

# TURBOPLAY<sup>®</sup>

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June/July 1991

**DON'T MISS  
THE GREAT  
TURBOPLAY  
CROSSWORD  
PUZZLE  
CONTEST!**

**WINNING TIPS AND  
TACTICS FOR LOTS OF  
TG-16 GAMES**

**BONK COMES OUT OF  
HIDING FOR A SEQUEL—**

**TURBOPLAY  
Takes a Look at  
What's in Store**





When I read your feature "TurboPlay Rates the Games," I just had to write in. It's without a doubt the best article I have read in any magazine. I can see at a glance which games to add to my collection and which to pass by. It's a great way to see what's out in the market. Please make an updated version of "TurboPlay Rates the Games." Make it an annual thing!

Nigel Mitchell  
Phoenix, Arizona

*Thanks for the compliment, Nigel. We may just make "TurboPlay Rates the Games" an annual article.*



My son received a TurboBooster Plus for Easter and has a question about it. He has about ten game cartridges, and after reading the manuals, it seems that there wasn't one where he could use the game-save feature. He (we) would like to know if you could send a list of all the games currently available that have this "save" feature. Also, is there any way that you can tell from the packaging before you buy them (you can't open them up and read the manual before you buy)?

Luke Erik Evansen (and Pop)

*The save-game feature is only available for a limited number of games. In your letter you didn't indi-*

*cate which games your son has, but if Devil's Crush, Tiger Road and Timeball are not among them, then chances are he doesn't have a game that takes advantage of this feature.*

*In Japan, more people own the CD-ROM Player, and companies began developing games that took advantage of the back-up memory. To allow those people that didn't have a CD-ROM to use the save feature, the TurboBooster Plus was developed.*

*If you look on the back of a game package, you'll find a listing of special features the game has. This is where you'll find out if it takes advantage of the save feature. The manual will also tell you, usually within the last few pages.*



Thank God the TurboGrafx-16 has its own magazine. I think many Turbo owners have to go through a lot of injustice from other magazines. I won't mention any names, but they give few reviews and little information about upcoming events. The funny thing is, they claim they're not anti-Turbo. I tip my hat to you, TURBOPLAY, for being a great magazine.

I have two questions. In your February/March issue, I saw an ad for a mail-order company called the *Ultimate Game Club*. In it they advertised a converter that would hook up to my Turbo, work like a TurboBooster and let me play PC Engine games. I thought that since

the PC Engine and the SuperGrafx are compatible, I could play both game systems. Since the SG is the best 8-bit system and compares to 16-bit systems so well, it would be a great investment.

My question is, do you think these games would be in English, since the SG is only sold in Japan? If NEC decided to bring the SG to the United States, would the U.S. games be compatible with my converter?

My last question is about the 32-bit CD. I want to buy the TurboGrafx-CD on the market now, so I don't miss any good games, but when I read about the 32-bit CD system, I wondered if I should wait and get it. If the 32-bit CD comes out, will it be compatible with the TurboGrafx-16?

Brian Thomas  
Louisville, Kentucky

P.S. I bought my TurboGrafx-16 before the January 1st deadline and sent in the free game slip. I still haven't received my game. Can you look into this for me? Thank you for your time.

*Thanks for the compliments, Brian, but some of the information you stated in your letter is incorrect. The SuperGrafx is the more powerful system between it and the PC Engine. While PC Engine games will play on the SuperGrafx, SuperGrafx games will not work on the PC Engine. And, yes, most, if not all, games would be in Japanese.*

*The only difference between the PC Engine games and the TurboGrafx-16 games (other than language differences) is the pin config-*

*continued on page 9*



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This month in TurboPlay we take a first look at *PC Caveman II*, what may very well become *Bonk's Revenge* in the U.S. See what our favorite caveman is up to. Also, Donn Nauert's *Super Strategies* for this month breaks down a whole slew of games, so you can improve your scores. How about a preview of *It Came From the Desert*? Or a glimpse of more PC Engine games from Japan? We've got it all! So turn that page and enjoy.

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### CONTEST WINNERS

This month we take a different direction in choosing a winner in our contest. Sharpen your pencils and pull out your dictionaries—you're going to need them!

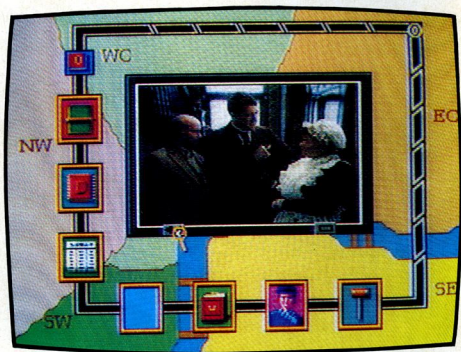
### NEWS FLASH!

As TURBOPLAY was being completed, we received word that the prices for parts of the TG-16 line were being dropped. The basic system will now be priced at \$99.99; a Bonk SuperSet (the TG-16 system, two TurboPads, a TurboTap and a copy of Bonk's Adventure) will go for \$149.99; and the cost of a TurboGrafx-CD will drop to \$299. We'll have more on this breaking story in the next issue of TURBOPLAY.

Cover background illustration by Dale Cody.

ANNOUNCING  
SOMETHING NEVER  
BEFORE SEEN

IN A  
VIDEO



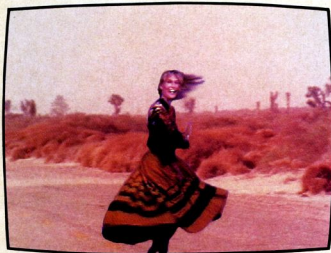
Holmes and Watson question the maid. Will she come clean?

GAME. VIDEO.

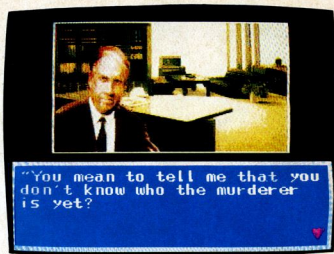


For the first time ever, CD technology is being used to create live action video in a video game. That's video that features real live actors. And you interact with them.

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.

more memory than a standard cartridge game.



A TurboGrafx-CD holds 4400 megabytes of information.



