach the boss.
- A red marker is a spy mission where you can gain valuable information once you complete the stage you're in.

Through much of the game you won't need auto-fire and probably won't want it. If the TurboFire buttons are down and you hold down Button II, you can fire in one direction while moving in another. However, with the TurboFire button up all the way, you can spin and fire, which can help you in getting out of some situations.

If you're starting a brand-new game, you can select continue and start with one of each of the special weapons.

To access a visual debug mode, during the title screen, press and hold SELECT, then press I, II, I, II, U, D, and then RUN.



ILLUSTRATIONS BY ALAN HUNTER



Your first mission of the game is to contact all of your teammates and destroy the enemy base at the same time. Your mission starts at the bottom-left of the map and is indicated by a blue marker that's not shown in the photo.



One of the secrets of survival in the game is to learn where all the white and orange revitalizers are located.



This white revitalizer is located on the corner, right before you reach the boss.



Don't think you have to avoid shooting the hostage—it doesn't matter. Just keep shooting and avoid the boss's bullets until you beat him.



You'll now enter an enemy air base. Set the explosives on the Xs and defeat the boss before time runs out.



White revitalizers can be found in most of the corners in this stage.



Don't forget about the center of this stage. You'll have to place bombs here as well.



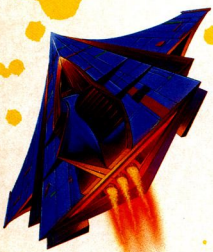
The tank will appear and begin shooting missiles at you. At this point you'll want to switch over to the Uzi if you haven't already.



You can't destroy it until the man comes out of the hatch.



This stage is fairly short and to the point. Run down the airstrip until you can board the aircraft.



After killing certain enemy soldiers, a white revitalizer will appear.



If you can avoid the enemy vehicles and gunfire, you'll eventually be able to board the aircraft at the bottom. When you have reached a certain point, an arrow sign will flash showing where to enter the craft. That's it for this mission.



In this next mission, the President has been kidnapped by the Force Project after his plane crashed. You'll have to fight through the snow drifts if you want to save him.



This stage is rather long, but there are plenty of white revitalizers to be found along the way...



...especially near the log cabin about halfway along.



The final white revitalizer can be found behind the log right before the entrance to the boss.



This section contains an enemy soldier that will give you an orange revitalizer (not shown in the photo).



You can walk behind the barrels to a section behind the houses, where you can find various special weapons.



Another entrance to the same section can be found here.



You finally reach a friendly face...then learn that it's not so friendly. This presidential impersonator will throw grenades and shoot regular bullets at you. By this time you should be able to select the Armalite M16 A1 weapon.



Crates will move along the conveyor belt and get in your way. The boss will shoot missiles at you, but switching your TurboFire off will help you avoid them and shoot the boss at the same time.



Poor Robert has been captured, but you have to find him to get the vital info on Colonel Kadat. This stage is an island prison where many hostages are locked up. If you look on page 3 of the instruction booklet you'll find out how to handle this stage.



When you first start, it's easy to miss the cell that's along this corridor. To get there, take a right at the first fork.



Well, you've found Robert, but he seems to be guarded by a guy we'll call Bubba...



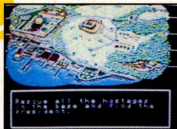
...who'll circle around Robert shooting a three-way shot of his own. If you switch to the Armalite he'll be easy pickin's.



You'll get some information from Robert about Colonel Kadat's three top soldiers: Red, Blue and Black (don't you just love the original names used here?). Red's hideout is the one in the top right-hand corner.



The two large boss characters will move back and forth shooting regular bullets at you while the two soldiers up above throw grenades at you. Try taking the TurboFire off, then hold down Button II.



The President was moved from the previous location, so now it's off to this enemy base where you must rescue all seven hostages before you can find the President.



It's easy to miss this helpoint in the center of the stage; be on the lookout for it. Once you've rescued all the hostages, "Help Me" will appear on the screen. This is your cue to head to the bottom-right of the stage, then up to meet up with the President.



After learning the real President has been moved, it's off to the port to reach the real President before he's taken away again.



There's not much to this section, just a standard scroll-then-boss stage. After that, you'll find a white revitalizer on the other side of this bridge.



This is the final revitalizer you'll get before the boss.



Not only will you find prisoners, but you'll also find white revitalizers in the cells.



Take it slow and play it smart. Revitalizers are few and far between in this stage.



This is the last revitalizer you'll find in the stage.



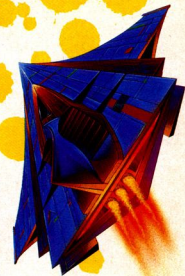
If you have reached the metal-soldier status, go ahead and switch to the M203 grenade launcher. It's a little slower, but you can shoot through the barricades and destroy more than one enemy soldier with one shot. The mine carts contain extra items, such as revitalizers.



A grenade-launching enemy near the end will leave behind a white revitalizer.



Red will move back and forth at the top, taking pot shots at you. The roughest part comes when the enemy soldiers pop up out of the ground. If you can get to Red fast enough, in this section, you can get out of the boss screen in under 35 ticks of the game clock.





On Red's back, there was something about an underground fortress, but you'll have to continue with Blue (at the top) before you find out what it all means.



This stage is your basic everyday swamp. When the path forks, take the one to the right. It seems to be quicker and less crowded.



All paths lead to Blue, however. It's now-you-see-him, now-you-don't as he dips under the water.



When he resurfaces, he'll take some three-way shots at you. He'll give you enough of a warning to allow you to maneuver around and get some good quality shots at him.



First you'll have to contend with the soldiers that drop from the helicopter.



The helicopter will make one more landing. This time Black himself gets out. He'll throw grenades and shoot a pistol at you. It's your basic shoot-and-dodge. As long as you have some health and a bit of time left, you shouldn't have a problem.



Now it's off to the underground fortress to meet the infamous Colonel Kadat, who you've heard so much about in this mission. Remember page 3 of the instruction booklet and what it says about red markers.



