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December/January 1992

**An Expanded Look at
Games Around the World**



**Hot
TurboNews**

**Reviews of *Darkwing Duck* and
Other New TG-16 Games**



PARASOL STARS

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Happy holidays to you, one and all! Come with us as we take the wrappings off another installment of TG-16 happenings. Among our coverage is a special *Games Around the World* that details some of the hotter overseas action. We've got some hot *TurboNews*, stories of new machines and hockey players. TURBOPLAY also reviews new games, sports a new contest, *TurboTips*, *Coming Soon* and more! Hurry—turn that page and enjoy.

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A quick look at what's next up for TG-16 fans.

Cover art: Darkwing Duck © The Walt Disney Company



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I am planning to get the TurboGrafx CD-ROM in the near future. I want to know if the first game of the Valis series is going to be released in the U.S.

—Clark Otto
Saukville, Wisconsin

Don't plan on seeing the first of the Valis series coming to the U.S. anytime soon—it's not on any of NEC's lists of planned games. But you never know, that could change. Valis III, which is reviewed in this issue, will be available in January of 1992.



I have a question concerning the TG-16 itself. If something were to go wrong with it, would I have to send it to NEC to be fixed, or is there someplace else I could go in my area?

—Jason Jones
Bronx, New York

Your best bet would be to call NEC's customer service helpline at (800) 366-9500. The operators there will be able to tell you if there is a service center in your area.



I have five questions concerning the TurboGrafx-16 and the PC Engine. Before I ask them, I'd like to congratulate you on making such

a great magazine. It's nice having a magazine devoted only to the TurboGrafx-16.

1) Can the TG-16 hold eight or 12 megs like the Genesis, or is the system not strong enough?

2) Is the PC Engine exactly like the TurboGrafx-16? I know they are supposed to be the same machine, but a friend of mine who recently went to Hong Kong told me the graphics of the PC Engine appeared to be better?

3) Are there any kick-and-punch games coming out other than André Panza's Kick Boxing? I don't mean games like *Impossamole*, but *Double Dragon*-type games instead.

4) Why aren't the TG-16 sports games sponsored by the leagues, like the NBA, NFL, NHL or MLB? Is it expensive, or do they not want to go through the trouble?

5) Why don't the games use parallax scrolling or parallax distortion. In the PC Engine game *Dead Moon*, the parallax distortion made the game look much more realistic with the multiple planes scrolling.

—Roberto Torres
La Jolla, California

Thanks for the compliments on the magazine; we really appreciate it. To answer your first question, the TG-16 is capable of doing eight-meg games, but the largest-sized cartridge you'll see on the TG-16 is six megs. Anything larger than that, and it's likely to be too expensive to make. Instead, at that point, the game will be done on CD to keep

the cost down. People are constantly asking this question, but does it really matter how many megs the game is? The real reason you should play the game is because it's fun. It doesn't matter if there are a billion megs in the game, if the programmer doesn't use the size well enough or if the game has lousy game play, then what good do all the megs make? None. Game play is the important ingredient in a game, and good graphics and sound are also nice; but, in the end, it's like reading a book because of the pictures in it and not for the words.

The PC Engine and the TurboGrafx-16 are the same machine. The only real differences are the metal shield in the TG-16 that keeps it from interfering with your television and the pin configuration of the card slot. It could have been that your friend was playing or saw the PC Engine on a better screen.

The list of games coming out from now until March 1992 doesn't show any Double Dragon-type games on it, but that doesn't mean there won't be any. Speaking of Double Dragon, rumor has it that the series is up for consideration for the new PC Engine Duo, with a possible release late next year or early 1993. (See TurboNews for more information on the Duo.)

To get a major license like the NFL or MLB is very expensive. That's why you'll see more individual licensing before you'll see group

continued on page 30

Winners

We're sad to see the TURBOPLAY Contest Search come to a close, but, alas, there was a deadline to meet. We received some great ideas and a lot of duplications—the "create a

game" concept was on plenty of cards, but we couldn't guarantee that the game could ever be created as we would have hoped. It took a while, but we finally narrowed it

down to three inventive winners. These whiz kids each won five TurboChip games for their efforts and will have their contests appear in the next three issues of TURBOPLAY.

The winners are:

Jonathan Goffry
Toronto, Ontario, Canada

Neal Cox
Chicago, Illinois

Eric Bynum
New Haven, Connecticut

Congratulations to all who entered!

Contest

New

As we said, the winners of the TURBOPLAY Contest Search will have their contests used in the magazine, and this issue will inaugurate the first of those three.

Jonathan Goffry's idea was to create a picture of any TG-16 character...using dry macaroni! Sure, you've done it in school to show Washington crossing the Delaware or the invention of the light bulb, but now you can turn your talents to video games.

We only ask a few things:

- Use only macaroni to create your character, but you can color the artwork once it's created.
- Secure the macaroni to cardboard or some other stiff paper so it survives the trip to our offices. For example, you could glue *and* wrap your art in plastic wrap.

• On the back, *clearly* write your name, address, age and the character you re-created.

• Send your entries to Dry Macaroni Art, c/o TURBOPLAY Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210.

Deadline for entries is February 10, 1992, and the winners will be the ones judged by the staff of TURBOPLAY to be the best. There will be a winner in each of the following age groups: under 7, 7 - 9, 10-12, 13-16 and over 16. Each winner will receive

five TurboChip games of our selection and have his or her artwork displayed in the April/May '92 issue of TURBOPLAY for all to see. No purchase necessary. All art becomes the property of TURBOPLAY. Good luck!



OFFICIAL CONTEST RULES

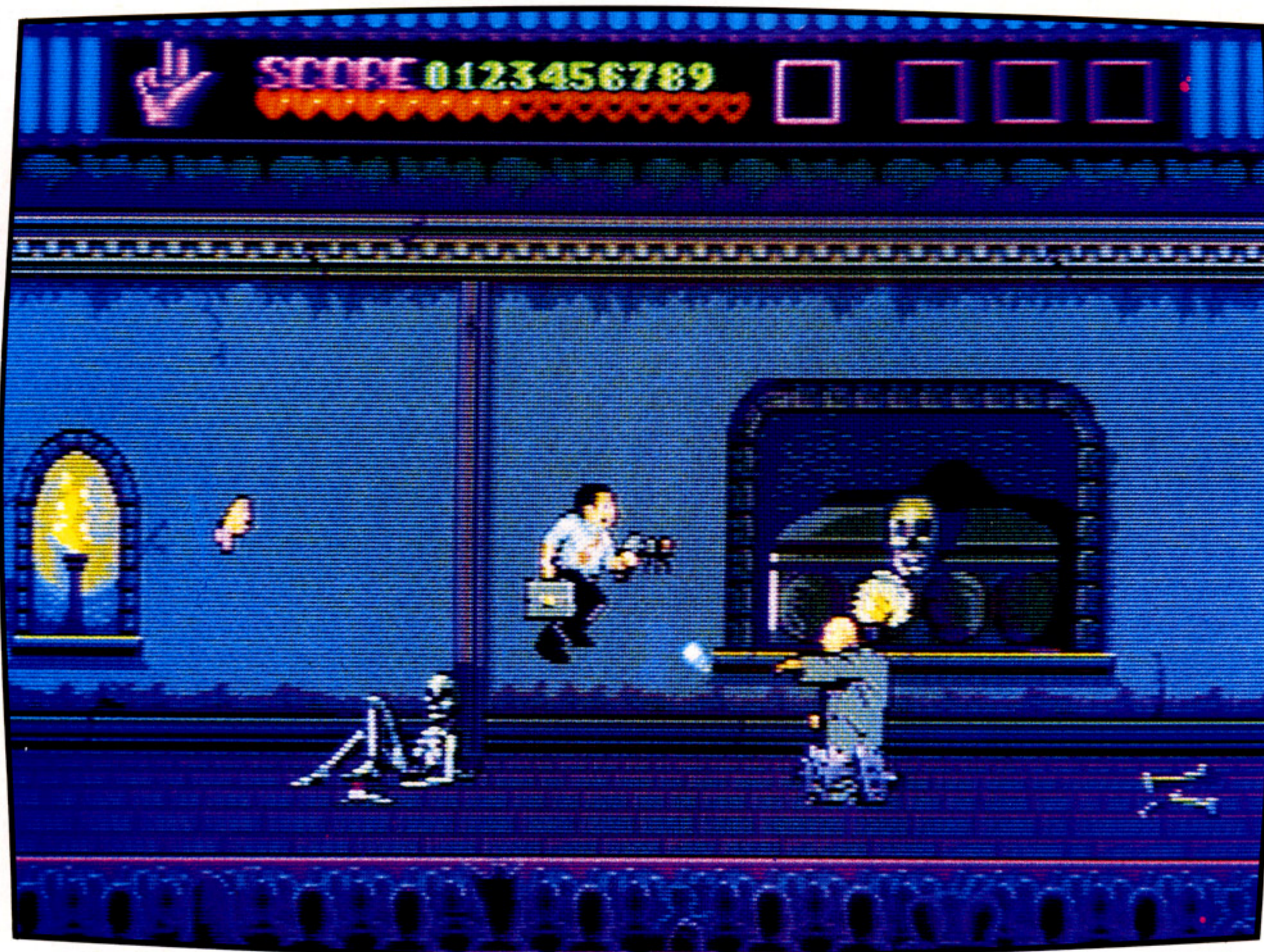
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Winners grant permission for use of their names, addresses and photos for advertising or promotional purposes without additional compensation. Contest void where prohibited by law, and otherwise governed by California law.

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Luckily Gomez thinks you're O.K. He'll give you part of his treasure, that is, if you can outwit his eccentric clan.

Get ready for surprises as you search through their sprawling 30-room mansion. Some family members will give you clues. Some won't! But don't expect Thing™ to lend



Gomez sharpened his sword. Fester loaded his shotgun. Thing even got a manicure. Let the games begin.



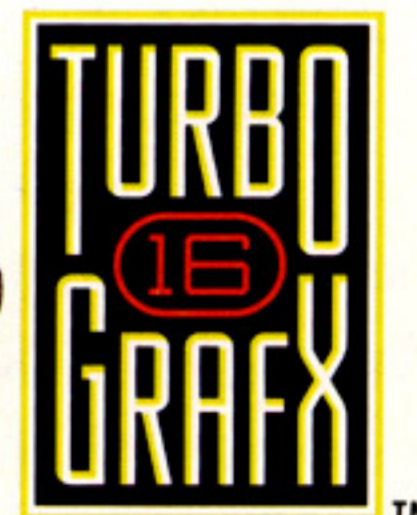
Now's the time to decide. If you want to play it safe, don't even go through the gate.

you a hand, or Pugsley, for that matter. He's got a chemical arsenal waiting in his diabolical lab. It could be an explosive situation.

In this game, the stakes are high. Defeat Gomez and the treasure's yours. If you can't beat 'em, join 'em. You might fit right in.



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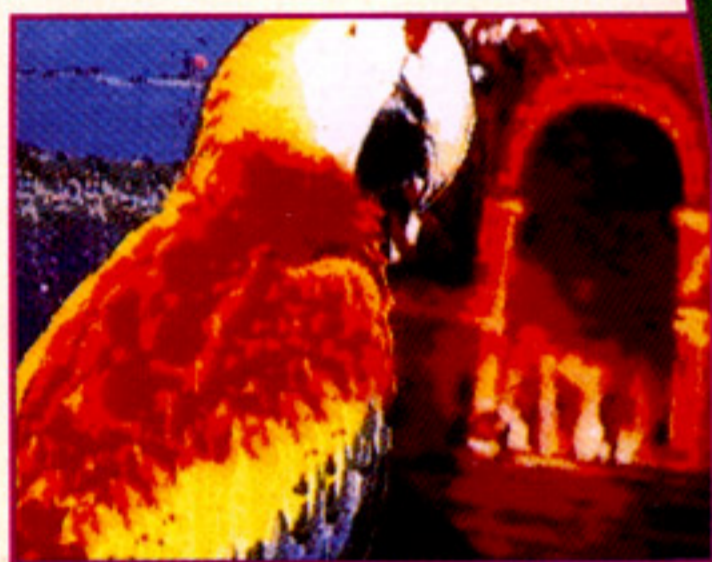


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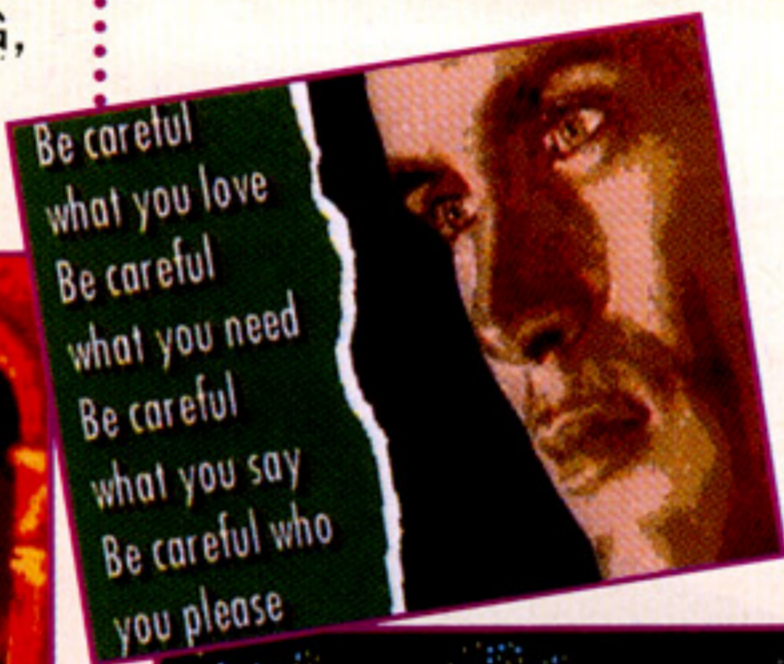
TURBO NEWS

SPECIAL CD+G DISC NOW INCLUDED WITH TURBOGRAFX CD-ROM

As many of you—those of you who have purchased the CD-ROM recently—already know, there is a special CD+G, created by Warner New Media, that's included



This land belongs to you and me



Be careful
what you love
Be careful
what you need
Be careful
what you say
Be careful
who you please



Oohh, Las Vegas

Clockwise from top left: "Representing the Mambo," by Little Feat, "Love Is Dangerous," by Fleetwood Mac, "Ooh Las Vegas," by Gram Parsons, and "This Land Belongs," by Odetta, Arlo Guthrie and Company.

along with the TurboGrafx-16 CD-ROM. This CD+G has 13 songs that range from Jimi Hendrix to Little Feat to Beethoven, each having its own graphics displayed. When you open the CD+G, you'll also find a questionnaire: Take a few minutes to fill out the form and send it back. This will get you on Warner's mailing list, as well as let you voice your opinion on what CD+G should look like in the future. If you're having trouble finding CD+G selections, you can call Warner New Media at (800) 621-4WNM (4966).