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



©1991 NEC Technologies, Inc. For information on these games, call the TurboTeam at 1-800-FUN-TG16. The first 30 seconds are free, 99¢ per minute thereafter, maximum \$5 per call. Get your parental permission first. J. B. Harold Murder Club is a trademark of NEC Technologies. ©1990 Hudson Soft. ©1988 Riverhill Soft. Sherlock Holmes Consulting Detective is a trademark of ICOM Simulations, Inc. ©1991 ICOM Simulations, Inc. ©Sioux Publications, Inc. It Came from the Desert is a trademark of Cinemaware® ©1991 Cinemaware®

# PC CAVEMAN II

FOR THE PC ENGINE—

The sequel to one of the best games available for the TurboGrafx-16, *Bonk's Adventure*, is on its way. *Bonk's Revenge* is now scheduled to be released in the U.S. around August. We were lucky enough to get a prototype copy of the Japanese version of *P.C. Caveman II* and thought we'd share some photos of the game with you.

Since this is a prototype, and the U.S. game hasn't been fully finished, there wasn't a storyline available for us to pass on at press time. To give

## A TALE OF BONKS TO COME?

BY DONN NAURT

you something to sink your teeth into, we'll give you a description of the Japanese version. Remember, this is the Japanese version, and there'll no doubt be a few changes made—beyond the obvious language translations—before it reaches the States.

We noted some immediate differences from the original *Bonk*. For instance, in this version you aren't able to continuously spin Bonk in the air quite as fast; you won't be able to bonk the enemies repeatedly in the air

to get 1,000-point bonuses; and there are a lot—and I mean a lot—of extra hidden bonuses and new bonus rooms. There are plenty of new enemies with some old familiar ones for comfort, but enough of that. Let's get on with a peek at what is (almost) to come.

**Below:** Battle it out with the first end boss. The volcano on his back will send lava into the air. **Top right:** Bonk swims up a waterfall in Round 1. **Bottom right:** Bonus 7—bonk as many weather vanes as you can.





A look at Rounds 2 and 4. In Round 2 (center left), Bonk twirls on the limbs. And in Round 4 Bonk takes to the beach and does some boating. The top two photos show two of the many bonus rounds found in the game.



## ROUND 1

This round will look fairly familiar, since there are rounds similar to this one in *Bonk's Adventure*. Notice the guy fishing in the pond? Try grabbing the hook to get reeled in by him. Once you get past the mini-boss at the end of this section, it's off to another one. This section has a castelike structure and plenty of lava-spritzing volcanoes.

Another difference is that you can now "bonk" the flowers that give you bonuses. In some cases, this will change the color of the flower, which will provide you with a different bonus item—from food for extra energy to a full heart fill-up to an extra



him spin is hilarious. Be careful of the piranhas in the water at the base of the tree, or they'll grab hold of Bonk and not let go.

Once you're at the top of the tree, you'll get to bounce around the clouds a bit, getting bonuses and things like that. Also, keep an eye out for bonus items that fall from the sky in just about every round. Certain bonus items, like the chicken leg, are worth 500 points.

The top two photos show Bonk working his way through Round 3. Bonk must use his head to get through Bonus 4.



heart. You can also move the yellow flowers, which can help you jump very high, and in many situations, into a position that will let you get to higher ground.

The happy faces also play a little different role. At the end of the round, the number of happy faces you have will determine how high up the bonus elevator (between certain levels) you can go. This leads to a train of special items. The higher you go, the longer the train, which is filled with 1-Ups and other helpful objects.

## ROUND 2

This round is set in a forest. To get through much of this level, you'll have to spin around the tree limbs (as though Bonk is on the high bar in the Olympics) and up through the trees. Watching

## ROUND 3

This round takes place in the snow-covered mountains. There are snowflakes falling from the sky (worth 500 points), snowmen that have snowball-throwing enemies hidden in them and fire-breathing dinosaurs to warm things up. And since the ground is covered with ice, guess what Bonk will do if you make him land on his

head. Yep, he'll slide all the way to the exit. Okay, that's getting a little carried away. He'll slide until he gets hit by an enemy anyway.

The last section of this round is an ice-covered cave. Again, use those yellow flowers—and move them if necessary—to find hidden passages high above the screen. The final boss of this round is a fast-moving snowball-throwin' ice skater.



**Get the flower to find the bonus stages. A look at a few enemies and flowers in the game.**

## ROUND 4

Now that you've made it out of that snow blizzard, it's off to the sun tropics. In this round you'll meet with some radical beach bums. Hey, there's a babe tanning

herself and a killer surfer dude. The bonus item for this round? Beach balls for 500 points, of course. To cool yourself down, grab

**Don't get frostbitten in Round 3. Move the flower into position to jump to higher places. Bonk seems to be just a bit hungry.**



are the hefty cooks that make us think the Japanese have the same lunchroom ladies working for them as we had serving our meatloaf in school. The end boss here, appropriately enough, is a Captain Hook look-alike.

## ROUND 5

This looks like the first round, except there's a lot more red, probably from all the lava flowing around the place. The second section is one long lava pit. To get across you must use those gray blocks that split apart if you stand on one too long. Once you're through the third section, you'll get to meet an old friend.

Well, we given you enough of a peek. We'll



save the rest for later. besides we don't want to give too much away too early. We'll be sure to give you the final



details when the completed *Bonk's Revenge* is ready for review. ★



uration, so the converters that are mentioned—at least the ones we have seen—will convert the pins configuration to allow you, the player, to play PC Engine games on the TurboGrafx-16. You simply insert the converter into the TG-16 like you would any game, insert the game into the slot on the converter and then turn on the system.

We have heard of another adapter that hooks to the back of the TG-16, but we aren't familiar with it. Keep in mind that any product that isn't licensed by NEC may void your warranty. "Buyer Beware."

As far as the 32-bit CD system goes, it's still strictly a rumor. If you want a CD-ROM system, go ahead and get the one on the market now.

Finally, as for the free game offer, you (and anyone else with a similar problem) need to contact NEC direct. Call (708) 860-9500, and ask for extension 7857 or 7858 for help with your problem. NEC has acknowledged that it is behind in filling the free game requests, because it received a larger number than originally anticipated.



I really love your magazine, but I have to admit, when it first came out, I was a little disappointed. Now, like I said before, I love it and think it's great. Since the first issue, it has gotten better with new and better changes.