Using the ArmaLite (with TurboFire off) you can move back and forth, at the bottom of the screen and (with a little timing) move in front of the Colonel between the energy shots from his whip. With the ArmaLite or grenade launcher, you should be able to constantly pound Colonel Kadat.



Your new mission involves a mafia leader named Tommy Lee. There'll be three stages before you can reach the tower and Mr. Lee. The first stage is this cave that he uses as an armory. Notice the color of the marker. That's right, page 3 of the instruction booklet.



Going to the left will lead to this white revitalizer.



The next stage is the communications room, where you can find out where Mr. Lee is hiding. The stage is the blue marker at the top.



Your first test will be the green spikes that spring out from the wall. This is made more difficult by the conveyor belt that works against you (naturally) and the soldiers that will take some cheap shots at you. The best way past this stage is basically to run through it.



After the first spike area, you'll find this white revitalizer.



On to another spike area; this time soldiers throw bombs down on top of you. The grenade launcher can reach them.



Okay, now that you've learned a little more about Colonel Kadat, it's time to go after Black. He's held up in this village waiting for you with his attack copter.



Unfortunately, you'll have to shoot the pigs and chickens to uncover hidden items.



Well, there's Black, but he's not ready to fight yet.



Once again, going to the right proves to be the quickest way. Going to the left will lead you to an area that contains many items; the only problem is they're surrounded by moving spikes. It's probably not worth the trouble to venture after the items in the long run—unless you really want to.



If you did decide to go to the left, and you've stuck with a more powerful weapon than the pistol, you can shoot the moving spikes as they travel away from you (as in the photo) to work your way through the stage.



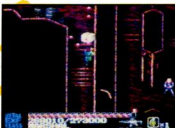
The laser cannons can be easily taken out by the Armalite or grenade launcher. Make it shoot as you're moving across the front, and if you have the TurboFire switch off, you can keep the shots pounding.



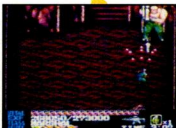
The section before you reach Colonel Kadat is the most crowded so far in the game.



As a matter of fact, every time you go left you'll find a revitalizer; this time it's orange. You'll uncover it after killing one of the guys in the brown suit that explodes when you shoot him.



Eventually you'll come to an area where there are many paths. Going to the right, you'll find some revitalizers hidden by the enemy soldiers. The path to the far left is the way out.



This guy's only weapon is a grenade launcher. Again, take the TurboFire off and shoot straight up from the bottom of the screen. Move back and forth avoiding his shots, which come out four at a time.



And there's another white revitalizer waiting for you on the other side.



This guy will hop around for a bit...



...then start launching homing missiles. If you have the health (more than four), get as close as you can to him and fire. This cuts down the distance your bullets have to travel, killing him quicker—but you'll also receive some damage.



This mysterious building might have been an old hospital. So naturally, when you complete this stage, you'll start the next one with full health.



These force fields are the newest obstacles.



This is the only revitalizer on the stage, which happens to be one of the shortest in the game.



The stage is made up of long corridors connected by stairs. This is the only white revitalizer in the stage; it's located near the final staircase.



Mr. Lee is definitely expecting you. He'll shoot a weapon from which the middle shot will continue down off the screen, but the two outside shots will stop and turn toward you at a high rate of speed. Use any of the weapons that have a wide shot—you should be able to select the M60



machine gun by now—and stay just to the left or right of the center projectile. As it passes you, move up or down. This will cause the other two to pass either in front or behind with little effect as long as you keep blasting Mr. Lee.



Now it's off to a party on an ocean liner—only this party comes complete with its own party crashers.



...not to mention all the laser installations. You'll have to look for safety spots in order to maneuver around the lasers.



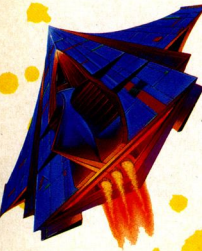
Not all lasers are against the wall. This is a very long stage, so you'll have to keep moving. The grenade launcher might be the best weapon here, since it can shoot enemies that hide behind the tanks and crates.



The satellites around Chairman Steve will begin to rotate and block all shots protecting him. Once he stops moving, the satellites will fly toward you, but they're fairly easy to avoid. The grenade launcher is the best weapon to use here.



Now you can enter the high-tech base of Dr. Garcia. The entrance and first stage is located in the bottom left.



You'll enter this boss screen facing five turrets and an angry bad guy that'll shoot two three-way shotguns at you...



...but the grenade launcher you carry will take care of them all.



Now you have your choice of three destinations: The next stage I chose was the main computer tower, which is located in the bottom left-hand corner.



The female stage boss will appear at the top...



...then disappear and reappear where the small burst is located.



When she does appear, she'll take one shot at you then disappear, making her the easiest stage boss to defeat.



It's off to the top floor of the tower now, where you'll meet up with Mr. Lee.



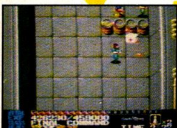
While you're waltzing with the enemy, be sure to shoot the cooked turkeys to uncover hidden items. (Hope it's not too hard to swallow.)



This guy is a big wimp. Shoot three pistol shots in a row, then he will move back and forth at the top of the screen. No big deal.



However, this stage in the ship's hull is a bit more difficult. There are a lot of grenade-throwing and rocket-launching enemies...



This stage features an extraordinary amount of enemy soldiers chasing after you, but there are plenty of revitalizers, like the one found here.



You can do one of two things with these turrets: Either shoot them with the grenade launcher, or ignore them and run right up the center of the conveyor belt. Don't take too much time battling the enemies, or you may find yourself out of time.



Using the grenade launcher will let you get this white revitalizer hidden behind the enemy soldier.



These R2-D2 look-alikes will launch grenades at you.



If you can make it to the other side of the bridge, you'll be rewarded with an orange revitalizer.



The two installations on the outside will open and take a series of shots at you while the turrets on the conveyor belt fire on you as well. Your target here is the blue sphere in the center.



The next stage is the weapons-production plant located on the left.