JUST OUT IN STORES

No more batteries needed! That's right. NEC has recently released the TurboExpress Adapter. So, if you don't have yours yet, you'd better hurry. The suggested retail price is \$29.99.

Also, for those long car trips, you can take along the TurboExpress Car Adapter that plugs into the car's cigarette lighter. The suggested retail price for this is \$39.99.

RUMORS, RUMORS, RUMORS

Rumor has it that NEC will attempt to release the Super System Card in spring 1992, with a suggested retail price of \$69.99. The Super System Card will either be available through NEC itself or sold in stores.

For those of you unfamiliar with the Super System Card, it acts as a buffer that can load and store extra game information, having it ready for the CD-ROM to use when needed. This will allow for quicker, smoother game play and less time between

game scenes, thus allowing for new and better games. New CD-ROM² games can only be played when using the Super System Card, while regular CD-ROM games can also be played using the Super System Card.

MORE ON THE PC ENGINE DUO

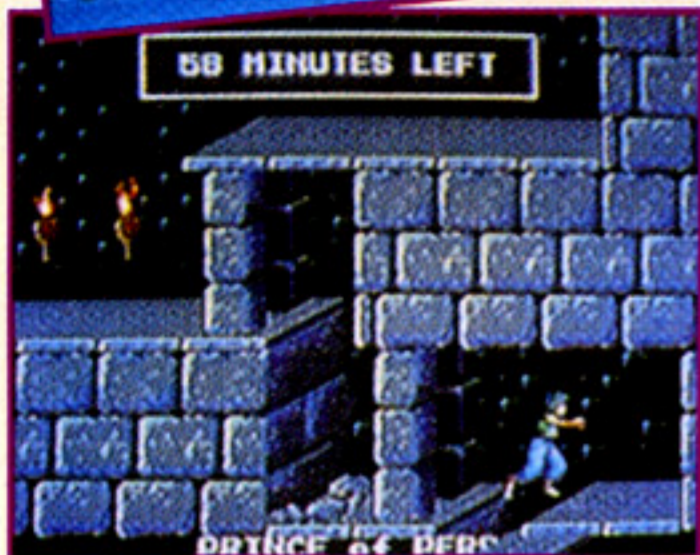
Word on the streets also says NEC will be re-releasing the Duo here in America. According to the rumors, it will be released around August or September 1992, with a suggested retail price of \$399. The Japanese PC Engine Duo combines the



Some of the new CD-ROM games, for the PC Engine Duo, you can look forward to include Raiden (two photos to the left), Street Fighter II (top photo), and Dungeon Magic (center)



Other games include *Forgotten Worlds* (three to the rt.), *Prince of Persia* (two left) and *Dragon's Lair*.



Super CD-ROM and the PC Engine into one game machine, allowing players to play virtually any of the PC Engine games on this compact system.

If NEC does bring the Duo across the ocean to us, look for eight games to be available by Christmas. Some of the games that are out in Japan or are planned for the new system are: *Prince of Persia*, *Raiden*, *Street Fighter II*, *Dragon's Lair*, *Dragon-Slayer*, *Populous*, *Forgotten Worlds* and *R-Type*, with many, many others planned. How does having all the *TV Sports* series games on one CD sound? Check out these photos of some of the great games that are, or might be, out for the Duo soon.

AND LAST BUT NOT LEAST...

A new card recently released in Japan (see the *Games Around the World Special* in this issue) will allow you to save data already in the CD-ROM backup RAM onto this new device. It gets inserted into the port of the PC Engine or TurboGrafx-16, which allows you to save up to eight megabits of game data onto the card. This gives you extra storage to save more game data and offers you a way of

keeping those wanted saves when you fill the data file up.

The new card will also let you carry the saved data to a friend's house and begin play there without having to input long passwords or, in

the case of games like *Tiger Road*, playing back up to the point where you left

off, by adding your saved data to your

friend's CD-ROM. The important thing to remember here is that it can't take the place of the actual game itself; you still must have the game in the machine to continue play. The new card is an extra place to store passwords and saved locations within a game.



TV SPORTS: HOCKEY AND L.A. KINGS FACE OFF

In mid-October 1991, TURBOPLAY was invited to go behind the scenes in the NHL's Los Angeles Kings' locker room to watch some players compete in *TV Sports: Hockey* action. The video gaming was taped for airing on Prime Ticket, a West Coast sports cable network. It got hot and heavy for a while, but cooler heads prevailed—though the on-screen fighting seemed to draw the most excitement.

Following a late-morning practice session for an early-season game against the Minnesota North Stars, the players gathered around the monitor, hooked up the TurboTap and played for about an hour and a half, taking on first the Soviet team, then competing against the weaker Finnish team. Unfortunately, the Kings lost to both clubs, but the players showed signs of improvement as they became more familiar with the game's intricate controls. As the majority of the players were from Canada, both of the games were played as the Canadian team.

Along with *Loom* (top), *Populous* (center), and *Shadow of the Beast* (bottom).

continued on page 28

DARKWING DUCK

ONE PLAYER

NEC—TurboChip

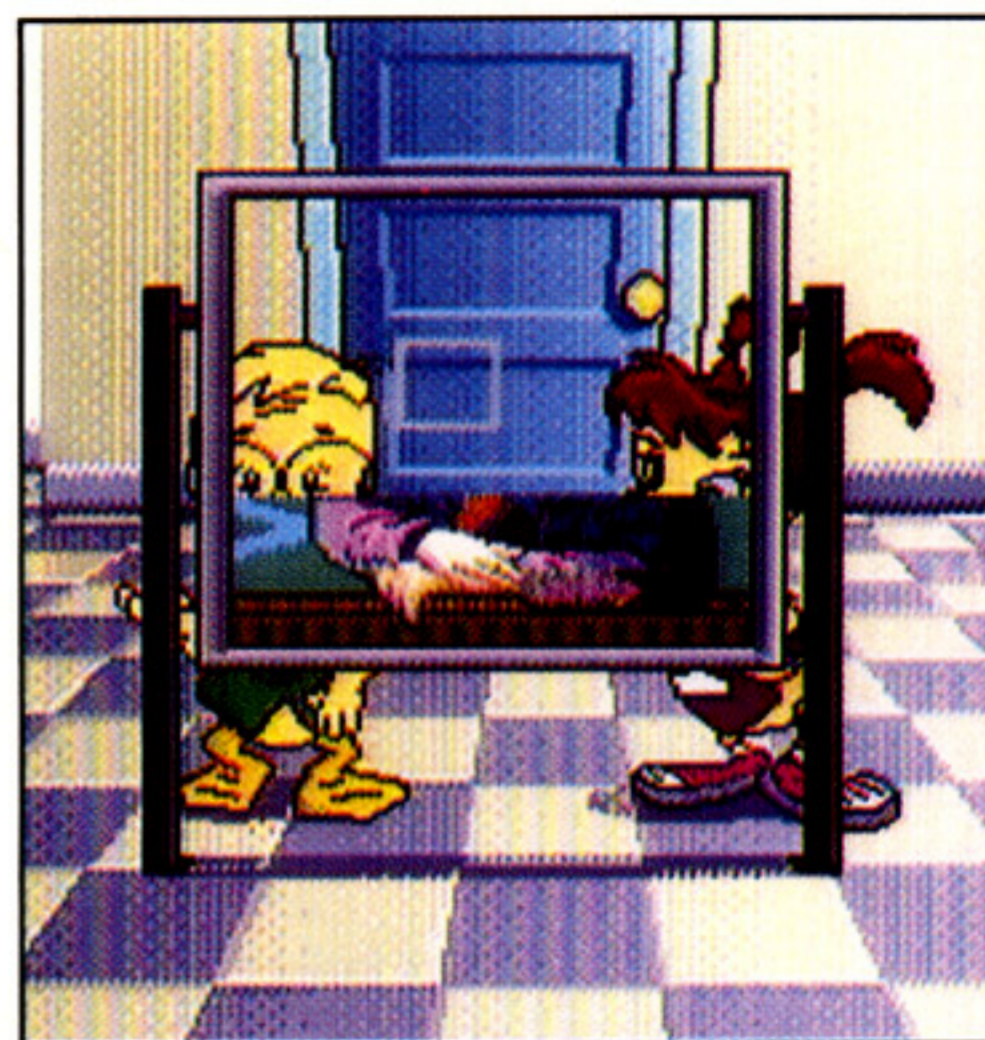
Closer
LOOK

SOUND/MUSIC 

GRAPHICS 

PLAYABILITY 

OVERALL 

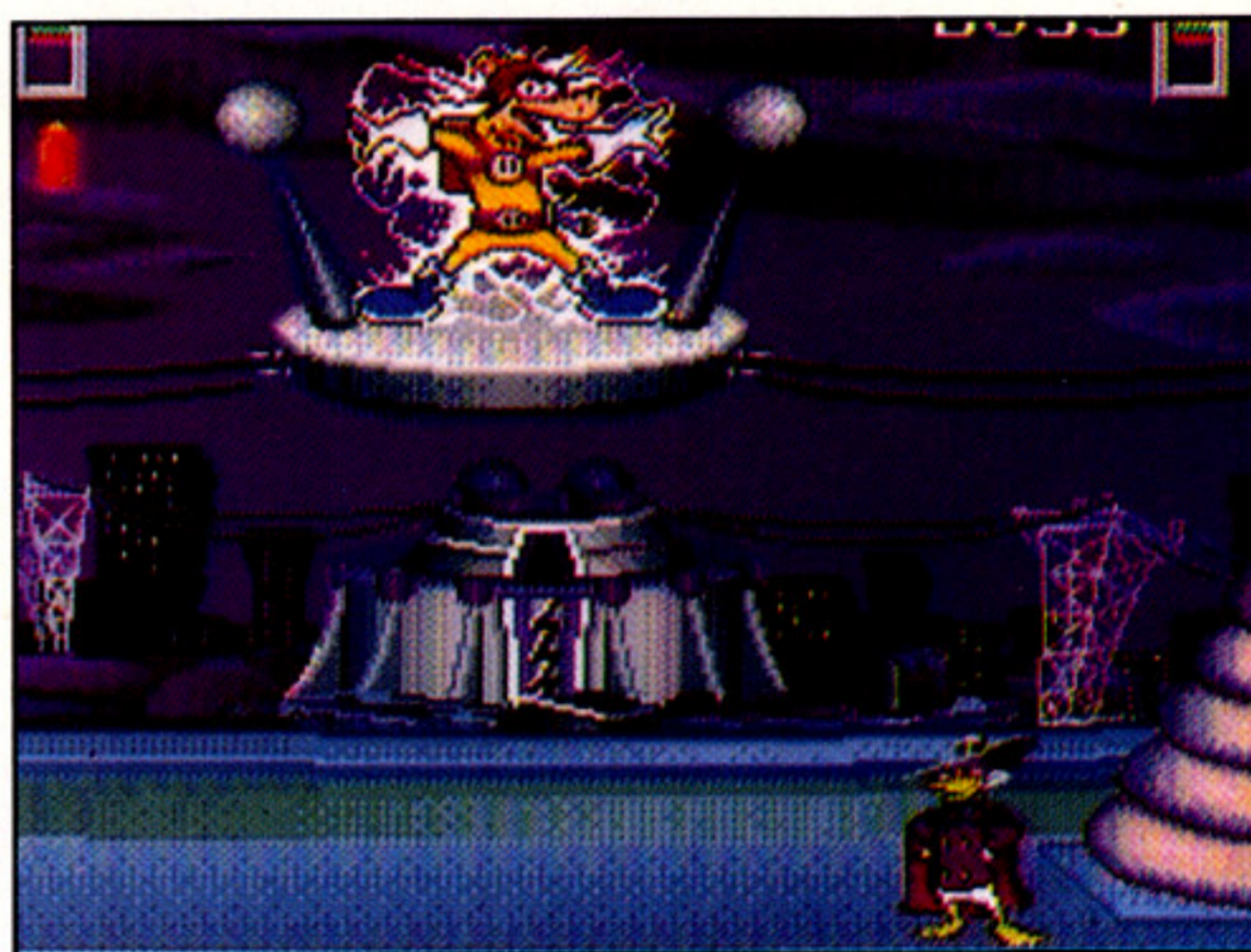
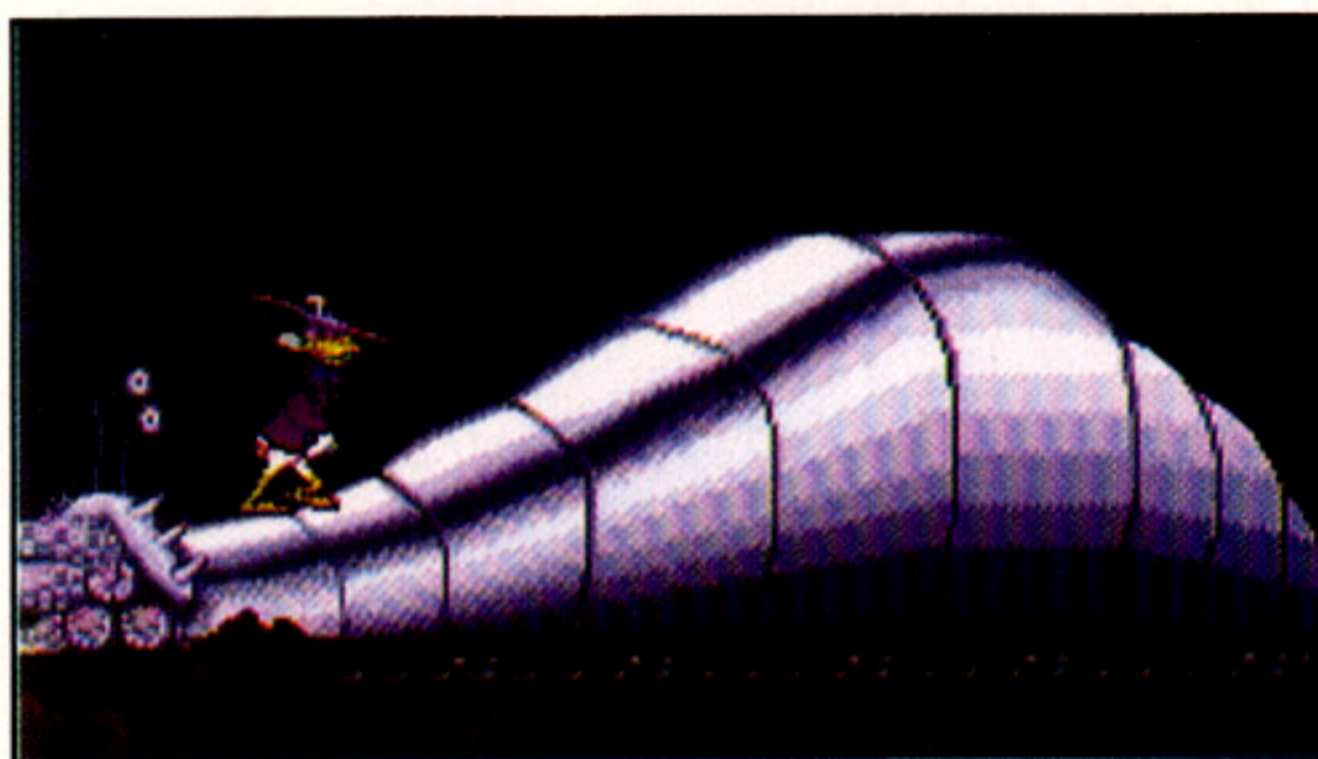