I also have a few questions for you. In your February/March issue, you had an excellent column on the Winter CES. You listed many games soon to be released, but at an earlier date, I received a few brochures from NEC. In them it said Chase HQ, Cadash and Impossamole would soon be released, but you didn't

mention them. Are they being scrapped? If not, what is Impossamole like? Also, I got the impression from NEC that the Shadow of the Beast was a CD, but in the report you didn't specify what it was.

Another question I have concerns the new CD-ROM system chip. Will games play on both system chips? Will games that play on the new CD-ROM also play on the old CD-ROM? One more thing, will the new system card be compatible and available for the old CD-ROM?

Joe Florczak  
Muster, Indiana

Thanks, Joe. We always love to hear from our readers. I think we can answer most of your questions. The first two games, Chase HQ and Cadash, are Taito games. The contract discussions, as we understand it, are still going on but very slowly. The last game, Impossamole, is being developed by the British developer Gremlin. Based on one of the bestselling computer games in England, it is the story of Monty Mole, who has been kidnapped by aliens and given supernatural strength and abilities. Impossamole changes his costume and identity to save the good guys from the villains. That's all the info we have on it right now.

Shadow of the Beast, by Psygnosis, is a CD-ROM game, and we apologize for any confusion. Psygnosis will also be developing Ballistic for the TG-16.

Two other new European developers that have signed licensing agreements are Loriciel (France) and Hewson (England). Loriciel will bring out two titles, Panza Kick Boxing and a tennis game, while Hewson will release Paradrroid 90. In this game, you must reclaim control of a multideck space freighter from its rebellious robot crew.

The new system card will take the place of the old one and allow

you to play more advanced and sophisticated games like Loom. The games can be played on the old CD-ROM systems, since it's the system card that will make the difference. And, finally, games that are designed with the new system card in mind will more than likely not be playable on the old system cards.



I am writing to thank you for the nice publication that I received earlier this week. It was my first issue of TurboPLAY, and I am already looking forward to the next.

I am interested in purchasing some of the older issues. Are they for sale? If so, how much are they, and what is the procedure in ordering them? Is it possible to review the table of contents before placing the orders?

I will thank you in advance for your help in this matter. I am a middle-school principal, and this provides me with a very strong tool for building my relationship with my students. I am looking forward to hearing from you. Thank you again for your kind attention to this matter.

Richard E. Leahy, Ph. D.  
Strawberry Point, Iowa

Thanks for your letter. You're right—playing video games is a great way to identify with other people, especially when they're in a different age group. Besides, it's also great fun.

To get back issues, call (213) 858-7155, and ask for our subscription office. They'll be able to help you. Remember, your requests are always subject to availability.

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





# TALESPIN

ONE PLAYER

NEC—TurboChip

SOUND/MUSIC ★★★★★★★★☆☆

GRAPHICS ★★★★★★★★☆☆

PLAYABILITY ★★★★★★★★☆☆

OVERALL ★★★★★★★★☆☆

*TaleSpin*, a new TurboCard by NEC, stars both Baloo and Kit, two of the stars in the hit Disney television show of the same name. Actually, you'll find all the characters of the TV show, including Louie, Don Karnage, Shere Kahn and Colonel Spiget.



In their latest adventure, Louie informs Kit and Baloo that there is a lost treasure hidden in the ancient city of Ionia, which is on the other side of Cape Suzette. A stone map marked the location, but that map has been broken, and since Louie had one piece, that meant there were four others still missing.

Luckily, Louie had an idea as to the whereabouts of those pieces: It seems that Shere Kahn has one piece and has hidden it in Aerodrome; Colonel Spiget has another in the ice caves of Thembrria; and the other two are rumored to be in the Watusi River Valley and the Great Simeon River.

The enemies that you'll face in this adventure include monkeys and tribesmen in Watusi River Valley; members of Colonel Spiget's brigade; penguins in the ice caves of Thembrria; crabs, electric eels and lantern fish in the Great Simeon Reef; and Shere Kahn's cargo crew in his Aerodrome.

Through much of your adventure you will control Baloo, who throws coconuts at the bad guys, except in the ice caves and Great Reef, where you'll throw snowballs and shoot bursts of air from your air tank. You'll fly Baloo and Kit to each area, and after you have completed each area and retrieved a piece of the map, Kit will ask to do some sky surfing. This is your chance to gain a few extra points and also get an extra life.

Once you have all the pieces, it's up, up and away as you fly off to Ionia. Unfortunately, Don Karnage and his gang are also on the same path, and the game will then become a vertical shooter. I'll leave Ionia as a surprise for intrepid



adventurers to discover on their own.

Graphically, *TaleSpin* is pretty good. The color combinations and the scrolling are well done—this is especially evident in the sky-surfing scenes. The sound and music are also adequately handled. Each area has its own music, which changes to a faster more dramatic beat when you go against an end boss.

It's obvious that the game play was designed for a younger audience. While it's a good game, better players will find the game a bit on the easy side. Keeping this low-end difficulty in mind, *TaleSpin* is a good game for the novice or younger video gamer. ★





# SUPER STRATEGY SPECIAL



BY DONN NAUERT

This month, instead of covering one single TurboGrafx-16 game in the Super Strategies column, Donn will be covering some of the more-requested situations that are plaguing our readers.



# KEITH COURAGE IN ALPHA ZONES



**W**e have had a few people ask how to get past two of the bosses in this game, so we decided to include them in this strategy guide. The first one is the boss for Toxic Zone, Mr. Roboto.

When you first meet up with Mr. Roboto, you'll find him hovering above the ground. He'll then swoop down toward you, and, if you don't duck, your buddy Keith will get a nasty knot on his head. However, as Mr. Roboto moves toward you, jump and swing your sword, and hit Mr. Roboto twice. As Keith is moving down from the jump, hold down so that Keith will duck just as Mr. Roboto sails above him.

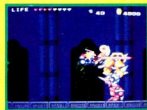
**M**r. Roboto will occasionally fire a burst of energy that can be easily avoided by jumping. Be ready to duck again as Mr. Roboto approaches.



**N**ow jump and attack Titan Warrior's head for the victory.



**B**y dropping from the left side of the ledge above and holding to the right on the TurboPad as you fall, you'll land right in front of Titan Warrior.



# LEGENDARY AXE II

After King Brace rescued Grace from the clutches of evil King Drodam, they were married, and the Ancient Kingdom once again was filled with happiness and prosperity. But after many years, the wise old King Brace fell ill and passed away, and Queen Grace was soon to follow.