Just like in the stage with Red (Mission 3), stay in the center of the conveyor belt to destroy the crates. You'll get all kinds of items.



As in some of the previous stages, time is an important factor. You'll need to get on the main belt here with plenty of time in order to reach the end boss. If you stay at the same position on the conveyor belt, the crates won't harm you, and the enemy shots will pass over you.



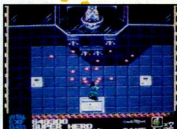
Due to the time factor, it may be a good idea to run from the bats and rats until they're almost on top of you, then turn and shoot.



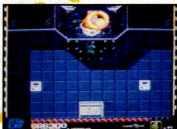
This serpent is one of the toughest bosses in the game. It'll rise out of the water and shoot the three rings shown in the picture...



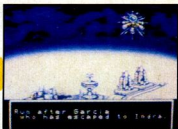
...then duck back into the water and track you down. The biggest problem is that when it's about to resurface, it'll disappear and then reappear in a different location. This can throw you off a bit.



Dr. Garcia is hiding behind the protective glass with the four gun positions in front. Unfortunately for him, none of that is very difficult to get by, especially with the M60.



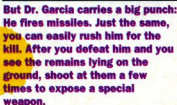
After destroying the gun positions, go after Dr. Garcia behind the glass.



As soon as you do, he'll run to his space shuttle and take off to Indra, the dreaded doomsday machine.



Suddenly, you'll see Dr. Garcia's true being. He'll disappear and reappear similar to the lady in the hospital found in Mission 4.



But Dr. Garcia carries a big punch: He fires missiles. Just the same, you can easily rush him for the kill. After you defeat him and you see the remains lying on the ground, shoot at them a few times to expose a special weapon.



Once through the door, you'll get on a rising platform and come across sentries like this. If you stay to the right of center on the platform, the brown shots will pass over you.



For the blue one, stay to the left (although the character is on the right in the photo.)



You should be able to select the missile launcher at this point, but the M60 seems to work best with these three. They'll all shoot three-shot bullets at you, but with the M60 you should be able to take care of them.



It's time to get a little dirty in the underground sewer.



With the clock ticking away, you won't have much time to pick up items. There are only two white revitalizers in this stage.



When you can get a shot off, the weapon that seems to have the greatest effect is the M60, because it shoots faster than the missile launcher and is more powerful than the rest of the weapons.



Once you're past the dragon, it's off to the top floor of the tower, where you'll finally get face to face with the mad doctor.



The corridors are booby-trapped by these force fields. If you can shoot one end, you'll break the connection.



Conveniently enough, there's an orange revitalizer near the end of the stage. The best thing to do in this stage is to run through everything. When you get to the end of the red carpet, you'll find a brown R2-D2 look-alike on either side; the one on the left has the revitalizer under it.



Once you arrive, you'll run into more force fields and R2-D2 look-alikes, but they're a lot easier to destroy. Under one of them is another orange revitalizer.



Battle Dr. Garcia in his little saucer (which looks like a bathtub) with the TurboFire switch up for full auto-fire. This way you can basically stay in the center and spin to shoot him.



But be careful of the large blast he'll send your way.



These big claws will also appear. They slide down the sides, and when they reach the same horizontal plane you're on, they'll extend out toward you. Using the M60 throughout this stage will work nicely.



Shortly after the bombs appear (the small black boxes with a number in the center of them), two giant spheres will appear. Be sure to destroy the second one, because it contains an orange revitalizer.



Indra consists of four rotating guns that shoot a three-way shot and two green "eyes" that launch missiles. For this first section, use the missile launcher to destroy all of the above. Try to stay either to the right or left of center, so only the missiles will hit you.



We've taken you this far, now it's up to you to defeat the last part of Indra.

GAMES around the WORLD

Super Big Strategy

Here's a military-strategy game that takes all the great game play of *Military Madness* one step further, both graphically and through added features (maybe you could call it *Military Madness 1.5*).



J. B. Harold

Here are some photos of *J. B. Harold*, which will be released in America later this year. You play the super-cool detective J. B. Harold, and you're out to solve the murder of Bill Robbins. To do so, you'll have to interview people for clues and solve other mysteries to find your murderer.



Bill Robbins
the victim



"Any new leads?
Show me what you've found."



"I'm Fred Robbins. After my brother died, his wife Janet went to stay with her parents. I'm house sitting for her."



Thunder Blade

Take to the skies in the PC Engine version of the arcade hit *Thunder Blade*.



Golden Axe

A big hit in the arcades, *Golden Axe* was brought to the CD-ROM for the PC Engine. There is an outside chance this title will be brought to the U.S. sometime in the next year or so—but don't hold your breath.



Vasteel

The Vasteel solar system is in the middle of a civil war. It was once ruled by a wise man, but after his death, his two sons began battling to see who would ultimately control Vasteel. The controlling army in charge is lead by the evil brother, and all of Vasteel lives in oppression. Meanwhile, the good brother leads the revolutionary army in an effort to save Vasteel. All of this is explained to you in an extremely long and elaborate introduction, with all the circumstances leading up to the battles acted out in animation and voice.

Vasteel, one of the best all-time sellers for a new release in Japan, allows you to choose to play the part of either the Controlling Army or the Revolu-



tionary Army. Players can select a player vs. player, player vs. computer or a computer vs. computer game, and there is a separate selection where the player can manually control the characters in battle scenes or allow the computer to control them. You can also select how much money you and your opponent will start with.

Once in play, you can choose from over 70 different robots and transports that you can use in battle. The battles take place on varying terrains on the planet surface or in outer space, which makes the game play more



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Vasteel

FEATURED INTERNATIONAL GAME FEATURED INTERNATIONAL GAME FEATURED INTERNATIONAL GAME

challenging. The game is set up much like *Military Madness*, with each character able to move a certain number of spaces over a standard hex grid (as found in most strategies of this sort). The difference in *Vasteel* is that, when you hit a fight scene, you can control your robots in an arcade-style fight.