Making his move from Disney animation to the home arena, Darkwing Duck has been called upon for an important mission. Resplendent in a sweeping blue cape and large, wide-brimmed hat, our hero is here to protect the city of St. Canard against the evil schemes of the organization F.O.W.L.

As leader of the group, Steelbeak has, along with his cronies, Megavolt, Tuskerninni and Moliarty, been photographed with stolen paintings by the authorities. Unfortunately, this is only a portion of a much more sinister plan. Apparently F.O.W.L. is working upon something purported to be the ultimate crime weapon.

Your mission is divided into four parts. Within the hideout of Steelbeak and his henchmen are hidden parts of a painting that will give you information regarding the secret weapon that F.O.W.L. has been constructing.

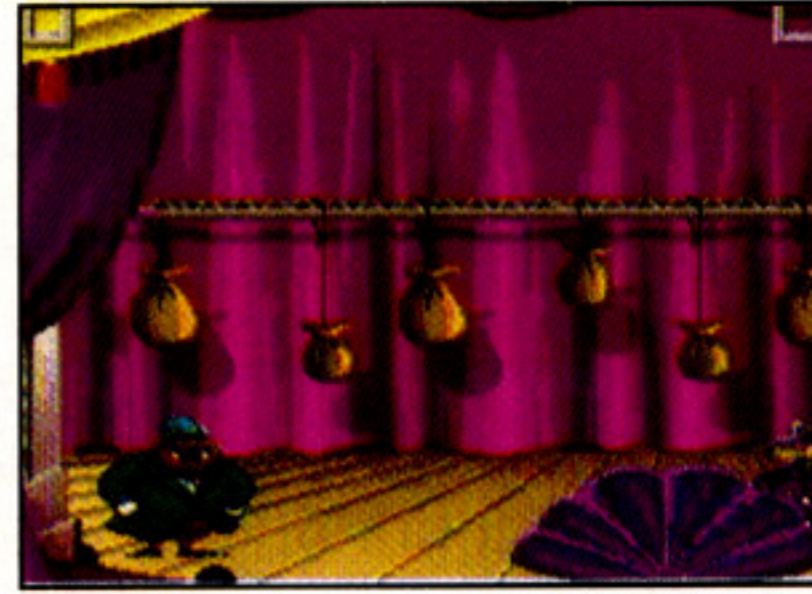
After selecting either the easy or normal game mode, you may then choose to move against Steel-



beak's three henchmen in any order. If you manage to make it through an area, you will meet each of the three in the usual boss matchup, before heading back with any new pieces of the painting you have picked up. Once you manage to complete the picture and discover what weapon is being planned, it's time to go after Steelbeak himself.

Although there are some challenging areas within the game, mostly it's just a matter of timing your jumps to enable you to make it through any of the areas within the game. Of the four areas to be conquered, only Steelbeak's offers any true challenge to the average player—the others are quickly figured out and conquered.

The graphics of the game characters are okay and animated decently



enough, but the supporting cast and backgrounds are sadly lacking in many areas and really don't push the abilities of the system at all, much less meet them.

Sound effects and music are equally unimpressive, with perhaps two different repeating soundtracks throughout the game and no effects to speak of other than a gunshot or a plink when an object is grabbed.

Darkwing Duck may hold some appeal for fans of the animated features or for younger players not up to the challenge of other games, but otherwise, it comes across as an unexciting addition to the TG-16 library.

—Brent Walker

IT CAME FROM THE DESERT

ONE PLAYER
NEC—CD-ROM

SOUND/MUSIC ★★★★★★☆☆

GRAPHICS ★★★★★★☆☆

PLAYABILITY ★★★★★★☆☆

OVERALL ★★★★★★☆☆

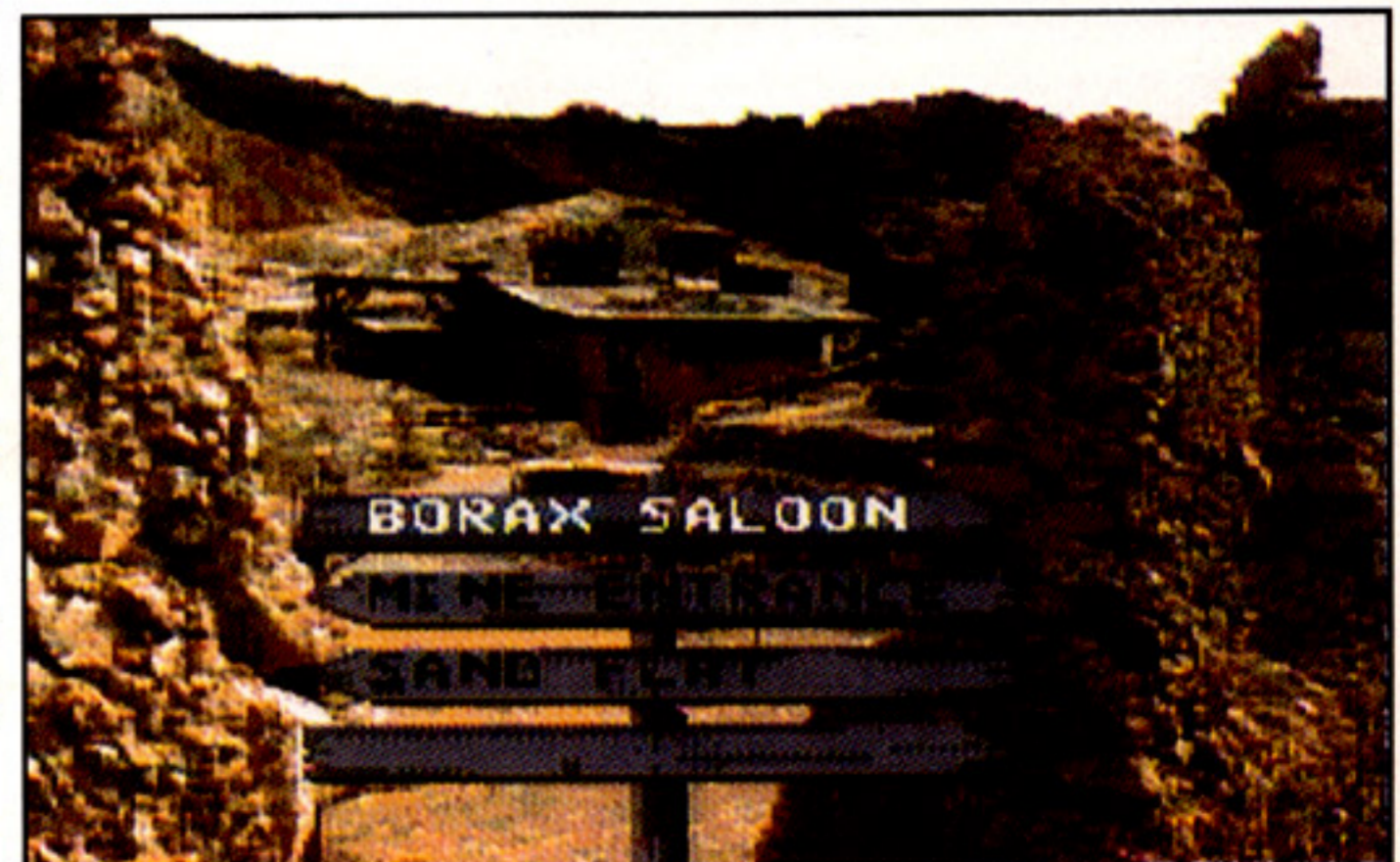
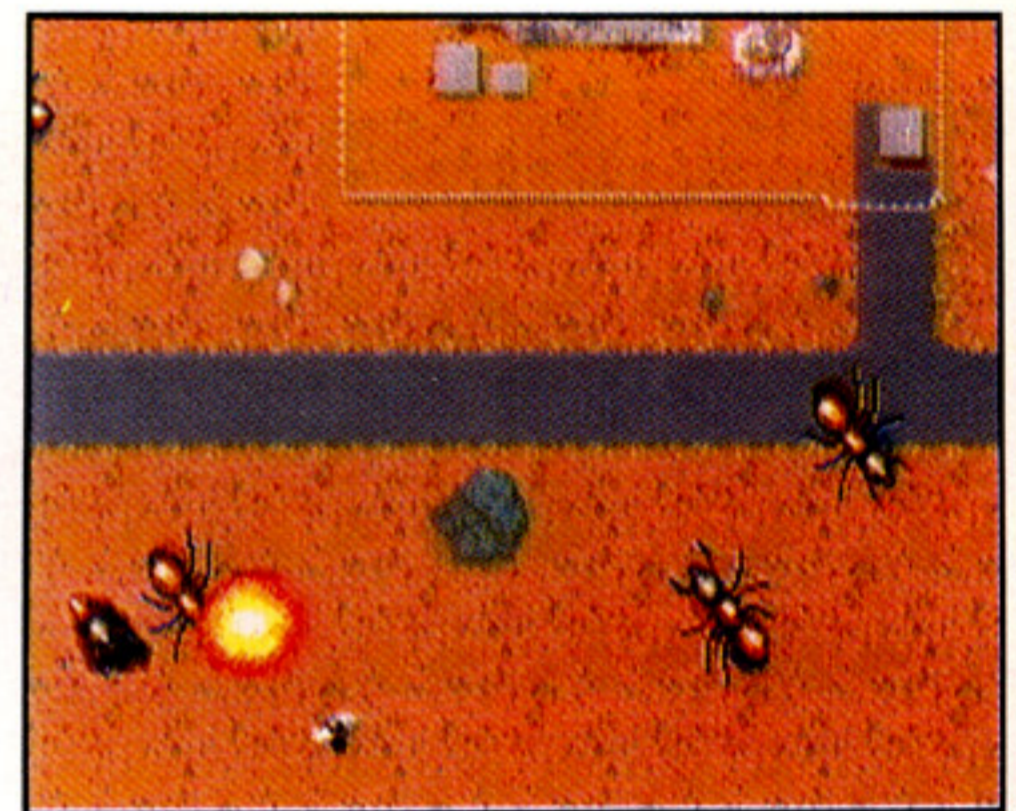
For years, Dr. Horton T. Pangbourne, better known as Doc, tried to warn the people of Lovelock about the dangers of the above-

ground nuclear testing. Some farm animals started dying mysteriously, but the government blamed it on bad feed. That ended the discussion, and Doc was labeled a crackpot. That is, until *it* came from the desert. And *they* have a plan to control the world.