This left the kingdom without a ruler. It was now up to the royal princess to decide who would be the successor. It was finally decided to hold a contest amongst themselves, and a bitter rivalry developed between the oldest and youngest brothers of King Brace, Prince Zach and Prince Sirius. Desperate for the victory, Prince Zach summoned the evil powers of King Drodam, and with the victory of Prince Zach, the kingdom fell into darkness once again. Not for long, though, for Prince Sirius has planned a return. In this strategy, we will help you defeat the stage bosses and get past a few of the tricky parts of the game.

## THE MOUNTAIN ENTRANCE

The first end boss will jump from one side of the screen to the other. If you stay in the center of the screen and use the sickle and chain or royal sword, simply turn and swing. When the end boss is in the air, the glowing force field from the sword (if you have a Level 2 or greater power) will hit it. If you're using the sickle and chain, you'll need to aim diagonally to hit the boss in the air.



## THE WATER CAVERNS

This end boss is a little trickier. Obviously, if you have more power, it's easier to defeat the end boss. However, if you don't have Level 4 or 5 power, then you're going to have to do some evading. When this end boss appears on the left-hand side, it will land and shower you with what look like rocks. There is a gap in the falling rocks, about two lengths of the end boss away, where you can safely stand. Once it stops showering you, it will then bounce across the screen to the other side. This takes a great deal of timing because Prince Sirius moves so sluggishly.

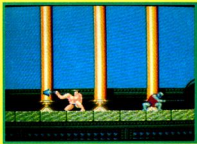
When the end boss reaches the other side, be prepared for it to slide across the screen at you. This time you'll need time to jump over the end boss. Don't forget about the magic bombs either—they come in handy in situations like this. You might opt to use all the bombs you have on the end boss when it first appears.



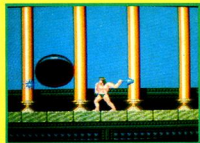
## THE UNDERGROUND TEMPLE

When you're on this stage, be sure to attack the enemies found along the left side—one has an item that will give you seven extra men.

The best weapon to use on this end boss (especially if you're at Level 5 power) is the sickle and chain because of its range. (If you get too close to him, he will throw the ball at you.) With the sickle and chain you can take care of the guy dragging the ball and chain. Once this guy is out of the way, the ball will bounce about the screen.



The ball will take two small bounces, then one big bounce. If you time it correctly, you can easily pass under the ball. Due to the range of the sickle and chain, the ball shouldn't pose a problem.



## SKULL DUNGEON

Don't let the appearance of this boss fool you. It can be a tough one. You'll want to use the royal sword as your weapon, and when the end boss floats into the air, you'll want to move to the right or left-hand corner and turn around so that you can see the sword. Then keep pressing the attack button. The enemies will come at you, except the axe-throwing Pump Man. For this guy you can either come out of the corner and go after him or use a bomb. On previous encounters, I've used only two bombs on this end boss scene—it might be worth it for you to go that route.





## CRYPTS OF SLIME

Once you've made it past the wall-crawling worms, you'll have to face the biggest worm of them all. I recommend using the sickle and chain because it has a longer reach and you can hit at an angle with it, which will come in handy.

When the boss first appears, it will float across the top of the screen from left to right, then appear on the the ground from the right-hand side of the screen. When the boss' head is up, it'll do one of three things. It'll either sit there bobbing its head back and forth or shoot three green discs at you, which you can avoid by either ducking or standing in the left-hand corner of the screen.

The only thing you have to watch out for is the worm lunging at you. The clue as to when this will happen is when the worm

pauses for a brief second, then opens its mouth. When it lunges, you can time a straight jump to avoid the worm.



## THE CLIFFS OF CHAOS

In this stage, anytime you're near one of these columns, you run a chance of being hit by lightning. To avoid getting struck, pause when you see a flash. This means the lightning is about to strike.



When you're near the end of the stage, a group of gray noma-locks will appear as you try to jump this gap. Anytime you get to the edge of the gap, you should wait to see if anything appears. In this case, anywhere from one to four gray noma-locks will appear. If you just sit on the edge, they'll all fall

harmlessly out of the way, giving you a clear path to the end boss.



This golden mechanical being will lob bullets that appear from its chest plate. Using the royal sword you can either stand or kneel and take them out. If his stomach plate opens, be prepared to duck because it's about to fire a green blob at you. At Level 3 power and using the sword, simply duck about three-quarters of the way from the left side of the screen. You'll get hit once from the bullets lobbed at you, but it's a minor price to pay.

## THE ROYAL PALACE



This is where you'll meet up with your brother, Prince Zach. However, for those of you who might have trouble finding your way to the royal chamber, here are some directions. When you start the stage, you can only move to your left, so you should move in that direction, falling down the first opening you come to, then continue to the left again. After defeating the two patanay, fall down the second opening, and continue to the left.

Go up the steps and continue to the left, past the ladder going up, until you reach a down ladder. Take it. Here you'll find a bunch of kay-kays that, when destroyed, will give you magic bombs and a patanay that will give you a star. After you have gotten these items, go back up the ladder and continue up the ladder you passed by before. In this section you can find a lot of tobos that will leave some item behind when they're destroyed. Go down the third corridor to the left to your final confrontation. Once you reach the throne room, you'll find your brother a little too eager to fight. Not only will he come at you doing a jump attack, but he'll also use some magic bombs of his own. If you have the sword it will be easy to take out the bombs and hit Prince Zach as well.



The royal sword isn't the weapon to have at this point, especially when Prince Zach gets into his big suit. Even with ten bombs and a Level 5 sword, this guy can be difficult to defeat—using the axe is preferable. Even though you have to get closer, it's still more powerful than the sword. If you have plenty of bombs (eight or so), he can be easily defeated. If you die at this point and your game isn't over, you can go back to the corridor with the kay-kays and get more bombs. Be ready for an unusual ending.

# VALIS II

The evil Emperor Magus and his army have all but destroyed the peaceful Land of Vecanti. In the Vecanti, the elite warriors are called Valis warriors, and for the first time a woman has been chosen to join this elite group. With the legendary sword Valius II, she sets out to defeat Emperor Magus and restore peace to the land.

## RED SALAMANDER ZARUGA

The first end boss is fairly easy. He'll shoot a single burst of fire at you as well as a wave of fire that you can easily jump over.