Each player starts a scenario with a certain number of cities and factories and one base. The number



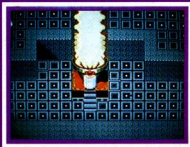
of cities and factories that an army holds determines the amount of extra money that the player

is granted on the next turn. To win in each scenario, you must infiltrate the enemy base and destroy the heavily armored core (a directional arrow

FEATURED INTERNATIONAL GAME FEATURED INTERNATIONAL GAME FEATURED INTERNATIONAL GAME

Astralius

You and three companions must travel to four separate lands in search of the magical flute, which will bring music and happiness back to a dark and dreary land.



Running Selfisher

Your King is ready to give the hand of his Princess away in marriage. Both would prefer you to be the winner in the race that will decide who will have the honor. Unfortunately, the evil Prince in the nearby kingdom also has his eye on the fair maiden.

This game is similar to *MotoRader*, except this is more of a road rally than a grand prix. To win you'll have to overcome obstacles left by your opponents as well as water hazards and giant caterpillars.



Vasteel

guides you) without being hit by the core-energy pulses. Most robots can be destroyed with only one or two shots from the core.

Vasteel sports some incredible graphics through much of the game, though there's one overview map dis-



play that isn't too well done—it looks too blocky in relation to the rest of the game—and seems to be out of place. That aside, it's a masterpiece. For instance, in the mountains of some planetary battles, the boulders shaken loose rain down on the characters as they try to destroy each other, and hits from the boulders cause damage just as if you were hit by



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Burning Angels

Once again the world is in jeopardy. This time a mad doctor has formed an elite fighting force and is determined to destroy the world—but the good guys have a doctor of their own who's working on a special device. Things look great until the good doc is captured by the evil doc. It seems the good doctor had the foresight to put his plans on film and have a daughter that knows what to do with them.

There will have to be a few changes done to this game (the intermission scenes, mainly) before it will be ready for our shores.



Vasteel

FEATURED INTERNATIONAL GAME FEATURED INTERNATIONAL GAME FEATURED INTERNATIONAL GAME

an enemy shot. In space, if you enter a battle in an asteroid belt, you have to dodge the floating asteroids or sustain damage.

Finally, the game sports some of the best music ever created for a video game. Human Creative Group, *Vasteel's* developers, used a live band to compose the jazz music that you hear throughout the game. (There's even a picture of the band members in the manual.) You can, however, change the music to a rocklike beat created by the system itself, but that would be like listening to AM radio all day. Yuck! Lastly, the game also makes use of the CD-ROM capabilities by allowing you to save up to four separate locations as well as a password feature.

The unfortunate side of this is that *Vasteel* isn't scheduled for release in America, though the success of *Military Madness* may lead the way for *Vasteel* to make an appearance sometime in the future. It would be a shame if strategy video gamers, a growing breed to say the least, didn't have a chance to tackle this immensely engrossing title. ★



| PRODUCTION UNIT | | 601590 |
|-----------------|---------|----------|
| カネウチ | TYTROP | ヒーム |
| G00720 | AT08 | AT10 B30 |
| HP064 | MU04 | ミカッ |
| AC080 | RD1.75 | AT2 B255 |
| G01930 | TYTRANS | AT1 |
| HP100 | MU06 | ミカッ |
| AC064 | RD1.00 | AT1 B255 |
| レノ | TYDSE | フェ |
| G01230 | AT08 | AT10 B30 |
| HP100 | MU08 | ミカッ |
| AC110 | RD1.74 | AT2 B255 |
| チノ | TYTROP | ヒーム |
| G01930 | AT07 | AT12 B30 |
| HP080 | MU05 | ミカッ |
| AC100 | RD1.72 | AT2 B255 |
| ソ | TYNARI | ミカッ |
| G01840 | AT07 | AT10 B30 |
| HP100 | MU06 | ミカッ |
| AC144 | RD1.70 | AT2 B255 |
| メウ | TYTROP | ミカッ |
| G01640 | AT07 | AT15 B30 |
| HP120 | MU05 | ミカッ |
| AC110 | RD1.75 | AT1 B255 |

Avenger

Here's one of the latest CD-ROM shooters to be released for the PC Engine in Japan. It's the year 2061 and the world is ruled by two opposing countries. Your side has developed a huge weapon that will end the war, but in a secret attack, the other side steals it. Now they're laying waste to your country. Luckily, part of the weapon—a high-tech helicopter—wasn't aboard. It's up to you to save your country and possibly the world.



FEATURED INTERNATIONAL GAME FEATURED INTERNATIONAL GAME FEATURED INTERNATIONAL GAME

In the December 1990/January 1991 issue of TURBOPLAY we ran an "essay contest" requesting our readers to tell us why they should win a TurboExpress. Some of you out there gave really wild reasons; some of you gave wild reasons along with wild methods of delivering those messages. We received a message in a bottle, a roll of calculator printing paper with a story written on it, TurboGrafx-16 rap lyrics, as well as some of the saddest sob stories you could ever imagine someone could make up. We really have to congratulate you on your creativity.

Unfortunately, there could be only one grand-prize winner, and that person is Will Shank (age 13) of Brawley, California. Will's entry consisted of two things: a flip book animation with Bonk in it—we guess it was a bonus to the essay—as well as his essay, which incorporated an elaborately designed pop-up book. The story told of his brother swallowing a TurboGrafx-16, and how he had to remain plugged into the wall because the TG-16 took over running his body. Will's reason for wanting a TurboExpress was to replace the TG-16 inside his brother so they could go outside. (All this in 220 words!) For his extensive efforts, Will wins the TurboExpress he requested and so deserves. We hope his brother puts it to good use. Congratulations!

The five runner-ups to Will were

- 1 George Elliot (age 42) of Parma, Ohio
- 2 Denny Lutz (age 7) of Reading, Pennsylvania
- 3 Scott Butler (age 24) of Brick, New Jersey
- 4 Gregory Matwijiszyn (age 23) of Clifton, New Jersey
- 5 Jeff Jimmerson (age 23) of Tyler, Texas

Each runner-up receives a free TurboChip game of his choice. Great work by all!