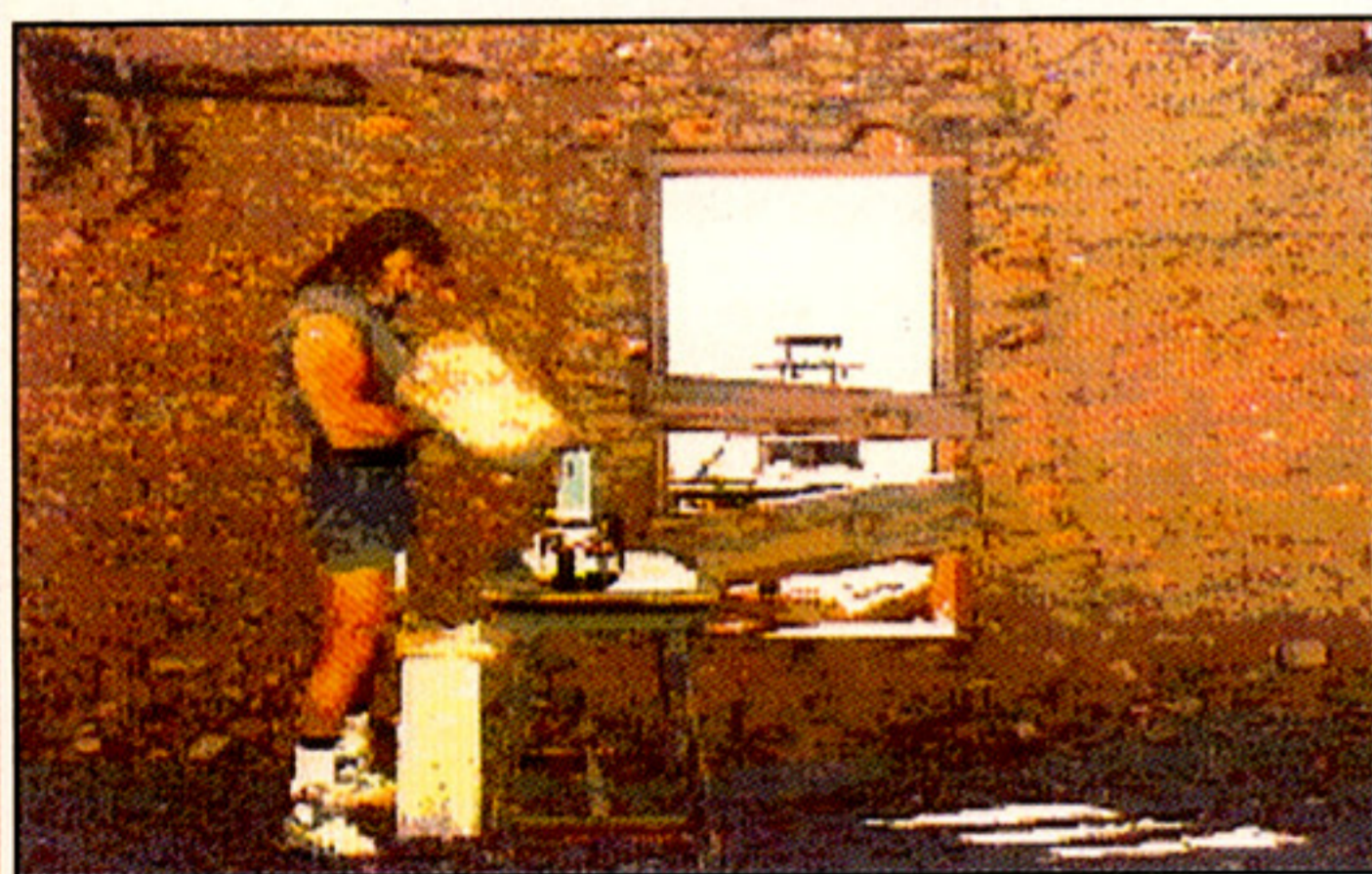
In *It Came From the Desert*, you play high-school senior and social reject Buzz Lincoln. As it happens, your only "real" friend is Doc. Things can get pretty lonely, especially when your girlfriend believes the stories that you are responsible for the vandalism and thefts in town. But it doesn't all hit the fan until a truckload of atomic waste disappears. Fortunately for you and the town, Doc is on your side. It just so happens that Doc, years ago, set up sensor grids all across the town and the testing site, known as Barbecue Flats, to detect any radiation from the testing. When testing stopped, the sensors were shut down. Now Doc has a reason to turn them back on, and he's sending you to do it. That's when you run into *them*. However, when no one believes you, except Doc, you must set out to prove to the town that *they* are real by gathering evidence of *their* existence.

This is an amazing game. Not only does it have a title song comparable to anything on the radio, but the remainder of the music throughout the entire game is great also. (*ICFTD* additionally has 500 voice-over tracks to go along with the 20 CD-quality audio tracks.) So get ready to crank those stereos.

On the graphic side, this is as close to the cutting edge of technology as you're going to get: full-motion video running at ten frames a second, no pausing or hesitation in speech or action and very little interruption between scenes. The game consists of one full hour of video, 180 video sequences and 50 background plates.



Sounds good so far, you might be saying to yourself, but what about game play? *It Came From the Desert* requires you to find and bring back to Doc the evidence needed to convince the town of the trouble. This means you must go to different areas of town at different times to cause the correct response to happen. The game is broken down into eight days, with three time periods to each: morning, afternoon and evening. In each time period, you have four choices of areas to go to, and you are able to enter two during any one time period. You don't have to go to every location to finish the game, so there will be plenty of game you haven't seen. I would estimate it would take about 30 hours of game play to see every bit of the game. The bottom line is: Those of you who



have the TurboGrafx-CD will love this game. Those of you who don't might want to think about getting one.

—Donn Nauert

VALIS III

ONE PLAYER
NEC—CD-ROM

SOUND/MUSIC

GRAPHICS

PLAYABILITY

OVERALL

Many years have passed since Yuko saved her homeland from the hands of Emperor Magus, but now trouble has stirred



up one more time. It comes in the form of Glamess, Emperor of the Spirit World, and things don't look good. He intends to destroy all that lives in the happy land of Vecanti, as well as the world, and add it to his list of conquests. This time, however, evil will have to face more than just Yuko herself. Now

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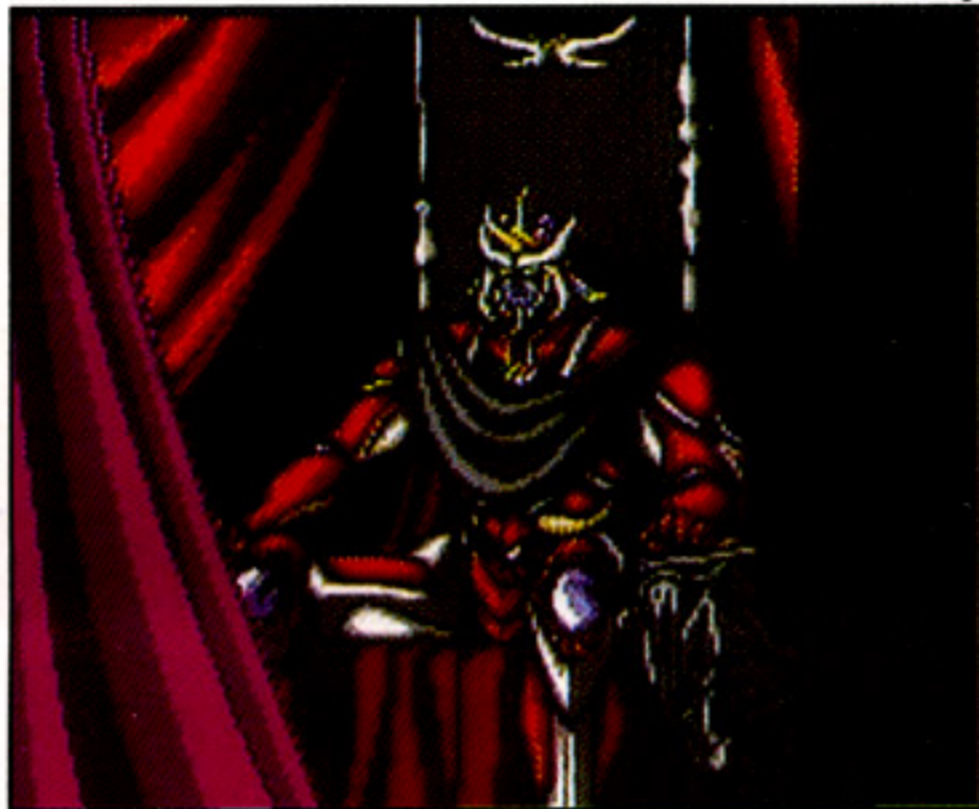
BOX 901T • LANCASTER, TEXAS 75146

Vernal, Yuko's twin sister and Princess of Vecanti, has vowed to help, as has Cham. Cham's only motive is revenge for Glamess killing her father. As the three join forces, it's obvious the battle has just begun.

In *Valis III*, the object of the game is to guide your characters through the various levels in order to defeat Glamess and save the land. In the process, you'll have to decide which character's abilities are best-suited



Graphically, the game is superb. While the background and playfield graphics are very good, the intermission scenes that follow the story



very catchy. The sound was a little better, but it didn't seem to be spectacular.

What I was impressed with, though, was the animation, which is excellent. The enemies and your characters have full fluid motions. The great animation is also evident when you slide across the ground, a vital move in the game. The hair and clothing of the characters flap, as if the wind was taking them as they went.



Overall, I think the game is very good. There is enough of a challenge in trying to decide which character is best in different situations to keep most gamers happy. For those of you who breeze through it, you can always play through the game using different characters and find yourself playing a "new" game.

—D.N.

for each round, in addition to which magic wands you'll need to use. While Yuko can fire a shock wave that is powerful, Cham uses a whip that is even more



powerful but has less range. Vernal, on the other hand, uses a magic staff that can shoot straight ahead as well as diagonally up. This weapon has the farthest range but is less powerful than the others. The magic wands that can be found in the game allow each character to fire a different shot that does basically the same thing. The blue wand, for instance, lets you freeze a character in its tracks. This can help you make jumps across openings that you normally couldn't make. The white wand will blast everything on the screen.



line are excellent. On the other hand, with regard to the sound and music, there seemed to be something lacking. After four solid days of playing, I couldn't think of how any of the music went—it wasn't

TURRICAN

ONE PLAYER

Accolade—TurboChip

SOUND/MUSIC ★★★★★☆☆☆☆☆

GRAPHICS ★★★★★☆☆☆☆☆

PLAYABILITY ★★★★★☆☆☆☆☆

OVERALL ★★★★★☆☆☆☆☆

On a wasteland world called Alterra, scientists were attempting

to create a life-supporting planet. But their experiments went wild, and, instead of establishing a paradise, they ended up changing Alterra into a death world, infested with deadly killing machines intent on wiping out all life. Now, Turrigan, a high-tech hero, must face the dangers of Alterra and bring the planet back under control.

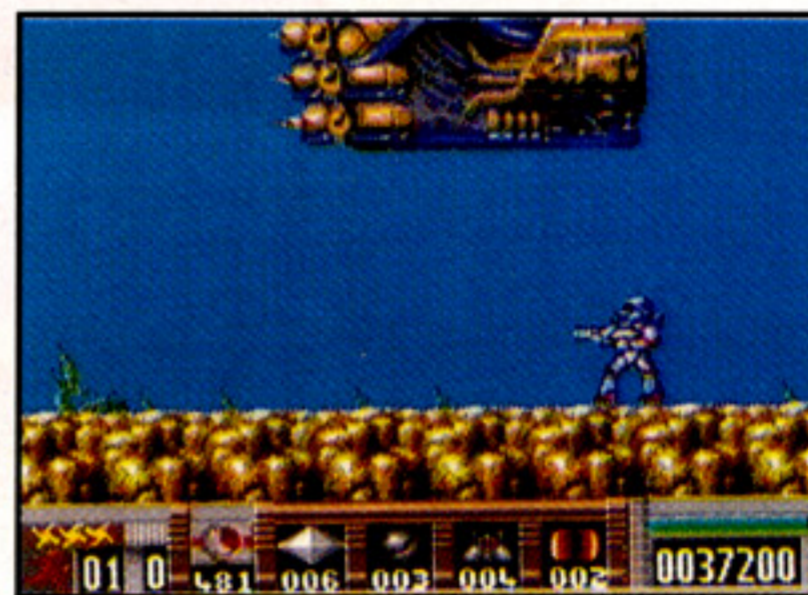
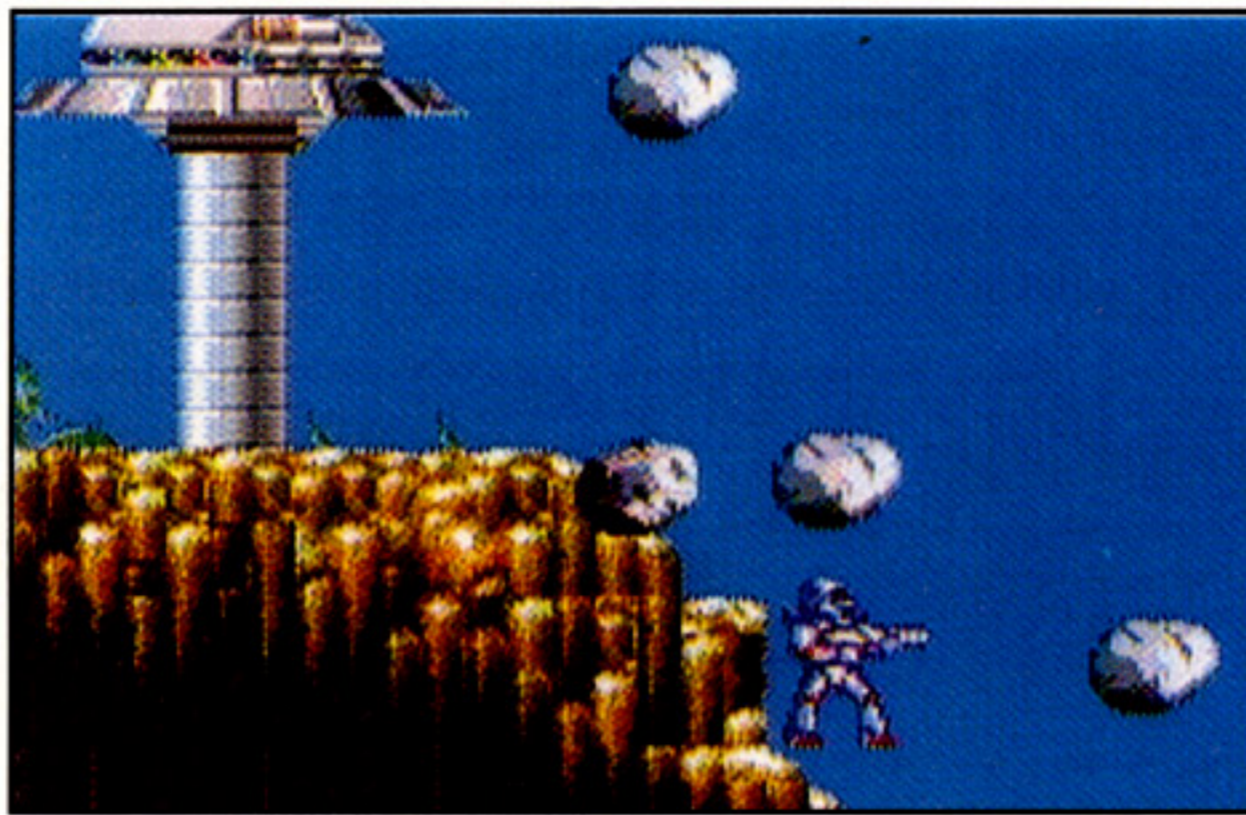
You, of course, get to play Turrigan, guiding the hero through over a dozen different levels, each bursting with more horrors than you've even seen in your worst nightmares. As you advance through each level, you blast creatures and search for power-ups, hidden chambers and more powerful weapons.