In the second round you can find these items hidden on a ledge off by itself. If you fall from the left side of the second ledge above, you can safely land on the next ledge down. If you miss this ledge, you'll fall into a hole and lose a life.



## SHADOW PANTHER GILLAN

This end boss is also fairly easy to defeat. If you kneel in the left-hand corner, you can fire repeatedly, and your only damage will come from the sticks that fall from the top screen.



## BLUE RHINO GIAIS

This character shoots missiles that will crisscross the screen, and a blue dragon will move toward you. By standing in the left corner, you can shoot the dragon. When the missile approaches, jump over it.



In Round 4, you can find these items hidden in the top-right corner of the section with the multilayer ledges.



## HAIZEN THE RUTHLESS

This is probably one of the game's toughest characters to defeat without full power for your weapons. This guy will start toward you and after a few shots will go underground. (Based on the way he acts, the number of shots it takes for him to go underground is high when you have a weaker weapon.) He'll then seek Yuko out and reappear almost on top of her. There is no real clear-cut method to avoiding this guy, except to hit him constantly with your weapon.





## SCARLET FIRE TOE



**A**t first this end boss will appear as one, but that soon changes. If you can move into the center of the screen, you'll be able to dodge the enemy as it splits in two. Now, wait for the enemy to shoot a wave of fire at you, then duck. If you duck too early, the

Scarlet Fire Toe will kneel and fire at you, which means you'll have to jump to dodge the shots. Once you have gotten them to fire high, do some shooting of your own.

**I**n Level 5, you'll have a tough time defeating this character if you don't move toward him and fire. The quicker you can get this guy out of the action, the better it will be for you.



**W**ait for the force fields to appear twice, then move across.



**I**f you make it into Round 6 with only one level of power, move up to the very front of the ledge. This way you can get the highest possible shot off and get some of the enemies out of your way quicker.



## PHANTOM EMPEROR MAGUS

**T**his end boss will fire a wide spread of five fire balls at you. If you're in the left corner you can jump to avoid the one fireball that will hit you. After a few rounds of this, he will then throw a chain of energy burst that will either be high enough that you can duck under it or low enough that you'll have to jump. By jumping diagonally, you'll have no problem jumping over the energy burst and through the fireballs at the same time.



**A**fter you have defeated the first portion of the boss, he reappears in a more human form. This time he'll float from side to side, shooting big balls of energy and releasing dragons as well. You should position yourself in the left-hand corner facing to the right, because Emperor Magus doesn't move all the way to the left, and he won't be able to touch you here. If you have your weapon power at two or three, you can easily defeat the dragons and jump over the energy burst.



# PSYCHOSIS

Your mind has accidentally wandered onto the evil side of its own existence. Trapped by the Devil Ugar, you will soon lose all control. You must fight, and your only weapon is the awesome fighting machine that your mind has created.

## 1ST CAUSE: THE ENTRANCE TO THE UNDERWORLDS



If you can keep the caterpillar alive....

...butterflies will come out to help you defeat the first boss. Try moving the satellites to a position that will be on top when you move down. This will protect you from the half moons the giant eye throws at you.



You'll want to position yourself under the eye, which will keep you fairly safe from contact. I prefer to use the wide beam in this and all other causes.

## 2ND CAUSE: THE GARDEN OF THE DEAD

This creature, once defeated, will point to the easiest way through this section of the garden.



This end boss fires laser beams from its tail and releases two dragons that shoot fireballs—both dragons will be on-screen at the same time. One will move in a circular motion horizontally at the very top of the screen, while the other will move in a circular motion vertically along the right side. To avoid the top dragon, stay in the top right-hand corner, and as the dragon approaches, move down and to the left. Once the dragon reaches the side of the screen, it'll fire; this is when you need to move back into the corner.



To avoid the vertically moving dragon from the top right-hand corner, all you need to do is move to the left. You should try to position the satellites so that when you move up, the satellites will move down.



## 3RD CAUSE: THE MAZE OF CONFUSION

A gray enemy that contains a barrier will come out of this next-to-last and/or last nest of enemies located near the end of the cause.



The end boss of this cause is guarded by these knives. The boss will throw two balls that will bounce about the chamber. Even with full power and barrier, it will still be difficult to defeat the boss because you have to watch four different things coming at you from four different directions. What I do is move three-quarters of the way into the chamber and fire. Once the green balls start flying around the room, you'll need to start moving forward and backward to avoid them, as well as up and down to avoid the knives. Use this pattern with less power as well. It will just mean that you lose some room to maneuver, since your shot is smaller.





## 4TH CAUSE: THE OUTER TOMB OF UGAR

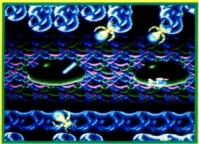
If you've made it to this point, a turtle will get a piggy-back ride on your back—he'll help protect you through this cause. If it looks like the turtle has stopped in some of the narrower sections, simply move down a bit. There's probably a wall blocking its path. The turtle will travel all the way to the end boss with you.



This end boss will shoot a ring of blue flames at you as she hops on the right part of the screen. If you have a wide shot, you can position yourself as shown in the picture. Even if you didn't move, you'll only take two or three hits. If you don't have a wide shot, you'll have to move down so that you can shoot her head, then, as she fires, move up into the same spot.



These enemies that look like beetles are stuck in the walls of the cause. As you move past any that you weren't able to destroy, they'll fly across the screen in the opposite direction from what they were facing. Again, try to stay ahead of them because once they hit the other side they'll fire a laser beam back.

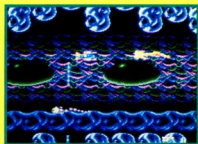


This enemy character has a crush—or should I say crunch—on you. If you try to move between the jaw and the skull, the jaw will shut tight like a trap on you. Your only chance is to move below the jaw and let it pass.



## 5TH CAUSE: THE RESTING PLACE

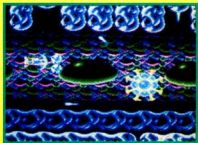
This cause is made a little more difficult because the small snakelike creatures will shoot vertically at you as you pass by. The thing to remember is that once one comes onto the screen, chances are that there'll be more following it and almost on the same path. If you start zigzagging, it could mean trouble. What I like to do once



a line of them appears is move as far forward (to the right) as I safely can in an effort to take the enemy out of the game as quickly as possible. If another line enters the screen, I'll move back slowly, staying just ahead of them, all the while maintaining the same line of fire. This way I'll have plenty of room to move forward and past any that weren't able to shoot.