This month's contest is a bit of a twist from previous contests. We haven't been that comfortable with the thought of running high-score battles, mainly because most games have spots that you can put a rubber band on the fire button and rack up points unattended. Super Star Soldier, on the other hand, has timed modes that work perfectly for a contest. The quest for this month's contest is to get the highest score in the five-minute mode of Super Star Soldier. The person with the highest score, proven with a photograph (your picture will not come out if you use a flash), will win five TurboChips of his or her selection; five runner-ups will win a TurboChip of their choice. Ties will be settled with a random drawing of those players with the same score.

Don't hesitate—entries must be received by us by June 30, 1991; winners will be announced in the August/September 1991 issue. Good luck!

DEVIL'S CRUSH

Here are two ways to get different colored balls and bonuses:

- For the blue ball, just complete any one of the bonus stages.
- For the pink ball, try sending the ball through the tower after you have destroyed all but one of the tower guards.
- When putting the ball in play, if you can make it into the crown without touching the slime roulette, you'll receive a 2,000,000-point bonus.



BY DONN NAUERT

TIGER ROAD

| TIGER ROAD | | DEBUG | |
|--------------|-----|----------|----|
| STAGE NO. | 01 | | |
| | +01 | | |
| ▲LIFE | +16 | 28 | 24 |
| ▲WEAPON | 0 | POWER UP | |
| 0 - C. SWORD | 0 | TIGER | |
| 1 - JAKON | 0 | M. TIGER | |
| 2 - SPEAR | 0 | 72 | |
| ▲PLAYER | 0 | | |
| ▲LIFE | +10 | YES | |
| ▲SCROLL | 0 | | |
| ▲BGM | 00 | | |
| ▲EFFECT | 00 | | |

(TurboTap required)

To get a debug mode for this game (which includes a level select, invincibility and weapon select), during the title screen, press and hold Button I and press U on Controller 2.

TV SPORTS: FOOTBALL

Select "Clipboard" and then examine teams. On the team-select stage, press: Button II, D, U, D, U, D, U, U, U, Button II and then select a team. Every player should have a rating of 12 on that team.

In either the "Clipboard" or "Exhibition" games you can press and hold Button II and then press **SELECT** to enter the password screen. Enter TENMINUTES for ten-minute quarters; FIVEMINUTES for five-minute quarters; SUPERSPEED for 12 on speed; SUPERHANDS for 12 on hands; SUPERSTRENGTH for 12 on strength; and SUPERAGILITY for 12 on agility.

First select "Exhibition." During the team select press and hold Button II, and then press **SELECT** to enter the password screen. Type in ULTIMATEWIZ to start with 28 points in the first quarter; THECOOKER to prevent the other team from tackling your full-back; GOLDIELOCK for no blocked or intercepted passes; and CORNBREAD to give the opposing team a 50-50 chance of fumbling the ball on each play on offense.

Here's a code for the championship game between the Tidal Waves and the Sharks: BCSVMDPDJAZRT.

AERO BLASTERS



To get an extra-credit mode, during the title screen, press R, **SELECT**, R, **SELECT**, R, **SELECT**. Press U or D to select the number of continues, from zero to nine. For a sound test press **SELECT** one more time at the end.



For a level select, during the title screen press R, **SELECT**, R, **SELECT**, R, **SELECT**, **SELECT**, then Button I ten times, **SELECT**, **SELECT** and **RUN** for Phase 2. Enter the same code except press Button I 11 times for Phase 3, 12 times for Phase 4, and so on.

here's what the
CRITICS
are saying about



TurboGrafx-16
GAMES



- Aeroblasters™**
"...one of the best shooters... It's all here - great detailed graphics, huge difficult bosses and great game play with a winning curve that leads to the final side which is a welcome addition to a home game. The weapon power-ups are awesome!... Very challenging and very impressive!..."
—*Electronic Gaming Monthly*
- Allen Crush™**
1989 Best Simulation Game
—*Video Games & Computer Entertainment Magazine*
"... Allen Crush features finely detailed creatures reminiscent of the film, Allen, lots of bonus situations and some of the finest music ever heard in a video game... It's downright eerie."
—*Video Games & Computer Entertainment*
- Battle Royale™**
"...This wrestler has lots of different characters and plenty of rip-roaring action 'mame to mame' as well as great 'time to die' all... Great music, statistics and even the managers fight for the rights to each fighter. It has it all."
—*Electronic Gaming Monthly*
"A rock 'em, sock 'em free-for-all... the graphics are nicely detailed and sharp-looking... add it to your collection. This is a great party game."
—*GamePro*
- Blazing Lazers™**
"The ultimate space shooter! Nine levels of pulsating aliens, advanced weaponry, and enormous bosses! A total blast from start to finish!"
—*Electronic Gaming Monthly*
"One of the fastest-paced games for the TurboGrafx-16. Blazing Lazers will keep you going for hours..."
—*Video Games & Computer Entertainment*
- Bloody Wolf™**
1990 Best Arcade Action Game Award
—*Game Player's Magazine*
"Bloody Wolf is a cool Commando-style shooter that combines a frantic shoot-em-up pace with dual goals... One of the best 16-bit games I've played, combines Contra with 16-bit graphics, but contains a much more expansive environment to explore. Tons of power-ups and challenging bosses help make Bloody Wolf a delight to behold!"
—*Electronic Gaming Monthly*
- Bombberman™**
"...If you like crowds, this is one of the most fun multi-player games around. For beginning gamers or anyone looking for an oddball, relatively simple to play puzzle game, Bombberman is a blast."
—*GamePro*
- Bank's Adventure™**
1990 TurboGrafx Game of the Year Award
—*Game Player's Magazine*
1990 Most Exciting New Home Award
—*Electronic Gaming Monthly Magazine*
1990 Special Achievement Award
—*OMNI Magazine*
1990 Best Action Video Game Award
—*Video Games & Computer Entertainment Magazine*
"NEC scored a hit with this card, and rightfully so. Bank's Adventure has... technique as well as good looks... unique... an all new type of video game adventure!"
—*Electronic Gaming Monthly Magazine*
"Bank's Adventure has all the ingredients to become not only a successful game, but also the first installment of a successful series of games. The main character is cute, the hand-drawn setting is superb, and the creature and situations are inventive. The fact that you can reverse direction and go backward in this game is another strong point. The graphics are sharp and, well, charming."
—*Game Player's*
- Bravoman™**
"A unique approach to an action game. Super graphics."
—*Electronic Gaming Monthly*
- China Warrior™**
"Not just another chop-'em-up game, this one shows the character in amazing detail. Fight your way to the end, attacking enemies and other moving objects."
—*Video Games & Computer Entertainment*
"Kung fu kick-'em-up that uses extremely large characters. The detail is extraordinary - you can even see your hero bleed from his mouth as he gets beat up!"
—*Electronic Gaming Monthly*
- Chew-Man-Fu™**
"...the whole look of this vast (550 screens) game is decidedly off-the-wall, with screen after screen of bizarre, weird, and silly stuff rendered in colors of eye-popping brilliance. This game could be a real sleeper."
—*Game Player's*
- Cratermaze™**
"Cratermaze is a game that will appeal to the whole family, thanks to its good graphics, interesting animation and splendid sound effects."
—*Video Games & Computer Entertainment*
- Cybercore™**
"...Cybercore is a fast-action shoot-'em-up that's challenging enough to tax even veteran gun herds. Its combination of detailed graphics and interesting sound effects make it a game that you'll return to often."
—*Video Games & Computer Entertainment*
- Deep Blue™**
"Patrol the ocean depths in your mechanized sub-fish, blasting all types of marine life. Capturing power capsules lets you modify your weapons list. The music is well done and