Many types of weapons are available if you can shoot the flying pods that contain them. Each weapon is designed for

use against particular enemies, so getting through a level frequently requires wielding the right blaster.

Some of the weapons include: Turrigan's single-shot gun, a triple-shot cannon, a rotating power beam, lightning blasts and others. Some pods, when gathered up, increase your score rather than give you a weapon.

The creatures on Alterra are fast and brutal. You don't have time to explore leisurely, but instead must be constantly ready to aim and fire. The creatures you'll face include deadly birds, fireball-shooting worms, fast-footed robots, tumbling boulders



and radar dishes with attitude problems. One thing's for sure: This shooter is not for those slow on the trigger.

Turrigan's graphics are detailed enough, though not particularly inspired. Each level comprises plenty of scrolling scenes, including hidden underground rooms, cliffs, waterfalls, towering machines, deadly pedestals and more. The sound effects are competent, but typical, offering no surprises to the seasoned video gamer.

As mentioned earlier, Turrigan is not a game for the novice blaster. This other-worldly shoot-'em-up requires consummate control-pad skills to get past even the first

level. The foes swoop, sprint, dart and scurry as they try to avoid your fire and blast points off your life meter.

If you're looking for originality, you won't find it here; there's nothing in Turrigan that you haven't

seen a hundred times before. However, if you want a shooter that'll challenge your video battle skills, Turrigan, which is somewhat reminiscent of Nintendo's classic Metroid, won't disappoint.

—Clayton Walnum

ANDRÉ PANZA KICK BOXING

ONE OR TWO PLAYERS

NEC—TurboChip

SOUND/MUSIC ★★★★★★☆☆☆☆

GRAPHICS ★★★★★★☆☆☆☆

PLAYABILITY ★★★★★★☆☆☆☆

OVERALL ★★★★★★☆☆☆☆

Aside from the fact that the game is endorsed by a personality who is pretty much unknown in the U.S., André Panza Kick Boxing doesn't give a reviewer much to complain about. It's a straightforward, one-on-one boxing simulation that takes one of the most basic video-game concepts and makes it truly memorable by pumping it up with good sounds and unbelievably rich graphics.

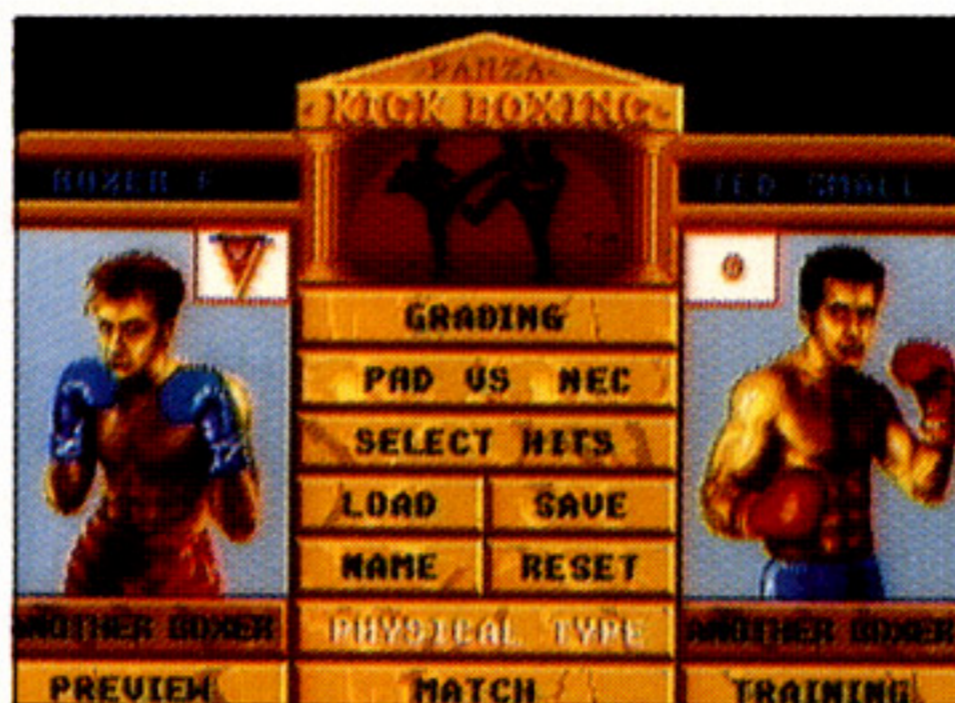
The main difference between this TurboChip and other boxing games, like NEC's own *Champions Forever Boxing*, is evident in its name—and when you see what has been done with the idea, you'll wonder why we haven't seen more kick-boxing titles. In a game that presents a ringside view of the action the way *André Panza Kick Boxing* does, the ability to strike your opponent with your feet is like a breath of fresh air.

Futura, the game's developer, has exploited this full range of possibilities by including an incredible variety of offensive and defensive maneuvers. There's also an array of menu options that lets the player

have some input in choosing the way these moves will be executed. Almost all of the button combinations and Turbo-Pad compass points will cause your fighter to take some type of action, usually in the form of an attack.

Most importantly, the animation of the fighters is so smooth and realistic that it practically grabs you by the throat and draws you into the game. Each type of attack is beautifully choreographed, and even the characters' reactions are totally convincing. The referee's appearance is quite a treat—his shuffling steps and exaggerated expressions are the perfect complement to the surreal looks of the boxers who compete under his hawklike scrutiny.

The backgrounds are stunningly rendered, from the scruffy-looking



back-alley ring where your career is born, to the high-gloss hoopla of the crowded arena where the higher-ranked fighters await your arrival. Sound effects are striking—no pun intended. The game's biggest flaw seems to be the half-baked options

screen, which undermines this otherwise excellent contest with silly-looking "photos" of the contenders.

André Panza Kick Boxing doesn't have too much depth; even the password-backed quest for a championship title can be more tedious than challenging, particularly if you own a TurboStick. But if you know another gamer who can participate in the two-player mode, or if you're just interested in seeing some of the finest video-game animation to date, you can't afford to miss this one—it's a real knockout.

—Chris Bieniek

RAIDEN

ONE PLAYER

NEC—TurboChip

SOUND/MUSIC ★★★★★★☆☆☆☆

GRAPHICS ★★★★★★☆☆☆☆

PLAYABILITY ★★★★★★☆☆☆☆

OVERALL ★★★★★★☆☆☆☆

Late in the 21st century, the Earth becomes the target of a hostile alien force. The top aerospace engineers in the world have come together and designed a special supersonic fighter-bomber based on information taken from enemy aircraft wreckage. As the top ace fighter-pilot, you're assigned to fly the new, untested aircraft. The fate of the world and the human race is now in your hands.

Raiden, which is converted from the arcade version, is a one-player
continued on page 29

IT'S SO REAL, IT'S UNREAL.



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

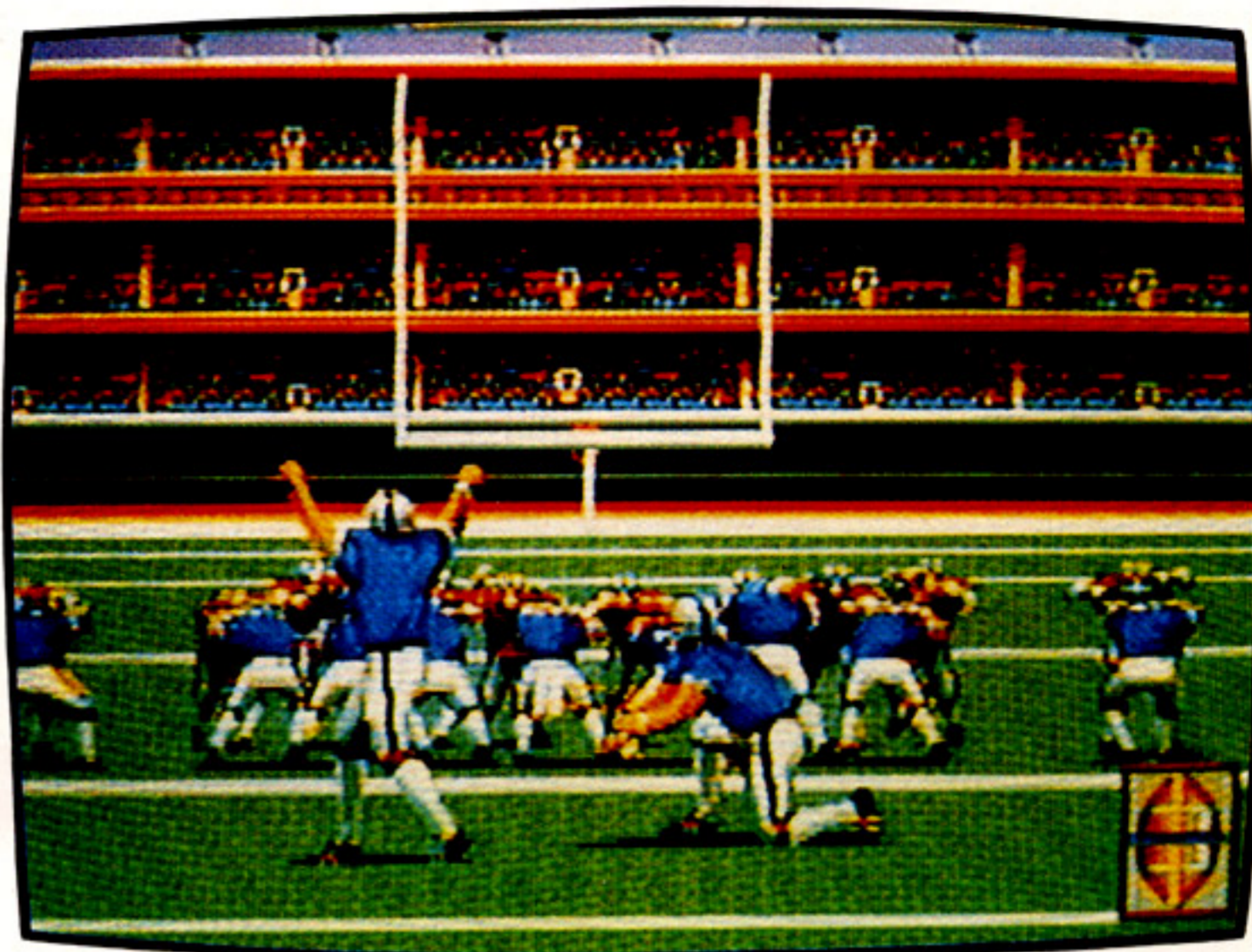
TV
SPORTS[™]
H O C K E Y

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

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

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

With TV Sports Football, you'll lead a team's brutal defense and punishing offense. Your



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SPORTS[™]
FOOTBALL



A victory on this one will make you feel ten feet tall, even if you're only 5'2".

TV
SPORTS[™]
BASKETBALL

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

They're the only sports games five of your best pals (or worst enemies) can play at once.

Try-outs are this fall, so get your thumb ready to scrimmage!

Look for upcoming sports games from TurboGrafx-16: Davis Cup Tennis, Andre Panza Kick Boxing, TV Sports Baseball and Champions Forever Boxing.



Available at: Toys R Us, Babbage's, Electronics Boutique, Montgomery Ward, Software Etc., McDuff Electronics, VideoConcepts, Sears Catalog, and other leading retailers.

GAMES



WORLD

by Victor Ireland

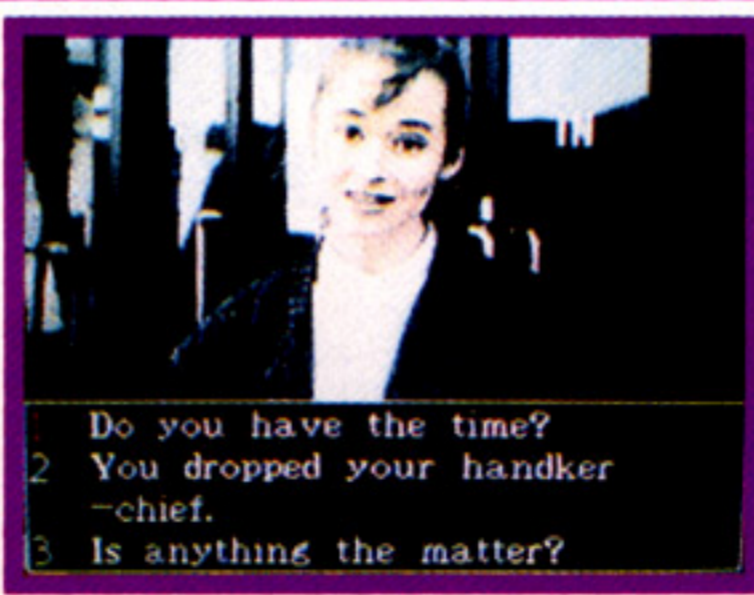
Ultra Box (Volumes 1-5)

One of the neatest concepts going for the PC Engine, *Ultra Box* is a kind of electronic magazine on CD. Each volume (released approximately one per quarter) includes regular features, such as a cartoon series, news, contests, artwork submitted by readers and simple video games.

Each volume also contains an updated database of all PC Engine games released to date (currently almost 300) that can be searched a number of ways—by vendor, date, cost, size, format, etc.—to help you find any game for the PC Engine. Once you find the game you're looking for, a digitized photo of the cover art is presented, and the option is presented to examine a short, one- to five-star review of the game.