This guy is more of a nuisance than anything else. Once it's on the screen, the action will stop scrolling until you defeat the creature.

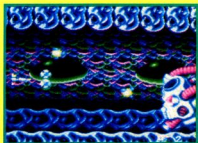
The enemy will shoot six shots in different directions. As you can see in the photo, it'll give you plenty of time to avoid the shots and take some of your own before it darts off into another corner of the screen.



Ugar is hiding behind the mask. If you position yourself as in the photo, you'll have no trouble moving back up once the flying bugs are out of the way. Don't get too comfortable—there'll be more.



With Ugar fully exposed, you'll need to shoot the top portion of the head. The only thing to prevent that are the flying bugs that don't come out as much but have changed their pattern. Dodge them long enough to destroy the evil Ugar, and you'll be ready for World II.



# VEIGUES TACTICAL GLADIATOR

After three long years of trying to unlock the secrets to an invading aliens' strength, the Federation Army has finally developed a weapon that can match the opposition's firepower. That's where you come in, for you control the new weapon known as "Veigues."

The first end boss will move vertically on the right side of the screen. Use your body weapon to hit the blue spot below the red mouth to destroy it. The boss will fire a volley of three-way shots at you. If you have mastered the twist-and-turn technique to change direction and avoid damage from enemy shots, you'll have no trouble.



The end boss will stay on the right-hand side as well, but this time it will shoot a missile at you when it gets on the same level. Be careful, though, because that missile will return to the end boss for refiring. You can avoid the missile by jumping as the enemy fires. Your target on the boss is the red spot sticking out of its forehead.



There are actually three parts to this boss. When it first appears, it'll fire shots at you repeatedly. After you have drilled several rounds of the body weapon into it, it'll open, exposing a laser.



This is where most twist-and-turning will come in handy as the two ends are still shooting at you. You'll need to twist-and-turn from corner to corner as you avoid the shots and take out the laser gun.



Once that's taken care of, the two ends will come together and chase you around the screen. Simply dodge and fire your body and arm weapons to defeat it.



This futuristic knight without a horse will bob up and down five times before charging. The next time it'll bob only twice before making its move. When it charges, jump in the air. Try to stay there as long as the knight is on the left side. If your Vulcan is at Level 6 you should be able to defeat it on the third pass.



This enemy looks like an armed armadillo and will shoot three laser blasts that are followed by four homing missiles. The best thing you can do at this stage in the game is to try and avoid the laser shots—don't worry about the homing missiles. If you have kept your Vulcan aimed at the boss, you should be able to defeat it by the fifth round of laser shots.

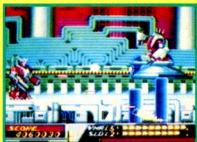


Use your body weapon to take out the gun in the bottom right and then the one right behind it. By staying in the left-hand corner, you'll avoid the shots from the guns at the top, which you should destroy as well. Once both the top and bottom sets of guns are destroyed, the middle gun will start up. Change directions to avoid the missile it fires, and destroy it with your body weapon.





**T**his strange-looking boss—then again they all look strange—will fire bullets at you. You can either jump to avoid them while shooting it with your beam cannon, or move in close to hit it with your field punch. Either way you'll have to change directions twice before...



...it starts flying around the room. The first place the boss will go is the bottom left-hand corner. Once it moves out of the corner, you should move there and start blasting it with your field punch. When it looks like it'll hit you, just do the old twist-and-turn.



**T**his boss will fire darts at you that fly around the screen. Stay in the center of the screen, and when the darts come out, twist-and-turn to the bottom right-hand corner. You can use any of your weapons to destroy the darts once you're safe out of harm's way. When that set of darts is clear, move back to the center, then repeat the process. After a few rounds of this, the main machine will begin to move.



**W**hen the machine begins to move, it'll move up and down while shooting bullets at you. First move to the left-hand corner, then jump up as it fires at you. When it does while you're in the air, move back down. If you use your beam cannon, it'll be defeated in no time.



**T**his end boss is similar to the one you defeated in Area 6 except this time the big gun in the middle will fire laser beams at you. The only one you have to worry about is the lowest beam shot.



**O**nce you have destroyed that gun, another one will appear, and the blue ports will open exposing guns. You can defeat the new middle gun using your laser cannon.

**T**his is the final end boss. It will shoot a certain number of shots before there is a gap. When you see that hole, jump up.



**W**hen the shots start coming at you again and you see the next hole, drop back down. Repeat this until the boss stops shooting...



...then when the shots stop, move in and shoot the rotating diamond until it stops. That's where the game ends.



With the recent news of Cinemaware closing its doors, many video-game players thought that would mean the end of Cinemaware games that are not yet finished, especially those for the TurboGrafx-16. We're happy to say that NEC will take over all of Cinemaware's projects for the TG-16 that are under way. That means *TV Sports: Basketball*, *TV Sports: Baseball*, *TV Sports: Hockey*, *It Came From the Desert* and *Lords of the Rising Sun* are all in the works.

Recently we got an invite to sit in on the live-action shooting of *It Came From the Desert* (ICFTD) during the scenes that would later be digitized and placed on the CD. There we had the opportunity to get in on a question-and-answer session with one of the actors, the director and the programmer of ICFTD.

First up was Mark Korman, who portrays Sonny in the "movie/game."

**TURBOPLAY:** What's it like to be an actor starring in a video game?

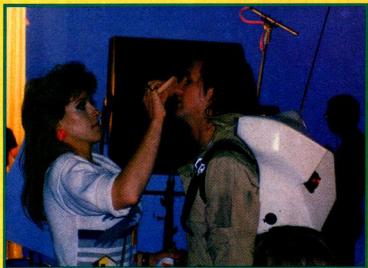
**MARK KORMAN:** Well, it's different. It's a lot like film except the players (other actors) aren't in the scene with you, so you're basically speaking to the camera. And the preparation is different, because the script is nonsequential, so there's a lot of slashing dialogue, making it more difficult to memorize your lines.

**TP:** What do you think this will mean for other actors? Will this be something they'll want to get into?

**MK:** Oh, definitely. This type of acting will prepare young, aspiring actors for the feeling you get when you're up in front of a camera, and you know that every minute, every second, is costing money, which is something you can't get in acting school. Not to say this isn't really acting, it's just a looser atmosphere than in the other jobs I've done.