- the graphics detailed and colorful. There aren't many underwater video games like this one is nearly in a class by itself."
—*Video Games & Computer Entertainment*
- Devil's Crush™**
1990 Best Simulation Game Award
—*Video Game & Computer Entertainment Magazine*
1990 Excellence Award
—*Game Player's Magazine*
"Devil's Crush is a perfect example of why video pinball has such exciting potential... the movement of the ball and the action of the flippers are so realistic that it plays just like any arcade pinball machine... You'll definitely want to see Devil's Crush for yourself."
—*Game Player's*
"A combination of realistic pinball action and bizarre inactivated graphics made Allen Crush the last word in video pinball... and finally, that sequel's been batted: Devil's Crush for the 16-bit... Devil's Crush is a must-have for those who enjoyed Allen Crush. It's loaded with more clever animation, impressive graphics and fast frenetic action than the original."
—*Video Games & Computer Entertainment*
- Double Dungeons™**
"...the 3-D maze effect is done very well... A good 2 player game... A split-screen window also allows two people to explore independently."
—*Electronic Gaming Monthly*
- Dragon Spirit™**
"Become a winged sargeant and destroy the evil that has invaded your land! Hard-hitting action with power-ups, bosses, and more!"
—*Electronic Gaming Monthly*
"Instead of fighting a dragon, you are one in this game. Zip through the sky, shooting down enemies and bombing various types of monsters, while you pick up crystals for extra power... Your dragons can grow up to three heads and acquire all kinds of weapons, even shooting flames!"
—*Video Games & Computer Entertainment*
- Dragon's Curse™**
"Dragon's Curse is a good-looking, action-packed game that's perfect for hard-core TurboGrafx-16 sweetmeats. Heavy-duty hacker and howler is the order of the day... Dragon's Curse won't drag on."
—*GamePro*
- Dungeon Explorer™**
"Dungeon Explorer is the perfect hybrid of action and adventure... outstanding graphics help complement this card that guarantees a long quest and plenty of thrills!"
—*Electronic Gaming Monthly*
"...up to five people can play, helping one another out by taking on the various enemies that cross each other's path... One, for instance, can play the part of a wizard casting magic to save your little band of souls. If your magic fails, you can always resort to good, old fashioned shooting!"
—*Video Games & Computer Entertainment*
- Fighting Street™**
"Originally called Street Fighter in the arcade, this CD-ROM game features real voice and orchestrated music that's just like the quarter-muncher!"
—*Electronic Gaming Monthly*
"This CD-ROM game pits you against four large opponents. Duke it out using kicks, jabs and outright punches. The detailed, colorful graphics are supplemented by real music and voices from the CD players."
—*Video Games & Computer Entertainment*
- Final Lap Twin™**
"...so whether you want straight up no frills racing, or an unusual four-wheeled adventure let Final Lap Twin take you for a ride."
—*GamePro*
"Select your track and head out in your open-cockpit formula race car... Steer, shift and brake your way across the finish line. The screen is divided into two halves that allow player against computer or two-player mode."
—*Video Games & Computer Entertainment*
- Final Zone '11**
"Final Zone '11 is another great CD game for the TurboGrafx. The graphics are great, the voices are excellent... The game play is fast and there is a lot of action."
—*Electronic Gaming Monthly*
"...a CD-based shooter, gives you five characters, seven levels of action, an elaborate story, map screens, and high-fidelity sound effects that take full advantage of the CD's awesome audio capabilities."
—*Game Player's*
- Galaga '90**
"Originally...in the arcade, this superb space conflict loses nothing in the translation."
—*Electronic Gaming Monthly*
"Galaga '90 is an excellent shoot 'em up."
—*Video Games & Computer Entertainment*
- J.B. Harold: Murder Club™**
"Combining digitized video, CD quality stereo music plus true human voices... you have to go out and pound the pavement, search for clues, interrogate suspects and gather enough evidence to make an arrest."
—*Electronic Gaming Monthly*
- J.J. & Jeff™**
"...the overall game play and hidden goodies are what make this game a winner."
—*Video Games & Computer Entertainment*
"J.J. & Jeff has a lot going for it...it's challenging without being ridiculously difficult. And it's definitely addictive."
—*Game Player's*

King of Casino

"I'd have to admit that NEC's King of Casino is the most complete gambling simulation I've seen... from checking out a fancy hotel to floundering cash in a casino. It's all here."
—Video Games & Computer Entertainment