One of the best things about the *Ultra Box* series is that one never knows what he might find. For example, one of the volumes features a tutorial on how to meet and talk to American women. It puts the user in different situations, then gives him a choice of things to say next, only one of which is correct. Hilarious to say the least, and one of the few activities that is almost completely in English.

VICTOR MUSICAL—CD



Hanatakadaka (Long-Nosed Gremlin)

Taito has brought another solid title to the PC Engine in the form of this offbeat game. *Hanatakadaka* is a colorful side-scrolling shooter that features multiplane scrolling, bonus games and a quest to find 12 pieces of the seal that will put the evil magician Gicanda away for good and return Mary to the village prankster, who has mended his ways. As the Long-Nosed Gremlin, you will encounter spinning ninjas, angry construction workers, house-throwing samurai girls and some very unusual boss characters.

TAITO — HuCARD



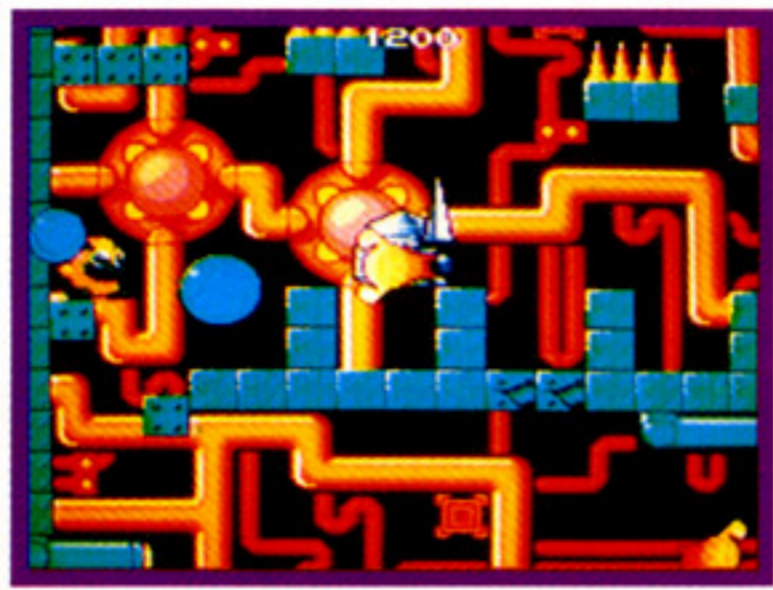
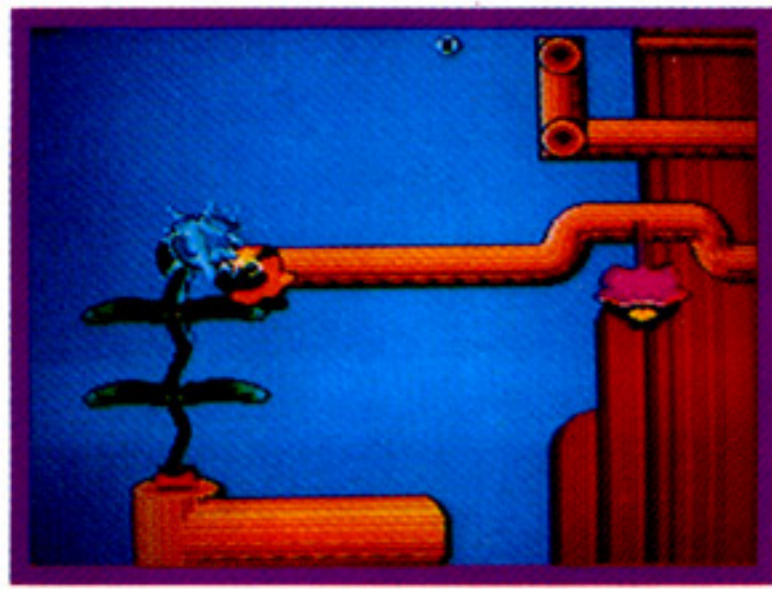
Cosmic Fantasy II

One of the hottest-selling RPGs out for the PC Engine right now, and for good reason! This CD title features an excellent interface, strong story line and very nice animated intermissions.

As 16-year-old Ban, the main character, you head out in search of your schoolgirl sweetheart, Laura, who has been kidnapped by the evil Galam. During the course of the game, you assume the role of a number of different characters and eventually save your beloved planet—oh, and you get the girl, too!

LASERSOFT — CD





Liquid Kid: Bubble Bobble 4

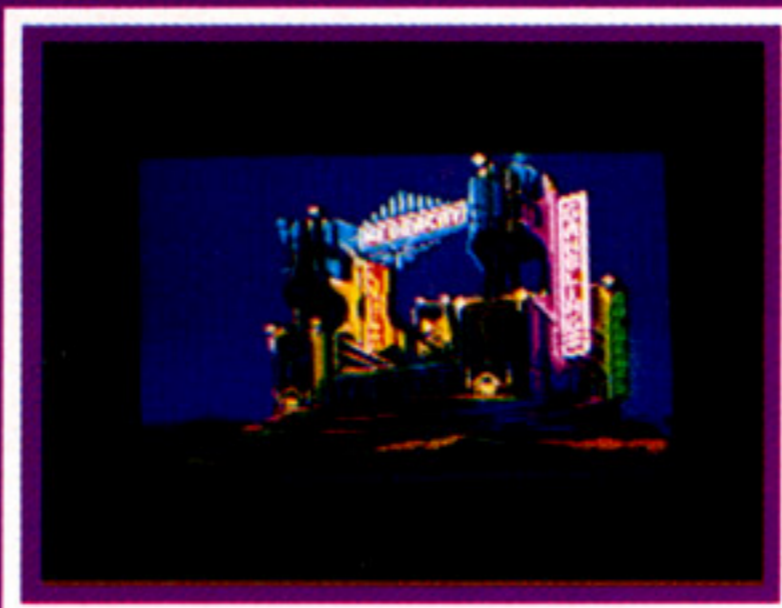
The fourth chapter in the *Bubble Bobble* series will hit the PC Engine early in '92. This time around, the two-player mode is gone, and the game assumes a scroll-boss personality. Your only weapon in this chapter is a water bubble, which can be made bigger by holding the fire button. Along the way, you'll encounter plants that you can make grow by watering them with your bubbles. You'll also ride boats that can be moved by dumping your water bubbles into their waterwheels. If you're skillful enough to make it through all seven challenging levels, you're in for a tough battle with the Fire Wizard.

TAITO — HUCARD

Cobra Legend II

This follow-up to the enormously popular *Cobra Legend CD* was two years in coming, but was well worth the wait for fans of the original game. The *J.B. Harold*-style storytelling interface is retained, and the story line is again interspersed with the type of action scenes that made the original a big hit in Japan.

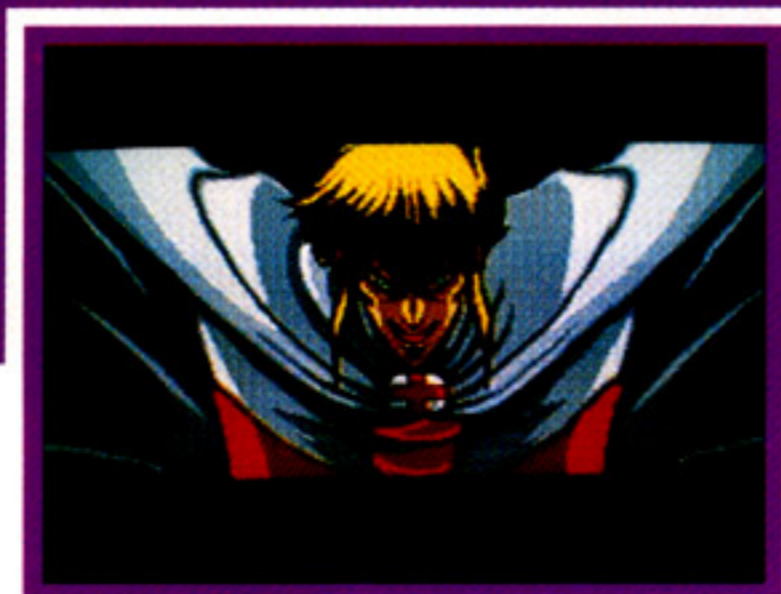
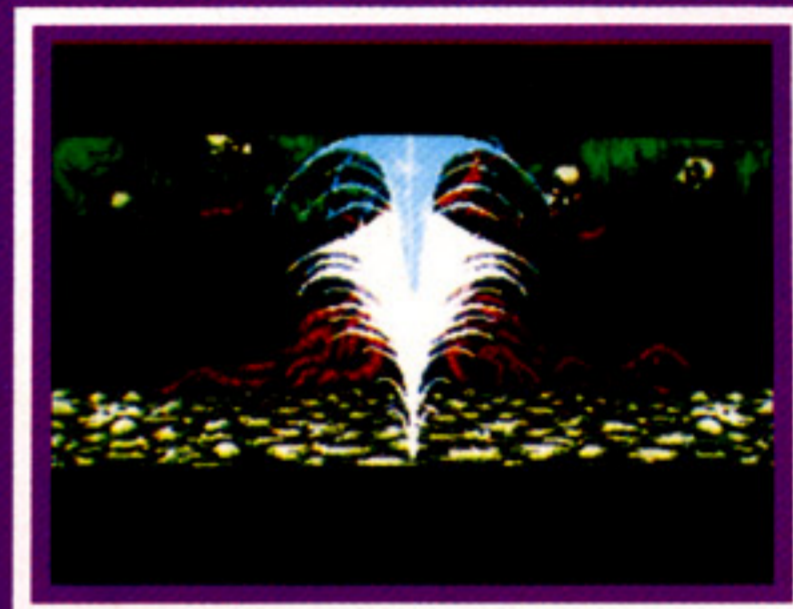
HUDSON SOFT — CD



Exile

This hot, arcade-style RPG may make it to the TG-16 early in '92! If it does, TurboGrafx-CD owners are in for a dazzling display of what the system is capable of doing. The many arcade sequences in this Middle Eastern-themed game are quite varied and make excellent use of the color capabilities of the PC Engine. Most of the outdoor scenes feature multiplane scrolling, with clouds and the like rushing overhead. In addition, the foreground has enhanced scrolling, with rocks, chandeliers or columns scrolling as the main character walks by. Also—not to forget the superb intermissions—*Exile* excels in this area too. The only downer to the whole game is that it is way too easy, and the game is over before you know it, leaving you begging for more. However, that “problem” may be corrected if it is converted for domestic release.

RENOVATION — CD



Xevious

Atari fans rejoice—*Xevious* has finally made it to HuCard. The PC Engine version retains nearly every feature of the arcade version, the notable exceptions being the hidden “special” flags and the secret message from the programmer. That noted, it can be said that this game is pure action, and true to the layout of the arcade version. In fact, the cart also includes a hyped-up version for those who mastered the original. The harder version includes new enemies, different ships and even storyboard screens between rounds to unfold the details of the mission. Now if they'd only do *Food Fight*...

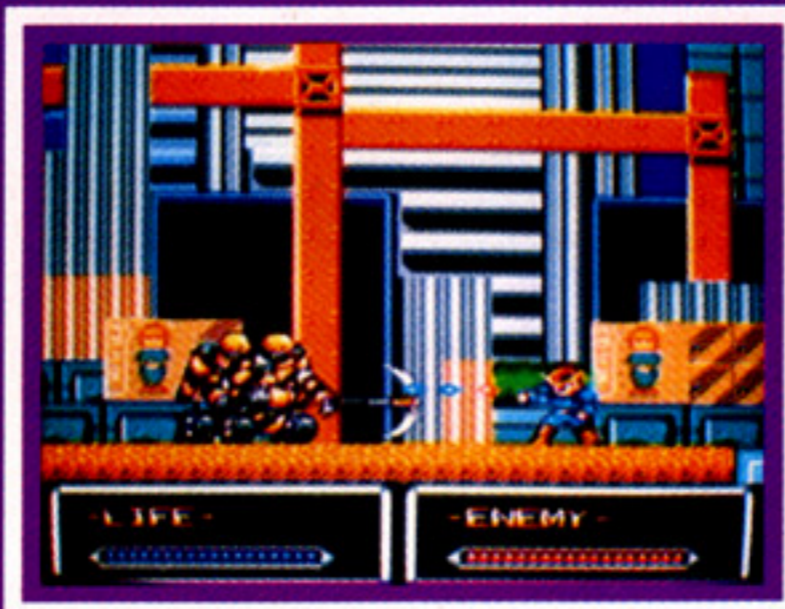
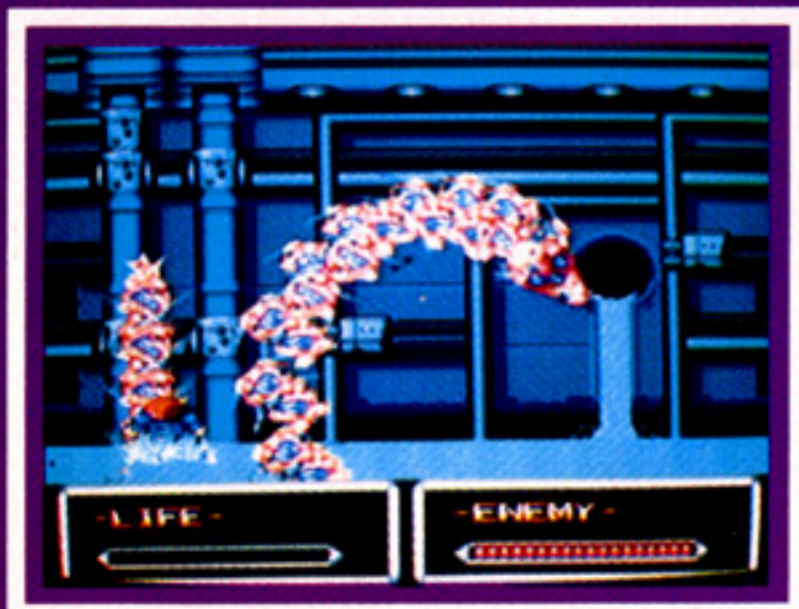
NAMCO — HUCARD



Overhauled Man II

This game features one- or two-player simultaneous play, lots of action and even multi-plane scrolling on select levels. The basic story line of this side-scrolling shooter is that the main characters, Paul and Linda, are trying desperately to return their robot bodies to human form. On their way to the lab of the doctor who can return them to themselves, they run into trouble. It seems that the good doctor, who is their only shot at returning to human form, has been kidnapped. Your mission will take you from land to sea and finally space before you can retrieve the doctor. Does he return you to human form? Well, all we'll say is that *Overhauled Man III* is due for the PC Engine Super System Card next year.