**TP:** So tell us a little about your character.

**MK:** My character's name is Sonny. He's kind of a *Grease*-type character, very 1950s New York-ish, very mechanical—and loves the ladies. This is basically Sonny's goal—to survive and get the girl. He's a fun, bigger-than-life type of character.



Next up is Dave Riordani, the director and producer of the project.

**TURBOPLAY:** Can you give us a brief synopsis of what *It Came From the Desert* is about?

**DAVE RIORDANI:** The story is set in a small desert town called Barbecue Flats. The player controls the main character, Buzz Lincoln, who isn't very well liked by the

## Behind the

# IT CAME FROM



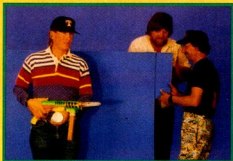
townspeople, so he has very few friends and is basically a loner. Kind of a James Dean type of character. One of his few friends is named Doc, who is the local scientist. Doc senses something wrong with the local ant population and sends Buzz out to investigate and get the information he needs. Well, when Buzz goes out, he runs into the local townspeople, who turn out to be unbelievably hostile.

Basically, the player must wipe out the ants, which can be done in a number of ways, before they take over the town. In all, I'd say it's a cross between *Twin Peaks* and some of the old 1950s big bug horror flicks.

**TP:** Where did you get the strange idea that you wanted to do a movie for a video game?

**DR:** Well, those of us that love movies, televi-

sion and video games have always wanted to combine the three of them, but we couldn't because of the lack of technology and memory in the systems. But now, with the CD-ROM and extra memory it provides, it's possible. It just seemed obvious to us to



make an interactive movie that was more like the real thing.

**TP:** Can you tell us how you're putting this all together?

**DR:** You're talking about the "Thrill-O-Vision" process. Because the TurboGrafx-16 can't do full-motion video,

like that of a VCR tape, we had to shoot foreground characters against a blue screen, which is a special-effects process. Then we'll go out and shoot a background plate, which will give us a location. So when the player enters a particular scene, the TG-16 will grab the correct background, music, characters and sound then put it all together so that you [the player] will see and hear everything in the scene at the same time. But it's actually kept as separate elements on the disc.

And, finally, Michael Lizesay, the programmer of *It Came From the Desert*.

*continued on page 31*



## Scenes of

# IN THE DESERT

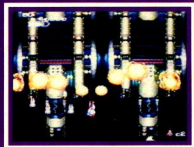
# GAMES



# WORLD

## Final Soldier

Here's the latest space shooter from the *Star Soldier* series, which has included *Star Soldier* and *Super Star Soldier*. As in the previous two games, this installment features some great graphics and hot game play. There are also some new weapons and enemies in addition to the old favorites. *Final Soldier* also offers timed modes of two and five minutes.





# Wanderers From Ys



This is the game that everyone has been waiting for. The latest chapter in the Ys series (just released in Japan) features some great graphics. Instead of the previously used overhead view, *Wanderers* has a side-scrolling view of the game action.

It has been three long years since Adol saved the land of Ys from evil, and in that time he has been traveling from country to country with his companion, Dogi. One day, they hear a rumor about Dogi's place of birth, Felugana. Something strange has happened in Felugana. Fields are dying and becoming barren. Strange creatures have taken to hunting people in the dark cloak of night. None of this discourages Adol from plunging into another hazardous adventure—and taking you with him!





## Dead Moon

This new horizontal shooter has been rumored to be making its way to the U.S., though no date for its stateside release has been announced yet. This game features some great fast-paced action. The difficulty is set so that novice players can get into the game, but at the same time it gives advanced players a good challenge in the later stages.







## Side Arms Special

This CD-ROM version of the Capcom arcade hit of a few years ago features the same great game play as well as a new mode that allows for new weapons and enemies.



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## MILITARY MADNESS

Here's a collection of codes that will let you pick the stage where you'd like to start.

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

You can also change sides with the computer by following this procedure: Turn on your TG-16, reset the game once and don't let go of the **SELECT** button. Now choose a one-player game. While still holding the **SELECT** button, enter a map name from the list above and press **RUN**. The computer will now be the blue side and you'll play green.

To have the computer control both players, which provides some valuable tips, choose two-player continue. Then press and hold **SELECT**, and press the I button. Now enter a password for the map you want.

To get into the sound-test mode, enter the password ONGAKU.



BY DONN NAUERT

## BOMBERMAN

Here are a few passwords for this game:

Level	Password
2-3	MOYAESTP
2-8	RUYHITPP
3-3	ROCCNOZC
3-5	RAHNQHZC
4-2	RUNANMPS
4-3	ROCCNNZV
5-2	MKONVWVH
5-4	MXECLVTK
6-1	MXECPSCY
6-5	MBAAINCY
6-6	MBNAINTY
7-1	RAOYQNEV
7-4	UCOZONTN
8-1	MORAPHPP
8-4	RAZZPONN
8-7	MKKAPBRK
8-8	UWAFTHKH

## PSYCHOSIS

Here's a level (or should we say "cause") select for this game. Press **RUN** during the title screen to start the game, then quickly press and hold the I button down. Then press **RUN** five times for Cause 2, 45 times for Cause 3, 25 times for Cause 4 and 100 times for Cause 5.





## VEIGUES TACTICAL GLADIATOR

You can get a 10,000 point bonus if, after defeating the stage boss, you can enter the supply screen with full energy. For each additional boss you defeat with full energy, you'll receive double the previous points. That means the first boss is worth 10,000 points, you'll get 20,000 points for the second, 40,000 for the third, and so on.



## CHEW MAN FU



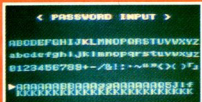
Here's a code that will let you do battle with only the bad guys. Enter 075653.



## DEVIL'S CRUSH

To get unlimited balls on a two-player game, enter AAAAAAAAAAABCE.

# DOUBLE DUNGEONS





**TURBOPLAY:** Tell us a little about what it takes to put something like *ICFTD* together, from a technical standpoint.

**MICHAEL LIZESAY:** Well, it's made up of a lot of little pieces. It has turned out to be the most challenging thing I've done so far, because you have CD-quality music, digitized sound, graphics, plus the video that must be put together. So, you have a lot of overlays. It's not your standard arcade-style game, which I'm used to doing.