Last Alert

"...features cinema-type intermissions and real voices. Last Alert is a very good CD game with cool animation. The potential for CD technology saves another one with this good shooter."
—Electronic Gaming Monthly

Legendary Axe

1989 Video Game of the Year —Video Games & Computer Entertainment Magazine
"Legendary Axe has a little of everything: loads of axe-swinging action, layer upon layer of high-quality music and smooth, colorful animation. The combination of these elements brought this action adventure to the top of the video game heap like rising cream."
—Video Games & Computer Entertainment

Legendary Axe II

"Legendary Axe II is quick, action-packed, and enjoyable."
—Game Player's

Military Madness

1990 Best Military Strategy Game Award —Video Games & Computer Entertainment Magazine
1990 Best War Game Award —Game Player's Magazine

"Military Madness is an excellent introductory war game. It's extremely playable and always tense, and it does its job better than several computer war games currently available. If you're looking for a different kind of gaming experience on your TurboGrafx... one that takes good advantage of the system's capabilities."
—Game Player's

"Military Madness is a game that puts you in exciting and unpredictable strategic combat situations. Terrific stereo sound, realistic battle simulations, and awesome graphics are only a few of the reasons why Military Madness is an interesting addition to any TurboGrafx collection."
—GamePro

Monster Lair

1990 Best Shooter Game —OMNI Magazine
"Monster Lair is a fast and colorful game that's even more fun when played by two people... And because the game is on CD, the stereo soundtrack is superb. Monster Lair has enough charm to last through many playings."
—Game Player's

Motor Racer

"...to fit five human players can race for the finish line in this high-speed challenge. The options are many with several different race tracks, six different futuristic vehicles and several different music scores."
—Video Games & Computer Entertainment

Neotopia

"If the TurboGrafx-16 is your first game machine, don't miss Neotopia."
—Video Games & Computer Entertainment
"...Neotopia will offer hours of excitement."
—Game Player's

Ninja Spirit

1990 Best Game of the Year (TurboGrafx-16) Award —Electronic Gaming Monthly Magazine
1990 Excellence Award —Game Player's Magazine

"...the level of intensity is unmatched, with multiple weapons, options and shadows all coming into play. The Bosses intimidate and fill the screen and truly provide a testruner to what his system can do... Ninja Spirit stands out... and earns our Turbo Game of the Year award."
—Electronic Gaming Monthly, 1991 Video Game Buyer's Guide

"Forget Budokai; this is true martial art's action. Awesome weapons and power-ups and intense ninja action. Excellent graphics and authentic Japanese BGM. Great gameplay and cool bosses. Best Turbo card yet."
—Electronic Gaming Monthly, 1991 Video Game Buyer's Guide

"Ninja Spirit is so good that it might even appeal to gamers who don't like to play like ninjas games. In fact we varied, and the challenges get more difficult as the game goes on. Ninja Spirit is probably the best martial art's game to appear so far on the TurboGrafx-16... and one of the best on any video game system."
—Game Player's

Power Golf

"...the best one [golf game] is Power Golf for the TurboGrafx-16 system. Power Golf has outstanding graphics... on some lefted shots you can see the dimples on landing at some holes. Most of the game is played from an overhead perspective; when you're ready to hit, a small screen inset opens showing your stance and the power bar. The game is quick-paced and fairly realistic. One nice feature is that after you hit a shot, the overhead view tracks the flight of the ball... Power Golf should give you the joy of your game."
—Sports Illustrated

Psychosis

1990 Best Sci. Fi. Game (Honorable Mention) —Video Games & Computer Entertainment
"...a purely virtuous standpoint this cart is worth its weight in gold. The graphics are impressive."
—GamePro

R-Type

"The legend has never looked better than on the Turbo! All eight levels of monstrous play give you this four-way masterpiece!"
—Electronic Gaming Monthly

"One of the best arcade-to-home translations we have ever seen comes in the form of R-Type."
—Video Games & Computer Entertainment

Sherlock Holmes Consulting Detective

"...for the first time in video game history, thanks to the huge memory in a CD, we will be able to play a game that will contain real video footage! There is perfect speech with synchronized lip movement and it will be difficult to believe that this is a video game!"
—Electronic Gaming Monthly

Space Harrier

"...stayed tuned to NEC's channel for arcade quality Space Harrier action, and you can solve this old ringer for yourself."
—GamePro

Spalterhouse

1990 Best Color-op Game Award —Video Games & Computer Entertainment Magazine
"Spalterhouse...is another fantastic example of how good Turbo games can be. The game is challenging and graphically outstanding... I love it."
—Electronic Gaming Monthly

"Talk about tension and suspense, wow... Spalterhouse has plenty to go around. Excellent graphics and challenging game play make this seven-level action game true... Very entertaining."
—GamePro

Super Star Soldier

"Massive amounts of firepower... tons of power-ups, huge bosses and great graphics."
—Electronic Gaming Monthly
"...features eight vertically scrolling stages of gorgeous graphics, non-stop interstellar space fighting, four different weapons, two defense systems, and numerous power-up possibilities."
—GamePro

At times there's so much action on the screen you can get lost in... the rockets, bullets, asteroids and shrapnel striking across the screen. If you're looking for a hot-action shooter... it will keep you zeezing."
—Video Games & Computer Entertainment

Super Volleyball

"...Incredible, gorgeous graphics... The best sports game I've played for the TG. 'Nuff said."
—Digital Games Review Digest

"Sports fans are only solo play or two-person competition in Super Volleyball. The big-screen views, crisp detail, and starting depth of this game's graphics almost convince us that we were watching a live game on TV."
—Game Player's

"NEC's Super Volleyball brings the popular sport to the TurboGrafx-16 with lots of options, a comfortable user interface and, most of all, loads of off-the-line action on-screen. All in all, Super Volleyball is a good, challenging simulation. If you're a hard-core fan looking to take your place among the world's volleyball heroes, Super Volleyball may be right in your league."
—Video Games & Computer Entertainment