NCS — HUCARD



Power Drift

Sega's popular driving game explodes onto the PC Engine. In this game, you are trying to best a field of crazy drivers over a variety of wild tracks. Like the arcade version, the tracks here have height, depth and wild turns.

ASMIK — HU CARD

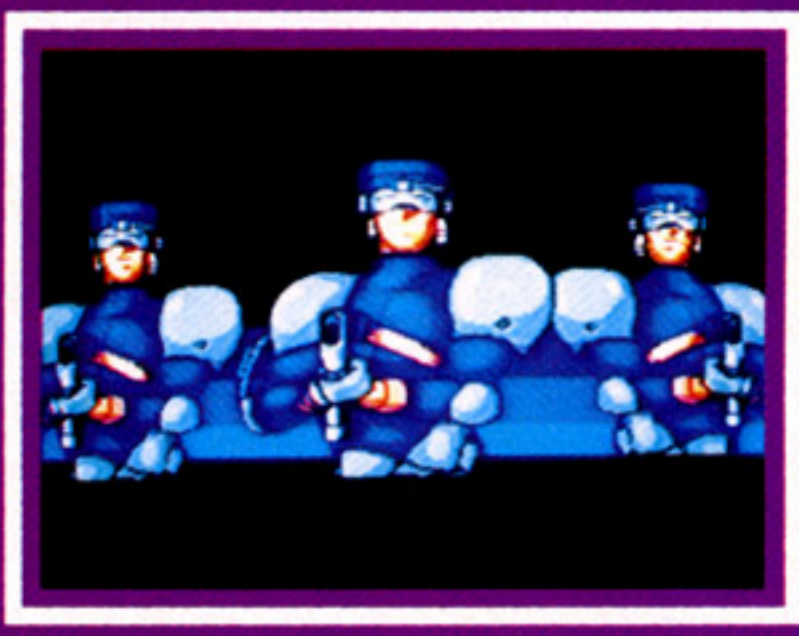
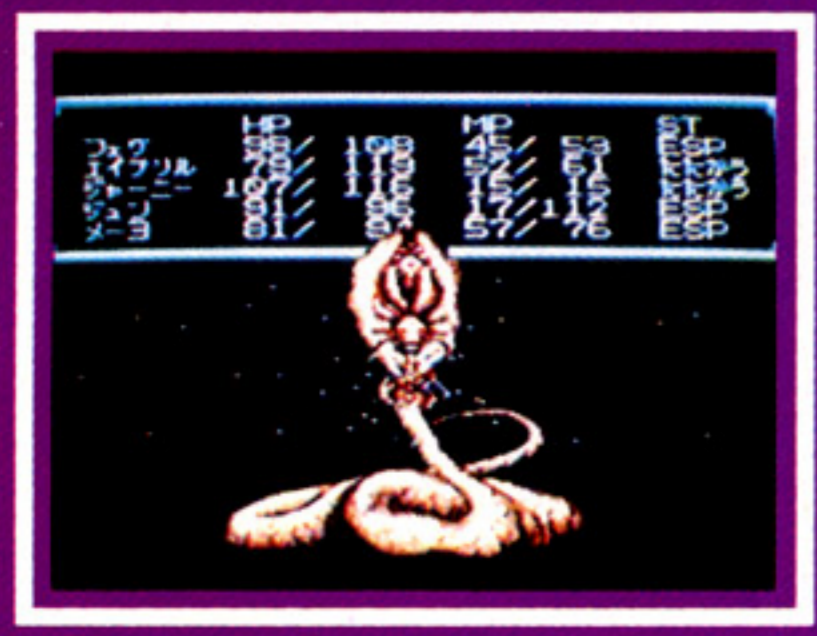


SolBianca

The year is 2395, and the prosperity and freedom that technology has brought to the universe is about to be shattered. Enter the five lovely ladies of the "Viking Ship SolBianca."

This *true* RPG lets you control the party of five women as they strive to restore peace to the universe and avoid disaster. Like most group RPGs, each of the party members has special strengths. Some handle weapons better, some have stronger magic (referred to as ESP here), etc. Very nice animated intermissions and boss opponents are the highlights.

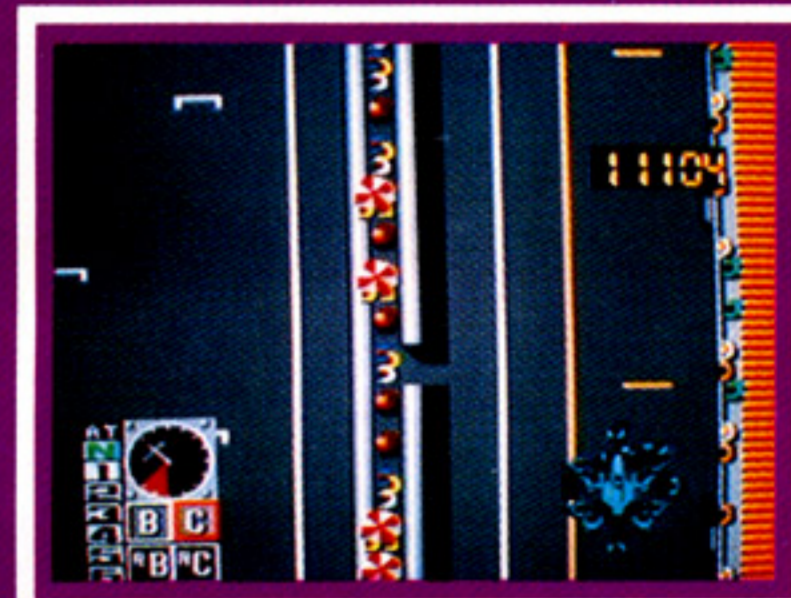
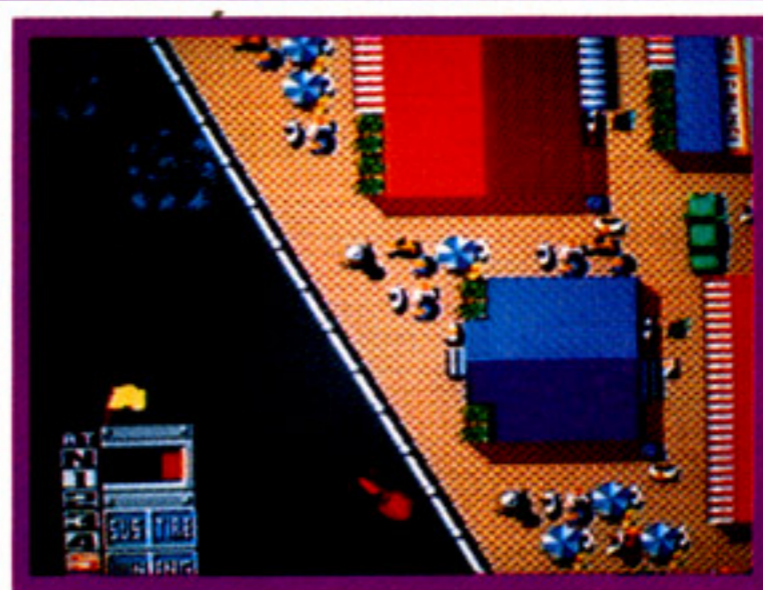
NCS — CD



L-Dis

This cartoony shooter is one of the best examples of the range of the PC Engine's color palette and multiplane scrolling. Each of the four *long* levels has a midboss and a final boss to defeat before you can move on to the next level. Graphically, the game excels, although the play is pretty demanding, even on easy. Point to look for: the *huge* crab boss near the end of the game.

NCS — CD



F1 Circus

This Formula-1 racing game has it all—12 teams, 16 actual Grand Prix racetracks around the world (from the USA to Australia), rain, sun, engine trouble, tire changes, victory and defeat.

These cars are *sensitive!* If you're used to playing *Moto-Roader* or the like, it will take awhile to adjust to these cars. Slight movement to the left or right is all it takes to turn the cars; hold it too long and you'll quickly be out of control. Once you're accustomed to the controls, this game becomes very addictive.

NICHIBUTSU — HuCARD





Burai

Six thousand years ago, on the planet Kiplos, a battle raged between Lisk, the God of Light, and Darl, the God of Dark. After defeating Darl and sealing him away, Lisk watched as peace grew in the land.

Of course, there's someone out to wreck the party, and in *Burai* that person is Bydo (bored with his empire?), who unleashes Darl again. True to prophecy, Lisk emerges on the scene as a baby prince who will grow to save the land. The only problem is, Darl is out to annihilate Lisk while he's vulnerable. Three palace guards try to escape with the baby to protect him. Before they are overtaken by Darl, they manage to seal the child in a magic light and send out eight light spheres summoning warriors to save the prince, and, hence, the world.

Burai is a so-so RPG with very hot intermissions. You begin the game by playing each of the eight summoned warriors (with each scenario punctuated by an intermission). Then, when that's finished, all eight join forces to save the prince. Very nice story line, and the intermissions get progressively better.

RIVER HILL SOFT—CD

Tennokoe Bank

Tennokoe means "voice from heaven," and this card is truly heaven-sent for PC Engine CD owners. Most of the larger Japanese RPGs and strategy games coming out require most or all of the measly 2k of backup RAM in the CD unit. In order to play a new one, it's necessary to erase another game that may still be in progress. Enter the Tennokoe Bank. This battery-backed HuCard (the first) contains 8k of RAM, allowing the user to store the entire 2k of backup RAM in one of four "boxes" on the card. The card allows you to store, retrieve or swap data between the CD unit and the card. This is also an excellent way to transport saved game locations to a friend's CD unit without bringing over your whole system. The convenience this card offers is well worth the \$31 it is presently going for. While most U.S. releases do not currently use the same amount of backup RAM, that time is coming. Hopefully, for that reason, this wonderful product will be released Stateside also.

HUDSON SOFT—HUCARD

BONK'S REVENGE

To bring up a bonus-stage select, simply press and hold II, then press **RUN** during the difficulty-select screen.

This won't do much for your game, but if you want to remove the word "Pause" from the screen, press **RUN** to pause the game, then press and hold I, II and **SELECT**.

To warp a level ahead, you'll need to collect at least 50 happy faces.

PARASOL STARS

To get 99 continues, you must get the rainbow necklace that appears early in the game, which will open a door during the boss level. Inside the door, you'll find a coin that will award you with 99 continues.

To bring up a sound test, press D, I, II, then **RUN** during the title screen.



BY DONN NAUERT

CADASH



In the game, there are several hidden rooms that will either act as a shortcut or hide a special item. To find the Amulet of the Dragon, you need to jump from the rope into this opening (shown in the photo), located in continent four. The amulet will give you 65,535 gold.

The next secret opening is a shortcut through the fire rope area in continent four, which will take you safely through the section. Once you're through the fire rope area and have fallen from the cliff, walk through the wall on the right to find a life bell.

In the final castle, look for invisible vines and platforms. These will lead to such useful items as the life bell and elixir. One such place is in the chamber to the right of the princess, another is on the lower levels of the castle. Every character can reach the vine, but the angle of the jump will be different.

TV SPORTS: BASEBALL

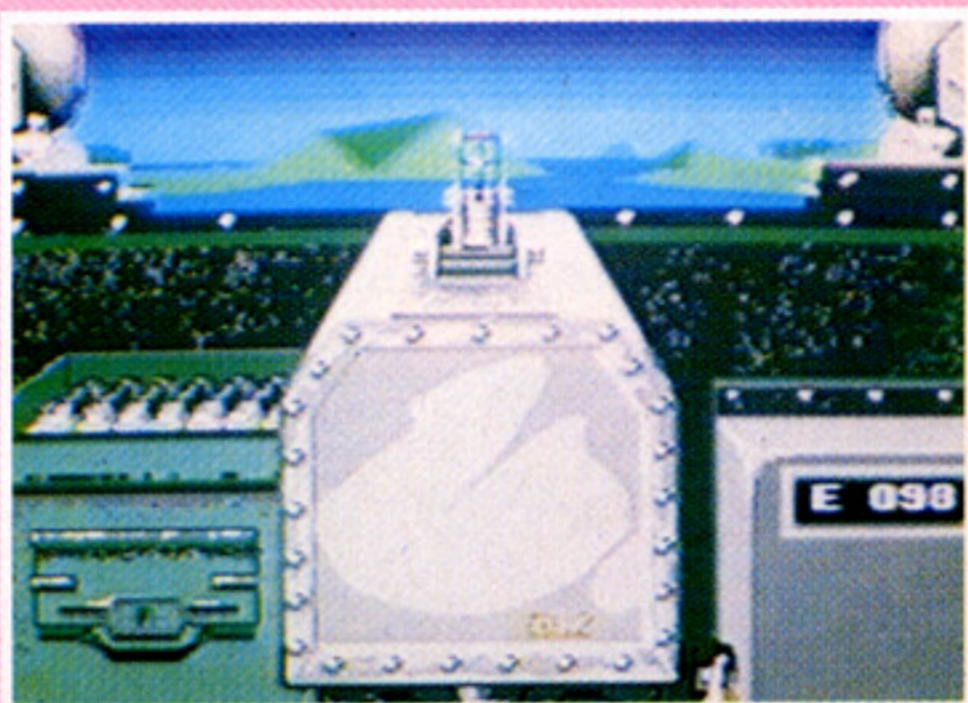
Just in time for spring training, *TV Sports: Baseball* lets you start the year off with a hit. *TV Sports: Baseball* features three different stadiums, one- to four-player modes (for example, you can have one person pitch and one field, while two players alternate hitting), ten teams to choose from and a 20-game season.



Coming soon...