**TP:** Can you explain what's involved in putting this onto a compact disc?

**ML:** It involves taking a group of frames from the video and storing them sequentially on the CD-ROM using a compression technique, which would be too difficult to explain in a few words. It's pretty tricky, but we

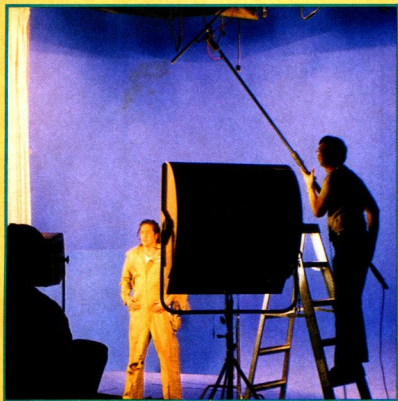


have it automated, which makes everything move quicker. We're really pushing the TG-16 to the max with this project, because it was not really designed to do this type of thing, but we have found a way to make it all work out.

**TP:** Do you think this will be the wave of the future, and that we will be seeing more games done like this?

**ML:** Definitely. It's a hot new wave, and this is the start of it all. I don't think game players will want to go back to the old arcade style of game once they have played games that use real actors, real backgrounds and more dramatic effects that can be found in CD-ROM games.

And we just happen to agree. We're looking forward to the release of *ICFTD* later this year. Keep your eyes peeled for updates on this and other revolutionary games for the TG-16 in upcoming issues of **TURBOPLAY**. ★



# Bonk's Random Revenge,

the contest in the February/March 1991 issue of TURBOPLAY, was a great success. We received hundreds of entry cards, and everyone was excited by the possibility of being one of the first to pick up a copy of *Bonk's Revenge* when it's released later this year.

Unfortunately, only ten people could be picked to get the fun TurboCard (see page 6 for a preview), and those winners are:

- |  |   |
|--|---|
| 1. Ian Dunn, Conyers, Georgia          | 6. Travis Lusko, Port Huron, Michigan       |
| 2. Steven Faust, Houston, Texas        | 7. James Patterson, New Orleans, Louisiana  |
| 3. Erik Kuether, Beaumont, Texas       | 8. Richard Shin, Glenview, Illinois         |
| 4. Paul Lanterman, Detroit, Michigan   | 9. William Teeple, East Windsor, New Jersey |
| 5. Christien LeBlanc, Dundee, NB, Can. | 10. Esteban Valencia, New York, New York    |

*Congratulations to the winners, and thanks to all those who entered.*

## This month's contest

requires intense research and brain power. Introducing the Great TURBOPLAY Crossword Puzzle Quest. It looks like a normal crossword puzzle, but it's not. This one is not only filled with obscure words that will take some effort to discover—get out your dictionaries, and don't be afraid to ask Mom and Dad for some assistance—but it also includes lots of TurboGrafx-16-related words. All of the TG-16 words can be discovered by scanning back issues of TURBOPLAY Magazine (if you don't have all of the issues of TURBOPLAY, contact our subscription office to find out how you can get them).

The winner will receive ten TurboChip games of our selection, and ten runner-ups will each receive a TurboChip of our choice. Puzzles may be photocopied, and multiple entries will be accepted, but each entry must be sent in a separate envelope. The winner will be chosen at random from among correct entries.

### Across

- 1 America's favorite caveman
- 5 1 Across lived in the Stone \_\_\_\_\_
- 8 To score perfectly on a test or game level
- 12 An African plant with a healing fluid inside
- 13 A precious stone
- 14 An inlet or bay
- 15 Money that you owe
- 16 Most TurboGrafx-16 games can handle this many players
- 17 Not closed
- 18 A travel plan
- 21 A mixture of two or more metals
- 22 Annual (abbr.)
- 23 A short laugh
- 25 \_\_\_\_\_ Crush
- 26 A layer of lumber or facial tissue
- 27 In a line
- 28 Don't do this in *World Court Tennis*
- 29 Turbo \_\_\_\_\_; a TG-16 accessory
- 30 One of *Neutopia's* dungeons
- 31 Attempt \_\_\_\_\_
- 32 One of the enemies in *SideArms*
- 33 Use this to play the slot machine in *J.J. & Jeff*
- 34 Overtime (abbr.)
- 35 A muscle spasm or part of the x's and o's game name
- 36 A beach-based enemy in *Neutopia*
- 37 TG-16 martial-arts game
- 39 To catch a sweater or stocking

### 41 Figure (abbr.)

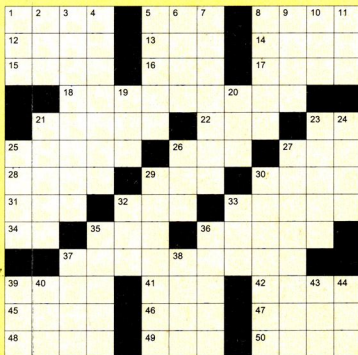
- 42 Federation \_\_\_\_\_ (from *Veigues Tactical Gladiator*)
- 45 Used to put out a fire
- 46 Individual Retirement Account (abbr.)
- 47 Not far

### 48 Always

- 49 A metal container
- 50 Creates a sum

### Down

- 1 The enemies in TG-16 games are \_\_\_\_\_



- 2 A bull-fighter's cheer
- 3 A person of royalty
- 4 A large container used to cook
- 5 Serious pain
- 6 A unit of the chromosome
- 7 A clear, green 13 Across
- 8 An oak nut
- 9 Duplicate
- 10 The night before a holiday
- 11 The hideout of a wild animal
- 19 An electrically charged particle
- 20 One of more than two
- 21 Last \_\_\_\_\_
- 23 Cozy, comfortable
- 24 To move farther in distance from another thing
- 25 Another *Neutopia* baddie
- 26 Precedes *-Land* or *-Man*
- 27 Represented as an artist
- 29 An ocean
- 30 State or quarterback
- 32 Not a zag
- 33 A 1-Up usually gives an extra \_\_\_\_\_
- 35 \_\_\_\_\_ Road
- 36 Astronomer Carl \_\_\_\_\_
- 37 A flower holder
- 38 Italian money unit
- 39 \_\_\_\_\_Devil; the evil lady in *Devil's Crush*
- 40 November (abbr.)
- 43 \_\_\_\_\_ Dog; another *Neutopia* enemy
- 44 Years (abbr.)