Takin' it to the Hoop

1990 Best Sports Game Award —Game Player's Magazine
"...a well-balanced and entertaining sports game."
—Game Player's

"Hardcore game rats know there's no substitute for an honest-to-goodness game of hoops. Takin' it to the Hoop has all the thrills, none of the spills, and some top-notch video sound ball. Call time out and give it a try."
—GamePro

Tiger Road

"A mixtures of vertical and horizontal scrolling adventures... clean graphics and sound... bonus rooms and secret wares... beef up both strategy and options."
—Electronic Gaming Monthly

Timeball

1990 Best Strategy Game Award —Video Games & Computer Entertainment Magazine
"...if you like puzzle games, Timeball has it all. It's highly recommended."
—GamePlayer's

TV Sports Football

1990 Parents' Choice Seal of Approval —Parents' Choice Council
1990 Best Sports Video Game Award —Video Games & Computer Entertainment Magazine

1990 Excellence Award —Game Player's Magazine
"TV Sports Football has been built around a unique Turbo feature... 5-player simultaneous action for each of a set of fans with everybody getting into the action."
"...think of it as a party football game."
—Electronic Gaming Monthly

"TV Sports Football is simply one of the finest football simulations available for any game system. It skillfully combines realistic sound effects, crisp graphics, and awesome action."
—GamePlayer's

Veigues Tactical Gladiator

"Veigues is a lightening velocity like none you've seen before. It can glide swiftly, glide, leap and fly through air... it's a category unto itself... there's plenty of good old fashioned shoot-'em-up, but the key is... how well you strategize."
—GamePro

"The game play makes Veigues a solid fun game... that will keep you bouncing on your robotic toes."
—Video Games & Computer Entertainment

Victory Run

"Probably one of the best driving games to come along for any system. Victory Run has true 3-D effect, including hills and curves, and enough variety in the courses to keep you occupied for some time. The car handles like a race car should and the power keys are better than any racing game to date... Very addictive!"
—Electronic Gaming Monthly

"This high-speed game is a version of the Paris-to-Dakar route. You start out by stocking up on parts like brakes, suspension and gear, then zip through the countryside outside of Paris. Colorful screens will take you from mid-city street and back to the morning morning. Controls are very accurate, brake and shift gears while display give you constant updates on your speed and engine RPM."
—Video Games & Computer Entertainment

World Class Baseball

"This game allows two players to compete against one another, or one against the computer. You get the best seats in the stadium, behind the catcher, or an overhead view. Digitized voices add to the realism, along with realistic scoreboard images and player movement."
—Video Games & Computer Entertainment

"...World Class Baseball is very close to perfect."
—Game Player's

World Court Tennis

"A visually stunning tennis game that plays well and offers head-to-head competition!"
—Electronic Gaming Monthly

"World Court Tennis combines the action of top notch Singles and Doubles tennis with the whimsy of an unusual tennis adventure. It's game, set, and match for NEC!"
—GamePro

Ys - Book I & II

1990 Best Role Playing Video Game —Electronic Gaming Monthly Magazine
1990 Best Background Music and Sound in a Video Game Award —Electronic Gaming Monthly Magazine

1990 Best Role Playing Game Award —OMNI Magazine
1990 Best Adventure Game Award —Video Games & Computer Entertainment Magazine

1990 Best Sound Award —Video Games & Computer Entertainment Magazine
1990 Best Fantasy Role-Playing Game Award —Game Player's Magazine

"This graphic adventure is a most detailed, involved game I have ever played... It has the best music I've ever heard! The dozens of scores are all on the CD. If I have to give it a 10 for the sound/music rating, then the next best game I ever play with good music will probably get a 9.1. The intro to the game itself is so good, I find myself watching it over and over again. This is the best reason to buy the TurboGrafx-CD player if you don't have one. No one can ever claim that CD-ROM games are just a gimmick ever again!"
—Les Pappas, Video Game & Computer Entertainment

"Over 42 minutes of top atmospheric, high fidelity background music... has full length questions containing 1700 different items in addition to over 20 minutes of cinema type intermissions."
—Electronic Gaming Monthly

"If you're a role-play adventurer who's been waiting for a reason to invest in a TurboGrafx-16 CD-ROM unit, here it is... It has got it all - great graphics, engaging RPG game play and a brain-draining quest."
—GamePro

SOFTWARE

TurboExpress

1990 Best New System of the Year Award —Electronic Gaming Monthly Magazine

1990 Best Game System of the Year —Chicago Tribune

1990 Best Top 100 Products of the Year Award —Popular Science Magazine

"NEC's TurboExpress, which is much more sophisticated than anything else on the market and features more entertaining games than any other portable."
—Los Angeles Times

"...a hand held game machine that boasts high quality color graphics and super sound. Even better, it offers the same outages as the NEC TurboGrafx-16. An optional attachment renders the unit into a TV that fits in the palm of your hand. Unfortunately, the system has proved to be so popular that you might have to be patient to get your hands on one, as stores all out their stocks quickly."
—Chicago Tribune

"This powerful pocket system is the most remarkable hand held to get together, with several amazing features that elevate it above the rest of the pack. First and foremost is the quality of the screen display... the second, and more important, feature is the Express' ability to play all existing TurboGrafx-16 games without a hitch. This uniquely priced Express the largest library on the portable scene. The price is steep, but for the arcade game guy who wants the best, the TurboExpress is the ticket to take 1991 NEW SYSTEM OF THE YEAR."
—Electronic Gaming Monthly, 1991 Video Game Buyer's Guide

TurboGrafx-16 System

Maxwell Gilkin plays Kevin McCallister, who has to defend his house against a pair of bumbling burglars in the movie Home Alone... Maxwell plays his primary goal in life is to get his own TurboGrafx-16 video game system."
—New York Times News Wire Service

"The TurboGrafx 16 has the most impressive graphics, color and sound of all the new systems."
—San Francisco Examiner

SHOOT 'EM OR SCOOT 'EM!

TURBOGRAFX¹⁶

SHOOTER



FROM THE CREATORS OF CYBERCORE™



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