GUNBOAT

This Vietnam War simulation game lets you select various missions to play using a first-person perspective. It also features digitized graphics.



Ballistix

A one- or two-player game that can best be described as a futuristic, combat air-hockey contest.



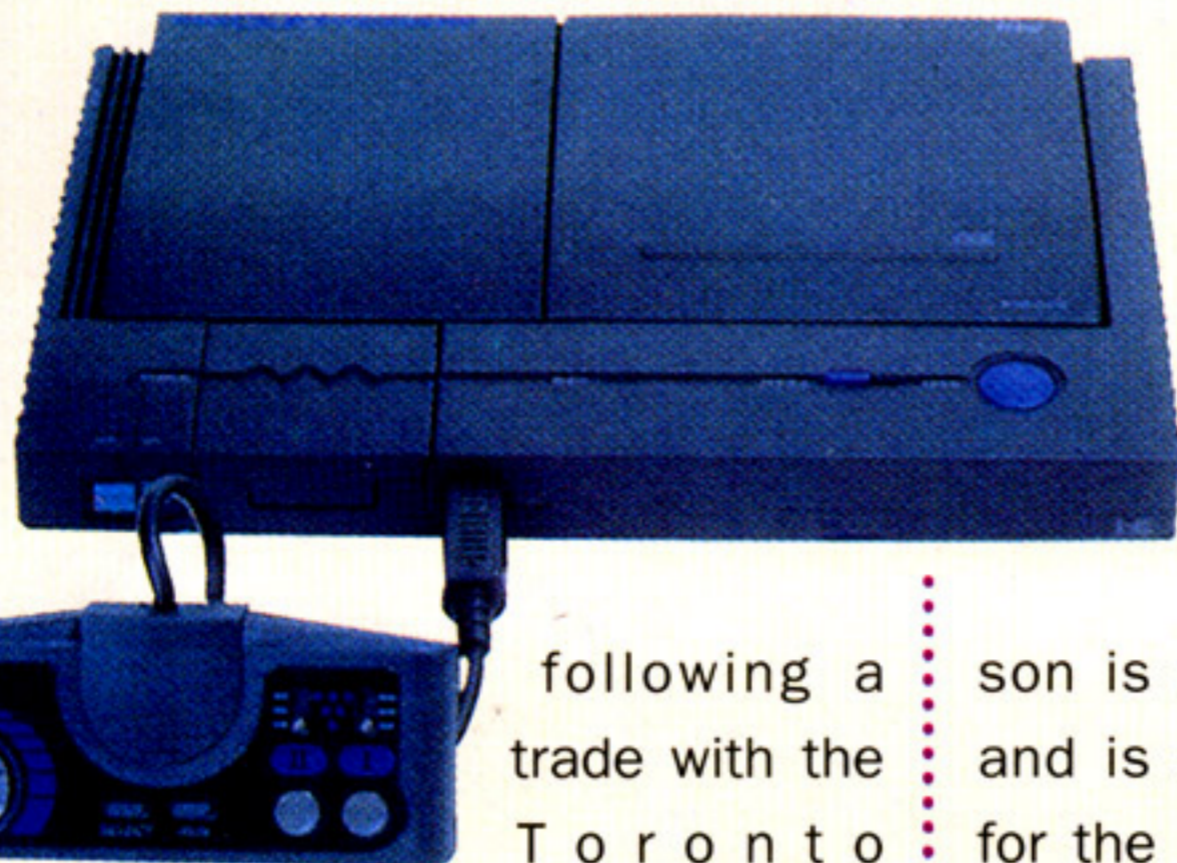
Night Creatures

You've been bitten by the vampire Hectate. To keep from turning into a vampire yourself, you must search for and defeat Hectate before your time runs out. Defeating end bosses of other levels will give you the power to change into other creatures, which will help you out in the various levels.





The new PC Engine Duo, could be the start of the next wave of advanced video game machines.



The Kings taking part in the session were:

• Rob Blake, in his second year on defense for the Kings, which follows a stellar rookie year. He came in fifth in the Calder Trophy balloting, which recognizes the Rookie of the Year.

• Bob Kudelski, a right-winger, in his second full season with the Kings. Kudelski has had goal-scoring streaks (seven goals in ten games and six goals in five games) that show his potential for putting it in the net.

• John McIntyre, who joined the Kings last year

following a trade with the Toronto Maple Leafs.

A center, McIntyre has demonstrated that he doesn't take much flak, accumulating 115 minutes

in penalties in 56 games with the Kings.

• Larry Robinson, a 40-year-old defenseman in his 20th NHL season and the oldest active NHL player. Nicknamed "Big Bird," due to his 6'4" frame, Robin-

son is a six-time All-Star and is considered a lock for the Hall of Fame after he retires—whenever that might be.

• Dave Taylor, a career King, going into his record 15th season with the

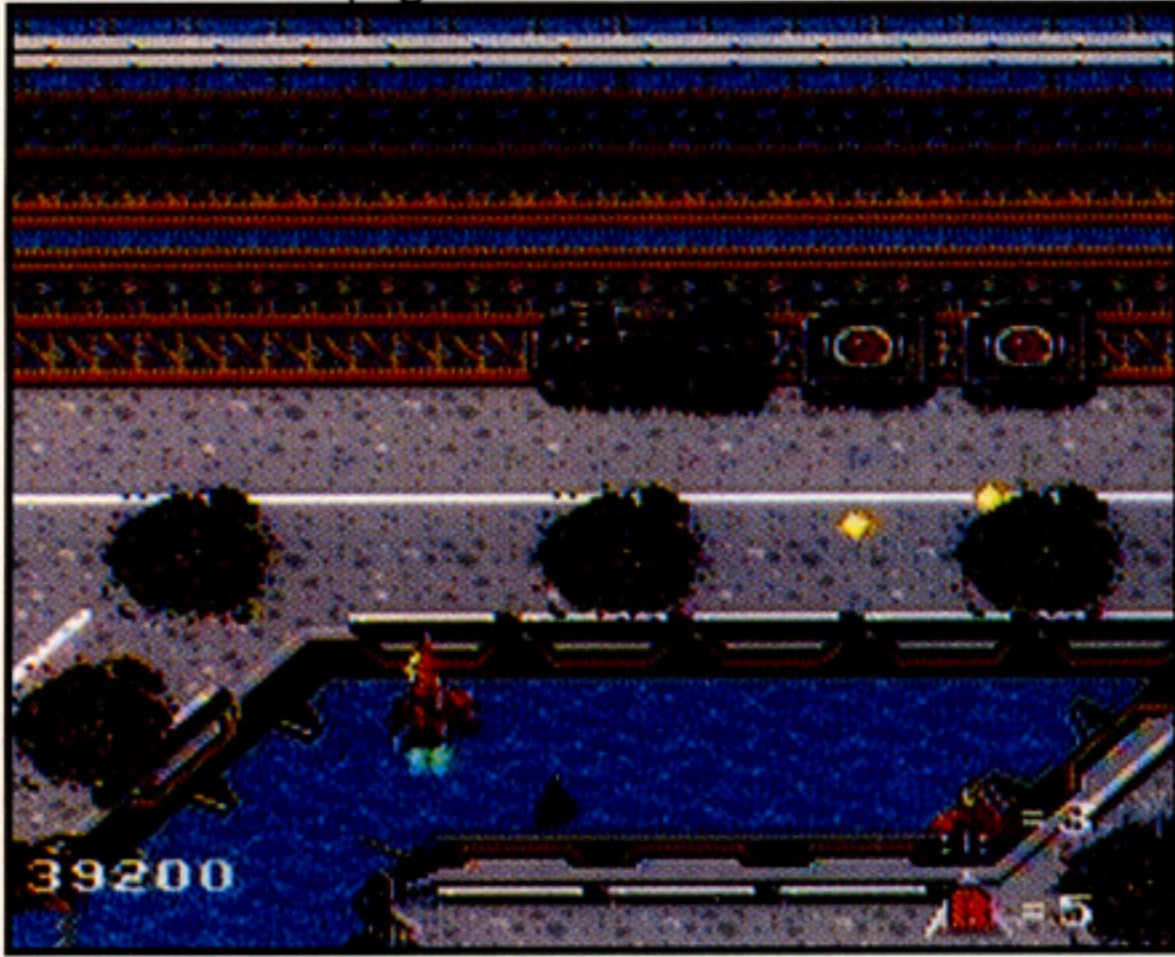
team. A scrappy right-winger, Taylor is as likely to score a key goal (his high is 47 in a season) as he is to end up in the penalty box (his season high is 132 minutes). He holds multiple milestones, such as 400 goals over his career, and he is 28th on the all-time scoring list.

Of all the players, Blake seemed to be the one to take to *TV Sports: Hockey* the best, not only scoring some key goals, but winning some fights as well. However, all of the players were locked into the game, shouting strategies, begging for passes and high-fiving each other on scoring plays.

But perhaps it was Dave Taylor who said it best: "I think the Finnish team has been playing together longer." ✨



Some of the Los Angeles Kings enjoy a few shifts against *TV Sports: Hockey* in their locker room.



game that has eight very intense levels. This is almost exactly like the arcade version from the word go. Everything is included, from the way the regular enemies shoot to the hidden fairies. The only differences that I've detected are the difficulty—the arcade version may be a tad more intense—and the way a few of the end bosses fire and move.

Graphically, *Raiden* is very good. Great care was put into this part of the game so that you'd not only have detailed enemy characters, but well-defined backgrounds as well. As you venture from the land to the water and finally to the outer-space scenes, you'll notice that there was detail put into the "other" graphics besides the ones you'll be destroying.

The sound and music of *Raiden* are good for a game of this type, which is usually below action-adventures but above role-playing games.

to move faster than your ship. There

It features fairly decent music and a little more than the simple explosions and shot sounds you might find in other shooting games. True to the arcade, I found that the ship moved sluggishly and that the enemy bullets always seemed

is no way of speeding up your ship—none that I found anyway—either through collecting speed-ups or pressing select to increase the speed. Additionally, if you died in a tough area without having found the fairies that come out to give you some help, you have to battle out of the situation with a little pea shooter. To make matters worse, it's three continues and you're out. This isn't made any easier by the fact that some of the shots from the enemies tend to blend in with the background.

Even with the drawbacks mentioned, I found *Raiden* to be a very enjoyable game, but I would have to recommend it for the serious shooter fans. It's a tough game to go through, even with a fully powered weapon.

—D.N.

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licenses for video games. Of course, it also depends on whether the organization has an agreement with any other companies on other systems. If they do, it could be very difficult, if not impossible, to get the license.

Finally, to answer your last question, while the TG-16 is very capable of doing parallax scrolling, it is very costly and complicated in terms of programming. It wasn't done too often in earlier games, but more and more recently released games are programmed with this feature. Unfortunately, most of them are in Japan right now.



Are there going to be sequels for *Splatterhouse*, *Bravoman* and *Veigues Tactical Gladiator*? I read in another video-game magazine about *Bonk III* and it being a role-playing game. They had pictures and everything; it looked great. Do you have any information on *Bonk III*? Will the Turbo have any games over four megs? If so, what are they and when will they be released? Will there be any games with special features like rotation?

I would like to know more about the NID box. Would you need the CD player for it, or does it have its own CPU to make the processing speed faster? And what new capabilities does it give the TG-16?

My last question is about the PC Engine games *Altered Beast*, *After Burner II*, *Out Run*, *Cyber Combat Police* and *Special Criminal Investigation*. Will these games be coming out in the U.S., and are they on cartridge or CD?

—Pat Johnson
Croydon, Pennsylvania

There are no plans for sequels to be made for the U.S. of the first set

of games you mention—same goes in Japan, for that matter. At least, not yet anyway.

As far as *Bonk III*, we spoke to Junta Kashiwabara, who is one of our contributing editors and works for PC Engine Monthly magazine in Japan. Junta, along with other editors of PC Engine Monthly, is working with the programmers of RED, the creators of *Bonk's Adventure* and *Bonk's Revenge*. The plan is for the game to be a role-playing game, but that has not been 100% confirmed. As far as the pictures you spoke about, Junta said the pictures are fake and that they were made by RED for PC Engine Monthly as a gag for their readers. The pictures first ran in the magazine back in October of 1990, almost nine months before they were published as "authentic" photos. As soon as real pictures are available, we'll show you the game. Games with more than four megs will start appearing very soon. The first one in the U.S., *Raiden*, is six megs and is reviewed in this issue.

The New Interactive Display (NID) would require the CD-ROM and a special NID decoder. It will allow for 60 minutes of full-motion video at a maximum rate of 30 frames per second, along with still pictures and stereo audio. Or, instead of the video, it can have up to 20,000 still pictures on one disc. Other specs include a video frame size of 256 x 240 (still pictures will have 512 x 256); a display layer of motion picture, still pictures and graphics; a playback mode with normal, slow, pause and search fast-forward settings; and two channels of audio from 16 total channels. All this runs at 21.5 MHz. What this would do is allow you to play games like *Mad Dog McCree*, *Who Shot Johnny Rock?* and *Mach III* (coin-op laser-disc game) in versions that would be identical to those in the arcade.



Thank you, thank you, thank you and, once again, thank you. You had the best coverage of the TG-16 at the Summer CES. I was really impressed by how much information you brought back, and the pictures were crystal clear. You gave enough information to tell me how good or bad the game was, and in my book that's the first priority.

I also greatly enjoyed your coverage of the Tokyo Toy Fair. All around, I'd say your magazine is well worth the \$9.99 price and is a good investment for any TG-16 owner. Thanks for your time and keep up the great work.

—Eric Collins
Seattle, Washington

Thanks for all the praise. We take great pride in doing the magazine, and we're glad it shows. You can thank Victor Ireland for the coverage of the Summer CES. He's like a human vacuum cleaner when it comes to the TG-16 and information on it.



I've had my TG-16 for a year now and love it. Now, to get to the point: When will *Street Fighter II* be available for the TG-16? I want it, and I want it now!

—Danny Ruiz
Woodland Park, Colorado

Well, it just so happens that *Street Fighter II* is planned for the PC Engine Duo. Turn to the TurboNews section. ✨

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